

# CHALLENGE

A Herff Jones Impact Resource For Students

October, 2003

## OCTOBER CHALLENGE: Homecoming Ideas

### Another Homecoming Parade Idea

In some schools it is tough to get enough floats and participation to have a homecoming parade. Sometimes the administration does not want to approve a parade or it is hard to get an approval for the Department of Transportation to close streets. Here is another option.

Have a pickup parade. It is held on the track around the football field or any appropriate place. It can be on a Spirit Night during homecoming week or just before the big game. Any class, club, or organization can enter. Consider charging an entry fee to raise some money.

At the appointed time each entry comes to the designated spot with a pickup truck. Nothing can be on or attached to the truck, and all decoration are placed at least 10 yards from the truck. When a whistle is blown each group has 10 minutes to decorate their truck. After decorating, the trucks

are paraded around the track for everyone to see. Have at least 3 judges available to judge the competition. During the actual decorating the groups are judged on teamwork, spirit, sportsmanship, originality, and following the homecoming week theme. While parading around the track the trucks are judged on spirit and sportsmanship. This is a fun homecoming week activity. Be sure to have the Cheerleaders and the band there. Publicize the event and invite the entire community.

### Trick Or Treat for Halloween



This is a community service event that can be held at your school near the end of October. This event is open to all clubs, classes and organizations. Each participating group is assigned a classroom and then they decide on a theme that is appropriate for children ages 4-10. Each group is responsible for their decorations and supplies as well as the

activities in each room. The sponsoring club, such as the Student Council, decorates the halls and the front of the school.

The event is publicized with fliers sent home with elementary school students, posters around town, and articles in the local newspaper. A small admission could be charged and then donated to a charity or canned goods can be collected and donated to a local food bank.

Games can also be set up in the cafeteria and/or gym. Encourage all workers to be in costume. A good time for your event is 6 p.m. to 8 p.m. Be sure to stress that children must be accompanied by a parent or another adult.

Play spooky music over the intercom and in each room a child can participate in an activity and win a prize. An area for picture-taking could also be set up. There could also be a costume contest for each age group.

This project will get great community support and will grow larger each year.

*This newsletter is a joint effort of  
Jackie Burch and Herff Jones, Inc.*

## LEADERSHIP GAMES



### Speller

This game works with large groups. Give everyone a large letter of the alphabet (avoid the use of uncommon letters like Q, X, and Z.) Have the players mingle with each other. This can be done with music playing. When the music stops or whistle is blown and the leader shouts a number such as "3," the players must then find 2 other players and form a word using those letters. Any players unable to become part of a 3 letter word are eliminated from the game. Keep the numbers small enough that words can be found.

### Neckloose

The only item used in this event is a necklace (name tags on the stretchy band work great). The necklace must be long enough to be exchanged. Begin by having

having everyone make a loose circle and place the necklace around one neck and instruct the participants that on the signal to start passing the necklace around the circle in the following way:

The person beside the one wearing the necklace places his/her neck inside the necklace which is still around the first player's neck and without using hands, carefully removes it from the original wearer without breaking it or tearing it in any way. The necklace must be large enough to make the game comfortable but small enough to make it a challenge. For added fun, start 2 necklaces in opposite directions and see what happens when they meet in the middle.

### Shuffle The Deck

When doing leadership games the leaders are always looking for new ways to break up their group. Here is a simple yet lively way to break a large group into a smaller one. This game is also neat to play just for fun. Distribute a deck of playing cards to the group - one per person. Then call out different combinations such as:

- Get in a group that adds up to 56
- Find 3 people of your same suit
- Find 5 numbers in a row of any suit
- Find 4 threes, 4 eights, etc
- Find your entire suit and line up in order

Remember for large groups use multiple decks of cards. For small groups, eliminate cards.

### Who Am I?

The leader of the group must have prepared a sheet of paper with the name of a famous person written on it for each participant. Without the participant knowing the name of the person that they have, the leader tapes the name of the famous person on the back of each participant. The participant must guess who they are by asking questions that can only be answered with yes or no. The participant moves throughout the group asking questions. Questioning can continue with a group member until a 'no' answer is given. Then the participant must move on to another group member. When a participant discovers the name of the famous person taped on his/her back, that person then writes his/her name on the paper and tapes the name to his/her front.

"Leadership is a matter of having people look at you and gain confidence, seeing how you react. If you're in control, they're in control."

~ Tom Landry

