

Field Trip Facilitator Instructions

Pre Field Trip:

- Make sure you know the number of kids expected and the agenda. If questions, ask the account executive.
- Precall the client a few business days beforehand.
- Ready the props, instruction sheets, and field trip forms. Have the items, where practical, in the cake room.
- Have goodie bags ready.
- Be sure:
 - bathrooms each are clean, and have toilet paper, paper towels, and soap.
 - Waste baskets are empty in big room and cake room.
 - Foyer, cake room, big room, and show room are clean, including their floors.

During the Event:

- Welcome client. Get kids situated. Explain to client how the event will run.
- Ask lead counselor:
 - To give you 2 counselors per activity they'll be running that you can train during the show.
 - OK to give her goodie bags to take back to camp & give out at end of the day to take home? (This way, they leave camp intact.)
 - If she can divide the kids into ___ groups after the show.
- Train staff on activities they'll be running during the show.
 - Try to have 2 staff per activity.
 - Assign activities. Try to get someone outgoing for the game show.
 - Distribute written instruction sheets to the staff for the activity they'll be running. (They run the same activity each period.) Go over it with them. Answer questions, make sure they understand.
 - Go over timing.
 - Go over rotation. Everyone moves through the activities in the same order.
- Count kids. Write number on sheet. Confirm your count with lead staff person and have them sign the sheet so everyone is in agreement on the # of kids.
- During concurrent activities:
 - Provide a 2-3 minute warning.
 - Keep things on track timewise.
 - Monitor each activity during each period to make sure things are going smoothly. Provide assistance as needed.
- At end:
 - Give client goodie bags.
 - Collect payment as appropriate.
 - Thank everyone for coming!
 - Clean up.

What if:

- Client is late. If more than 10 mins late, call to be sure they aren't lost. Ask when they need to be out by. Adjust schedule if needed.

Field Trip Count Sheet



Date: _____

Organization: _____

of children attending field trip: _____

Agreed: _____
Client Signature

Printed Contact Name Title

Abra-Kid-Abra

Team _____

Wall Puzzles Answer Sheet

Write down your team's answers to the wall puzzles. Start by the front door.

You'll find out how you did at the end of the field trip.

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

Facilitator Answer Sheet

Wall Puzzles

1. Half of $8 = 3$? Draw a vertical line through the “8”. The right half is “3”!
2. $5 \times 6 = 8 \times 4$? $5 \times 6 = \text{thirty}$. $8 \times 4 = \text{thirty too!}$
3. What’s unusual about 1961? It’s the same upside down!
4. Ben’s Mother has 3 children. The first is named Diamond Jim. The second is Nicole. What is the 3rd child’s name? Ben!
5. 26 Cents. I have 2 coins in my hand that total 26 cents. One is not a penny. What are they? A penny and a quarter. One is not a penny—the other one is!
6. Dirt. How much dirt is in a hole $2' \times 2' \times 2'$? None. There is no dirt in a hole!
7. Spelling Bee. Arrange 9 letters in “extension” to spell 3 numbers each < 20 ? Ten, six, one
8. Vanishing Fruit. How do you make a pear disappear? Append “disap” in front of “pear”!
9. Unusual Sentences—what’s unusual about them? The five boxing wizards jump quickly. The quick brown fox jumps over the lazy dog. The jay, pig, fox, zebra, and my wolves quack! They each use every letter of the alphabet!
10. ABE. Professor says the letter that comes after AB in the alphabet is E. How is this? In “the alphabet” “e” follows “ab”.

Field Trip Instructions for Camp Staff

Inflatable Safety Rules

For Both Inflatables

- Remove shoes & glasses. Store in cubbies.
- No running

Bounce

- 4 maximum per side at a time
- No flips
- No horseplay
- Don't hang on the rim

Obstacle Course

- Keep moving through it. Don't stop to play in the middle.
- If someone is in front of you, count out loud to 10 or 15 before entering. This spaces out participants. Alternatively, wait til the person in front of you is at the base of the slide before you start.
- Go down slide on your bottom. No diving or head first.

Team Trolley Relay Instructions

Props: 2 pair of red land skiis. (Each has 8 strings attached.) 4-6 red cones.

Set up: Put a pair of orange cones at the start and finish line. Set the 2 pair of land skiis at the start line. Indoors: go between the bounce and the wall between bathroom and cake room. (If outside, see setup diagram below. If 3 legs, the course will be triangular, so put a 3rd pair of cones at the 3rd point of the triangle.)

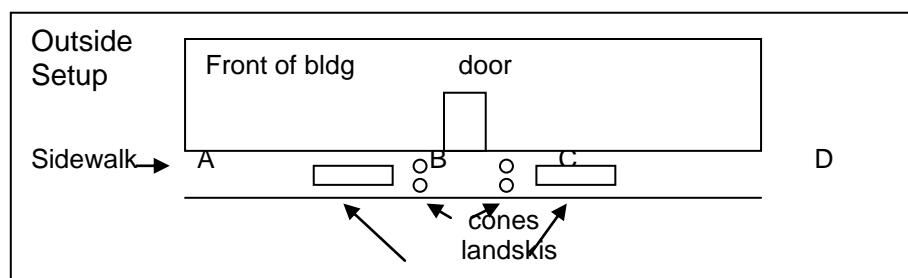
To Play:

1. Divide the players into 2 approximately equal teams. 2-30 can play.
2. Players must work in concert to move, as a group on the skiis, from 1 point to another.
3. Do 1-3 legs of the journey. Players stand where they'll start their leg.
 - a. 2-8 players: 1 leg. Start line & end line. All stand at start line.
 - b. 9-16 players: 2 legs. Start & end line. Group 1 goes from start line to end line. Group 2 comes back from end line to start line. Group 1 stands at start line. Group 2 stands at the end line (since that's where they'll start from). Each player does 1 leg.
 - c. 17-24 players: 3 legs. Triangular course. Each of the 3 groups stands at a different corner of the triangle, depending on where they'll start from. Each player does 1 leg.
4. Try to make the activity last and engage them for the allotted time (typically 10-15 mins). If they finish quickly (or you think they will) & you still have time left, what can you do?
 - i. Add another leg.
 - ii. Up the challenge level by having every other person stand backwards! Or have all team members close their eyes except for 1.
 - iii. Give teams 2 minutes of planning time before the next leg (or in the middle of a leg if they're experiencing difficulty).

Additional Considerations:

1. If some are not comfortable participating, they can be a coach.
2. If 25-30, you can have a coach for each leg, who is not on the skiis. The coach walks alongside and coaches.
3. Note: if you have, e.g. 10 players—2 teams of 5, you can do 2 legs, 1 with 3 players and 1 with 2.
4. You can run this as a race between 2 teams. Or just as a challenge to see if each group can work together to progress on the skiis.

Clean Up: Put skiis safely aside. If done for the day, put them back in their boxes.



Pipeline Instructions (Half Pipes)

Props: Cylindrical container which includes: 15 plastic colored half pipes & 2 ping pong balls.

Setup: Set the container with pipes & balls at the starting point. Let's presume the starting point will also be the ending point. (If the 2 are different, put the container at the end.) Plan out 2 courses through which the ball will travel thru the pipes to get to the container. 1 is easier. The other is more challenging, if you need it. E.g. if you have 10 participants, call them A-J, course #1 might entail each having to handle the ball 2x (i.e. abcdefghij abcdefghij) to get it to the container; whereas course #2 might entail 3-4 times. You can have the participants loop around a pole, e.g. Plan the course so the participants don't interfere with participants on other activities.

of Players: Up to 15. Plus 1-2 more if you add coaches.

The Challenge: You guys are magicians. Each of you holds one of these pipes, which are different tricks in the show. This ball is your audience. The object is to get the audience through all the tricks and into the bucket--which is your applause at the end of the show.

Here are guidelines for providing a great magic show:

- To start with, before the show begins, everyone is backstage--over here (behind the starting line).
- Hold your own pipe with 2 hands. Your hands may not touch anyone else's pipe.
- When the audience is watching your trick—in your pipe-- you may not walk, or move your feet.
- If the ball drops, that means a trick didn't go well and we have to start the show over from the beginning.

Any questions?

Notes:

- Last resort, 2 can share a pipe, but 1/pipe is optimal.
- Let them struggle a little. That's how they learn.
- If they aren't having success, you might whisper to one person a tip. E.g.
 - Go slow.
 - It sometimes helps if 1-2 people watch the overall process, floating with the ball—as coaches.
 - The balls will probably drop several times. If they get a little further along, that's success, they should celebrate. They shouldn't blame 1 person if they drop. Rather, they should coach.

Pipeline Instructions (PVC pipes)

Props: 12-20 pvc pipes; a racquetball; and a tin can.

Setup: Set the can at 1 end of the sidewalk.

Setup: Each team has a pipe for each person and a ball. At the end point is an empty bucket for each team.

The Challenge: You guys are magicians. Each of you holds one of these pipes, which are different tricks in the show. This ball is your audience. The object is to get the audience through all the tricks and into the bucket, which is your applause at the end of the show.

Here are guidelines for providing a great magic show:

- When holding your trick, you cannot touch the ends—only the middle.
- To start with, before the show begins, everyone is backstage--over here (behind the starting line at the end of the sidewalk opposite the bucket).
- When the audience is watching your trick—in your pipe-- you may not walk, or move your feet.
- If the ball drops, that means a trick didn't go well and we have to start the show over from the beginning.

Any questions?

Notes:

- If you run out of pipes, 2 can share a pipe. Or make the person(s) a coach.
- Let them struggle a little. That's how they learn.
- If they aren't having success, you might whisper to one person a tip. E.g.
 - Go slow.
 - Let the group know if the ball is in your pipe, so they know where it is at all times.
 - It sometimes helps if 1-2 people watch the overall process, floating with the ball—as coaches.
 - The balls will probably drop several times. If they get a little further along, that's success, they should celebrate. They shouldn't blame 1 person if they drop. Rather, they should coach.

Network Table Game Instructions

Props: Card table frame (with 8 strings attached to a capped black marker), laminated target.

Set up: Wipe the target clean with a paper towel. Moisten if needed. Place the target with A,B,C, D, 5, 10, 15 on the floor beneath the network table.

Instructions: 2-8 people stand around the table. Each holds 1 or 2 rings that are on their side. (I.e. If 4 people, 1 per side, each holds 2 rings. If 8 people, 2 per side, each holds 1 ring. If 2 people, stand on opposite sides, each taking 2 rings.)

Participants are magicians who are working together to perform a trick. The target on the floor represents the audience. The goal is to get the highest marks with the audience as quick as you can. The challenge: Working together to control the marker, put 1 mark in each of the 12 sections of the chart, while getting as few marks on 1 of the lines as you can. Marks in a section represent applause. Marks on the line represent someone in the audience falling asleep. More than one mark in a section means they have fallen asleep so heavily that they sleep through your next 3 tricks! You want as few falling asleep as possible.

Any questions?

Suggest that they practice for a couple minutes with the cap on. You can time how long it takes them to mark each section, and how many people they put to sleep along the way. If you like, keep score for each team and see who does the best.

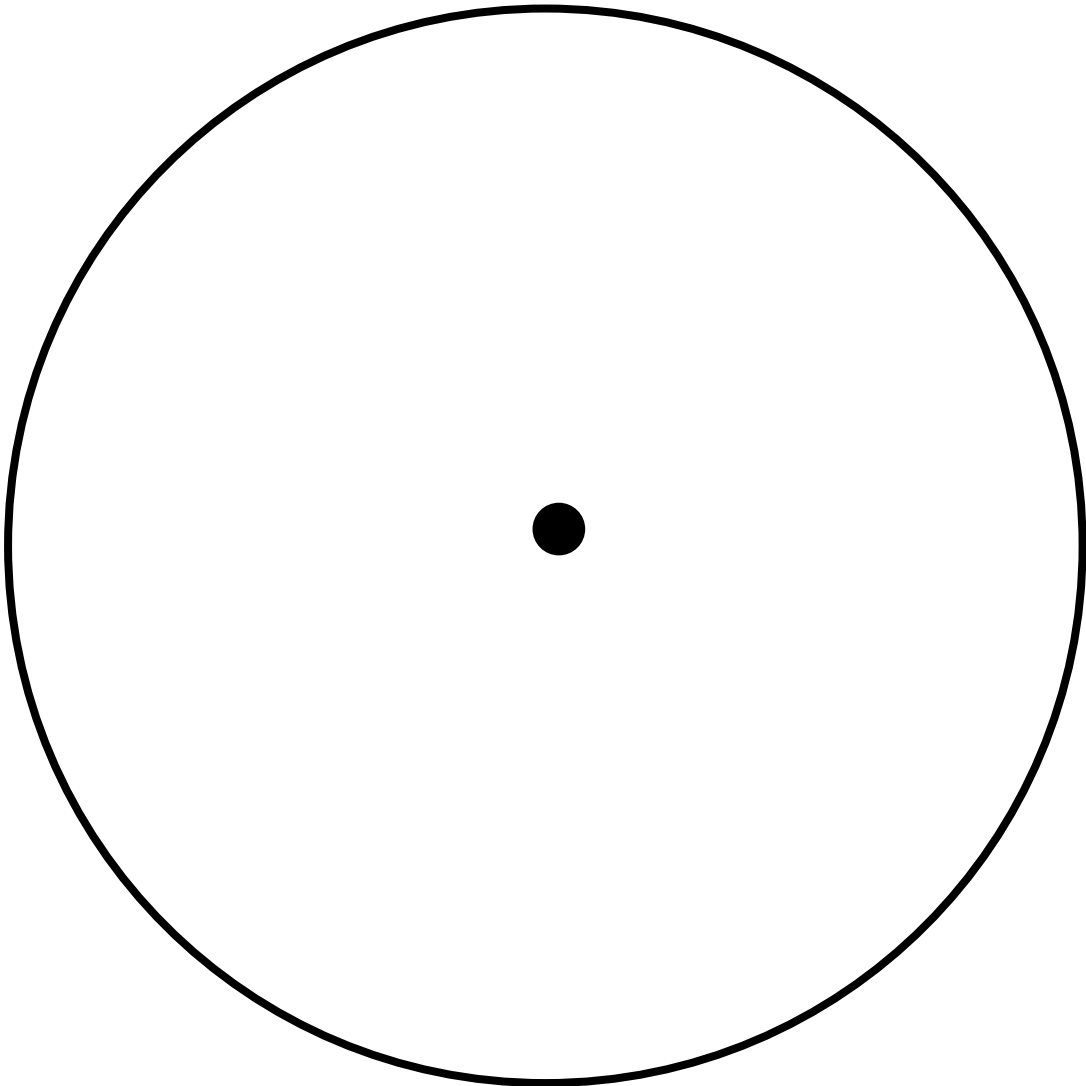
Clean Up: Cap marker when not in use. Wipe laminated charts clean. Put network table back in box. Put charts in folder and put it back in the box as well.

Puzzle Activity Instructions

- Divide campers into 2 groups of roughly the same size.
- There are 2 sets of puzzles: a) wall puzzles in the front foyer (approximately 10 puzzles).
B) prop puzzles on the table in the big room.
- Schedule:
 - Time Period #1 :
 - Group 1 in front foyer with wall puzzles.
 - Group 2 in big room with prop puzzles.
 - Time Period #2:
 - Group 1 in big room--prop puzzles.
 - Group 2 in front foyer--wall puzzles.
 - Note: Time periods are usually ~10 minutes, though this varies. Ask Abra-Kid-Abra field trip coordinator for time length.
- Puzzle Types:
 - Wall puzzles: Each group gets a blank answer sheet with a bunch of blank lines to put down their answers for each of the wall puzzles.
 - Prop puzzles: Each group tries to put the puzzles together. There are no answer sheets for these puzzles.
- Answers will be revealed at the end of the field trip when everyone comes back together.

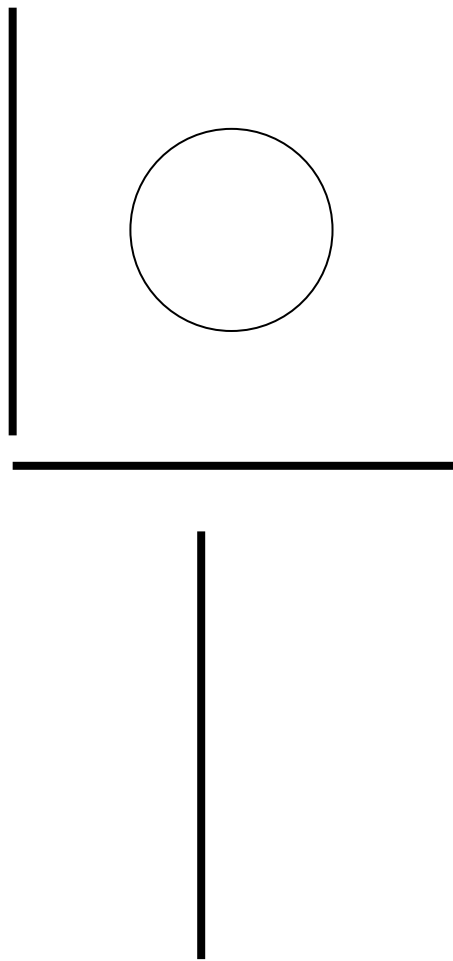
Circle with Dot Challenge

Can you draw the below picture—a circle with a dot in the middle—without your pen leaving the paper? Whenever your pen travels across the paper, it must draw. You cannot skim the pen lightly across the paper and not make a mark.



Coin in Cup Challenge

Position 4 straws and a coin as in the picture below. Can you move 2 straws and get the penny out of the cup? The cup must maintain its same shape. You cannot touch the coin.



Pyramid Puzzle

Can you put the 2 red puzzle pieces together so they form a pyramid?

Donkey Puzzle

Can you put the 3 puzzle pieces together so that the 2 riders are each riding a donkey? No bending or cutting the pieces.

Game Show Instructions



- Divide your group into 2-4 roughly equal teams of 4 or so apiece.
- You are the emcee.
- Show the 4 sample wordles 1 at a time. Let participants try to guess what they are saying. Provide correct answer as needed. This shows them how wordles work.
- Teams alternate turns. They choose a category and point amount. (E.g. Popori for 200.) You turn the one the picked around, showing the wordle. The team whose turn it is has 30 seconds to provide their answer. If they are correct, they get the points. If they are wrong, they don't get the points and the other team(s) can make a guess. If no one gets it right, reveal the correct answer, which is on the back of your sample wordless placard.
- The first round is all 100 point questions. Round 2 is 200 or 300 pointers. Round 3 open the board to the 400 & 500 pointers.
- Teams keep track of their own score. Periodically, ask each team what their score is, noting where the teams stand.
- Note: Generally, the higher the point value, the harder the wordle.
- Optional Rule: You can say that if a team chooses a 400 or 500 point question, if they get it wrong, they lose that many points. They also have the option of not guessing if they don't think they have the correct answer, in which case they stay even. This dissuades a team from choosing the big point questions right off the bat and building a huge lead.
- Keep track of time to let teams know how much more time they have. Depending on time constraints, you may not get through the whole board.
- At the end you can, if you like, do a final jeopardy question, where teams can wager up to all their points. If they get it wrong, they lose them. All teams write down their answer, and each team gets a shot at the final jeopardy question. You can choose from the remaining ones which one it is. It should be a challenging one for them.
- When done: turn all the placards point side facing the audience and you are ready to go for the next show!