LARGER THAN LIFE

How to make large scale programming work for your library
BENEFITS OF LARGE SCALE PROGRAMMING

- Highly visible to the community
- Accommodates a large numbers of patrons
- Energizes library staff
- Allows for collaboration with teen volunteers
- Different from what the library typically offers
- Promotes Physical Literacy/ Movement-based learning
GENERAL TIPS

✦ Determine audience, timing, and registration requirements
✦ Take stock of materials you already own
✦ Evaluate your spatial needs and location options
✦ Leave enough time to plan and setup
✦ Enlist volunteers and other staff members to assist in preparation and execution
✦ Communicate with other departments about the program
✦ Take a lot of photos!
PATIENT ZERO: ZOMBIE SURVIVAL TRAINING
AN AFTER HOURS PROGRAM
AGE: GRADES 6-12
CAPACITY: 30 PARTICIPANTS & ZOMBIES
SETUP: 1 HOUR BEFORE
RUNNING TIME: 2 HOURS
REGISTRATION: REQUIRED
(WITH PERMISSION SLIP)

✦ In our ready room, participants will be separated into three teams and review survival strategies and skills.

✦ In our closed library, participants work together to retrieve vital information, locate survivors, and acquire resources while avoiding hordes of roaming zombies.

✦ Teams must complete a set of tasks to score points. The highest scoring team wins.

Zombie volunteers must be in grades 10 and up
SUGGESTED MATERIALS

- Small Nerf guns (10)
- 2-3 Nerf “bullets” for each participant
- Zombie warning signs and caution tape
- Water for those returning from the Zombie hunt
TIPS FOR SUCCESS

✦ Everyone leaves with something.
✦ Have someone in charge of the makeup or hire a makeup artist.
✦ Randomly assign teams and have them wear name tags.
✦ Have permission slips that need to be signed by the teen and his/her parent that include a detailed code of conduct.
✦ If possible, train all your volunteers (including the zombies).
LIBRARY MINI GOLF
AGE: GRADES K-5
CAPACITY: 12 KIDS PER TEE TIME
SET UP: 3 HOURS +
RUNNING TIME: 20 - 30 MINUTES PER TEE TIME
REGISTRATION: REQUIRED

✦ Kids putt their way up and down the aisles and through the Children's Room of the library.
✦ Each child can play through the course as many times as they want during their tee time.
✦ Children move along at their own pace, with or without their grown-up.
✦ Keeping Score? Not anymore!
✦ Each hole has its own theme.
✦ Teen volunteers are stationed throughout the course.
SUGGESTED MATERIALS

- Plastic clubs and foam balls from S&S
- Mini Golf kit from SCLS Lending Library
- Plastic cups to put over putting targets
- Any decorations, blocks, toys, etc. you already own
- Book ends
- **Boom Whackers** or wrapping paper tubes
TIPS FOR SUCCESS

✦ Make a map of your room to help plan the course.
✦ Gather available materials and separate by theme.
✦ Allow plenty of time for set up. Start the night before if possible.
✦ Close off the ends of the aisles. Library staff will help patrons get materials off the shelf.
✦ Vary the difficulty level of the holes and test every hole!
✦ Be flexible about allowing drop-ins and younger siblings.
LIFE SIZE PAC-MAN
Kids become PAC-MAN, hopping through a rope light maze, collecting glow sticks and avoiding 2-3 teen volunteer ghosts.

Kids are divided evenly into 4 teams. Each team starts at their own entrance to the maze.

When the 3-minute-round begins, each team may send ONE member in at a time to collect PAC-MAN dots (glow sticks). This player must hop on one leg.

Once a team member is tagged by a ghost they are immediately out and bring back all their PAC-MAN dots to be counted. The next team member in line enters the maze.

Whichever team collects the most dots wins the round.
SUGGESTED MATERIALS

- Battery Operated Lights for the Maze
- Headlamps
- Glow Sticks
TIPS FOR SUCCESS

✦ Allow plenty of time for set up
✦ Draw a map of the maze before you begin taping down the lights
✦ Have the kids reset the board after each round
✦ Play music
HUNGRY HUNGRY HIPPOS
AGE: GRADES K-4
CAPACITY: 16 KIDS PER SESSION
SETUP: 20 MINUTES
RUNNING TIME: 30 - 45 MINUTES PER SESSION
REGISTRATION: REQUIRED

✦ Kids become the hippos using scooter boards to slide across the floor, gathering colorful balls using a decorated storage bin.
✦ Kids are divided into 4 even teams.
✦ Each team has a teen volunteer that steers the hippo.
✦ Team members rotate positions (hippo, ball collector, and 2 sweepers) each round.
✦ Rounds last 2-3 minutes and there are at least four rounds per game.
✦ Two additional teen volunteers keep time and score.
SUGGESTED MATERIALS

- Sterilite clear plastic bins
- Soft & Safe Balls
- Extra baskets for collection
- Music player
- Rest mats (for sweepers)
- Spectrum Scooters
- Timer
- Whiteboard
LIFE-SIZE QUIDDITCH
Kids play the popular Harry Potter game by throwing soft foam balls at floating hula-hoops and trying to catch the Snitch (NERF dart).

Kids are divided into 2 teams. Each team has a goal keeper, two beaters, a seeker and then as many chasers as needed to accommodate the size of your group.

Matches last for 15 minutes, or until someone catches the Snitch that is periodically fired across the field.

Kids rotate positions as desired between matches.
SUGGESTED MATERIALS

✧ Hula Hoops
✧ Fishing Line
✧ Soft foam ball for scoring (aka Quaffle)
✧ Soft foam balls to throw at opponents (aka Bludgers)
✧ NERF dart (Snitch) and gun
✧ Masking tape to delineate goal
NOON YEAR’S EVE
Children celebrate New Year’s with games, crafts, music, snacks, and a countdown to noon.

Activities Include:
- Ring Toss - Ring in the New Year
- Bowling - Roll into the New Year
- Plinko - Ball Drop
- Twister - Let’s do the Twist
- Bean Bag Toss - Knockout 2018
- Photobooth w/ background & props

Crafts Include:
- Time Capsule
- Year Glasses
- NYC Skyline Collage

1 teen volunteer stationed at each activity/craft
SUGGESTED MATERIALS

- Hats
- Noisemakers
- Balloons
- Bubbles
- Decorations
- Balloon drop
- Backdrop and props for the photo booth
- Snacks & music to create a true party atmosphere
TIPS FOR SUCCESS

✦ Set up the day before if possible.
✦ Teen volunteers stay 15 minutes after to help with the cleanup.
✦ Take stock of what you already own and save reusable items for next year.
✦ Buy decorations and supplies on sale after NYE and save for next year.
✦ Give a one minute warning before the countdown and do it as close to noon as possible.
✦ Allow kids to be noisy!
ADDITIONAL PARTY THEMES

- Curious George
- Dr. Seuss
- Elephant and Piggie
- Eric Carle
- Fancy Nancy
- Harry Potter
- Max & Ruby
- Pinkalicious
- Star Wars
- Superheroes
LIFE SIZE CANDY LAND
AGE: 3 YEARS AND UP
SETUP: 3 HOURS
RUNNING TIME: 90 MINUTES
REGISTRATION: DROP-IN

- Kids move around as their own game piece on the life size board, using a colored spinner to determine which square they will advance to next.
- Kids are given an envelope with instructions taped to the front. If the spinner lands on pink, kids pick a card from their envelope and move to the corresponding area on the board (Peppermint Forrest, Molasses Swap, etc.).
- Each family can share a spinner/envelope. Make multiple of each so multiple groups can play at once.
- When one group has advanced a few spaces on the board, the next group can start their game.
- Teen volunteers are stationed throughout.
SUGGESTED MATERIALS

✦ Joy in a Box 16" Carpet Squares from S&S or construction paper.
✦ Characters printed out on Photo-Tex or poster paper.
✦ Oak tag for the spinners and character signs.
✦ Foam core for candy canes and large characters.
✦ Paper plates for peppermints
✦ Flower pots and tissue paper for Gumdrop Mountains
✦ Brown packing paper or table cloths for Gloppy
✦ Cardboard boxes for Peanut Brittle House, Licorice Castle, etc.
✦ Wooden dowels and cellophane for lollipops
✦ Cardboard Candy Castle
TIPS FOR SUCCESS

✦ Allow families to play as many times as desired if no one is waiting.
✦ Be flexible about allowing younger children to play.
✦ If you choose to do a “drop in,” encourage patrons to arrive after starting time.
✦ Having enough storage space allows for the reuse of supplies from year to year.
ADDITIONAL IDEAS

MORE LIFE SIZE GAMES

- Angry Birds: Live Action
- Laser Tag at the Library
- After Hours: Extreme Hide & Seek
- Life Size Monopoly
- Life Size Sorry & Clue

GIANT GAMES FOR PURCHASE

- Chinese Checkers
- Hungry Hungry Hippos
- Giant Jenga
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