



Play Live Manual - Intro. Section

***V/O from Tech. box.** Mum's and Dad's, grannies and grandads, boys and girls, please welcome your hosts for today.....XXXX and XXXX

***Play Live Theme is played into the venue as the animation plays on the screen.**

The hosts enter from the opposite ends of the venue and connect with the audience as they go. They also collect as many kids as possible as they make their way to the stage. They chat and high five as they go.

The hosts eventually arrive onstage as the theme tune ends and the dance floor is full of kids.

***As the animation ends we get the Play Live logo on screen**

***A link from the Host.** **Play Live logo on screen**

One of our hosts welcomes everyone and gives us a link into the Play live dance.

***On screen sting to lead us into the dance**

***Play Live Dance**

The children, who have been picked up as the host enters, are now on the dance floor in front of the stage, so in order to get an idea of who may be up for a laugh the host gets them all to dance to our Play Live dance song and routine.

One of the presenters uses the roving camera to pick up the children so that the audience can see the children dancing.

***A link from the Host.**

Play Live logo on screen

One of our hosts thanks everyone and says it's time for.....

***On screen sting for 'Meet our stars'**

***A link from the Host.**

Meet the Stars logo on the screen.

Yes, it's time to meet our stars of the show so I am coming down to have a chat with some of them. The Host says hello to several of the kids they have noted during the dance. The host goes around with a hand held mic and gets a few words from some of the kids about who they are and what news they have that day.

One of the presenters uses the roving camera to pick up the children.



Section 2 - Who's here?

Alternatives for what can be used in the next section. These activities can be rolled out over the week and alternated to give some sort of variety in this spot.

Option 1

***On screen sting for 'Meet our stars'**

***A link from the Host.**

Meet the Stars logo on the screen.

Yes, it's time to meet our stars of the show so I am coming down to have a chat with some of them. The Host says hello to several of the kids they have noted during the dance. The host goes around with a hand held mic and gets a few words from some of the kids about who they are and what news they have that day.

One of the presenters uses the roving camera to pick up the children.

Option 2

***Selfie:**

Selfie visuals and sting

The host takes their lead from the screen and tells everyone to get into a tight group for a selfie.

With a mobile phone and selfie stick one of the hosts takes a selfie of the entire group. They announced that it will appear on screen at some point so the children have to let them know when that happens.

Option 3

***(Name of Resort's) got Talent :**

XXXX got Talent visuals and sting

This would be better to be organised before hand. The announcement for what the host is looking for could have happened the evening before so that the kids are prepared. As all the kids are on the dance floor the host introduces a child who has either made something special in one of the workshops, has a talent for singing or dancing or perhaps rehearsed something in a group during the day. It is their opportunity to shine. They get onstage and either perform or show what they have made.



Section 2 Contd.

Option 4

*Vlog it:

Vlog it visuals and sting

The host has announced the evening before what sort of footage they are looking for and during the day some of the children have gone out with either their own or their parent's phone or tablet and filmed a 30 sec clip of what has been asked for. It could be the footage of a bird or animal or favourite activity or favourite meal. The children send their footage to an app or website and one of the films is chosen. The child is asked to come on stage and be interviewed and then we show the 30 sec film.

Option 5

Play-Go Show

Play-Go Show visuals and sting

The host plugs the resort TV Channel, tells everyone how to access it and shows a short promo film to introduce the presenters, the pod and premise of the show.

*Host Link:

At the end of the previous section, the host goes back onstage and maps out what is coming up in the '**Play Live Show**' that evening. As the host does this the selfie should come up and they can have a bit of fun not knowing what the kids mean when they shout out. Everyone looks at the selfie. So it is time to get started.

They tell the kids to '**Grab a grown-up**'



Section 3 - Grown-ups

***Jingle: Grab a grown-up**

Grab a Grown-up sting.

The kids run off to grab a grown-up and bring them back to the dance floor.

Roving camera picks up grown-ups being chosen.

***Time for a game sting and visuals.**

The host says that now the grownups are on the floor they have to play a game but what game shall we play? The host asks the 'Super computer' what game they are going to play.

***The Super computer on screen will generate the name of the game.**

The host will read out the name of the game and they get everyone organised to play.

Options: One of the Floor Games. This game should be used to judge which grown-up are up for a bit of fun. We should use the roving camera to capture some of the antics from the grown-ups on screen. Pick two winners. At the end, the rest of the grown-ups are sent back to their tables. The winners go onstage.

Interview.

The host interviews the two winning parents and kids to get some fun facts on them. During this section the feature game is set up by the other host.

***Time for a game sting and visuals.**

The host says that our grownups and kids have to play a game but what game shall we play? The host asks the 'Super computer' what game they are going to play.

***The Super computer on screen will generate the name of the game.**

The host will read out the name of the game and they get everyone organised to play.

***Feature Game: (Variable)**

The roving camera should be used for the feature games and the image punched up to the main screen. We also need up tempo music for each of the games. At the end of the game the winners are declared and given certificates and medals.



Dance Section

***Link from The Host:**

The presenter winds up the previous game and sends everyone back to their tables as if the game is cleared away.

***Time for a dance sting**

Dance visuals and sting.

Options: Any of the party dances

We should use the **roving camera** during this dance to get some great shots of kids on the dance floor.

***Link from The Host:**

The Presenter is tells everyone how brilliant they are.

Section 4 - Game

***Time for a game sting and visuals.**

The host says that our kids have to play a game but what game shall we play? The host asks the 'Super computer' what game they are going to play.

***The Super computer on screen will generate the name of the game.**

The host will read out the name of the game and they get everyone organised to play.

***Floor Game: (Variable)**

The roving camera should be used for the floor games and the image punched up to the main screen. We also need up tempo music for each of the games. At the end of the game the winners are declared and given certificates and medals.



Bear Section

***Bear in the Woods Story: (Variable. Story or game)**

The children listen to a recorded story with the aid of the presenters with puppets, the Big bear costume and a recorded sound track.

or

***Bear game:**

Bear visuals and sting

If the Bear in the Woods story is not being done then the Bear costume could be used and the children can play a game with him on the dance floor.

Options: Grandma's Footsteps, **Roving camera to be used by host**

***Host Link.**

The host winds up the bear story or game while everything is cleared

Section 5. Girls v Boys

***Time for a game sting and visuals.**

The host says it's time to play a game but what game shall we play? The host asks the 'Super computer' what game they are going to play.

***The Super computer on screen will generate the name of the game.**

The host will read out the name of the game and they get everyone organised to play.

***Girls v Boys Visuals and sting**

Options: Anything from Girls v Boys section.

This is a game where we can pitch the boys versus the girls. A rolling tally can be kept throughout the week and the winners announced towards the end.

The **roving camera** should be used during this. At the end the winners are announced and they are given certificates and prizes. They are sent back to their tables.



Section 6 - Postbox

*Host Link.

The host thanks the previous kids and reminds everyone what the challenge was the night before to put in the post box.

*Postbox:

Postbox song and visuals

We have a section where the Host pre-picks some favourites from the post and talks about them. It could be a drawing or a letter but it should be put up onto the screen by the other host on **the roving camera** as they talk about it. This is also the chance to do birthdays and special occasions.

*Host Link

The host gives the winner a certificate and medal. Then says it is all out time to go but there are so many things happening on site .

Section 7 - Wind-up

*Jingle: Plug it:

Plug it visuals and sting

This is where the presenter plugs various activities and events that they want to advertise. Be good to have some visuals for the screen.

*Host Link

The host announces that it is time to get those grownups back on the dance floor.

*Jingle: Grab a grown-up

The kids run off to grab a grown-up and bring them back to the dance floor.

Roving camera picks up grown-up being chosen

* **It's time to dance sting and visuals.**

* Play Live Rocks. Party Dance:

Dance visuals

Everyone up on the dance floor to end the show.

*Play Live Theme Tune.

Play live visual and song

*Thanks and goodbye from the Hosts as they exit.

The logo for Away Resorts, featuring the word 'Away' in a large, teal, cursive font above the word 'Resorts' in a smaller, teal, sans-serif font.The logo for Away Resorts, featuring the word 'Away' in a large, teal, cursive font above the word 'Resorts' in a smaller, teal, sans-serif font.

Costume

We suggest that the hosts have a costume for 'Play Live' which is different from the Away Resorts Uniform.

Our suggestion is.....

Boys: Light coloured chinos, bright polo shirt and soft shoes such as trainers or converse.

Girls: Light coloured shorts, bright polo shirt and trainers.

A large, faint, light blue watermark of the 'Away Resorts' logo is centered on the page, behind the text.

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Floor Games

Messy Bedrooms

Snowball Fight

Body Parts

Superhero Madness

Kidography

Rockets

Horses & Jockeys

Go Fetch—Money Edition

Presenter Says

Funky Monkeys

Zapped Flies

The Opposite Game

Games that work better during low period PLAY Lives

Bean game

Corners

Captains Coming

Cross The River

Poison

Toddlerography



Floor Games Descriptions

Messy Bedrooms—The dance floor is split into 2 sides. The presenters throw out the clothes onto the dance floor (These can be from charity shops or just material ripped up). The children have a few minutes of a song to throw the clothes over to the other side of the dance floor to keep their side the ‘tidiest bedroom’. The winning side is the side with the least clothes on.

Snowball Fight—Played in the same format as above except polystyrene balls are used or scrunched up bits of paper instead. The children have a ‘snowball fight’. The winning side has the least snowballs at the end of the game.

Body Parts—Each child has to get a grown up partner. There are 3 rounds to this game. At the start of a round, music is played and everyone has to have a boogie and when the music stops, the presenters shout out different body parts that have to be connected together with their partner eg. Tummy to tummy, cheek to cheek, nose to armpit etc. After a few call outs from the presenter, round 2 is started, and when the music stops, the presenter again shouts out different body parts but this time a little quicker. The third round then happens which is super quick to cause hilarious chaos before the presenters choose a winning couple.

Superhero Madness—At the start of the game, the children are taught some actions and sounds to each superhero. In each round, music is played and the children have a dance. When the music stops, the presenters shout out the different superheroes and the children have to do the actions. 3 rounds are played before the winner is picked.



Floor Games Contd.

Kidography—All the children bring a grown up to the dancefloor. The grown ups start by sitting around the edge of the dancefloor and the children get 30 seconds to dance their best moves. When the music stops the children then take their seats around the dancefloor and the grown ups move into the dancefloor area. The same music is then played and the grown ups have to copy their child's exact dance moves. After 2 rounds, the presenters pick their winner.

Rockets—Exactly the same format as Superhero Madness, Zapped Flies & Funky Monkeys except when the music stops, the children have to crouch down with their hands in a point on their heads as the presenter says 5,4,3,2,1 and the children have to jump up as high as they can shouting 'BLAST OFF!'. At the end of 3 rounds, a winner is picked.

Horses & Jockeys—All the children bring a grown up to the dancefloor. The children have to do silly dances with their grown up until the music stops, when it does, the grown ups have to get on all fours and have their children get on their backs and shout YEEHAA! The winner is picked after a few rounds.

Go Fetch Money Edition—Uses all the children on the dancefloor, send them out into the audience to ask their grown up for first of all 10p. The next round goes to 50p. Then £1, then £5, then £10 and finally £20. At the end of each round, comically tell the children they can keep the money to eventually help their grown ups buy the drinks from the bar that night. No winners, just a fun game for all.

Presenter Says—Exactly the same as Simon Says. A winner is picked at the end of the game.



Floor Games Contd.

Funky Monkeys—Exactly the same format as the Superhero Madness game, however the presenter shouts out different animals instead and the children do the animal impressions and noises until Funky Monkeys is called and they all have to go bonkers. At the end of the 3 rounds, a winner is chosen.

Zapped Flies—Exactly the same format as Superhero Madness & Funky Monkeys except when the music stops, all the children have to lie on the floor, twitch & buzz like a zapped fly! The winner is chosen at the end of the 3 rounds.

The Opposite Game—The Children are taught the opposites of each other at the start of the game such as jump/hop, Sit Down/Stand Up, Back of the dancefloor/Front of the dancefloor etc. The children boogie to the music and when the music stops, listen to the commands of the presenter to become the best opposite master!

Floor Games for Low Season

Baked Bean Game—The children get given actions to each bean eg. Jelly Bean they all shake their bodies, String Bean they all stand as tall as they can, Runner bean they all run on the spot. The children walk around the dance floor before the presenter shouts a bean out and they have to do the action. The winner is picked at the end.



Floor Games for Low Season Contd.

Corners—Each corner of the dance floor becomes a colour or animal. The children have to dance to the music and when it stops, run to a corner whilst the presenter turns their back on them. The presenter then picks a colour and whichever children are in that corner, have to sit on the stage and become part of the presenting team. This happens until one child is left as the winner.

Captains Coming—The classic pirate game where the children have to do the pirate commands such as walk the plank, scrub the deck, climb the rigging and shout 'AYE AYE CAPTAIN' when the presenter shouts captains coming!

Cross The River—Presenter is in the middle of the dance floor, all the children on one side of the dance floor. The Presenter shouts 'You can only cross my river if....(for eg. Wearing the colour blue)' to which anyone wearing blue can cross the river safely. Everyone else must do a funky dance across the dance floor to the other side without being caught by the presenter. If they are caught they are in the middle with the presenter. The winner is the last child standing

Poison—The Presenter is in the middle of the dance floor and holds their hands up like a tree. They then become the poison tree! Each child has to hold onto a finger of the presenters. The Presenter then shouts out words beginning with the letter P. When they shout poison, the children must run to either side of the dance floor without being caught by the presenter. If they are caught they then become a poison tree in the middle of the dance floor with the presenter. The winner is the last child standing.

Toddlerography—Exactly the same as Kidography just change the name depending on the age of the children.

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Feature Games

Tunnel of Doom
Get Your Own Back
Tantrum Traumas
Kidography
Peg on Yer Face
Basket Head
Go Fetch
One Smart Fellow
The La Game
Hula Hoop Links
Bucket Bums
Disco Dancing Competition
The Mummy Competition
Laughing Policeman
Tarzan & Jane
Cheeky Swapsies
Moustaches and Hearts
Water Pistol Roulette



Feature Games Descriptions

Tunnel of Doom

6 Children picked to come up on stage.

Tools needed: Play tunnel and a teddy

2 teams of 3. This game is a time trial and each team goes one at a time. 2 children start at one end of the tunnel, the third child at the other end. The game is done as a sort of relay race, one child takes the teddy through the tunnel and passes it to their teammate who then goes back through the tunnel to pass it to their final teammate who goes through the tunnel to complete the game. The winning team are the quickest team. It is good to choose 3 'dad's in the audience to demonstrate this game for humour, as they often get stuck.

Get Your Own Back

6 Children picked and asked to each pick one grown up family member to join them on stage.

**Tools needed: Paper Plates
Shaving Foam/Canned Whipped Cream
Red, Blue, Black Green Face paints**

The children stand in a horizontal line with their grown ups stood behind them. The presenter 'bakes a cake' with the shaving foam on a plate and hands it to the child on the end of the line. The PLAY technician then presses play on the music and the children 'pass the pie' down the line and back up until the music stops randomly on one of the children. That child then has to pie their grown up in the face! They then leave the stage with a certificate and the game carries on until there are just 2 children & grown ups left on the stage. These last 2 children are then given a minute to paint their grown ups face as silly as possible with the colours available before presenting their grown up to the audience. The winner is picked on audience reaction.

Tantrum Traumas

3 Children picked and asked to each pick one grown up family member to join them on stage.

No tools needed.

This game is a game of role reversal. One at a time a contestant comes to the 'tantrum zone' (front of the stage) with their grown up, and has to tell them off in a type of scenario. For eg. Round 1 could be 'Mummy, Go to Bed!' The grown up then has to pull off the biggest tantrum ever! It is then the next contestants go until they have all had a turn. You can then do Round 2 with the scenario 'No Sweets for you!' and the grown ups have to try out a new style of tantrum. The winner is picked on audience reaction.



Feature Games Contd.

Kidography

3 Children picked and asked to pick one grown up family member each to join them on stage.

No Tools Needed

Each contestant goes one at a time. One child goes first and gets between 30 sec/1min to dance to a song, pulling out all of their favourite moves. When the music stops, their grown up then has the same amount of time to dance their child's choreography as best they can! After each contestant has been, the winner is decided by audience

Peg on Yer Face

2 Children Picked to go on stage

Tools needed: Pegs in a Peg box

A Presenter

One presenter kneels down in the middle of the stage (pretends like they don't know what is going on) once the children have been introduced to the audience (name, age, where you live etc.) the second presenter asks for the Peg on Yer Face jingle to be played, making the knelt down presenter look slightly worried! Once the game is explained, each contestant then gets 1 minute on the clock to peg as many pegs onto the presenters face as possible. The pegs are then taken off and counted before the second child gets their turn. The winner is the most amount of pegs on the presenters face.

Basket Head

2 Children picked and asked to pick one grown up each to join them on stage.

Tools Needed: Bag of Ball Pit Balls

Plastic Wash Basket with a hole in the bottom

One presenter introduces and hosts the game whilst the other wears the basket on their heads and stands at one side of the stage. Each contestant then gets 1 minute to throw as many balls into their basket from the other side of the stage. The winner is the child who gets the most balls in.

Go Fetch

5 Children picked to go on stage

No tools Needed.

The children line up in front of the stage (on the dancefloor) whilst all the boys and girls are asked to sit at the back of the dancefloor. The presenters then ask the contestants to run out into the audience and find something and bring it back to the stage. The last contestant back then gets a certificate and has to leave the stage for the game to continue until there is a winner. There is always a practice round to get the hang of it. Some classic things to bring back are; Ladies handbag, lipgloss, smelly sock, ice cube, unlocked mobile phone. Items are collected at the end of the game.



Feature Games Contd.

One Smart Fellow

3 Children picked to go on stage

No Tools Needed

A classic holiday tongue twister game. Each contestant goes one at a time. The contestants have to repeat the sentence the presenters say to them. The first round is Loud, Clear & SLOW and the second round is Loud, Clear & FAST! The tongue twister is as follows:

One Smart Fellow (Child Repeats) He Felt Smart (Child Repeats)

Two Smart Fellows (Child Repeats) They Felt Smart (Child Repeats)

Three Smart Fellows (Child Repeats) They Felt Smart (Child Repeats)

And They All Felt Smart Together. (Child Repeats)

The winner is based on audience reaction. The humour is the children often end up saying 'They Smell Farts' Audience in hysterics.

The La Game

3 Children Picked to go on stage

No Tools Needed

A nice easy game for maybe the younger children getting a go on stage. Each contestant has to 'Laaaaa' as long as they can into the microphone. Once they have all done that, the second round you give them a silly word that they have to say and hold on instead eg. Bananaaaaaaaaa.

The winner is the child who held their notes on the longest. The humour is the noises that the children make! Cracks the audience up.

Hula Hoop Links

6 Children picked and asked to pick one grown up each to join them on stage.

Tools Needed: Hula Hoop

2 teams of 3. The teams go one at a time. The teammates have to hold hands and not let go, the first person in the line holds the hula hoop and has to climb through it and allow all their teammates through without breaking hands, there and back. The winning team are the fastest team. It is good to often choose 3 'dads' in the audience to demonstrate this game for humour, as they often get stuck!

Bucket Bums

6 Children picked to go on stage

Tools Needed: 5 Flexitubs

Played in the style of musical chairs. The tubs are lined up on stage, to music, the children have to walk around the buckets until the music stops, in which they have to sit themselves down in a bucket. Whichever child is not sat in a bucket, gets a certificate and has to leave the stage. A bucket is then taken away and the game repeats until there is 1 bucket left and 2 children. The winner is whichever child sits in the last bucket. There is always a practice round to start this game so all children get a turn before leaving the stage.



Feature Games Contd.

Disco Dancing Competition

4 Children picked to go on stage

No Tools Needed

A classic holiday game where the children get to have a boogie and show their skills. Each contestant gets a minute to dance their socks off on stage in front of a cheering audience. At the end of all the performances, the winner is chosen on audience reaction.

The Mummy Game

3 Children picked and told to each bring a grown up family member on stage with them.

Tools Needed: 3 Toilet Rolls

A nice quick game, with 2 minutes on the clock, the children have to wrap their grown ups up in toilet roll to create the best covered mummy! The winner is whichever mummy is covered in toilet roll the most!

The Laughing Policeman

3 Children to be picked on stage

Tools Needed: A Policeman's Hat

One at a time, the presenter turns the contestants into mini policeman by asking them to say 'ello ello ello, whats going on 'ere then' on the microphone. The laughing Policeman track is then played whilst the contestant has to bob up and down to the music. When the music stops, they have to laugh into the microphone as long and loudly as they can do. After all the contestants have had their turn, the winner is picked through audience reaction. The humour from the laughter of the children usually has the audience in stitches.

Tarzan & Jane

4 Children picked to go on stage—1 girl & 3 boys

Tools Needed: A crocodile onesie

The female contestant becomes Jane whilst the boys have to 'try out' for Tarzan by completing small trials. Jane says on the mic 'Tarzan Save me, Save me Tarzan!' to which each of the boys have to do their best Tarzan call to impress her. The second round, Jane has to say, 'The river Tarzan, It's full of crocodiles!' To which a presenter wearing the crocodile onesie comes out and the Tarzans have 30 seconds each to wrestle the Crocodiles to the 'Eye of the Tiger' music. The last round, the Tarzans have saved Jane so have to ask her a question, 'Jane, now that I've saved you, can I kiss you'. Jane then has to answer with her natural answer! A nice little role play game for confident presenters. One for the whole audience to enjoy.



Feature Games Contd.

Cheeky Swapsies

4 Children picked to go on stage

No Tools Needed

2 teams of 2. The contestants have to line up with their teammate at the front of the stage (on the dance floor). You split the room in half, so the teams are assigned a side. The presenters send them into their side of the audience with cheeky little tasks they have to complete in 30 seconds at a time. For eg. Round 1 maybe to swap as many people's jumper with each other. After that round you ask all the people involved in the swapping to stand up, whichever side has the most people stood up wins that point. Other rounds could be to swap drinks on tables, swap shoes etc. The winners are the team with the most points at the end of the game.

Moustaches & Hearts

2 Children Picked to go on stage—A boy & A girl

Tools Needed: Blue & Pink Face paint

A nice quick game. Each contestant starts on the dance floor with a presenter holding their face paint (Pink for the girl, Blue for the boy). The contestants each get 2 minutes to make their way around the audience with their presenter and face paint, drawing on as many audience members as quickly as possible to cover as many people as they can. The boys draw moustaches and the girl draws hearts on the cheeks. At the end of the 2 minutes, they return to the stage and you ask everyone with a moustache to stand up, followed by the hearts. The winner is whoever covered the most audience members.

Water Pistol Roulette

6 Children picked and asked to pick one grown up each to join them on stage.

Tools Needed: One Large Water Pistol

2 x Water Balloons

Played in the same style as Get Your Own Back but instead of the pie that is passed, it is the water pistol. When the music stops, the child gets to squirt their grown up! When it gets to the last 2 children & their grown ups, they must face each other and play water balloon catch. The winning contestant is the one who gets the water balloon to burst on the opposite person.

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Boys v Girls Games

Giant Jenga

Jigsaw Challenge

Left Over Laundry

Hungry Hippos

Airzukka Anarchy

Pie Face

Strictly Dad Dancing

Bear's Big Breakfast



Boys v Girls Games Description

Giant Jenga

You will need: 2 x kids, 1 large Jenga set

A simple game of garden Jenga but with a twist. To speed things up, the ends of the bricks will be painted team colours. Purple for the girls and orange for the boys. Each contestant takes it in turns to remove a brick and place it back on top of the pile. The winner is the team that doesn't knock over the tower and earns a point for their team.

Jigsaw challenge

You will need: 2 x kids, 2 x large easels and 2 large jigsaws

This is a game against the clock. Each team will have an easel on their side of the stage. The presenter takes it in turns asking each contestant a question or offering a challenge. If they get the question or challenge right they earn a piece of the jigsaw. The first team to complete their jigsaw are the winners.

Left over Laundry

You will need: 2 x kids, Lots of clean pants, socks, shorts and T-shirts.

This is a physical challenge. 2 contestants go head to head when the clock starts and each team member has to get as many items of clothes on as possible. This will be a mixture of pants, socks, t-shirt and, shorts etc. At the end of the time the presenter gets the audience to count each item of clothing as they remove them. The contestant with most amount of extra clothes on is the winner.



Boys v Girls Games Contd.

Hungry Hippos

You will need: 2 x kids, 2 x adults, 2 x wooden dollies on wheels, 2 x plastic buckets with gloves attached and some beanbags.

This game is based on classic hungry hippos. You start with all of the beanbags in the middle of the stage floor. A team is made up of 1 x child and 1 x adults. The children lie on their tummies on the dolly with their hands inside the gloves that are attached to the upside buckets. When the time starts the adults hold onto their child's ankles and push them towards the balls. The idea of the game is for each team to collect as many of the balls as possible within the given time. The team with the most amount of balls at the end of the game are the winners.

Airzukka Anarchy

You will need: 4 x Kids, and 2 x grown-ups. 1 airzukka, 1 x smoke machine and 1 x hoop on poles.

This is a great visual game. Using a large water butt and a large diaphragm you can create massive Airzukkass. These combined with a smoke machine means you can shoot large smoke rings several meters across a room. In this game one team member goes into the audience with the large target hoop, the grownup holds the airzukka and the other child aims the airzukka at the hoop. The team that gets the most smoke rings through the hoop in the given time are the winners.

Pie Face

You will need: 1x Adult, 1, kids, 1 x chair and lots of custard pies. (Spray foam on paper plates)

This game does exactly what it says on the tin. Centre stage will be adult sitting on a chair and the presenter and child either stage left or right. The presenter will start the clock and ask the child as many questions as possible within the given time. Every time the child gets a question correct, he or she gets to put a pie in their adults face. The team that has the most pies in their grownup's face is the winner.



Boys v Girls games Contd.

Strictly Dad Dancing

You will need: 2 x Adults, 2 x dressing up chests and 5 x pop star costumes in each box

This is a kid/grown ups game. The host is centre stage with a dad and dressing up box either side. Each round is worth 5 points. A piece of music will play and the adults need to put on the correct items of clothing that relates to the piece of music. If they get the name of the artist correct they get 1 point. If they put on the correct pieces of costume they get 1 point. But the most points are earned through their performance. The music plays again and the grown-ups need to dance and act just like the pop stars.

Bear's Big Breakfast

You will need: 2 x Adults, 2 x Children, 21x pop tunnels 21x equipment for bears picnic i.e teddy bear, picnic blanket, beakers, plates, plastic food etc.

The idea for this game is to segue nicely into one of the bear shows. Each team has to set up the Bears Big Breakfast before the time is up, but it's not as simple as it seems as you have to go through Bears "tunnel" to collect everything required.

When the clock starts the child has to pick up the first item, crawl through the tunnel (Bears tunnel) and place down the item. They then have to go back through the tunnel and tag in their grownup like a relay. The fun begins when the grown-ups attempts to get through the tunnels and get stuck. When the times up the presenter will count the items laid out for the breakfast. The team with the most items laid out are the winners.



Play Live Party Dances

These party dances can be viewed on the Away Resorts Intranet Shared Dropbox

The PLAY Live Dance
PLAY Live Rocks (End Party Dance)

The Fox

Cartoon Heroes

Do you Wanna be a Superhero?

Bom Bom

Happy

Walk the Dinosaur

Everything is Awesome

One Pound Fish

Gangnam Style

Timber

Lets Get Ready to Rumble

Do Re Mi

Chicken Nugget Song

I Got Bills (CLEAN VERSION)

Agadoo

Big Fish Little Fish

Chocolaté

Hold Ya Head

Purple People Eater

Best Dance Of All Time

Floor Party Dances to use before or after PLAY Live

5678

Cha Cha Slide

Superman

Macarena

The logo for Away Resorts, featuring the word "Away" in a teal script font above the word "Resorts" in a smaller, teal sans-serif font.The logo for Away Resorts, featuring the word "Away" in a teal script font above the word "Resorts" in a smaller, teal sans-serif font.

Themed 'Play Live' Nights

Crazy Hair Night

Superhero Night

Summer Party

Pajama Party

Animal Night

UV Party

Bin Bag Catwalk

Other PLAY Live Events

Tie-Dye T-Shirt Parade

Fancy Dress Events

Cheerleading Performance



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