

LEADER MUST HAVE

1. Must like his work
2. Plan and practice program diligently
- **3. Have the desire to help others to a richer and fuller life through the wholesome use of leisure time.

HELPS FOR LEADER

1. Understand thoroughly what you want done and make directions brief and clear. Demonstrate when necessary.
2. Stand where you face everyone, speak so you can be heard and don't shout. (Give them a minute to talk if they persist in being noisy)
- ** 3. Go into game without hesitation and arouse group interest from start by choosing familiar game or one that requires little explanation.
4. Play game until it is almost at its best.
5. Play the game yourself. Watch your group with keen interest.
6. Never be a school teacher on a recreation floor.
7. Avoid making a fool of anyone.

PLANNING A PROGRAM

1. Pre-party or get-acquainted activity, or community sing. 20-30 minutes.
Human Lotto - Hand out papers and have them draw 16 squares. Get names of people in each square. Leader has list of all at party. Calls them off and they check the square with that name in it. When have four checks in line, call "Lotto" May continue until they have lines in four different ways. If don't have list of people, good MC can point to people, ask them their names and those having it check it.

Jitterbug Lotto - For teen age. Write 30-40 name bands. Have each write favorite bands in the 16 squares. Play as above.

Human Checkers

Brain Teasers

2. MUSical Mixer - to get into groups

Glow Worm

Red River Valley

3. Active game or relay

4. Quiet Game

Who Am I? Leader chooses to be someone. 3 questions asked from each side. Leader may answer anything except what her name is. See which side can guess who she is. Appoint others to come and pretend they are someone.

5. Semi-active

6. Musical

7. Song or Stunt

8. Refreshments

9. Quiet games - Active for Teen-age.