



## Little Comedian's Comedy Hour

(Target Audience: Ages 9–12)

This program works well for small or large groups



Have a great time sharing jokes, riddles, funny videos, improv games and more!

1. Have a funny face contest. Have children submit photographs showing them making a funny face one week prior to the program. Ensure that parental consent forms are signed allowing photographs to be displayed. Create a display with the photographs, and have the program participants vote before the program starts for the funniest face.  
Or, invite kids to make their funniest faces for the audience, with prizes for the funniest.
2. Prior to the program, invite children to present a short joke to the group. Arrange to provide a small prize to all who participate, or have prizes awarded for the funniest jokes.
3. Arrange to have kids enter a funniest home videos contest. Have children videotape something funny and submit it to the library a week prior to the program. On the day of the program, show submitted videos to the group along with any funny home videos of staff. Prizes can be awarded for the funniest videos.
4. Create a funny video compilation. Using funny clips from websites such as youtube.com, create a Video/DVD full of funny segments for the group to watch.
5. Play "Trouble With A Small Object":
  - a. Prior to the program, provide on slips of paper an object that people usually have trouble with – a pair of scissors, can opener, doorknob, broken watch, jar with a lid on too tight, ketchup package that can't be opened, map that can't be folded up, putting on a necklace, etc.
  - b. Ask for volunteers from the audience, and provide a slip of paper to each child with a different object written on it. After the child reads it over, explain to the group that the volunteers will be trying to communicate what it is that they're having trouble with by using only their facial expressions and body movements
  - c. Allow each child a minute or so to demonstrate
  - d. Ask the audience to try to guess what the volunteer was demonstrating
  - e. Provide small prizes to volunteers and for correct guesses

6. Play "Use That":
  - a. Divide the group into two teams and have them stand on opposite sides of the room. The staff member leading the program will be the moderator
  - b. Provide each team with a different object such as a hula hoop, cooking pot, broom, jump rope, traffic cone, wig, empty wrapping paper tube, plunger, hat, paper plate, etc.
  - c. Someone from team one must pretend to use the object in a way that it's not normally used. For example, if it's a blanket, they can spread it on the floor and pretend that it's a magic carpet
  - d. As soon as the moderator can tell how the object is being used, she yells "switch!"
  - e. The other team must then use their object immediately in a way it isn't normally used. For example, if the item is a brush, it might be used as a microphone
  - f. Continue switching between teams until one team is out and the other is declared the winner
  - g. Here's how a team gets "out":
    - i. By repeating a way the other team's item was used, even though the teams have different objects
    - ii. If the object is used for something too similar for what it's normally used for. For example, using the brush as a comb
    - iii. If a person pauses or says "um..." when it's their turn
  
7. Play "Toilet Paper Costumes":
  - a. Divide the group into four teams and have them stand in each corner of the room
  - b. Provide each team with a roll of toilet paper and get them to pick one person to be dressed up
  - c. The rest of the team will be the costume designers and will dress up their team-mate using only toilet paper
  - d. Provide the entire group with 5 minutes to create the costume, and inform designers that they can wrap or roll toilet paper around the person or rip it to create hats, shirts, pants, skirts, dresses, jewellery, etc.
  - e. Once the 5 minutes are up, hold a fashion show and have each team choose one person to be the fashion show announcer for their team
  - f. Or, choose some players/audience members to be judges and have a beauty contest instead of a fashion show
  - g. You can also play this game with a theme, such as medieval costumes, designs from different decades ('50s, '70s, etc.), wedding gowns, gods and goddesses, kings and queens, scary creatures, etc.