



How to Run a Street Party

Everything you need to put on a memorable, inclusive, community-building celebration.

shift

 **youth +
community**

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Shift Youth + Community: How to Run a Street Party - Civic Edition

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Welcome to the start of your Street Party journey! We know you'll find this resource really helpful as you plan an event to bring your neighbours together. We have put this manual together because we have seen how street parties and similar events can really transform the feel of a neighbourhood, helping to build a greater sense of community and connection between people.... And we believe that you can make that happen with your neighbours too.

Shift Youth + Community are a registered charity made up of Christian youth and community workers committed to helping entire communities thrive.

We do this by positively shaping the culture of programs and events that we run. We are committed to helping people like yourself shape positive culture in their community; our objectives include increasing social cohesion and building social capital.

If at any time in your process of planning your event, you would like some advice or have any questions, we are just a phone call away. Contact us on 0118 931 4747 or drop us a line at office@syc.life. You can also find out more about us on our website; visit www.syc.life.

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*We rely on communities to support and sustain us,
and if those communities are to survive and prosper,
we must engage with them and nurture them. Hugh Mackay*

The story of my street

I live in a street where the residents from even numbered houses are the current Tug O War champions. Unfortunately for me, I live in number thirteen.

I live in a street where watching Barbara, who's in her nineties, do the Limbo is legendary.

I live in a street where it can take ages to walk the short distance home because so many people stop to chat.

When Prince William & Kate Middleton decided to marry, they presented my husband and I with a wonderful opportunity for a celebration that was 'right up our street'! Having recently arrived in southeast London from overseas, we decided there was no better time to help draw the neighbourhood together.

I door knocked every one of the sixty-six houses in our street to canvas the Street Party idea. "I had thought about it, but you're helping to make it happen," was one lady's response. When eight neighbours came to the initial planning meeting, the group was beginning to take shape. People had local knowledge such as where to get tables and who was good at what! We knew then we were well under way.

Even the preparations were a great way to meet neighbours as some would stop and ask how the plans were progressing. Each day, response forms would appear declaring who was attending and what they would bring.

The Street Party afternoon tea went smoothly with help from some friends who assisted us to run "community building" activities: the food represented the nations in the neighbourhood and everyone wore a nametag including their house number. This encouraged conversation amongst strangers. Older folk brought their fold up chairs and sat together so they could watch the activities. Families even brought friends.



People mingled with one another as they completed quizzes. Two men, usually housebound, came in their wheelchairs and loved being connected again. Music mixed with laughter. Children ran around, everyone returned to the food tables time and time again and no one went home. A group photo from an upstairs window captured one hundred and twenty smiling faces.

We've now had five parties in our street. Each time others are taking more initiative. Our street has become friendlier, with a greater amount of connection between residents occurring up and down the street.

Relationships take time to build. To keep the connections ongoing, we've tried to find other ways to make contact by having meals with neighbours, cheese nights and drinks parties. We've had two Christmas parties at our local parish hall. Recently we've had opportunities to offer support to several neighbours facing difficulties. We still have a long way before our street is transformed. And there's probably a lot more we could be doing. But we have begun.

I live in a street where our resident DJ, who happens to be a deputy headmaster, quietens the crowd to announce, "Our street has become a community!"

I live in a street where I now love to live.

Jenny Woods

*Community doesn't just happen.
It needs a group of people to build it intentionally.*

WHY RUN A STREET PARTY?

Our neighbourhood has changed. And the introduction of street parties has had something to do with it. Older folk love the all age get-togethers because it reminds them that they still belong. Children enjoy the novelty of a party with games and activities on the road. Teenagers don't want to miss the family fun. New families find a platform where they can meet others. But why run a Street Party?

There was a time when most people didn't venture too far from home. They worked and shopped locally and not only knew everyone in their street but they helped one another out, too. These days, whether we live in a house or a flat, many of us don't really know the people living right next door.

The world has changed. We work longer, travel further and communicate differently. Our lives are often so busy we have little contact with the people who live closest to us. This is especially true in big cities, where people come and go at different times and new neighbours move in and out. Modern technology means we could be more connected to people who live on the other side of the world.

Life for families has changed, too. With the attractions of the Internet, computer games and videos, the rise of after school care and tuition, children are less likely to play outside. Parents' views on child safety have also impacted how and where children play. The neighbourhood is no longer deemed a safe playground or an extension of the family home.



Sociologists tell us what has gone missing from society is "social capital". This is the glue that holds communities together and measures the level of trust and good will.

A Street Party is a natural way to help build "social capital". Social ties affect areas of mental health, physical health, health behaviours, and mortality risk. People who have regular contact with their neighbours show:

- Greater immunity to infection
- Lower risk of heart disease
- Reduced mental decline, as they age.

Knowing people in our local area can have a big impact on how secure and happy we feel about where we live. Stronger ties in the community can be linked to a decrease in both crime and loneliness.

It can take a while to develop relationships but as bridges build between us we play a part, however small, in helping change the atmosphere of where we live. As we intentionally bring our street together we are helping the neighbourhood become a friendlier place, a more caring and trusting community and somewhere where everyone loves to live.

*Strong communities develop our moral sense
and build our emotional security. Hugh Mackay*

INTRODUCTION TO STREET PARTIES

The main reason people are attracted to a Street Party is the very real sense in which they can be a part of something right where they live. There can be a strong sense of belonging. Belonging matters and it doesn't happen by accident.

Street Parties can aid both "social capital" and community capacity. "Social capital" is the real but invisible bank of good will and trust that enables communities to work together and to have a common life.

When members of the community are in need or there is disaster or personal crisis, people can draw on the bank. The community maintains its values and life together is sustained as long as there is a continuing investment in building the good will and trust.

A Street Party brings the local community together in all its diversity and lays a foundation where "social capital" can



develop in a safe and inclusive atmosphere.

However, community doesn't automatically build because you have invited people to a Street Party. It also takes strategy, planning and sensitivity. When we intentionally facilitate bringing our street together we help the neighbourhood become a friendlier, more caring and trusting place.

You can intentionally help people move from isolation to inter-relating to belonging and

being appreciated. By fostering an attitude of openness amongst neighbours, people can feel they belong because they are known by name, they feel included and they experience a connection to others.

It's rewarding when neighbours catch a glimpse of what real community can be like. If Street Party organisers play their part well, people will also want to make a contribution, thereby growing community capacity.

Facilitating the journey towards true community is an essential element of Street Party planning. Having a Master of Ceremonies to compare the event will assist in moving forward and holding the day together. (Read more about the role of the MC later on)

Games and activities play a key role in building heart and soul and if these are managed well, everyone will feel safe and the Street Party will be a warm, friendly experience for all.

The best programmes don't strictly follow a running sheet. Rather, games and activities are selected to reflect and enhance the journey the gathering is taking together. We will offer some tips to help choose the best activities for each stage.

The good news is there is no need to start from scratch. There are lots of websites, organisations and councils willing to help with information on resources, activities, council requirements, insurance, decorations and food etc.

But perhaps you might be asking, "How do I begin"?

*When you create a place where people are valued,
they are no longer strangers.*

FOUR STAGES OF A STREET PARTY

Your Street Party can be any size – big and all inviting or small and intimate. Decide whatever will work for you and help you to achieve your goal.

Most public events need planning. A well-organised Street Party will remain memorable for all the right reasons. Whatever the size of the group, it might be helpful to see the Street Party in 4 stages.

1. As people arrive
2. During the eating
3. Community-building games and activities
4. Bringing the day to a close

Aim for your Street Party to be a group of people who are genuinely welcoming of everyone. Where people feel free to be themselves and free to participate at the level they want to join in. As people feel safe, a sense of “us” builds allowing joy and celebration to flow.

A community event like a Street Party typically moves through at least 3 phases on the journey toward a real sense of community.

1. Engagement
2. Cooperation
3. Community

During the first hour of a Street Party, people are arriving and connecting with one another. To begin with, they are uncertain of where they fit in. They might be asking themselves, “Do I belong here?” “Who can I connect with?”

In this first phase of **Engagement**, it’s good to choose activities that are welcoming, fun and at times competitive. You are slowly building relationships with all those who are being drawn in. Some of them you might know, but there will be others you have never really connected with before. Ensure the MC keeps welcoming people as they turn up.

Start with an activity to get people circulating. An “icebreaker” such as “Find someone who...” (found on page 33) is a pen & paper activity with lots of questions and is

*When strangers start
acting like neighbours
...communities are
reinvigorated. Ralph Nader*

a great way to break the ice. Or you could play Celebrity Heads (page 34).

Be sensitive. Some may be new to the street and not know many neighbours whilst others may be quiet and need encouragement to join in. As new people arrive, make sure someone is on hand to explain the current activity so they can participate, too.

Games such as In the Pond (page 17), Water Balloon Volleyball (page 17) or the Limbo (page 19) are great ways to start because everyone can join in and those on the edge can smile, laugh and cheer. Throughout the time, make sure each child is recognised and appreciated.

Having a variety of activities is likely to keep the kids busy and happy. It will also help to involve everyone so the Street Party focus is not just talking and eating. Have different people supervise an activity so the load is shared. This way even the planning team gets to participate.

After a time, neighbours will relax, and be less self-conscious and more willing to participate in some fun games with others.



Make sure you've checked the street for its suitability e.g. running races on tarmac (asphalt) may not be a good idea. You'll find load of ideas in the 'Games to Play' section.

If a sense of openness and belonging build strongly, your street or local community move from a growing interest to a fascination of what is taking place. People begin to join in more, actively answering the question, "Can I be me here?"

You will know when you begin to enter this second phase of a Street Party because of everyone's **Cooperation**. People are inter-relating with one another and enjoying being involved. An activity such as keeping the ball in the air (page 32) can help build towards a sense of community, particularly if those on the outside come running in to help keep the ball up. Try some fun relays. It's also a good time to have a giant tug of war. Or teach everyone a line dance.

When it comes to activities, try to involve all ages, the kids, too. Have things appropriate for younger age groups – e.g. face painting (page 27), badge making (page 26), Play Doh, a small sand pit. Have a rug and some soft toys for any babies (page 29). An adults-only version of musical chairs (page 31) can bring out qualities you've never seen before in your neighbours!

It may take a while but if a sense of community is developing, you have entered the third phase aptly named, **Community**.

This level of freedom shows itself with lots of spontaneous laughter as people mix and chat with one another, especially people they hadn't met before, help without being asked, rush to join in the games or activities and continue to stay even though they have talked about going home! Neighbours are enjoying and appreciating one another. The focus has shifted from "me" to "us".

Hopefully by now your neighbours will be more likely to connect with people they have not previously met. At this point, invite everyone to join in some dancing. People may be ready for the Hokey Cokey (page 41) or My Dancing Pony (page 42).

It's possible during this third phase you realise people aren't ready for the party to end. If that's the case, continue on with other activities, such as an informal football match, BBQ or even a Karaoke.

Recognising the importance of these three phases helps you to be able to build towards community. Starting off with The Hokey Cokey is too much too soon.

When people step into a group for the first time, they might feel cautious, maybe even suspicious. Towards the end of the Street Party there is often a feeling of connection and feeling at home.

Behind a good Street Party is a team who have planned the day, invited the street to the celebration and who are committed to caring for everyone who comes so they will all enjoy the day.

Having a few committed and focused people who know how the games work and who bring celebration to all the activities, can make all the difference to a Street Party achieving its aim. It is also one of the most productive ways to serve the neighbourhood.

The role of the Street Party MC is also important in creating a warm and welcoming environment and letting people know what is happening and when. People will feel safe knowing someone is in charge.

It is important that you have a next step to invite people to. Always plan with the end in view. What will be the next way that you will connect with the street?



When trust and hope rise, something lasting comes to birth.
Craig Townsend

THE ROLE OF THE MC

Find someone from your street or the community who can act as the Master of Ceremonies for the Street Party.

The role of the MC is to:

- Help to create a warm and welcoming environment
- Make everyone feel at ease and answer questions
- Let people know what is happening next
- Encourage people to join in
- Look for things that will make everyone smile

It is helpful for the organiser to spend time with the MC beforehand so he/she is familiar with the programme as well as the aims of the event. On the day of the Street Party the planning team supports the MC. He/she is not responsible for the running of the games or activities though it is useful if they know what is happening and how the programme should be managed. Ensure the MC and designated games person work together.

At the beginning of the Street Party, the MC may say something like, "Let's not worry about who we know and don't know. Why not make it a goal to meet five new people today. After eating we will have a quiz and share in some games and activities. Today we come together to be a neighbourhood, a community that we all enjoy being a part of."

It may be appropriate to say grace or a prayer for the occasion – you need to be sensitive to how that will be received.

At some stage during proceedings it would be helpful to remind everyone that homes remain private and at no time should children be going into other people's homes or be encouraged to leave with someone other than their parent or guardian.

At the end of the Street Party the MC could

say, "Some people brought enough food to feed an army today. Some people really got into the games. And some people introduced us to neighbours who are no longer strangers."

It is not about winning or coming first in a game. Rather, it is about being seen and appreciated.

Our little planning team has a dream that maybe our street could be more of a community. Maybe we can do this more often. Maybe we can say hello to others in the street more often and see how we can help one another.

We're wondering if you would like to make your contribution to seeing other things happen in our street? If you are willing to give a hand, come and see someone from the planning team and pass on your contact details so we can be more of a community together. Thank you for coming and being part of the day. Let's all give a cheer to each other for what we have seen and done together today."



7 STEPS TO RUN A STREET PARTY

If you want to do something in your neighbourhood or community, start with the end in mind. What are your dreams for your street or neighbourhood? Here's a step-by-step plan to get your Street Party started.

Step 1

Focus on getting support for your Street Party.

Everyone needs help to begin so let's start with **finding a friend** who will encourage you. Share your desires with them.

See if you can discover like-minded people who share your dream to engage with your street. Most people long for a sustainable, nurturing community where people can belong, feel safe and fulfil their potential.

Do your homework. Have some idea of what you want to do & when you want to run it. E.g. The Big Lunch is the first Sunday in June.

Gather support. Talk with a few neighbours you know about what you'd like to see happen in your street. Ask them what they think of the idea of a get together. **Make it personal** and relevant so the dream is big enough for them to find their place.

Once you've found some interested people invite them to a planning meeting. So everyone can feel heard it's helpful to have the group number eight or less. This will ensure those who want to help shape the event can contribute. **Find a mutually suitable time** to have it at either someone's place or a local venue. If people can't come, you may still be able to get their ideas so you can present them at the meeting.

Street parties on quiet streets that don't affect the wider road network count as small events. **Read the details on your local council website** as most councils require between 4-6 weeks notice. It will be useful information to bring to your planning meeting.

Step 2

Plan for your Street Party and make decisions.

Gather together to see what you can do. **Arrange a planning meeting of interested neighbours.** Invite them to join you in organising the event.

Make sure you allow space for people to bring forward their ideas. If all the arrangements are organised by you prior to the meeting, there is little need for a planning team and you might find yourself having to carry out the event with only a few helpers.



These people can be neighbours, a home group if it's in your street or some like-minded people from church if you plan to hold a Street Party for those who live around a church. It's important to **find willing people who will share the dream** and become committed.

At your meeting, discuss **who, what, where, when** and **how**.

A planning meeting will help you **decide together what you want to do**. Decisions include the date, time, theme, format (i.e. BBQ, lunch or afternoon tea, sit down or buffet style).

Make sure you allocate some of the jobs to others. When people grasp the Street Party concept, they are usually proud to take it on so don't be afraid to share the load. It's great to **share the responsibility so the group can own the event**.

A healthy community is never a product of circumstances. It is rather a fruit of oneness in heart in the spirit of true neighbourhood. Newton Kibiringi

Decide Who



A neighbourhood Street Party

1st Sunday in June - 12pm to 4pm

Dear Neighbour

Have you heard of the **Big Lunch**? All around the UK the **Big Lunch** is encouraging neighbours to come together on the 1st Sunday in June.

So this year, let's join in!

Who can come: ____ (your street name) residents & their families, friends & kids

What to bring: some food to share, drinks & chair. Eat at 1pm

We will provide: tables, tea, coffee, activities, quiz, music

What will happen: have lunch together, fun & games, a quiz

Why: a chance to get to know each other **Cost:** free

Route: on the day for refreshments, assisting with activities & games & road barrier

Wet weather: unless it's an absolutely rubbish day, we will go ahead!

Road Closure: a temporary road closure will be in place but emergency & carer vehicles will have access.

It would be helpful if households affected during this 4-hour time slot could park elsewhere

eMail: ____ (your eMail) nearer to the day to tell us what food you'll bring or drop a note into ____ (your address)

If you'd like to help plan the event, let's meet ____ (date) @ ____ (address) 7.30pm

Thanks, ____ (your name/s) The Street Party will only be advertised in our street. No facebook or Twitter!



Invitations work best when they are sent to the neighbour, including their family and friends.

This inclusivity allows those that live alone to bring someone along and means grandparents can join in, too. It gives the Street Party a "family feel".

Decide What

What type of event will work for your street? Do you want to keep it simple and start with an afternoon tea? If you decide to have it at lunchtime which would work better – sitting down to a meal with tables and chairs or a buffet? Will children sit with their families? Teenagers may want to sit together. A barbeque can work either at lunchtime or in the evening and makes it a little more informal. Are there many older folk who will require seating? Will you have music on the day? If so, what type and who will organise and run it on the day?

Decide When

When do you want to hold the Street Party? Is there a particular reason to celebrate? **Is there a royal occasion or a sports event?** Does it coincide with a national holiday or an annual get-together such as the UK's Big Lunch? It could be to celebrate local history or just a free date that everyone agreed upon. **What time of year** will people want to be outside? Cooler weather usually means people, particularly the older ones, won't stay long.

Decide Where

Where is your venue? If it's outside, **in which part of the street will you hold it?** Finding the widest part of the street will give you more

room to move about. Whose house is the party in front of? Do you have the support of the nearest neighbours? **Will you require power or water?** If so, can you get permission to use theirs?

*In all the important ways,
friendliness comes from us,
not to us.*

Perhaps someone has offered his or her own front garden, driveway or you have chosen the local park because there is nowhere suitable in your street or it can't be closed. If so, because it's private land, you won't require council permission. **Do cars need to be moved to create space?** If so, kindly ask the neighbour in advance. Don't be put off if you live on a particularly long street. Consider holding a Street Party for a section of the street. If you know someone who lives at the far end, share what you are planning and you just might inspire them to do the same thing.

What if the weather is wet? Do you have an alternative venue? Do you have shelter? **Gazebos** help build atmosphere as well as provide protection from the sun and wind. Some of the best times can be huddled together under canvas. And because people have set aside the time and have their food ready, it might be right to go ahead with a make-shift Street Party rather than cancel it. Gazebos are also a good place to store the food out of the sun.



Decide How

How will you organize the food? Is the Street Party for a meal or snacks? Do you want people to bring a contribution of their choice or will you designate what they bring e.g. main course or pudding? Is anyone known for a particular dish? Are you having a **theme** that could be linked to include the food?

Where will you get tables or chairs? Will people bring their own garden furniture or is there a local parish hall or church where you can borrow what is required?

Congratulations! All of the hard questions have been decided and your Street Party can now take shape. **Gather all the information required for the invitations.** See if someone in the street can create them. There are lots of ideas on the Internet.

Make sure the invitation covers what food or drink to bring, possible road closures, wet weather plans and a contact detail. **Speaking to people face to face** often gets a more positive response and even if they don't attend, it is a great way to start getting to know your neighbours.

Make sure the structures are in place for a successful Street Party.

Be the thermostat in your community, the one who makes a change. Not the thermometer who, just watches.

The Big Lunch. You must send a copy of the TEN to the police at least 10 working days before the event – if you apply online, the council will contact the police on your behalf. Some councils are so supportive they will lend you road signs and cones.

You can apply for a road closure if the road is purely residential. **Consult everyone who lives in a house** or runs a business which will be affected by the road closure; it is your responsibility to make sure they are aware of the proposals and are happy with them.

Set up a spreadsheet with columns for names including children, house number and what food they will bring. When people RSVP you can add it to your list. If people ask what food they should bring, you have an idea of what is missing.

To build community, you need to be intentional. **Find someone who can act as the Master of Ceremonies** for the day. They could be from your street or your community. The MC treats the crowd like family, makes everyone feel at ease and answers questions. They let people know what is ahead, helping people prepare to get involved. It is helpful for the MC to have a PA system with a microphone.



Begin to gather supplies based on your theme - decorations, bunting, cutlery, plates, tablecloths, serviettes etc.

Start thinking about the programme for the day and the layout of your Street Party. How much room do you have to congregate? Where should the food be placed?

What games and activities will serve to bring the community together? Don't leave it till the day of the Street Party - start thinking about it now. Does your selection of games include icebreakers, all-age activities, something physical for the kids, an activity to stretch the mind, some friendly competition, some weather appropriate games, and a group activity?

Step 5

Make sure your resources and programme will be ready.

Check on those bringing items such as tables and gazebos to make sure they haven't forgotten.

What resources do you require for the games and activities - either for the children or adults? If you are having prizes who will buy them? If it is a special event create your own certificate to present to everyone under 15 to record the day.



Be prepared for community dancing by having the music ready.

Meet with your Master of Ceremonies (MC) to go through the programme. The more familiar the MC is with what will happen, the more relaxed he/she will be.

Check weather forecast and alternative plan.

Useful Tips

Insurance - though Insurance is not compulsory for a neighbourhood event make sure you are well planned and have assessed all possible risks. Seek advice from your local council for requirements.

If you would prefer your event to be covered *Access Insurance* is a specialist independent broker providing insurance solutions to charities, not for profit and community groups. Bespoke cover can be arranged for street parties or community events with premiums starting from as low as £52.

<https://www.accessinsurance.co.uk/eventcover> or call 020 8651 7420 for a quotation

I alone cannot change the world, but I can cast a stone across the waters to create many ripples. Mother Teresa

Toilets - No need to worry about toilets as if the need arises most people will return home for a few minutes.

Safeguarding - Children should be in the

care of a parent or guardian at all times. Keep a watchful eye and let common sense prevail. Avoid children wandering off or entering into homes without your permission. There is no requirement for people to be DBS (Disclosure and Barring Service) checked.

Food - hopefully it has been hygienically prepared. If you are having a buffet, food can be left at room temperature for 4 hours. Keep it out of direct sunlight if possible.

Beware of food allergies such as nuts. Have some extra serving bowls available as some people may just bring something directly from the supermarket.

First Aid - have a kit available but parents should also be on hand to deal with any problem arising with their child.

Barbeques - Place barbeques well away from

any foot traffic or games area. An adult should supervise the cooking of meat. If the barbeque has been left to cool, ensure it is left in a safe place.

Noise - Try not to run the Street Party late or allow it to get too noisy. After all, you want to bring the neighbours together and keep them onside.

Photos - Have neighbours with an interest in photography on photo duty on the day. Check with people they are happy for photos to be taken and shared as new laws make it illegal for photos of children to be taken without permission.

VIP's - Consider allowing politicians and dignitaries to attend your Street Party but try to make sure it remains purely a time for them to get to know their constituents. Dissuade neighbours from using it as a grumbling session.

Alcohol - Hopefully, the child-friendly atmosphere will promote drinking in moderation. Most people who bring alcoholic drinks to the Street Party will also have common sense and know when to stop drinking. Be considerate of some who could be struggling with alcohol addiction so having a table of alcoholic beverages where everyone helps themselves may not be helpful. Encourage parents to keep an eye on teenagers. Under-age drinking is a very real concern. At events like this neighbours often play a role in taking care of each other but drunken behaviour is to be avoided, especially in front of children.



Complications - No matter how positive the atmosphere of your Street Party it's also possible a difficult situation will arise. Some neighbours may want to seize the opportunity

of being together to quarrel or discuss a thorny issue. Try to intervene quickly and persuade them to find a more suitable time and place.

Step 6

The waiting is over. It's time for the event

Put up the bunting a day or two ahead of the Street Party. It will act as a reminder and get people excited. If it's going across the road the bunting must be at least 5.8 metres high.

In the morning, put up any gazebos and arrange tables. **It's helpful to have someone on duty** so people who arrive early with their garden furniture will know where they can place it. Let people bring things from home so they feel they are contributing. Balloons add a nice festive touch.

Make sure all of the planning team come with a willingness to have fun, get their faces painted, wear a Union Jack etc. as this will give others permission to relax.

On the day, **most people are happy to join a rota** (or roster) for serving drinks or being available to open the road barriers if necessary.

You must also display a copy of the Temporary Event Notice where it can be easily seen.

When people arrive, **have a friendly face to welcome them**. Try to have someone who already knows many people in the street. Hand out nametags with both name and street number. Make it large enough for all to be able to read it.

Some **popular music playing in the background** will add to the party atmosphere.

You may have latecomers. Try to have someone on the lookout to welcome people so they feel included straight away.

Neighbours will often have other commitments so **there will always be comings and goings** from the Street Party. That's part of its attraction. Some may even pop home for a bit before returning. And of course most people will return home to use their own bathroom. People with children may need to leave early and others will want to stay on even when it's pack up time. Friends realized this and got out the BBQ despite not having any meat in their own fridge, and many more people enjoyed an impromptu evening.

Stay flexible.

See if some of the teenagers will lead a simple game, like Duck, duck, goose or Simon Says. Invite some children to model some of the dance moves.

Some people may prefer to sit and watch the games from the safety of the sidelines, and comfortable chairs particularly the older neighbours, but they are still able to enjoy it and feel a sense of belonging.

Towards the end of the Street Party, **some will be ready for community dancing**. Perhaps someone could teach a Zumba dance. Favourites are YMCA by Village People, Superman by Blacklace, the Macarena, a Giant Conga Dance and My Dancing Pony. The Hokey-Cokey is always a great way to finish.

As a final activity, take a group photo of this "historic" day and find a way to ensure everyone in your street receives a copy.

It is important to **gather everyone together for the final time to reflect on the day**. This may be an opportunity first of all to present any awards e.g. biggest surprise of the day, best Limbo dancer, oldest participant, etc.

Questions to ask could include the following.

- Who talked for the first time today with a neighbour?
- How have you enjoyed yourself today?
- What was it you enjoyed?
- Anything you've especially appreciated about today?
- Can you agree that something important has happened between us today- something more than the food and a few games?
- Do you feel we have become more of a community?

Make sure the MC outlines some of the next **possible things that the street can do together**.

Encourage people to stay around talking together before they go home.

When clearing up most people lend a hand. Have some bin bags and clearly marked

recycling boxes on hand to make the job easier. Distribute the rubbish and recycling amongst a few neighbours. Make sure the street or area is left clean so there is little to complain about afterwards. Have a designated place for lost property.



Step 7

Follow up after the Street Party.

As your Street Party is finishing, **use any excuse to keep the momentum** going by having another event planned. Suggest a football game with anyone interested on the local sports field followed by a BBQ, a summer evening get together, an afternoon tea to show the photos, an evening movie night using a garage door for a screen, a Christmas party or drinks.

Share the idea of setting up an online community website so the connections keep building. There are lots of social media platforms designed for connecting neighbours with each other with community notice boards, tools for making it easier to talk, share and plan with your street. It might be a private page on facebook, or making use of streetbank.com where neighbours can share photos as well as local news, views, recommendations and resources.

Celebration comes from the human spirit. Mal Garvin

Suggest a time for the planning team to debrief. **Celebrate their achievements and hear their highlights and stories** not only from the day but the neighbourhood chatter since the big day. Listen to any suggestions that might strengthen another event.

It's easy to assume these days that everyone is technologically connected but there may be people, particularly **older folk in the street without the Internet**. Organise a showing of the Street Party photos at someone's home and find out what they enjoyed about the Street Party. Take note of other ideas they might come up with for next time.

Expect your street to be different after the party. There might be more conversations on the street, an increase in car waving as people drive by or a thank you note in the letterbox.

Hold onto your motivation if progress in the street seems slow. Keep persevering and keep praying for opportunities.

Don't be put off when neighbours ignore you or give you a frosty reception. We don't always know what's behind it so try not to take it personally.

You may or may not know what the lasting legacy will be from what has taken place. Community doesn't just happen. It needs a group of people to build it intentionally. Hopefully after your initial Street Party you are well on your way!

We can all make a difference in the lives of others in need, because it is the most simple of gestures that make the most significant of differences. Miya Yamanouchi

SUGGESTIONS FOR ANY TIME

Perhaps the thought of putting on a Street Party is a little overwhelming.

There are plenty of things you can do to begin bringing your neighbours together. Street Parties are just one way.

You may want to start with something small and manageable, while you grow in confidence and experience.

*Do what is given to
you, and do it well,
and you will have done
enough* Dietrich Bonhoeffer

Here are a few ideas.

- Try inviting some neighbours in for a casual drink – keep it short and informal so they won't feel trapped by being in someone else's home.
- Host a small dinner party. Prepare all the food beforehand so you don't spend all your time in the kitchen or have a friend over to help. After all, you do want to get to know your guests.
- Plant a herb garden out the front so neighbours can come and pick them. Place signs with some ideas as to how they could use the herbs.
- Offer excess salad and vegetables from your own garden by putting them out front with some spare bags and a friendly sign for them to help themselves.
- Have an afternoon tea for a particular age group like the seniors in the street and listen to stories from the past.
- Researchers have long known about the health benefits of “social capital” – the ties that build trust, connection, and participation. Knock on a few neighbours' doors and introduce yourself. Share the fact that good health is connected to social connection and you want to do all you can to improve your health!
- Try something a little more traditional like a card night or a board game and invite some people who might not know each other. Try not to be too competitive...it's only a game after all!
- Host a charity coffee morning and invite some neighbours in. As these organisations are well known, people might be more trusting to come.
- Have a blind tasting – it could be anything from cheese to home made muffins or wine. Either have it all prepared or invite people to bring an item for others to sample.
- Consider a “Bake-Off” of any description. See if you can hold it on the street or footpath and let neighbours know when the all important taste testing will begin. Put the kettle on to turn it into an informal social gathering. Make sure it remains fun!



- Christmas is a great time to open up your home for mulled wine & nibbles.
- Invite all the ladies to join you in a meal at the local village pub. Encourage the men to do it, too!
- Find out if those who enjoy their fitness would like to run together or enter a local race as a group.
- See if others in the street would like to join a local sports club e.g. tennis or netball.
- Take a present for a new baby or a neighbour's birthday
- Host a party e.g. jewellery and invite the ladies from the street.
- Suggest a time and date to meet at the local park for an informal picnic.
- Have a list of house/flat numbers so you can write down who lives where and be intentional in learning names.

GAMES TO PLAY

KEY TO SYMBOLS



Number of people to participate

(3) Number of people to help assist



Minutes required for activity



Shape and space required for the game

In The Pond, Out the Pond



15+

(3)



8min



Equipment

- A large rope

How to Play

Lay a large rope in the shape of a circle on the ground.

Participants stand on the outside of the rope known as "The Pond."

When the leader calls out, "In the Pond" all participants must jump over the rope with both feet together to land inside the circle - in the pond.

When the leader calls out, "Out the Pond" all participants must jump back over the rope to land outside of the circle - out of the pond.

The leader continues to call either one of these instructions.

Ways of Being Out



When a participant is out, they step into the circle facing out so they can watch the others play and help judge.

If a participant is not in the pond/out the pond two seconds after the leader calls it, they are ruled out.

If a participant jumps on the rope, they are out.

If a participant does not jump with both feet at the same time, they are out.

Hints

The leader may call the same instruction several times to trick the participants.

As the numbers of those still in the game reduce keep bringing them closer together and keep cheering them.

By the time you have the final two, make a point of saying they are both champions but we are looking to find the In the pond local champion is.

Ensure that the final winner gets recognition and a prize if possible.

If you start with this activity we have found it helpful to do it twice as it is so effective in drawing people in.

Encourage adults to be involved with their children.

Water Balloon Volleyball

This game is popular all over the world particularly on hot days! It substitutes a ball with balloons filled with water and is both fun to play and to watch - a real crowd-pleaser! It is suitable for everyone and works well with mixed ages and abilities.



8-40+



(4)10min



4x8m

Equipment

- A large quantity of regular sized balloons half filled with water. Some may be large water bombs.
- Two single or double bed sheets (if numbers are large).
- A thin rope or net.
- Use the Tug O War rope as the boundary.
- Container to hold & transport filled balloons.

Setup

- Designate someone as umpire.
- Have the container of water balloons guarded near the sideline.
- Designate a person to place the water balloons on a sheet.
- Normal out-of-bounds rules apply.

How to Play

Set up two teams with a sheet on either side of the net.

Several people can hold onto one side of the sheet so that at least ten children can play.

Helpful to have some older players join in the activity and to co-ordinate the throws and ensure a fair game for all.

Have each side come up with a team name and begin to chant it as they game starts.

Practise raising and lowering the sheet together – a 1-2-3 action works best, with the balloon being thrown on the count of three. Try to get the players holding the sheet tight and ensure that everyone is working together. Encourage those watching to join in with the countdown.

Have a helper lower a balloon into the sheet of Team A.

Team A begins by tossing a balloon to the other side.

Team B must catch it with their sheet and toss the balloon back over after they count to three.

If Team B miss the catch & it bursts, Team A receive a point.

If Team A's balloon goes out-of-bounds, Team B receive the point.

A point is won when a balloon breaks or is thrown out-of-bounds.



Version 2

Game can be played with each side playing in pairs. Each pair holds the ends of a large towel. The balloon is tossed over the net as before.

An important role of the MC is to encourage each of the teams, create a sense of excitement and have a good laugh if the balloon bursts over people.

What's the Time Mr Wolf

A fun game that can be played with a large group of people



Equipment

- 4 Markers

Setup

Set aside one end of the area as "home base". Place 2 markers at each end where everyone gathers and 2 markers where the wolf is waiting.

How to Play

One person is chosen to play the Wolf. Mr Wolf stands opposite at one end with their back to the rest of the players.

It helps if the wolf can howl and rub their stomach to make it dramatic. So for the first game get a helper to be the wolf.

Everyone else starts out at home base at the opposite end to Mr Wolf. They all shout loudly, "What's the time, Mr. Wolf?"

Mr. Wolf turns around and calls out a time of

day e.g. "5 o'clock" and displays the number on their fingers.

Everyone then counts and all together take the same number of steps forward as the time called out by the Wolf. So if the Wolf said 5 o'clock, the players take five steps forward, counting out loud as they go.

Ensure that one of the helpers doesn't allow the children to get ahead of them and ensure that a helper is at the back, not allowing the children to be behind them.

They ask the Wolf the same question again and the Wolf answers with a different time e.g. "3 o'clock". The rest of the players step forward again according to the time called out and displayed.

Repeating this a few times allows the players to get very close to the Wolf. The closer they get the more exciting it gets.

At some point, the wolf shouts "Dinner time!" This is the cue for the Wolf to chase the players and try to tag them as the players run back to their home base.

When a player is caught, they stand alongside Mr Wolf acting as their helper and together they decide on the time, display the time with their fingers and try to catch some dinner.

It is good to have plenty of roars and rubbing of the stomach! Finish with a cheer at the end for those who didn't get caught.

Limbo



Limbo is a fun activity where we can play music and people start dancing. The object of the game is to see who can limbo under the stick at the lowest point.



8-40+



(4) 10min



4x8m

Equipment

- A limbo stick, broomstick, rope or hose.
- Music.

Setup

- Two helpers to hold the limbo stick (or rope) and then ask everyone else to line up single file behind a helper, preferably a clown. When the music begins it is good to get the clown waving his or her hands and encouraging everyone to join in.
- Designate two people to stand beside limbo stick holders, ready to assist if participants fall while attempting to go under stick. These people also assist participants to leave the game when they are out, ensuring fair play for all.
- Designate two others to assist with getting people moving in the right direction.

How to Play

Have the two people holding the limbo stick about four feet from the ground. For the first few times lower it only slightly. Cheer any adult that joins in. The more senior they are the louder the cheer.

Everyone in line goes under the stick. Instruct participants to face forward, lean back and move under the limbo stick without touching it. Their legs should move under the stick first, followed by their torso and then their head.

If someone touches the stick or falls, they are out. Make sure everyone who is out is cheered. They then can stand on the side and cheer for the other participants.

Continue lowering the stick each round until there is only one player that can make it under the stick. Ensure everyone cheers. You may want to have one limbo contest for people under ten and one for those over ten. Have a small prize for the champion limbo dancer.

Music can be purchased from an online music shop.

- Limbo - Calimbo Steel Band.
- Limbo - David and the High Spirit
- Everybody Limbo - Nelson Gill
- Limbo Rock - Chubby Checker

Fire on the Mountain

There are lots of versions of this game. Fire on the Mountain is a game in which participants form groups of a given number. It is suitable for a medium to large sized group.



Equipment

- None

How to play

The leader stands in the centre of the circle, calling out the words, "Fire on the Mountain."

The participants all begin to run in the same direction (clockwise) and answer in the same tone and speed as the leader with the words, "Run, run, run."

The leader repeats the phrase "Fire on the Mountain" varying speech and tone - fast, slow, medium, etc. and the participants run according to the speed of the words spoken.

At any time the leader can call out a number and the participants must form groups of a corresponding number e.g. five Participants gather together to form a group of five.

The MC of the game counts the correct number in each group and those unable to form a group of the correct size move to the centre with the leader.

The suspense lies in not knowing when the leader will call out a number. The leader may repeat the phrase, "Fire on the Mountain" often, but be careful it doesn't become tedious or drawn out.



Parachute Games

Parachute games are a lot of fun for both children and adults and encourage cooperative, non-competitive play.



Equipment

- A large parachute

Suggested Games:

1. Igloo - Get everyone to spread out around the parachute and hold the edge. Together pull the parachute taut and lower it to the ground. Count to 3 and have everyone pull the chute upwards. The parachute will fill with air and rise up like a turtle shell or an igloo.

2. All Change - Call out birthday months, names, numbers, colors. Children swap places under the chute before it falls to the ground. Make sure that the children around the edge allow the canopy to fall slowly and that they don't pull the parachute down hard.

3. Mushroom - On the count of three have children raise their arms and lift the parachute over their head. Then, pull the parachute behind them sitting down on the edge of the chute.

4. Roller Ball - Place a lightweight ball on the parachute. Try to make the ball roll around the parachute.

5. Merry-Go-Round - Turn the body to the side and hold the parachute with one hand. Walk, hop, jump, or skip around holding the chute.

6. Cat and Mouse - Children sit in circle and hold the parachute tight and make waves by lifting and lowering the chute. One child is the mouse trying to stay hidden under the parachute whilst another is the cat outside trying to find the mouse under the chute.

More ideas can be found online.

Bear, Hunter, Grandma

This game can be played with a large group of people and is similar to "Rock, Paper, and Scissors" in that one action will beat another.



Equipment

- None

How to Play

Split the group into two teams and allocate an end of the field to each team. All together the team must choose a character - either a Grandma, a Hunter or a Bear to pit against the other team.

The actions of each are as described:

Grandma = one hand on hip, with the other hand, shake your finger at the opposition

Hunter = arms out in front of you in a shooting action and shout "bang"

Bear = arms up in the air, hands in claw shapes and shout "roar"



When you have chosen your character each team is to return to the centre of the field and stand facing each other in a line about 1 metre apart. When the leader counts down from 3, everyone must perform their action.

Grandma beats the Hunter

Hunter beats the Bear

Bear beats the Grandma

The team that have chosen the character that beats the other team then cheer and win a point. The first team with 5 points wins.

It can be quite funny when both team choose the same - get them to go back to their end of the field and choose again

Duck, Duck, Goose

Duck, duck, goose is a circle game best played with a small to medium number of children. This game is particularly popular with young children.



Equipment

- None

How to Play

The participants sit in a circle, facing inward.

One participant, known as the 'fox', is chosen to walk around the outside of the circle, tapping each participant on the head and calling each a 'duck' until finally picking one to be a 'goose'.

After calling a participant a 'goose', the 'fox' begins to run in a clockwise direction.

The 'goose' then rises and chases and tries to tag the 'fox', while the 'fox' tries to return to and sit where the 'goose' had been sitting.

If the 'fox' succeeds, the 'goose' is now the 'fox' and the process begins again.

If the 'goose' succeeds in tagging the 'fox', the 'goose' may return to sit in their previous spot and the 'fox' resumes the process.

Hints

Have the 'fox' tap participants lightly on the head.

Have the 'fox' call out 'duck/goose' clearly and loudly for each participant to hear.

Ensure people all run safely in the same direction.



Simon Says

Simon Says is a traditional children's game best played with a small to medium number of children (minimum 5). Children follow commands given by 'Simon'.



Equipment

- None

How to Play

Have the participants assemble in rows with a little space between them.

The Games MC or a helper takes the role of 'Simon' and issues instructions, (usually physical actions such as 'hands on heads' or 'jump in the air') to the other players, which should only be followed if prefaced with the phrase 'Simon says', for example 'Simon says jump in the air'.

If a command starts with "Simon says", the participants must obey that command.

If a command does not start with the beginning "Simon says", the participants must not do this action.

Anyone who breaks one of these two rules is eliminated from the remainder of the game.

The winner of the game is the last player who has successfully followed all of the given commands.

Examples of instructions

Touch a body part – nose, ear, head, chin, eye, mouth, hair, neck, tummy, legs, knees, toes, clap your hands, scratch your head, blink your eyes, nod your head, bend your knees, turn around, touch the ground, pat your cheeks, laugh out loud, bend your waist, give a wave, bend your arm, jump up high, crouch down low, poke out your tongue, take a step forward, run on the spot, do a star jump.

Water & Sponge Relay Race

Water & sponge relay can take many forms and is another fun activity on a warm day. Teams of any number can play this relay.



Equipment

- 2 buckets per team (use colour coded buckets to keep it simple for younger players – Team A's buckets are blue).
- 1 car sponge per team.
- 4 markers for front & back lines or use the ropes.
- Access to water.

How to Play

Organise teams and line them up single file. They don't have to have equal numbers.

Each team has a large bucket of water in front of them and a large sponge.

At the other end is an empty bucket.

The objective of the relay is to transfer as much water as possible to the other bucket by each team member taking turns to squeeze water from the sponge.

The first person in line fills their sponge with water, runs across to their team's other bucket and squeezes the water into it.

They return to their team, hand the sponge to the next person in line who dips the sponge in the water bucket and continues the activity.

Ways to finish

1. First team to empty their water bucket wins
2. First team to fill the other bucket to a suggested line wins
3. Within a time frame, the team with the most water in other bucket wins

Any number of teams can play. It only requires extra equipment and team on hand to ensure fair play.

Version 2

Fill one bucket per team with water and put a sponge in it. Place the other bucket about 30 feet away.

Line the team up between the filled water bucket and the empty bucket

To begin, the first player dips the sponge in the water, and then passes the sponge along the line to the empty bucket at the end.

The last person wrings out the sponge, and then passes it back to the front of the line.

Or wrings out the sponge, and then brings the sponge to the front of the line where they dip it in the water bucket and pass it back to the next person. In this way, everyone has a turn of coming to the front.



The first team to all complete the activity is the winner.

An alternative is to count the total number of times players pass the egg to the next player.

Relay Ideas



12+



(3) 8min



4x8m

Equipment

- 4 markers for front & back lines or use a rope as the starting line.
- Designate helpers to be involved & assist the relays.

How to Play

Form teams of at least four and line them in single file.

Seek to have a helper beside each group cheering them on. They may even like to have a team name.



Egg & Spoon Relay

Relays offer a break from the large group games and provide opportunity for co-operation & teamwork. Teams can play them with at least four people. This relay is fun to watch and fun to play!



8+ (3)



8min



4x8m

Equipment

- Enough spoons for each relay team
- Plastic or wooden eggs

How to Play

Organise teams and line them up single file. If there are lots of participants, divide the team so half are at each end of the field.

Each participant first in line has a spoon & an egg. They are to walk as fast as possible carrying the spoon to the next player in their team

If the egg is dropped, players must return to the starting line & begin again.

Relay option 1. The team is at one end and participants proceed up and around a marker and back to their team mates to tag them.

Relay option 2. The team is split with ½ participants at each end and participants proceed up to their team mates, tag them and remain at opposite end. When all the relay team have had a turn, they will have swapped ends. This option is good for a large number, as participants are not waiting long for their turn.

Relay Variations

No Equipment

- Hopping
- Kangaroo jumps (jump with 2 feet)
- Crab walking (leaning over so hands lightly touch ground & walking sideways)
- Running backwards

- Baby steps (one foot in front of the other - heel of one foot touches toe of the other)
- Giant steps

Equipment

- Skipping with ropes
- Sacks
- Stilts
- Three-legged race - requires 2 participants standing side by side with inside ankles tied together with stocking
- Balloon - running with balloon clamped between the knees
- Hula Hoop - roll the hoop along the ground
- Obstacle course - keep it simple so small children can also participate
- Dress Up - hat, scarf, gloves etc
- Bean bag - balance a small bean bag on the head. If dropped, children must return to starting line and begin again

When everyone has had a turn, the winning team will be determined by either 'first past the post' or the highest number of team rotations within the activity. Team leaders allocated to each group report back to the MC how their team went. Remember to celebrate all participants, even those coming last!

Vary the relays with the use of equipment - four to six relays, depending on group size, is suggested. Any number of teams can play. It only requires extra equipment and helpers on hand to ensure fair play.

Hints

Be mindful of children's physical abilities at all times and stop a relay if it appears to get out of hand.

Have assistants praise good sportsmanship among the participants. Encourage those watching to cheer for the teams.

The Line Up Game

This game is a fun icebreaker that works well in an all-age setting.

How to Play

Have everyone assemble in a group. Their task is to line up in a straight line according to ... see below for ideas. The catch is they are to do this without speaking. Players may only

communicate with gestures.

Ideas

Age, youngest at the front, oldest at the back

Alphabetical order

By height, shortest first

Birthdays - first in the year goes first

Hoop & Circle Game

How quickly can one hoop be passed around a circle? This activity is suitable for a small to medium sized group.



Equipment

- Two large hoops
- A person to time the activity



How to Play

Have participants form a circle and hold hands.

Break the circle between two players, place one hoop over their arm and close up the circle.

The players must help each other to send the hoop around the circle by passing the hoop over their head and down their body ensuring they never let go of their hands.

Have the timer call out the time after one rotation.

Try several attempts to get faster each time. Introduce a second hoop and even a third!

Hula-Hoop Competition



Equipment

- 3 or 4 Hoola Hoops

Special note re a hula-hoop demonstration:

Choose children to come and see how long they can hula-hoop. Introduce them individually and ensure everyone is cheered.

Begin counting down from ten. When the competitors get out, cheer them. If there are a number of heats choose the best two to be in the final.

If there is only one heat with two competitors remaining, make it harder for them by suggesting they walk forward and backwards. Ensure each of these champions are recognised.

compare their wrapper length with other competitors.

Have the current competitor with the longest torn wrapper stand with the MC. Keep it held up for all to see. If possible measure the length of the wrapper to build the excitement.

Celebrate all those who are outdone by another participant.

And give a final cheer & perhaps a small prize to the winner.

Tearing a Sweet Wrapper

This is a fun competition allowing all ages to participate. It is suitable for any sized crowd.



Equipment

- Bags of sweets with suitable wrappers that tear Note: foil wrappers are not suitable
- Measuring tape
- Rope

Instructions

Let people know about the competition & encourage all to participate.

The winner will be the person with the longest sweet wrapper.

Have several helpers walk around the crowd offering the sweets. Participants simply take a sweet, unravel the sweet and eat the sweet whilst tearing the wrapper into as long a line as possible. If people don't wish to take part, they can still take & enjoy a sweet.

When people have completed tearing their wrapper, have them come to the MC to

ACTIVITIES TO MAKE AND DO

Craft

Children love to be creative. Lots of themed craft can be found on the Internet. Making something from recycled materials is also popular.



Materials

- Children's scissors
- Glue sticks
- Cardboard
- Stapler
- Foil
- Recycled materials
- Tape
- Table
- Chairs
- Glitter
- Paper – coloured & variety of sizes
- Wrapping paper
- Tissue paper – colours
- Felt tip pens, pencils, crayons etc
- Stickers
- Stamps

Getting Started

Have some samples ready so children can see what they can make. Offer to assist when necessary. Encourage the parents to join in. Small children may require extra help. Supervise any use of stapler and scissors. Welcome every attempt at creativity!

1. White cardboard
2. Colouring pens
3. Craft glue^[1]_{SEP}
4. Small hand templates
5. Small paper plates

Use pre-cut coloured cardboard folded into

cards & allow children to be as creative as they like.

Use pressed flowers, stickers, simple drawings, cut out pictures from wrapping paper and glitter.

Badge-making

A badge-making machine provides a creative expression, which can be worn immediately. It's suitable for different age groups. Have people write their own name and decorate around it with felt tip pens. You may need to set some limits as to how many badges are to be made by each person. Commercial badge-making machines are available to hire. The materials to make the badges will need to be priced on hiring.

Materials

- Badge-making machine
- Paper circles (from badge company)
- Plastic covers (from badge company)
- Plastic back & safety pin (from badge company)
- Table
- Chairs
- Felt tip pens – thin ones work best
- Bin bag for rubbish

Getting Started

- Have a go yourself to make sure you know how to use the machine and the process of making a badge
- Have participants choose coloured paper circle and design their name.
- Decorate the circle so that it has "personality"
- Assist the participant to make their badge by following the instructions given
- Pin on badge



Face Painting

Face painting is a great way of connecting with the children of the street. There is nothing like watching a child's face light up when he/she looks into the mirror and sees their face transformed. Something so simple can bring so much pleasure.

Materials

Kits containing 8 paints in a palette are simple and convenient to use.

- 1 Table, 2 chairs
- 1 tube of moisturising cream
- 1 roll Paper Towel - to remove excess paint from brushes
- 1 mirror
- 1 hair band
- 1 Gold Glitter gel, 1 Silver Glitter Gel
- 2 brushes - size 1, 5mm, and 10mm
- 1 small bottle of water
- Design Card (of possible choices for kids - See Fusion's online resources)
- Water containers (glass/plastic) - Have pre-filled water bottles if water is not readily available.
- Wipes
- Plastic tablecloths
- Box to keep supplies in



Getting Started

- Hygiene is a very important aspect. Use fresh paint, clean water, soft brushes
 - Have your own your face painted to look the part
 - Be genuine, smile, be happy and friendly, talkative and sensitive
 - Ask child/parent if child has sensitive skin or any allergies - if yes, do a hand design & suggest they leave on for short time only
 - Use headband to hold back hair if necessary
 - Get comfortable before you start with paints, brushes, water and child within easy reach
 - Change water regularly, preferably every half hour
 - Glitter is wonderful for adding a special touch to any design!
 - Use a face paint template so children can choose designs easily
 - Try not to put too much paint on the brush or make the paint too watery
 - Keep brush moving all the time, gives steady line even before you touch the face
 - Apply lighter colours first and finish off with the darkest last
 - Clean and rinse brushes/sponges between colours, wipe off unused paint on paper towel/kitchen roll; clean then rinse and dry before using another colour
 - Avoid eyes, blemishes and nasal passages
- If you are not confident or are short on time, why not use a stencil e.g. stars, hearts & flowers make great designs.

Balloon Modelling

Balloon modelling brings a lot of fun to a Street Party.

(Recommend 1 sculptor per 100 attendees)

Materials

- 1 pump
- 1 bag of 100 x balloons (Qualatex type 260Q)
- Marker Pen (to draw on balloons)
- Rubbish Bag
- Put together a card of simple designs from which kids can choose
- Bag or pouch for storing balloons

Getting Started

Wear a balloon hat to model.

Designs such as a dog, flower, sword or heart are simple to learn and require only 1 balloon. YouTube has plenty of tutorials to teach you some simple designs. Download, print & laminate a balloon card picturing some easy designs. Wear it round your neck to help children choose what they'd like you to make.



Bouncy Castle

Bouncy Castles cost money to hire so consider how it will be paid for. Check before you book the bouncy castle that it will fit in the street space allotted. Allow time for delivery and inflation. Ensure you have responsible adults supervising. Time the children's play so everyone gets a turn. It's also a wonderful opportunity to chat with parents.

Funny Face Biscuit Decorating

Materials

- Large plastic plates.
- Metal knives.
- Disposable food handling gloves.
- Containers for sweets.
- Wet cloth or wipes for sticky hands & knife handles.
- Plain sweet round/oval biscuits.
- Make up some coloured icing beforehand or use jars of Nutella or substitute.
- Assortment of sweets & cake decorations for hair, eyes, mouth.

Getting Started

Set out several plates on table. When a child comes to decorate a biscuit, allow them to do as much as they can. Using a glove, place a biscuit and decorations on a plate. Have child smooth icing on biscuit and then place sweets etc. to make a face. Eat & enjoy!



Flubber

Flubber is a stretchy, bouncy craft project that kids will love. Flubber is wiggly, slimy, and gross – what more would any kid want? It's fun and easy to make several different kinds of flubber.

Recipe

- $\frac{3}{4}$ cup cold water
- 1 cup PVA white glue
- $\frac{1}{2}$ cup hot water
- 1 teaspoon Borax
- Liquid food colouring

Step 1: In bowl 1 mix together hot water and Borax. Stir until dissolved. Set aside





Step 2: In bowl 2 mix together cold water, glue and food colouring

Step 3: Add glue mixture to Borax solution. Knead with your hands until firm mass forms. Pour off excess water and continue to knead until mixture retains shape.




To keep: Place Flubber in plastic bag and seal.

Be aware that Flubber will stick to clothes and carpets, but it comes out very easily with a little warm water and some scrubbing.




Basic Flubber

-  1 1/4 cup warm water
-  1 cup any white glue
-  2 Tablespoons of Borax
-  Food colouring (optional)

Gak (Borax-free Flubber)

-  1 cup glue
-  1 cup liquid starch
-  Food colouring

Edible Flubber

-  1 can (14 oz.) of sweetened condensed milk
-  1 Tablespoon of cornstarch
-  Food colouring

Colouring Activities

Children often enjoy time to draw using paint, coloured pencils, felt-tip pens, crayons or pastels. Activity books with tear out pages including dot-to-dot, tracing, colour by numbers, mazes etc provide an opportunity to slow down and create quietly.

Materials

- Provide a variety of ideas
- Tables
- Chairs
- Plastic tablecloth
- Paperweights
- Containers for writing materials

Getting Started

Arrange the blank paper, cardboard, activity sheets on a table and invite children to come and participate. Have a selection of writing materials in a container at each end so children don't have to move around. Use paperweights so papers stay on the table.

Funny or Family Photos

Materials

- Camera
- A selection of dress up clothes to make it more fun
- Backdrop (optional)
- Cardboard frames (optional)
- Contact information for emailing or hand delivering photo
- Small table

Getting Started

Set up the photo area like a studio with costumes on a rack & a designated area or the photo shoot. Offer to take funny or family shots. Take down name & address so someone can make further contact by hand delivering the photo.

Toddlers Play Area



An opportunity for parents to gather and chat and provides a safe area for small children to play.

Materials

- Portable sandpit – clam shell with sand on one side and water on the other
- Water activities
- Soft toys
- Play dough
- Rugs to sit on
- Small tables and chairs
- Fencing (optional)

Don't forget some chairs so those looking after the little ones have somewhere to congregate and some shade if it's hot.

Coconut Shy

Whether you use coconuts balanced on posts or tin cans on a table, a Coconut Shy is another traditional, popular game. The game consists of a player throwing three balls (tennis balls or something similar), to try to dislodge the row of balanced objects.

Tic Tac Toe (Noughts and Crosses)

Materials

- 5 Noughts, 5 crosses, 4 equal lengths of tape or cloth for the grid

Getting started

Circles can be made from a variety of materials – garden hose, large plastic plates, cut out bucket lids

Garden Hose – cut 50cm length of plastic

garden hose place one end in boiling water so it is soft & malleable. Place in other end of hose to form a circle. Repeat for all circles.

Crosses can be made from wood, broom handles, or garden hose

Making crosses – fasten 2 sticks of the same length with tape, nail or string, flatten and fasten with metal fasteners or cut out a section on 1 stick and fasten so they lie flat together.



Circus Skills

Sometimes learning something new can be great fun. You will need some space for these activities so locate the spinning plates, diabolo and juggling balls away from people if possible.

Materials

- 3 Spinning Plates and sticks
- 2 Diabolos
- Juggling Balls (sets of 3)

Ensure someone knows how to teach and encourage people, even if they can't master it. There are many videos online offering simple learning tutorials. Keep an eye on the Diabolos – sometimes they get taken home!



Demonstrations

There are lots of opportunities to highlight participants' skills during a Street Party. Children want to belong so use any occasion to give them a platform to be recognised.

Setup

- Creative a safe space for performing

Suggestions

- Diabolos.
- Hoops.
- Spinning Plates.
- Juggling.
- Craft Creations.
- Paper Jets or Planes.

Getting Started

Know their names! Have someone write down the names so each participant can be introduced and cheered personally.

Have them perform and give a running commentary on the height reached, the skill required, the time length of their display or the colourful creativity of their creation.

Applaud them when they have finished and watch them smile!

Aunt Sallie

This game is similar to a coconut shy, in that the object is to throw sticks at an "Aunt Sally" is a short plinth about 10 cm high, and is known as a 'dolly'. The dolly is placed on a dog-legged metal spike a metre high and players throw short battens at the dolly, trying to knock it off without hitting the spike. Successfully hitting the dolly off is known as a "doll", however if the spike is hit first then the score does not count and is called an "iron".

Giant Jenga

A game using large wooden blocks that spans all ages, see how high you can build a tower using large wooden blocks. The older the player, the more thinking goes into strategy! This game and other giant games can be bought commercially.

Karaoke

Karaoke is all about having fun. You can hire a karaoke machine that is easy to setup and has a large selection of songs or borrow a home entertainment system.

Chairs

Materials

- Chairs
- Music
- Prize

Getting Started

This game is suitable for everyone but proved a winner when played as an adults-only version at our Christmas party. The game begins with any number of players and one fewer chair than the number of players. Arrange the chairs in a long double line facing outward or in a circle. Have players stand around the chairs. When the music begins, the players walk in unison around the chairs. When the music suddenly stops, everyone must race to sit down in one of the chairs.

The player who is left without a chair is eliminated from the game, and one chair is also removed to ensure that there will always be one fewer chairs than there are players. The music resumes and the cycles are repeated until there is only one player left in the game, who is the winner.

Splat the Rat

A traditional game from Victorian times, Splat the Rat is fun for all ages. Your splatting apparatus can be as fancy or as simple as you like.

Materials

All you really need is a length of drainpipe about 1m long.

This is attached to a sturdy board or short scaffold plank about another 75cm longer than the pipe. The rig is then stood up at a

slight angle. All sorts of elaborations are possible on this basic set up.

1. The rats are simple rodent shaped bean bags with little ratty faces sewn on along with whiskers and a tail or made from a black sock stuffed with dried peas They obviously need to be heavy enough to drop nicely and quite strongly made due to the demands of their trade.
2. A toy baseball bat

Getting Started

Ensure the Splat the Rat activity is a safe distance away from the next activity. If using a wooden table try to protect the wood with a plastic tablecloth or blanket.

The rat dropper drops the rats one after the other down the drainpipe.

Contestants have to try to judge when a rat is coming and splat it with a stick or bat as it drops out of the pipe pinning it against the board.



Pin the tail on the Donkey

Materials

- Donkey poster
- Tacks or tape
- Blindfolds

Getting Started

Pin the Tail on the Donkey is a classic children's game and is fun for all ages. Buy a 'Pin the Tail on the Donkey' kit or have someone draw one. Mount the donkey poster onto a wall. Blindfold one player. Turn the blindfolded player around several times until they lose their sense of direction. Have the blindfolded player attempt to pin their donkey tail on the end of the donkey.

Afterwards remove their blindfold. Allow each

player to take a turn. Leave all the donkey tails wherever they had been placed, until all players have had a chance to play. The winner is the player who placed their tail closest to the correct spot on the donkey.

Quiz

A good quiz can bring people together and be loads of fun.

Materials

- Pens or pencils
- Prepared quiz papers or blank paper
- Prizes

Getting started

There are lots of quizzes on the Internet. Select one that is appropriate for the whole group. Choose whether teams will be mixed adults, families or children. Keep the quiz to 20 questions. Have enough copies of questions and answers sheets. Teams will need pens/pencils so make sure you have plenty.

Remind all participants that no use of phones or electronic devices to find answers will be permitted. You want to strengthen the moral fabric of society after all!

When reading the questions, remember to speak loudly and clearly, and use a P.A. system if you have one. Have groups swap their papers and then read out the answers. Give a prize to the winning team and perhaps a bag of sweets to the one that comes last.



Pass the Parcel

Another classic game that is suitable for 5-10 year olds. Beware that very young children don't always understand that they need to pass the parcel on.

Materials

- 1 well wrapped present in many layers of gift wrap/newspaper/tissue paper. You

can add a small chocolate bar or roll of sweets to each layer.

- Music

How to Play

Sit the participants in a circle and hand the present to a child. Let the children know that it is possible not every layer will have a prize. Start the music. The children must pass the parcel around the circle to the child on their left as long as the music continues.

When it stops, the child holding the parcel undoes one layer or wrapping (and, if you have included them, takes a treat). The final layer will open to reveal the prize. Try not to have the same child open more than one layer of paper.

Encourage players to touch the ball gently with open hands – palms facing up.

One of the helpers holds the beach ball high in the air. Everyone counts down from ten to Go.

A team effort is required to control the ball and keep it in play.

Have the timer call out every 30 seconds and raise a cheer after milestones are reached.

When the ball touches the ground then the game is over.

Ensure small children have a turn and are safe during the activity.

Explain this game is played around the world and that this is a world record attempt. Currently the world record is 31 minutes from a city in Albania. See if you can beat it!

Ball in the Air

How long can a group keep a large inflated ball in the air? This activity is suitable for any group of people.



Equipment

- A large beach ball inflated.
- Pump.
- A person to keep time.



How to Play

Have participants gather in the middle of the games area, ready to play.

Make sure the smaller children are in the centre with adults around the circle.

The aim is to see how long the ball can be kept in the air.

Find Someone Who...

This is a good activity to get people circulating and getting to know their neighbours. Give each person/team the questions below on a sheet of paper with space for an answer. They must find someone who either fits the statement or who can answer the question, getting them to sign and print their name next to it. The person/team that has a name/signature by all of them in the shortest amount of time will be the winner. (Add quirky questions of your own).

Find someone who...

1. Has lived in this street/area for more than 30 years. Number of years
2. Has an unusual middle name.
3. Wasn't born in the UK.
4. Owns a goldfish.
5. Can give you a quote from 'Shrek'.
6. Has been to John O'Groats.
7. Is the youngest resident (May need parental guidance with signature)
8. Can name the 7 dwarfs from Snow White.
9. Shares their birthday with a famous person.
10. Can wriggle their ears (they have to demonstrate it to you)

Tug Of War

A fun competitive activity that is suitable for a large group. The object of the game is to tug the rope until one team or the mark on the rope has been tugged across the centre line into another team's territory.



Equipment

- Long rope – 100 ft/30 metres – a rope made of cotton is recommended to reduce rope burn. See if the local school has one you can borrow.
- One marker on the ground – tape or chalk
- Three cloth markers – ribbons or handkerchiefs

Setup

Use a large level area long and wide enough to be able to move with the rope.

Form two equal teams on either side of a long rope –

- Males vs. females
- Children vs. parents
- Teens vs. everyone else
- Birthday Jan – June vs. July – Dec etc.

Designate someone to start the activity known as “the pull” & determine a winner.

Designate several people to watch for safe participation or people breaking the rules.

The competition area should be free of any bikes, pushchairs, litter, debris, loose stones, etc.

Tie one ribbon or handkerchief to measure the centre of the rope.

Place one marker on the ground to measure the centre line.

Tie two cloth markers 13 ft/4 metres from the centre in each direction.



How to Play

Form two teams and where possible make them of equal numbers. The MC should encourage as many people to participate as they can.

Line both teams up on their respective ends of the rope have them pick it up.

The MC introduces each team and gets them to cheer. The judge can now line up the centre tape over the line.

For safety, remind group not to loop the rope around any body part.

Everyone count down from ten and on one people begin to pull.

It is good to make it the best of three so get the teams to swap sides and encourage more people to join in.

Get all those watching to give a cheer to both teams at the end of the competition.

Often this is an activity that brings everyone together so it is good to move into another activity that continues to gather people such as Ball in the Air

Celebrity Heads

The aim of this activity is to get people mixing and talking to one another!

Have a list of suitable “celebrities” – both historical and fictional, printed on paper, sticky labels or cardboard large enough for others to read easily.

As people arrive, pin a “celebrity” to their back or stick a label to their forehead ensuring the

person does not see the name. They are to guess what character they are by asking questions. The other person may only answer 'yes' or 'no'.

For every 'yes' answer, they can ask another question to the same person. When they receive a 'no' answer they must find a different person to ask another question. Keep asking questions until they discover who they are. E.g. "Am I a living person?" "Am I British?" "Am I on TV?"

Make sure you involve children so try to choose a well-known character that they may know. Add any names to this list – maybe well known people in your street or community.

Historical Names

Royals – William the Conqueror, Henry VIII, Louis IV, Queen Victoria, Prince Albert, Queen Elizabeth, Diana Princess of Wales, Prince William, Prince Charles, Prince Harry, King Arthur, King Richard the Lion Heart

Authors – Jane Austin, Charles Dickens, Roald Dahl, Charlotte Bronte, Oscar Wilde, Alfred Lord Tennyson, Thomas Hardy, Charles Dickens, Lewis Carroll, Enid Blyton, JK Rowling, Lord Byron, William Shakespeare



Actors – Laurence Olivier, Helen Mirren, Judy Dench, Maggie Smith, Hugh Grant, Orlando Bloom, Kiera Knightly, Catherine Zeta Jones, Colin Firth, Donald Craig, Roger Moore, Sean Connery, Emma Thompson, Marilyn Monroe, Brad Pitt, Angelina Jolie, George Clooney, Jennifer Aniston, Meryl Streep, Cameron Diaz, Leonardo di Caprio, Will Smith, Johnny Depp, Julia Roberts, Mel Gibson, Russell Crowe, Nicole Kidman, Tom Cruise, Tom Hanks, Jacky Chan, Jim Carey, Halle Berry, Robin Williams, Daniel Radcliffe

Explorers – Francis Drake, Captain Cook, Scott of the Antarctic, Edmund Hillary

Politicians – Winston Churchill, David Cameron, Margaret Thatcher, Oliver Cromwell, Tony Blair, John Major, William Wilberforce, Angela Merkel

Americans – Barak Obama, John F Kennedy, George Washington, Benjamin Franklin, Martin Luther King

World Leaders – Nelson Mandela, Ghandi, Mao Tse Tung, Stalin, Mother Theresa, Che Guava, Fidel Castro

History Makers – Guy Fawkes, William Booth, Florence Nightingale, Oscar Wilde, William Wallace, Isaac Newton, Robert Burns

Sports – David Beckham, Sebastian Coe, Andy Murray, Gary Linniker, Paul Gasgoine, Johnny Wilkinson, George Best, Eric Liddle, Kelly Holmes, Jayne Torville, Christopher Dean, Mohammed Ali, Donald Bradman

Singers – Charlotte Church, Adele, Susan Boyle, Cheryl Cole, Britney Spears, Whitney Houston, Elvis Presley, Freddie Mercury, Kylie Minogue, Justin Bieber, Bob Marley, Cher, Bob Dylan, Madonna, Jimi Hendrix, Michael Jackson, Paul McCartney, Rod Stewart, Tom Jones, Bono, David Bowie

British TV – Sue Barker, Simon Cowell, Amanda Holden, Anne Robinson, Bruce Forsyth, Bruno Tonioli, Craig Revel Horwood, Trevor McDonald, Angela Rippon, Alan Sugar, Piers Morgan, Joanna Lumley, Jonathon Ross, Stephen Fry, Bear Grylls, David Attenborough, Michael Parkinson

Comedians – Russell Brand, Lenny Henry, Dawn French, Jennifer Saunders, Jimmy Carr, Michael McIntyre

Chefs – Jamie Oliver, Gordon Ramsay, Nigella Lawson, Delia Smith

Romans – Cleopatra, Julius Caesar, Mark Anthony

Fictional Names

Movies – Peter Pan, Luke Skywalker, Buzz Lightyear, Darth Vader, the Little Mermaid, Dorothy, The Wizard of Oz, Mary Poppins, Nemo, Shrek, Princess Fiona, Oliver, Fagin

TV – Kermit, Miss Piggy, Big Bird, the Cookie Monster, Postman Pat, Bart Simpson Kung Fu Panda Sponge Bob Square Pants, Homer Simpson, Bart Simpson, Marge Simpson, Doctor Who, Tintin

Cartoons – Mickey Mouse, Mini Mouse, Donald

Duck, Bugs Bunny, Fred Flintstone, Noddy, Popeye, Mr Blobby, Scooby- Doo, Garfield, Dora the Explorer

Fairy Tales - Cinderella, Prince Charming, Snow White, Tooth Fairy, Rapunzel, Little Red Riding Hood, Pinocchio, Santa Claus,

Books - Harry Potter, Willy Wonka, Thomas the Tank Engine, Peter Rabbit, Winnie the Poo, Tigger, Sherlock Holmes, Bilbo Baggins, Sir Lancelot, Alice in Wonderland, Robin Hood, Little John, Friar Tuck

Super Heroes - Spider Man, Batman, Captain America, Super Man

True or False

This activity is suitable for all ages. Using the available space, divide it in half and assign the area on the left as 'True' and the area on the right as 'False'. Have participants stand together in the centre. As a question is asked, players must decide whether they think the answer is True or False by standing on the left or the right.



Begin with a couple of practice questions. If they answer correctly, they continue playing until there is eventually a winner. If they answer the question incorrectly, they must leave the game. If they are indecisive, ask them to guess. Anyone not deciding after a countdown is out.

Find some true or false statements from the Internet or research your own questions. Try to vary the topics.

A children's version can be played with simple questions.

Getting Started

Here's a selection of questions

1. Some animals can get sunburn ^[SEP]T (Certain animals are more susceptible to sunburn than others, particularly those with shorter hair and light-coloured skin. Dogs, cats, horses and cows, for example, often get sunburn on their noses and the tips of their ears during hot summer days.)
2. No cat likes water F (It's true that house cats would probably rather sleep on a bed of nails than get in the bathtub, but many of the big cats enjoy splashing around. Bengal tigers, in particular, are fond of lakes and streams, and can often be seen playing together in the water, both in the zoo and in the wild.)
3. Jack is the most common boy's name in children's nursery rhymes T
4. Eyes remain the same size from birth to adulthood T
5. Frogs have to drink lots of water ^[SEP]F (Frogs don't drink at all. They are unique creatures that actually absorb water through their skins to stay hydrated, so they don't have to imbibe any water through their mouths.)
6. The Eiffel Tower is in Berlin F (Paris)
7. Welsh rarebit is another name for egg on toast F (Cheese)
8. Elephants eat with their noses ^[SEP]T (Elephants use their noses as forks and spoons. They do not actually swallow their food through their noses, but lift branches, grass and other pieces of vegetation with their strong trunks, then curl the food into their mouths.)
9. There are eight colours in a rainbow F (Seven)
10. Camels can walk 100 miles in the desert without water ^[SEP]T (Camels can traverse up to 100 desert miles without a drop to drink. Once they have access to water, however, they can consume up to 30 gallons in as few as 13 minutes.)
11. Chimpanzees are nocturnal ^[SEP]F (Chimps are often observed playing, eating or walking at night, but they are actually day creatures. They can be found sleeping during the day and during the night. This is often related to the weather.)
12. The Tardis is the name of Dr Strange's time machine F (Dr Who)
13. In the human body, the patella is commonly known as the elbow F (Knee cap)
14. Justin Bieber was born in Manchester F (Canada)
15. The hummingbird egg is the world's smallest bird egg ^[SEP]T (Hummingbirds lay the smallest eggs, while ostriches lay the largest. In fact,

- ostrich eggs are so big that it can take up to two hours to hard-boil them.)
16. Whales have belly buttons T (They are mammals)^{[L][SEP]}
 17. Mars is the planet nearest to the Sun F (Mercury)
 18. Scientists have discovered a new species in the North Sea called a bone eating snout flower T (It's a worm-like animal found in the bones of dead whales)^{[L][SEP]}
 19. No plants live in the sea F (Seagrass, mangroves etc)^{[L][SEP]}
 20. Stockholm is the capital of Norway F (Oslo)
 21. Africa is the largest continent on Earth F (Asia)
 22. The great white shark is the biggest fish in the world F (The whale shark is, followed by the basking shark, which is native to our waters)^{[L][SEP]}
 23. The bootlace worm is the longest animal in the world T (It can grow over 30 metres long, they are sometimes found in rock pools)^{[L][SEP]}
 24. Sharks are colour-blind F (Many sharks have excellent eyesight)^{[L][SEP]}
 25. Crabs can only walk sideways F (Spider crabs and others walk forwards)^{[L][SEP]}
 26. There is a deep-sea eel that can swallow animals the same size as itself in one gulp T (It's called the gulper eel)^{[L][SEP]}
 27. Some fish communicate by breaking wind T (Some members of the herring family communicate by emitting high pitched sounds from their anus)^{[L][SEP]}
 28. The biggest crab in the world grows to the size of a small car T (Deep-sea Japanese spider crab)^{[L][SEP]}
 29. A group of jellyfish is called a smack T
 30. Sharks have bony skeletons F (Sharks' skeletons are made of cartilage)^{[L][SEP]}
 31. Seaweed is poisonous F (Seaweed is used to make many types of food including, sweets, ice-cream and toothpaste.)^{[L][SEP]}
 32. A shark called a cookie-cutter shark has been blamed for cutting holes in submarines T (It uses its strange shaped jaw to bite chunks out of whales, dolphins and bigger sharks)^{[L][SEP]}
 33. A dolphin is a very big fish F (It's a mammal)^{[L][SEP]}
 34. Barnacles are small shrimp-like animals that live their adult lives with their heads cemented to a rock catching food with their feet T^{[L][SEP]} Coral reefs only live in warm tropical seas F (There are deep-water coral reefs in the arctic)^{[L][SEP]}
 35. When starfish eat, their stomachs come out

- of their bodies to digest their food T
36. A sea anemone's mouth is also its bottom T
 37. There are 10 different types of penguin that live in the North Pole F (Penguins only live in the southern hemisphere so there are none)^{[L][SEP]}
 38. When Seahorses have babies it is the male who gives birth T
 39. Sea anemones often have tiny plants living inside their bodies T (Symbiotic algae)

An alternative version is to divide the area into quadrants and have questions with 4 possible answers A, B, C or D. Participants choose their answer by standing in the corresponding letter quadrant.



IDEAS TO ADOPT

Cake or Bake Competition

Here's an idea where everyone can have their cake and eat it too! If a cake competition is to be part of your next Street Party, make sure you give advance notice so people have plenty of time to plan. Is there a theme to the baking? Are there any restrictions such as size, height, number of ingredients? If so, be specific. If you decide to have a judge, it could be a local cooking instructor, chef or a domestic science teacher.

On the day have a table set aside away from any sun for the cakes or bakes. Ensure the items are labelled as to what they are but don't reveal the baker. Make sure everyone views and admires the cakes. After judging, have some paper plates so everyone, not just the judges, can taste the delights. You may wish to charge per slice of cake to help cover any Street Party costs.

Dog Show

A fun dog (or pet) show shouldn't get too serious! But in order for it to run smoothly, there are some things to consider. Will the dogs just walk round in a circle or will there be equipment such as planks, hurdles or sticks to test their agility? Will there be a judge?

Make sure dogs are on a lead, water is available and dog owners take care of any dog poop. Have owners keep an eye on their dog, as any food present might be too tempting to leave. Not everyone will be as fond of their pooch as they are, so remind them to be sensitive of others, especially children.

If the dog show is during your Street Party, put the show on early so the animals can return to the safety of their home and everyone else can relax!

Some possible categories:

- Waggiest tail
- Cutest eyes ^[11]_{SEP}
- Best mover
- Best trick ^[11]_{SEP}
- Scruffiest dog

- The dog the judge would most like to take home

Hat Competition

Jazz up your Street Party with some fanciful hat creations. You could have a theme, categories such as the most colourful, most outrageous, mother & daughter, or just encourage everyone to have fun with their designs. Have your hat parade early on before the hats look worse for wear and make sure the crowd cheers every entrant.



History of the Street Display

See if you have folk who have lived in the street a long time and get them to dig out any old photos for a display that shows your neighbourhood in times gone by. Or have someone find out what they can from the local council or history society. It can be fascinating viewing to discover things you didn't know about your area.

Lego Competition

There are 2 ways to run a competition. Either a fun building competition could be held during your Street Party or children could bring their finished exhibits to go on display at the Street Party. Consider the age group and how many pieces of Lego to be used in making a model. Try to ensure the competition is light hearted and all efforts are celebrated.

Matching facts/baby photo to neighbours

Have people bring a baby photo prior to the day. Borrow a notice board or use cardboard and have the photos numbered on a display. List some interesting, perhaps obscure facts about neighbours and have a guessing game as to who can identify them. Perhaps offer a prize for the most correct number of identified neighbours.

Plant or Seed Swap Stall

This idea isn't restricted to houses or keen gardeners and just might brighten up your street. Have a designated area or table and get people to bring along any unwanted seeds and plants to swap. They could include herbs, vegetable or fruit plants, bulbs and seeds as well as flowers. If you give advance notice, you are likely to get a greater response from your street. Perhaps those without a green thumb will feel inspired!

A Garden on a Plate competition could get children interested in green things. Using a paper plate as a base, moss for grass, sticks for trees, grit for paths, and small handbag mirrors for ponds will get their imaginations going.

Talent Show

Share the idea of a Talent Show and gauge the interest from the street. It could be something open to everyone, not just children. Provide examples of the types of talents that can be displayed. E.g. singing, dancing, sports demonstrations or comedy. Have someone check with each entrant that it's suitable for family viewing. E.g. Lyrics and costumes are



appropriate. Consider having a dress rehearsal. Give a specific time allocation to each performer so it doesn't go on and on and on. Avoid judging each performance but rather celebrate each achievement.

Street Cinema



Hold a movie night in the street. Check the advanced weather forecast for a fine or cloudy evening and invite your neighbours to an evening of outdoor entertainment. Make sure you discuss the idea well in advance with neighbours who will be most affected by the screening.

Have people bring their own deckchair, snacks and drinks. Place a gazebo near the screen to keep the light out if there's still too much daylight. You'll definitely need a wet weather plan.

Though offering a free screening is a great idea, unfortunately it will cost you. To show a film outdoors, a Single Title Screening Licence is required from Filmbank or a MPLC Movie Licence from Motion Picture Licensing Corporation. Outdoor screenings fall under the outdoor price list with prices starting from £139.

See www.filmbankmedia.com for further information.

Materials

- DVD – suitable for target audience
- Laptop/Data Projector
- Sound System
- Extension Cord Reel
- Table

- White bed sheet for screen – string & bricks to weigh the corners of the sheet down

Film Classification Ratings

U (Universal) – Suitable for all audiences aged four years and over

PG (Parental Guidance) – General viewing, but some scenes may be unsuitable for young children

12 – Suitable for 12 years and over

15 – Suitable only for 15 years and older

Tombola

If you need to raise funds for insurance or other things this type of raffle could help.

Materials

- Book of raffle tickets
- Donated items
- Table
- Bucket for tickets
- Rubbish bag
- Tombola Sign with price

Getting Started

Let people know the need for having a raffle. Have people donate items beforehand such as fancy foodstuffs, boxes of chocolates, toiletries or even unwanted gifts. Affix a raffle ticket number to each item and place its folded duplicate number in a bucket ready for the draw. On the day, display the items on a table or brick wall. If people buy tickets that match the number on an item, they win that prize.

For a Street Party, one winning ticket in 5 would be a fair ratio though it does depend on the crowd and the number of donated items. Tickets could be 50p each. The price charged for tickets really depends on your event costs – it shouldn't be for profit.

Not every ticket will win a prize. A good way of doing this is to only affix tickets on items ending in 5 or 0. So one set of tickets is put into the draw, while the duplicates, apart from 0 and 5, are discarded. You could also offer a small consolation prize such as a sweet or chocolate to unlucky punters.

Welly Wanging Competition

Welly or Wellie Wanging, also known as gumboot toss, is a sport that is said to have originated in Upperthong, Yorkshire. Competitors are required to throw a Wellington boot as far as possible within boundary lines, from a standing position. It is fun to participate and fun to watch, though onlookers must be observant of wayward flying boots! It's also a great activity to have a running commentary.

Materials

- Suitable, clear space for throwing
- 2 Wellington boots
- Boundary markers
- Stones for place markers
- Sign up sheet
- Designate helpers to be involved in safety of onlookers
- Runner for retrieving boots
- Tape measure if necessary
- Prizes

Getting Started

Decide on the category for this competition – women, teens, children, men or families. To keep your Street Party moving along, limit it to one or two categories so it doesn't take over your whole time and space. Perhaps run a different game or activity between two welly wanging sessions.

Get people to sign up beforehand. Have the MC announce the competition to encourage neighbours to join in and stir up some friendly rivalry!

Ensure there is a clear space for this competition. Remove all cars etc to safety – anything that might get damaged or broken during the throwing part of this activity – that includes small children!

Have the MC call out the names of the entrants so they ready to throw in quick succession. Keep it short and sharp. Otherwise it can drag out and onlookers lose interest.

When the competition is on, have the MC give a running, cheeky (but positive) review of participants' techniques, position, style and

toss. And get the crowd to praise all competitors no matter his or her level of throwing success. Categories can include the most unusual and the most creative throw as well as the longest.

Rules

Believe it or not, there are rules!

1. Fair play, good humour and good manners shall be exhibited at all times.
2. A player's word and their honour shall be sufficient.
3. The standard welly shall be the Dunlop green, size 9, non-steel toecap. Competitors shall select whether they use left or right welly.
4. No tampering with the welly shall be allowed. Factory finish only. No silicone polish is to be applied.
5. The use of wind assistance is allowed and, indeed, encouraged. Waiting for a suitable gust, however, is limited to one minute. No artificial or man-made wind is to be used.

Techniques

There are four main techniques for ensuring good welly throwing:

One handed – use a single hand to propel the welly

Double handed – if the welly is large, place both hands around the boot and toss. It's a shot-put-style swing technique

Between the legs – throw the welly from between the legs, facing towards the target and bending the legs slightly to accommodate the swing. This is a good technique for smaller competitors and beginners

Backward throw – throw the welly over their head. This enables a large back swing, but it also means that the target is out of sight for the duration of the throw

DANCES TO ENGAGE

Following are dances and action songs which you can perform towards the end of the Street Party or when people have relaxed. The MC should invite everyone to join in. It is a strong way to finish your Street Party.

Here's a link to a number of the dances
https://www.youtube.com/channel/UCokiEcHdaqJaodAgEFD6K_Q

Hokey Cokey

Hokey Cokey/Pokey is a singing and participation game that is suitable for everyone!



Equipment

- No equipment is necessary

Words and Actions

UK version:

You put your left arm in, (*Place R arm inside circle*)

You put your left arm out, (*Place R arm outside circle*)

In, out, in, out, (*Place R arm in & out of circle quickly x 2*)

You shake it all about. (*Shake R arm inside circle*)

You do the Hokey Cokey, and you turn around (*Hold hands up in the air and shake whilst turning on the spot*)

That's what it's all about! (*Face the circle & clap your hands*)

Chorus

Whoa, the Hokey Cokey (*Join hands and raise them as you move several steps inward and out again*)

Whoa, the Hokey Cokey (*Repeat*)

Whoa, the Hokey Cokey (*Repeat*)

Knees bent (*Bend knees*), arms stretched, (*stretch arms up*)

Rah! Rah! Rah! (*Either clap three times or raise your arms above your head and push upwards in time*).

You
put

your right arm in, your right arm out
In out, in out, you shake it all about
You do the Hokey Cokey and you turn around
That's what it's all about

Chorus

You put your left leg in, your left leg out
In out, in out, you shake it all about
You do the Hokey Cokey and you turn around
That's what it's all about

Chorus

You put your right leg in, your right leg out
In out, in out, you shake it all about
You do the Hokey Cokey and you turn around
That's what it's all about

Chorus

You put your whole self in, your whole self out
In out, in out, you shake it all about
You do the Hokey Cokey and you turn around
That's what it's all about

If your local politicians or dignitaries come, don't be afraid to invite them to join in the fun, whatever the weather!



Alternative Version:

You put your right leg in,
(Place R leg inside circle)
You put your right leg out,
(Place R leg outside circle)
You put your right leg in,
(Place R leg inside circle)
And you shake it all about,
(Shake R leg inside circle)
You do the Hokey Pokey,
(Place hands under chin, middle fingertips touching, move hands and arms from side to side)
And you turn around.
(Turn around on the spot)
That's what it's all about!
(Face the circle & clap your hands)

You put your left leg in; you put your left leg out,
(Repeat directions using L leg inside circle.)

Chorus

All in the Hokey-Pokey
(Everyone joins hands and moves a few steps towards the centre of the circle and out again)
All in the Hokey-Pokey *(Repeat)*
All in the Hokey-Pokey *(Repeat)*
That's what it's all about! *(Return to your place in the large circle & clap your hands)*

You put your right arm in, you put your right arm out,
(Place R arm inside circle)
You put your left arm in; you put your left arm out,
(Place L arm inside circle)

Chorus

You put your head in, you put your head out,
(Bow head & lean into circle)
You put your backside in, you put your backside out,
(Put bottom in to the circle)

Chorus

You put your whole self in, you put your whole self out,
(Take a step forward into circle, then step back)

Chorus

Song can be repeated at a much faster speed

Guitar Chords

C
You put your right leg in, you put your right leg out,
G
Put your right leg in and you shake it all about,

You do the Hokey Cokey and you turn around,
C
That's what it's all about.

C
You put your left leg in, you put your left leg out,
G
Put your left leg in and you shake it all about,

You do the Hokey Cokey and you turn around,
C
That's what it's all about.

CHORUS:

C
Whoa, the Hokey Cokey
G
Whoa, the Hokey Cokey
C C7 F
Whoa, the Hokey Cokey
G C
Knees bent, arms stretched Rah! Rah! Rah!



My Dancing Pony

This is known as "Big Fat Pony", however changing the name to "My Dancing Pony" or a two-syllable word e.g. Sydney, Dubai, Croydon etc might hold less offense. My Dancing Pony is a singing action game that can be played with lots of people. See the following link for a further demonstration
<http://youtu.be/3wf0tg9Cs9g>



Equipment

- No equipment is necessary.

Setup

- Form a large circle.
- Designate someone who knows the dance, to start off.
- While singing the "My Dancing Pony" song, follow the directions.

Words and Actions

Here's the story of my pony
(Group sing & clap in time to music while designated pony prances around the inside of the circle)

Story of my dancing pony
(Lead pony continues dancing around the circle)

Here's the story of my pony
(Lead pony continues dancing)

This is what they told me.
(Lead pony stops and faces nearest person when music stops)

Front to front to front, my baby
(With palms facing each other, both lead pony & partner make circles in the air)

Side to side to side, my baby
(both stand side by side & make circle movements with both palms)

Back to back to back, my baby
(both stand back to back & make circle movements with both palms)

This is what they told me.
(Partner follows lead pony into circle where they prance round and find two new partners to perform actions with)

The dance continues until all participants are

involved. To end the dance, participants find someone in the circle and perform actions together.

For a larger group, several lead ponies could be chosen.

Guitar Chords

Take your pick which chords to use - Higher or lower.

G (or D)

Here's the story of my pony

D (or A)

Story of my dancing pony

G (or D)

Here's the story of my pony

D (or A) G (or D)

This is what they told me.

G

Front to front to front my baby

D

Side to side to side my baby

G

Back to back to back my baby

D G

This is what they told me

Repeat till finished.

Superman

This song by Black Lace is known as a novelty song. It's rather nonsensical but it has become very popular at parties and children love it. The song features a number of dance gestures that act out the lyrics. They include walking, swimming, skiing, spraying deodorant, sounding a horn, ringing a bell, flexing muscles like a macho man and flying like Superman.

Y.M.C.A.

Simply hand gesturing the letters YMCA is all that is required to join in this song by the Village People



Zumba

Zumba or Sumba is a popular fitness programme inspired by Latin dance. The word "Zumba" comes from a Colombian word that means to move fast and have fun, which is just how people describe the routine.

Zumba is aerobic dancing that is lots of fun and easy to learn. With its upbeat Latin music, it's amazing how quickly the ladies, in particular, are up and moving. See if a local dance instructor will come and take your Street Party for a short session. Allow them to promote themselves if they run a business.

You should not normally need to apply to your council for a Temporary Event Notice licence if any 'performance' is 'incidental' to the day or 'background', including recorded music. This has been confirmed by many council licensing teams. If you are publicising a programme of bands etc. or are selling things like tickets, entrance or alcohol you would need to apply for a TEN at least 2 weeks in advance, costing about £21. Arrangements in Scotland are different. (Information from streetparty.org.uk)

Popular Line Dances

Group or line dance songs are audience participation songs. They can invoke a conga line, a train line, rows of line dancing and much more. Here are some possibilities for getting the street moving.

- Macarena - Los Del Rio
- Boot Scootin' Baby - Steps - 5, 6, 7, 8
- Cotton Eye Joe - Rednex -
- Electric Slide - Marcia Griffiths
- The Candy Dance - Cameo
- Gangnam Style - Psy
- Cha Cha Slide - Mr C
- The Twist - Chubby Checker
- Conga - Miami Sound Machine



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