

## **Kooky Christmas in July**

(Target Audience: Ages 6–8 or 9–12)

Choose which of these activities you will use, depending upon the age of the children in your program.

1. Share some funny Christmas stories.

Here are a few books and poems that you can share with your audience. Check your shelves for other possibilities or use your favourites.

*Not Enough Beds: A Christmas Alphabet Book* by Lisa Bullard  
*Santa Cows* by Cooper Edens  
*Santa's Stuck* by Rhonda Gowler Greene  
*My Penguin Osbert* by Elizabeth Cody Kimmel  
*How Santa Got His Job* by Stephen Krensky  
*How Santa Lost His Job* by Stephen Krensky  
*Three French Hens* by Margie Palatini  
*Who'll Pull Santa's Sleigh Tonight?* by Laura Rader  
*How Murray Saved Christmas* by Mike Reiss  
*Santa Claustrophobia* by Mike Reiss

2. Play some games with a Christmas twist.

- a. **“Snowball Match-Up”**

The object of the game is to find the other half of your snowball.

Note: The game must be played with an even number of people so the leader may also have to participate.

- i. Before the program, cut out several large circles from white construction paper; these will be the “snowballs”.
- ii. Then cut each snowball into two imperfect halves by using jagged edges or curved lines so that each snowball will fit back together.
- iii. Mix-up the halves and put them in a hat (try using a toque or a snowman's top hat, complete with carrots and coal!).
- iv. To start the game, each participant picks a snowball half.
- v. On the word “Snow!” (instead of “Go!”), everyone scrambles to find the other half of their snowball.
- vi. You could give a prize for the first pair that find their match and a booby prize to the last pair that does.

You can also use snowflakes for this since no two snowflakes are the same, they say.

This website has some patterns to get you started.  
<http://jas.familyfun.go.com/arts-and-crafts?page=CraftDisplay&craftid=11171>

**b. “What Santa Does on Summer Vacation”: A Cumulative Memory Game**

This circle game tests your memory and imagination. Each person starts their turn by saying: “On Summer Vacation Santa likes to...” and then suggests what he might do. The next person must remember what the person before them has said and then add something of their own. This continues with each new person remembering all of the things that were said before them and adding something new until everyone has had a turn.

Remember to encourage the silliest answers possible.

For example:

Person #1: “On Summer Vacation Santa likes to *water ski*.”

Person #2: “On Summer Vacation Santa likes to *water ski and eat candy apples*.”

Person #3: “On Summer Vacation Santa likes to *water ski, eat candy apples, and do the funky monkey*.” Etc.

**c. “Christmas Gift” Memory Game**

Before the program, prepare a tray of “Christmas gifts” (you may need to make up more than one identical tray if you have a large group).

Show the kids the tray(s) for a minute or two and then take it away or hide it.

The kids then try to write down everything that was on the tray.

The person with the most correct answers could win a prize.

As an added twist, have all of the gift items be things that you might give to one famous literary character and then have the kids guess who they are for. (For example, glass slipper, pumpkin, tiara, etc. for Cinderella or wand, Gryffindor scarf, and Bertie Botts Every Flavoured Beans, etc. for Harry Potter).

**d. “Pass the Parcel”**

Try a new twist on this classic game where the child must perform an act (i.e. “do a dare”) before unwrapping the parcel.

- i. Prepare the “parcel” by wrapping a gift (which becomes the prize for the game) in several different layers of different types of Christmas paper.
- ii. On top of each layer, attach a piece of paper with a “dare” that the child must perform (see samples below).
- iii. To play the game, play some Christmas music and have the participants pass the parcel around the circle.

- iv. When the music stops, the child who is holding the gift removes the top layer of paper and then must do the attached dare as instructed.  
(After a child has removed a layer, he or she is out of the game).
- v. The winner will know that they have reached the last layer to find out what the gift is because the attached paper with the last dare will instruct them to do so.

Sample “dares”:

1. High five everyone in the room.
2. Do your best Santa Claus impersonation.
3. Do the “Hokey Pokey” as fast as you can.
4. Sing “Jingle Bells” at the top of your lungs.
5. Do the “moonwalk” across the room.
6. Pretend you’re a melting snowman.
7. Say the alphabet backwards.
8. Prance around like a reindeer (don’t forget your antlers!)

#### **e. “The Twelve Mistakes of Christmas”**

This can be played as a group game or used as an individual handout.

The object is to identify the twelve mistakes in the following Christmas tale (Note: *Mistakes are written in italics*).

It was *Halloween* Eve, so Santa put on his *pink and purple* suit and hitched his *flamingos* to his sleigh. He was getting ready to deliver *pizzas* to all of the good children of the world.

“*Hee Hee Hee*” Santa laughed as the *leprechauns* marched through the *sand* and loaded up all of the boxes.

Next Santa checked his *phone book* to make sure he had the names of all of the good little boys and girls. He hopped into his sleigh and called out to his team:

“On Dasher, on Dancer, on Prancer, and *Freddy*.  
On Comet, on Cupid, on *Donder*, and *Betty!*”

And away they all *swam* as Santa called out: “Happy Christmas to all and to all a good *nap!*”

3. Create Christmas Mad-Libs by substituting words in famous Christmas songs.

For example, “Rudolph the colour -nosed animal”; “Frosty the type of weather –man; “Silver musical instrument” etc.



4. Have a visit from a vacationing Santa Claus. Ask someone to dress up as Santa with traditional white beard and hat but also wearing a tacky Hawaiian shirt, Bermuda shorts, and flip-flops!