

ANCHORS

CHRISTMAS PARTY







THEMED PROGRAMME



AIM

Get into the christmas spirit and celebrate the end of the term with a Christmas party for all to enjoy. Play fun games, eat some party food and learn about Christmas.

ACTIVITIES

-  Do you want to build a snowman?
-  Chocolate game
-  Party games
-  Reindeer card
-  Reindeer names
-  Chocolate nativity story

CHRISTMAS PARTY

» INTRODUCTION

Christmas is celebrated by people all across the world on the 25th December.

Today Christmas is celebrated with a wide range of traditions, customs and festivities. These include giving presents, writing cards, putting up trees, eating mince pies and much more.

But the origin of Christmas and the meaning behind it will always stay the same – the birth of Jesus Christ.



? DID YOU KNOW?

- Scientists have calculated that Santa visits 822 homes a second to deliver all the world's presents. Nobody knows how he does it.
- The Christmas Tree in Trafalgar Square is donated by Norway each year as thanks for the assistance during World War Two.
- 9,875 tonnes of brussels sprouts are eaten each December in the UK.
- 150 million cards & packets are delivered by Royal Mail in the run up to Christmas.



GET ACTIVE



10 MINUTES



PREPARATION
NEEDED

GET ACTIVE:

DO YOU WANT TO BUILD A SNOWMAN?

Ideally you will have 4 or 5 children per team. Each team will need to nominate a team member to be the snowman. The rest of the team are then challenged to build the snowman by wrapping that team member in toilet paper and decorating them with the clothing and paper buttons.

After a set period of time, ask the groups to stop and see who has the best built and decorated snowman.

What you'll need (each team):

- Toilet roll
- Hat
- Scarf
- Sellotape
- 3 small black paper circles



GET ACTIVE



15 MINUTES



PREPARATION
NEEDED

GET ACTIVE:

CHOCOLATE GAME

Sit your group in a big circle, with a table in the middle. On the table place a large bar of chocolate, knife, fork, a hat, scarf and gloves. You will also need a dice for this game.

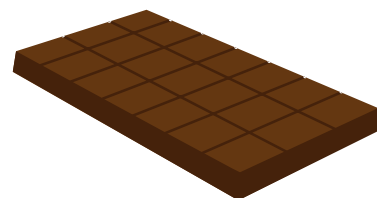
Ask each child to throw the dice and then pass it on. If a child rolls a 6 then they need to run to the table, put on the hat, scarf and gloves and start trying to cut up and eat the chocolate using only the knife and fork.

During this time, the dice continues to go around the circle, until somebody else rolls a 6. That person would then run to the table and swap with the child at the table. Remember they will need to put on the hat, scarf and gloves before they can start trying to eat the chocolate. Keep playing until the chocolate has gone.



What you'll need:

- Large bar of chocolate
- Knife & Fork
- Hat
- Scarf
- Gloves
- Dice (large if possible)





GET CREATIVE



15 MINUTES



IN THE CUPBOARD

GET CREATIVE: REINDEER CARD

With just a few steps, your group can create a simple Christmas card, to write and take home to family.

- 1 Fold a piece of white A4 card in half, to create the card.
- 2 Cut a large brown triangle out of card. The bottom of the triangle will need to be the same width as the front of your folded white card. Fold down the top of the brown triangle, so the tip of the triangle is roughly 1cm from the bottom of the triangle. This will create the reindeer's head. Using glue, stick the bottom half of the triangle to the bottom of your white card. Leave the top half of the triangle loose, making the card 3D.
- 3 Cut out a small red circle from paper or card and stick this onto the tip of the triangle to create a nose. Add two googly eyes to the reindeer's head.
- 4 Using small strips of brown card, cut and glue two antlers to the top of the reindeer's head.
- 5 Finish the card by writing 'Happy Christmas' at the top and writing a message for a family member inside.



GET LEARNING



15 MINUTES



READY TO GO

GET LEARNING: REINDEER NAMES

Try and learn the names to all 9 of Santa's reindeers with this quick and easy game. To help learn and remember the names, have some cards with all the reindeer names stuck onto the wall. The names are **Dasher**, **Dancer**, **Prancer**, **Vixen**, **Comet**, **Cupid**, **Donner**, **Blitzen**, and **Rudolph**.

Nominate one child to be Santa and ask them to stand in the middle of the room. Have all the other children line up at one end. Ask the children to pick a reindeer's name. Not all names need to be used and there can be more than one child with the same reindeer name. When Santa calls the name(s) of a reindeer, all those with that name must gallop to the other end. Santa needs to try and tag as many as he can. Players who have been caught must go to the side of the room. To get back into the game, they must name 3 reindeer to a leader. As the game goes on, increase the number of names needed to join back in. During the game, swap who acts as Santa and get your group to change their reindeer names.



GET ACTIVE



10 MINUTES

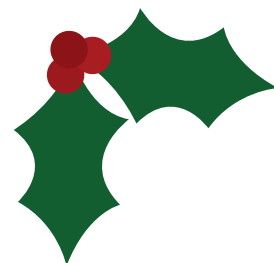


PREPARATION NEEDED

GET ACTIVE: PARTY GAMES

Fill the rest of the party night up with some classic Christmas party games, these could include:

- Pass the Parcel
- Musical Chairs
- Musical Statues
- Treasure Hunt
- Pin the tail on the Donkey.





GET INTO THE BIBLE: SWEET NATIVITY STORY

This is the story of the very first Christmas, like your group have never heard it before. This version is crammed full of names of chocolate bars and sweets to listen out for. Turn the story into a game, by getting your group to stand up, turn around and sit back down again every time they hear a chocolate bar named. Award a prize for the winner each time or play as teams with points being added up throughout the story.

The Very First Christmas

The very first Christmas isn't set in the north pole surrounded by **Flakes** of snow or next to presents under the Christmas tree. Instead the very first Christmas is set far away some 2000 years ago. Here's a **Refresher** of what happened.

We start with a young girl called Mary, who heard a **Wispa** from an angel Gabriel that she was going to have a baby and it was to be the son of God. At the same time the government was to hold a census, so Joseph & Mary had to travel to Bethlehem which was miles away!

Sadly Joseph & Mary were very poor, with hardly a **Daim!** (Dime) to their names, so they had to walk most of the way – no car or **Double Decker** bus for them! The path to Bethlehem was long and very windy – some may even say a bit **Curly Wurly**. The ground was **Rocky** and the stones under their feet were very **Crunchie**.

When they finally got to Bethlehem it was very late – **After Eight** in fact – and there was no room in any of the hotels, inns or even the Clubs for Joseph and Mary to stay. Eventually they were offered a small stable to rest in for the night. It was no bed of **Roses**, but it would do.

That night, Mary gave birth to her baby in the stable and with no cot for him to sleep in, had to settle for a manger, with the baby **Lion** on a bed of straw. Mary named the baby, Jesus, which means saviour.

That night there were some shepherds taking **Timeout** from tending to their sheep, which were having a **Chomp** on the grass. The shepherds had had a long day and were desperately in need of a **Boost**.

Then suddenly some angels appeared singing, dancing and **Twirling** in the sky. At first the Shepherds thought their eyes were playing **Twix** (tricks) on them, but then the angels starting singing "Glory to god in the highest heaven and peace on earth". The angels told the shepherds the good news about the birth of Jesus and the shepherds decided to travel to Bethlehem to see him for themselves.

Meanwhile far away there were some astrologers, who were real **Smarties**, busy scanning the **Galaxy**, looking at the **Star(bursts)**. Suddenly they saw a bright **Magic Star** near the **Milky Way**. Was it **Mars**? No, it was a star shining with extraordinary brilliance, way out to the east. They realised that the star signalled the birth of a new king in Bethlehem.

2000 years ago, there were no **Aero**-planes, so they needed to get a hurry on to find the new king – if they weren't quick the clock would go **Tic-Tac** and they would soon be out of time! So the wise men packed up their **Kit(Kat)**, made a **Picnic**, did up the **Buttons** on their coats and climbed onto their **Caramels** to set off for their long journey.

However, they began to think that their 'sat nav' had let them down, because it didn't lead them to a **Quality Street**. Instead they arrived at a stable where they saw the little **Jelly tot**, baby Jesus, laying in his manger. The kings worshipped Jesus and presented gifts from their **Bounty**. They gave Gold, frankincense and myrrh.

The kings were overjoyed for they knew that Jesus was the son of God and he was here to bring God to each one of us. "That calls for a party", shouted one of the kings and he was right. Jesus certainly is worth having a **Celebration** for!