

List of Games Suggestions to Play at the CTR CLUB BOOK PARTY

Persistence Book 1—In the first book Brittany, Christine, and Meagan are given a challenge to be-friend Parker, who has autism. It takes great persistence for them to tackle this task.

In Rod of Iron Rope Walk game, it also takes great persistence to hold to the rod when outside voices encourage you to follow different paths.

- 1- **Rod of Iron Rope Walk** – string a rope around the room or outside. Blindfold the one child and have them see if they can hold onto the rope all the way to the end. The trick to this game is to have other kids try to get the person to let go of the rope with various temptation like: “Come get some ice cream” Or “You’ll have fun if you come and do ...”

Industry Book 2—In Book 2 Brittany wants a new game and has to work in order to earn enough money to buy it. Brittany has to deal with challenges of not wanting to work, but also learning about the reward.

In the Brittany’s Work Chore Bean Bag Toss Game, the children learn about the rewards of work.

- 2- **Brittany’s Work Chore Bean Bag Toss**- Make a bean bag toss where the child has to throw bean bags through holes labeled with different chores worth different points. (Check with Lisa if her toss board is available.)

Friendship Book #3 In Book 3 the club members start having disagreements and hurt feelings, which eventually ends up in a water fight. The members in the club have to learn to talk to each other and consider each others feeling in order for the club to remain a success and their friendships to last.

In Spencer’s CTR Water Balloon Toss the kids get experience interacting with each other and learning to play with each other and not take things too seriously.

- 3- **Spencer’s CTR Water Balloon Toss** Teams of two can hold and stretch out a bath towel and toss a water balloon to another team who catches it with their towel.

Sportsmanship Book 4 In Book 4 Spencer, Meagan, and Brittany become involved with the skaters. Through their adventures they learn how they play the game can be just as important as to how well they do.

In the Stick Pull game the children learn how they react to winning or losing a game can have great impact on their relationships with others.

- 4- **Stick pull**—Have the two children sit across from each other holding onto a broom or stick with their feet against each other. The two kids pull on the broom until one is pulled off the ground. (This was a favorite sport of Joseph Smith.)

Literacy The CTR CLUB ADVENTURES series is a great way to get children involved in literature and have a good experience doing it.

- 5- **Book Walk** – Like a cake walk but for CTR related prizes.

Humility Book 4 In book 4 Brittany makes mistakes and learns how she can change them around.

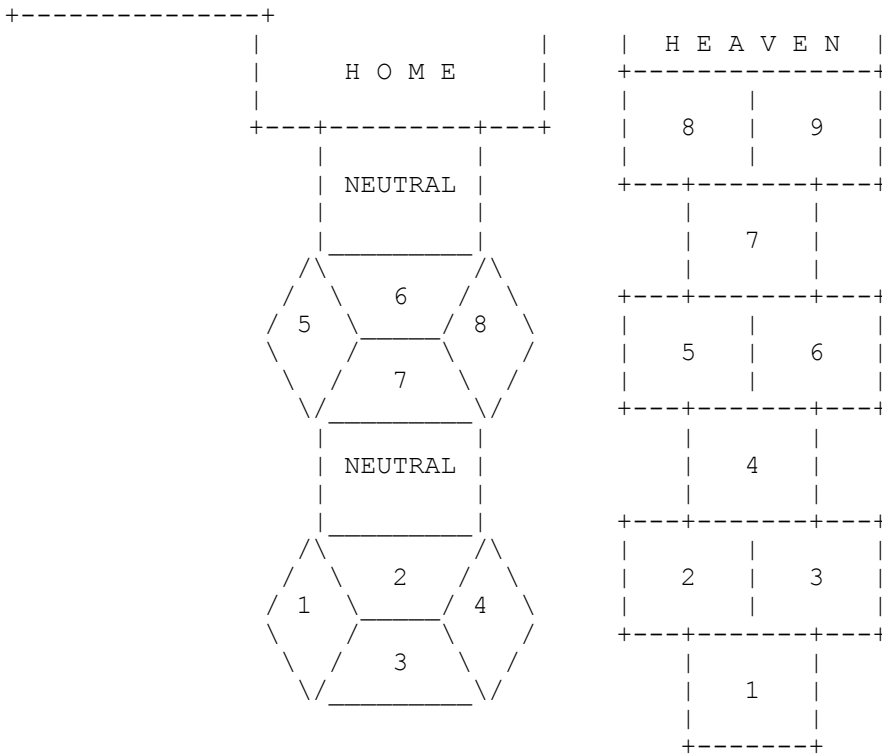
In the CTR Hop Scotch the kids get to play through the key words of book the lead Brittany through her mistake and back again after she recognizes her mistakes and corrects them.

- 6- **CTR Hop Scotch**—

The first player stands behind the starting line to toss her or his marker in square 1. Hop over square 1 to square 2 and then continue hopping to square 8, turn around, and hop back again. Pause in square 2 to pick up the marker, hop in square 1, and out. Then continue by tossing the stone in square 2. All hopping is done on one foot unless the hopscotch design is such that two squares are side-by-side. Then two feet can be placed down with one in each square. A player must always hop over any square where a marker has been placed.

A player is out if the marker fails to land in the proper square, the hopper steps on a line, the hopper loses balance when bending over to pick up the marker and puts a second hand or foot down, the hopper goes into a square where a marker is, or if a player puts two feet down in a single box. The player puts the marker in the square where he or she will resume playing on the next turn, and the next player begins.

<http://www-cs.canisius.edu/~salley/Articles/hopscotch.html>



- 1- Brittany
- 2- Baseball
- 3- Spencer
- 4- Christine
- 5- Meagan
- 6- Skaters
- 7- Choices
- 8- Accident
- 9- CTR CLUB

First Aid and Emergency Preparedness – Book #2—The CTR Club finds themselves in CPR and First Aid classes, one of them having to use the knowledge

In Meagan’s CTR Jump Rope Chant the kids learn some of the basics of the CPR.

- 7- **Meagan's CTR Jump Rope Chant** – After doing chant, have the kids take their pulse. Then have them drink some water and sit in the shade. Explain to them if they over do it they can suffer from heat exhaustion.

Team Spirit Book #3 –The CTR 3 Leg starts having problems learning how to work as a team.

In order to win at Brittany's CTR Leg Race it takes good team work.

- 8- **Brittany's CTR Relay Race**

Individual Worth – Book #4 In Book 4 Brittany starts to explore who she is and who she is not.

Character Collage helps children understand more of what is neat about them.

- 9- **CTR'S What's Great About Me? -- Character Collage where the child cuts out pictures that represent what is great about them and glues them on a piece of paper.**

Creativity

- 10- **CTR Coloring Pictures**

PLUS: CTR Cake with the logo on it or made in shape of club sign.

Note: None of the supplies are provided.