

10. Active game
11. Stunt or Song
12. Musical Game - Send them home singing.

Hints:

Keep in mind the formations.
 Put on side of planned program for emergency use.
 3 quiet games
 3 active games
 3 musical games
 3 square dances
 Have program on small card under watch.
 Have whistle.

ACTIVITIES

1. FORM "A" RELAY

Have a sets of letters of alphabet in two colors if possible. Keep them separate.
 Have an extra set of vowels with each one.

Formation:

2 lines facing each other. Need judges. Heads of lines at opposite ends of room.
 Tables with letters on them in center between lines.

Action:

Leader asks them to form word with letters at head of their line. Teams that form words first scores a point.

2. ENDLESS CHAIR RELAY

Formation:

Line with baseline 20 feet away.

Action:

First in each line on signal runs and touches the baseline, goes back, joins hands with second person, second person goes to baseline and touches, goes back and joins hands with three, continue until back in original position and all have touched.

3. RIGHT HANDS ACROSS

Call:

First couples out to the couple on the right
 Right hands across
 Back with the left and don't get lost
 Swing your opposite
 Swing your partner and on to the next.

4. TAKE A LITTLE PEEK

MUSIC: Turkey in the Straw

Call:

First couple out and lead to the right (If in one big circle, even couples out)
 Round that couple, take a little peek
 Back to the center and swing your sweet
 And around that couple, you peek once more
 Back to the center and circle four
 Circle four and pass right through
 Go on the same as you used to do.