



30+ minutes

Let's-Do-It!

Wrap up with fun and games.

Let's-Do-It! is a collection of suggested party activities for all Trimble Tots titles. Select games or crafts that are appropriate for your party spaces and ages of children. Some games are adapted for more than one title. Some basic games are appropriate for all parties, such as Balloon & Bubblegum Relay. Let's-Do-It activity choices follow the Party Camp Combo (decorating cupcakes and Theater-In-The Town). Liberty Cake (silly strip and cake) is optional. (Click on individual book titles to find the link: Party Camp: Let's-Do-It! party activities.)

Feature book: Serendipity Says...
To Know Me Is To Love



Note: Extra: Extra: Liberty Cake and Silly Strip. Bring an Angel Food cake (Buy or make ahead of time.) and toppings if you plan to have a cake and presents.

Items needed:

- Serendipity's Song (CD and lyrics)
- See individual Feature Book theme games and activities.

Activities:

- Serendipity's Song (CD and lyrics)
- Games:
 - Air Balloons (to Serendipity's Song)
 - Balloon & Serendipity Relay
 - Balloon Pop/Balloon catch-up
 - Pass-the-bottle
 - Pass-the-bottle/Bottle catch-up
 - Footprints in the sand
 - Capture the bottle (adapted from Ring Toss)
 - Serendipity Walk
 - Pass the awards
 - Game series: Saying Serendipity

Choose Feature Book theme games and activities.

Game: Air Balloons.

Needed:

- Balloons
- Serendipity's Song (CD and lyrics)

Objective: Keep the balloons floating in the air for the time it takes to sing or listen to Serendipity's Song.

Rules: Form two circles and start the balloon going around from player to player, keeping the balloon in the air at all times. The circle that keeps its balloon up the longest wins. Repeat as long as there is interest.

Game: Balloon & Serendipity Relay.

Needed:

- Balloons.
- Folded notes.
- An open space with a non-slip floor.

Rules: Blow up the balloons, with a folded note inside. (Notes say Serendipity or theme words: Sea serpent, spell, stones, clue, sandcastle, message-in-a-bottle, discovery, Old Methodical, Old Sol, etc. More than one folded note should say Serendipity.) Set the kids in lines of two or three teams. Place a balloon at the finish line for each

team. When you say, "Go!" a player will slither to the finish line and pop the balloon, grab the folded piece of paper, unfold it, and read it. Once the player has read the note, he/she may run back to the beginning of the line, touch the next player's hand, and it continues until the first team finishes. (As each player is running back to the beginning of the line, place another blown up balloon, with a folded note inside, at the finish.) The team with the most notes that say, Serendipity, wins.

Game: Balloon Pop/Balloon Catch-up. (adapted from Hot Potato and Lions & Tigers)

Needed:

- Balloons.
- Folded notes.

Note: The folded pieces of paper say Serendipity or theme words: Sea serpent, spell, stones, clue, sandcastle, message-in-a-bottle, discovery, Old Methodical, Old Sol, etc. More than one folded note should say, Serendipity.

Objective: Pass two balloons around the circle as fast as you can starting at opposite sides of the circle. The fun is in trying to get one balloon to catch up with the other, pop the balloon, and get the winning note.

Rules: Place notes inside un-inflated balloons. Blow up the balloons with the folded piece of paper inside each one. Players sit down in chairs that have been put in a circle, and two players on opposite sides of the circle are given a balloon to hold. On a signal, both players pass their balloons to the right as quickly as they can. When one balloon catches up with the other balloon, two players, sitting next to each other, will be holding a balloon. The player who holds the catch-up (trailing) balloon, pops the balloon to find the note folded inside. The winning notes in this game say, Serendipity. Continue with two more balloons starting at opposite sides. Take turns being starters. When everyone has popped a balloon to find a note, the game is over.

Games and activities, continued

Game: Pass-the-Bottle. (game adapted from Hot Potato)

Objective: This kids game is a lot like musical chairs but with a "hot potato" (a bottle with a message).

Categories: Groups. Birthdays. Kids.

Players: 2 or more players.

Needed:

- Serendipity's Song. (CD player and CD with song)
- A plastic bottle ("hot potato") that can be passed around the circle.
- A sheet of messages-in-a-bottle.

Rules:

1. Pass around a bottle with a message inside. ("hot potato")
2. Play Serendipity's Song for the music. (Party leader is the music player.)
3. Players sit in a circle. If you are using chairs, place chairs in a circle. Players sit down in the chairs. A bottle is passed from player to player while the music player, who shouldn't be looking at the group just to be fair, plays Serendipity's Song. When the music stops, the player holding the bottle ("hot potato") is out and sits in the center of the circle. The next round continues. The last player out is the winner. The winner opens the bottle, takes out the message-in-the-bottle and reads it.

Music stops should be made frequently so the game moves quickly and players will not be out for a long period. Try to act like the bottle ("hot potato") is really, really hot!

Variation: Pass the Ocean in a bottle. ("Hot potato")

Needed:

- Clean, clear plastic bottle with cap.
- Water.
- Baby oil or mineral oil.
- Blue food coloring.
- Small sea shells or plastic fish (if you like)

Directions:

1. Fill the plastic bottle halfway with water.
2. Put three to four drops of the blue food coloring into the water.
3. Put the cap on the bottle tightly.
4. Shake the bottle to mix the color into the water.
5. Take the cap off of the bottle.
6. Pour the oil into the bottle almost to the top but leave some space. (Add the shells or fish if you have them.)
7. Put the cap on the bottle tightly.
8. Rock the bottle slowly from left to right.
9. It looks like the waves in an ocean!

Game: Pass the bottle/Bottle Catch-Up. (adapted from Hot Potato, and Lions & Tigers)

Needed:

- Plastic bottles with a message.

Objective: Pass two bottles with a message inside around the circle as fast as you can, starting at opposite sides of the circle. The fun is in trying to get one bottle to catch up with the other and read the message-in-a-bottle.

Rules:

Players sit down in chairs that have been put in a circle, and two players on opposite sides of the circle are given a bottle to hold. On a signal, both players pass their bottles to the right as quickly as they can. When one bottle catches up with the other bottle, two players, sitting next to each other, will be holding a bottle. The player who holds the catch-up (trailing) bottle is a winner and reads the message-in-a-bottle. Continue with two more bottles with messages inside, starting at opposite sides. Take turns being starters. Play as long as there is interest.

Games and activities, continued

Game: Footprints in the sand.

Needed:

- Footprint images.
- Serendipity's Song.
- Serendipity jingle.

Objective: Follow the footprints and when the music stops, the player who is standing on the lucky footprint with an "S" gets to say "Serendipity."

Rules: Set up a pathway of footprints. Have at least as many footprints on the path as there are children present. Players begin by standing on or beside a footprint on the path, one player per footprint. Start playing music (Serendipity's song) and each player should skip along the path of footprints, stopping on or beside each footprint and then continuing to skip along until the music stops. Stop the music after 10-30 seconds. When the music stops, each player should end up on or beside a footprint. The player standing on or beside the footprint with the S gets to say "Serendipity". Continue as long as there is interest. (prize optional for the player who stops on the S the most times)

Variation: Older players may choose to recite the Serendipity jingle. (prize optional)

Serendipity Jingle:

"Serendipity, Serendipity

I'm not looking.

I'm not looking.

I'm not looking for a clue.

I can never look for you.

I'll be looking for something else when you come into view."

Game: Capture the bottle/Message-in-a-bottle. (adapted from Ring Toss)

Needed:

- Bottles with messages inside.
- Rings that you can toss.

(Suggestion: Make a ring by cutting out the face of a paper plate.)

- Sheet of numbers representing points

Objective: Earn points for your team by tossing rings onto targets (bottles) with different values.

Rules: This game requires a ring toss target and a set of 4-5 rings. These are usually colored. The target generally will have three "spires" (bottles) each with a different point value (usually 100, 200, and 300 points). The numbers may be on

a folded piece of paper inside the bottle (the message in the bottle). Divide into two teams. Determine a tossing line from behind which you will toss the rings. Anyone who crosses the line loses a turn. When a player rings a bottle, he/she reads the message-in-the-bottle, which is the number of points. Rotate back and forth between teams and rotate among players. A team wins by reaching an agreed amount of points. However, both teams must have equal turns. You can return the target (bottle with a new number inside) to the same place after each toss. The bottles may be side by side in one row or in several rows.

Games and activities, continued

Game: Serendipity Walk. (Adapted from Cake Walk)

Needed:

- Serendipity's Song. (CD and lyrics)
- Numbered papers to walk on.
- Tickets with corresponding numbers.
- A hat or jar.

Optional Prizes: Bottles with messages or numbers inside (to tally for prizes), mini book & CD: Serendipity Says Vacation Is Good for Me, etc.

Objective: Be on the winning number when the music stops.

Rules: Mark off a circle in the walk area.

Set up a pathway of numbered squares and have corresponding tickets numbered in a jar or hat. Usually you'll want to have at least 12 to 18 squares, players, and tickets. Have at least as many numbers on the ground as there are children (1-10) present. The children skip around stopping on each number and moving on around the numbers, skipping around some more until the music stops. Players are to start by standing on a square that is numbered, one person per

square. Start playing music (Serendipity's Song) and each player should skip around the path of numbers. Stop the music after 10-30 seconds. When the music stops, players should end up on a numbered square. Once everyone has a number to stand on, pull out a numbered ticket randomly from the jar or hat. The player standing on the corresponding number wins. This is a very popular game so make sure you have a lot of numbered squares. If no one is standing on one of the numbers pulled, pull out another number until someone wins. Continue as long as there is interest.

Note: If you want to give prizes, put numbers on some small prizes, and if a player is standing on the corresponding number of the prize when the music stops, he/she wins the prize. If a bottle with a number inside is the corresponding ticket, the number may be saved and tallied for giving prizes at the end of the party to the player with the highest total.

Game: Pass the awards. (adapted from Hot Potato and Lions & Tigers)

Objective: Pass paper plates (hot potato) around the circle as fast as you can. Young players learn to say "Serendipity".

Needed:

- Paper plates with awards images.
- Serendipity's Song

Rules: Pass-the-awards. (adapted from "Hot Potato") Write each player's name on the back of a plate. Players sit in a circle. On a signal, players pass their plates to the music of Serendipity's Song. The person playing the music shouldn't be looking at the group just to be fair. When the music stops, the player who has the "hot potato" plate with his/her own name must say "Serendipity". The next round continues. Music stops should be made frequently so the game moves quickly. When all the players have had a chance to say "Serendipity", the game is over. Try to act like the "hot potato" plates are really, really hot!

Game variations for younger children.

Game series: Saying “Serendipity”

Objective: Games young children can play to practice saying the name, Serendipity.

Serendipity Relay

Needed:

- Baskets
- Folded notes with Serendipity’s image.

Rules: Individuals or teams line up and by turn slither to a basket sitting a designated distance ahead in their row. Each player picks a folded note out of the basket and slithers back to the beginning of the line, unfolds the note and if there is a Serendipity image, shouts, “Serendipity.” The next player continues, etc. The player or team who collects the most notes that say Serendipity shouts “Serendipity” and is the winning player or team.

Capture the bottle. *(adapted from Ring Toss)*

Variation: Use numbers 1-10 instead of 100-400.

Pass-the-award. *(adapted from “hot potato”)*

Objective: Pass a paper plate (hot potato) with an awards image, around the circle as fast as you can. Young players learn to say “Serendipity”.

Needed:

- Paper plate with awards image.
- Serendipity’s Song

Rules: Players sit in a circle and pass the award plate. On a signal, players pass the award plate, to the music of Serendipity’s Song. The person playing the music shouldn’t be looking at the group just to be fair. When the music stops, the player who has the “hot potato” plate must say “Serendipity”. The next round continues. Music stops should be made frequently so the game moves quickly. When all the players have had a chance to say “Serendipity”, the game is over. Try to act like the “hot potato” plate is really, really hot!

Game variations for younger children, continued

Pass-the-bottle.

Needed:

- Plastic bottle.
- Sheet of theme words and sheet of messages-in-a-bottle.
- Serendipity Song.

Variation: Players, sitting in a circle, pass a bottle from player to player until the music stops. The player who is holding the bottle when the music stops opens the bottle and takes out the note or rolled message. The next round continues without any player leaving the circle.

Messages-in-the-bottle can be theme words (folded notes) or rolled messages. Helper reads messages-in-a-bottle to pre-readers. The player who collects the most Serendipity images wins and shouts, "Serendipity."

Name Game

Objective: This game is designed as a fun way to learn names of children in the group and to practice saying the name, Serendipity. Players take turns choosing Serendipity for their names.

Categories: Groups. Birthdays. Kids.

Players: 2 or more players.

Needed: 4-6 small balls.

Rules: Form a circle. Give a ball to one player. Ask that player to say his/her name, or the name, Serendipity. Then the first player passes or rolls the ball to another player. The ball is passed or rolled around the circle until each player has a turn saying his own name or the name, Serendipity, as he receives the ball. When it sounds as if players are learning each other's names, and are saying Serendipity, easily, stop the ball and call on volunteers to repeat the names of every person in the group.

Voices: Say Serendipity. (*adapted from Poor Kitty*)

Objective: Players close or cover their eyes with their hands and try to identify other players by recognizing their voices when they say, Serendipity.

Categories: Groups. Birthdays. Kids.

Players: 6 or more players.

Needed: A blindfold. Or younger children can just close their eyes.

Rules: Arrange the group in a circle with a player in the center. Then have the players move around the circle very quietly. The player should approach the circle in any direction and catch one of the players in the circle who, in a disguised voice, says Serendipity. (Or a player can just shout out without the player having to catch him/her.) If the player fails to identify the player in the circle, he releases him/her and the game continues. If he succeeds, the two change places. Play as long as there is interest.











Theme words:
Cut and fold



Congratulations



Serendipity

Old Sol



Serendipity



Serendipity

Clue

Message
-in-a-bottle



Spell



Serendipity

Discovery



Sandcastle

Stones

Old
Methodical



Message-in-a-bottle. Cut and roll.



Can you say my very long name,
Ser-en-dip-i-ty!



Keep your eyes open.
Discoveries may be hiding on the path ahead.

I play with my grand-sea serpents every day.
It's so much fun.

I'm named after the surprise that happens
when you're not looking for me, when you're
looking for something else instead.

I'm the discovery you make
when you're looking for something else.

Thank you for breaking the spell.

Congratulations! Serendipity Award!
For understanding you can't look for Serendipity.

Thank you for understanding that I can look
for you but you can't look for me.

Wishing you many fortunate discoveries when
you are looking for something else.

To know me is to love me.

Wow! I'm back in my kingdom of the sea.



Use numbers in the Game:
Capture the bottle.

100

100

100



100

200

200

200

200

300

300

300

300

400

400

400

Directions: Use as a "hot potato" in the game Pass-the-Awards (adaped from the game, Hot Potato).
The player holding a plate when the music stops has to say, "Serendipity".

Congratulations!



Serendipity Award!

Pattern: Headband and Serendipity cut out



