



Program Outline

EXAMPLE

*****NOTE: Please complete this form and return it to your chapter S'ganit TWO WEEKS prior to the program date!!!**

Chapter: Resnick BBG Date of Program: 9/27/10

Time of Program: ____ : ____ to ____ : ____

Program Location: JCC (Cafeteria)

Program Planners (List all Names): Molly Bank and Lisa Soumekh

Adult Chaperones: Shannon

Program Name: BBYO Double Dare

Objective: To educate current and prospective members about BBYO in a fun way

Incorporated Folds: Recreation, Sisterhood, Creativity

Order of Operations (List all activities with the approximate times they will take place):

7:00- 7:15- Members arrive. Announcements are given by regional board.

7:15- 7:25- Icebreaker (written below)

7:25- 7:30- Introduce program- explain rules and split everyone into two teams

7:30- 8:30- Play BBYO Double Dare (about 15 minutes per round)

Describe each activity listed above in detail:

Icebreaker:

Hodgey Podgey-

(Lisa) Explain rules- Everyone sits in a circle and we will start a beat by saying an little intro “Hodgey Podgey Hoddgey Podgey One Two Ready Go.” Then each person in the circle has to say one word on the beat to add to a story that is being created. The whole story has to be formed from one run on sentence. If the person does not say the word on the beat or if their word does not make sense, they are out. The game continues until their is just one person left.

BBYO Double Dare:

Divide everyone into two teams. Tell each team to choose a team name and a spokesperson.

Read the rules (summarize):

This game will consist of multiple rounds. To start the game, the two teams will compete against each other in a physical challenge. The winner in this challenge will start with possession of the board, meaning a trivia question will be asked to that team. For each question, the team will have 20 seconds to talk about the answer. Once the time is up, the spokesperson for the group must answer the question. If they answer the question correctly, they will be awarded 25 points and maintain possession of the board. If they answer the question incorrectly, the other team will be awarded 25 points and possession of the board. If the team does not know the answer, they have the option to dare the other team to answer. If the team that was dared answers correctly, they are awarded 50 points and possession of the board. If they answer incorrectly, the other team is awarded 50 points and possession of the board. If the team that was dared does not know the answer, they can double dare the first team again for a total of 100 points. If the team does not know the answer, the trivia process will start over until a series of 3 questions per round go unanswered. Once three questions have gone unanswered, both teams must compete in a physical challenge.

A physical challenge is competition between the teams. Whichever team completes the challenge first will be awarded 100 points and possession of the board. The round is over after a physical challenge has occurred.

To begin the next round, the team awarded the points from the physical challenge starts with possession of the board and the trivia resumes with the questions starting at a value that is double the previous starting value.

The team with the most points at the end of the game wins.

Ask if there are questions.

Physical Challenges:

First challenge for possession of the board: Human Pyramid

Each team must build a human pyramid that includes every player on their team. Whichever team does this first and holds the pyramid for 10 seconds wins the challenge and starts with possession of the board.

Second challenge: Whip Cream Pie

Each team will select three members to compete. There will be aluminum foil pie pans filled with whip cream. In each pie there will be three cherries or some other type of fruit hidden at the bottom. The first team that finds all of the hidden items wins. If all of the items are not found in 2 minutes, we will stop the contestants and the team who found the most hidden items will win. If it is a tie, there will be another 1 minute of sudden death and the first person to find an item wins.

Third challenge: Orange Pass

All team members participate. Each team will be given an orange. They will stand in a circle or a line with their team and the first person puts the orange under their chin, holding it against their neck with their chin. Each person has to pass the orange to the next person without using their hands or body parts other than their necks. If the orange is dropped, the team must restart. The first team to pass the orange to all the members of their team wins.

Fourth challenge: Spooey Challenge

Each team will select two members to participate in the challenge. One person will put their arms behind their back. The other person will go behind them and put their arms through the other players, making the arms of the second person act as the arms of the first person. There will be a bowl of pretzels and a bowl of frosting and the “arms” person has to feed the other person spooey. There will be an equal number of pretzels for each team and the team that eats the most in 1 minute (?) wins. If either team finishes all the pretzels before the time limit, the team who finished first wins. There is also an extra 25 points awarded for eating all of the pretzels.

Extra challenges: (if time)

M&M challenge- Each team selects two members to participate. There will be a plate of M&Ms on a table on one side of the room, and the four participants stand on the opposite. Each player is given a straw. They have to run across the room, suck up an M&M with the straw and put it in the bowl next to them. Then they run back and the other player goes. The team to transfer the most M&Ms in 1 minute wins. If one team transfers all the M&Ms the contest ends and they receive an extra 25 points.

Chugging relay- Each team selects three members to participate. Each participant is given a glass of water. When we say go, one participant from each team must chug the glass of water. Once the player is done, the next player goes and so on. The first team to finish chugging all of the water wins.

Crab Walk relay- Each team selects three members to participate. The players then form a line with their team. Each player has to crab walk across the room and then stand up, spin around 3 times and run back to their team’s line. Once the player returns, the next player goes. The first team to have the last player return wins.

List all supplies (including food if you choose to have a snack) and who is responsible for bringing them:

- whip cream (Lisa)
- fruit for whip cream pies (Lisa)
- 6 aluminum foil pie tins (Molly)
- 2 oranges (Molly)
- pretzels (Molly)
- frosting (Lisa)
- paper/plastic bowls, plates, and cups (Molly)
- trash bags (Lisa)
- M&Ms (Molly)
- tape (Molly)
- sheet (Molly)
- paper + marker (Molly)
- 6- 10 straws (Molly)

Promotion/advertisement (e-mails, fliers, phone calls, etc.): Chapter e-mail

Describe Transportation: Each member must provide their own transportation to the JCC

Total Cost of Program: none (we already had all the supplies)

How cost will be covered (ie. chapter funds, members pay to attend, etc.):

Not applicable

Other information (if any):