

Dear Panda animator,

Welcome on board!

Before reading this manual I like to draw your attention on some of the basic principles of the Panda club concept and what our company is expecting from any Panda animator:

Happy children means happy parents!

No matter what happens, a Panda animator is never leaving his cubs alone. Small children (kids) can never leave the Panda club alone. If a child wants to go back to his parents, he/she should be accompanied by an animator. Not respecting this rule means serious sanctions. At any moment Panda club should look neat and orderly, broken, damaged or stolen material to be reported to the Panda Chief Animator or GM.

Panda club opens daily at 10.00 till 12.30 and 13.30 till 17.00. Animators should be present in the hotel at 9.00 am for briefing, greeting of children and parents, sending out of invitations, and preparing the material needed for the Theme Day. At that time there will also be looked after the hanging out of the Theme Day and Program. No Panda animator will leave the Panda club without cleaning up and re-storing the material to its proper place.

Initially all theme days were made for one Panda club. Perhaps in your hotel a Horse-riding day is impossible or a picnic on the beach a bit difficult. In this case you are free to adapt your theme day. Maybe you want to create another theme day more suitable for your hotel. Please inform us, as a new theme day might be very useful for all Panda teams.

Before introducing an extra theme day let us have full details (please do not forget "YOU NEED" and the "HOW TO PLAY")

Please make sure you always have a large variety of games in mind (inside, outside, playground, pool).

A lot of such games are clearly explained (in your own language if you wish so) on several websites of the internet and don't forget..... Panda animators are supposed to have a lot of imagination!.

**HAVE FUN AND GOOD LUCK**

Panda club Manager

## About the Panda Club



### THE PANDA CLUB IN GENERAL

- The Panda club welcomes all children as from the age of 4 till 12 years old.
- We are open from 10am till 12.30 pm and from 13.30 till 17 pm.
- During the school holidays “Kids” (4 till 7 year) and “Cools” (8 till 12 year) have their own specific program.
- Security of the children is very well looked after.
- Our program is based on topics such as games, sports, creativity, natural history, dance and music and much more.
- Every morning a short briefing is held with the multilingual animation team.
- Pending the children’s’ attendance, age and nationality as well as pending the weather conditions the daily program might be adapted.
- The Panda-team aims offering the younger guests a happy and interesting holiday as well as more understanding and goodwill amongst children of many different nationalities.



## **PERMANENTLY ON THE PANDA PROGRAM**

### **THE MINI-DISCO**

Every night at 20.30 pm it's Mini-Disco Time.

The Mini-Disco is open to all children staying in the hotel.

A Panda animator leads this event and accompanies the children.

### **KIDS' SHOW (school holidays only)**

During the school holidays the children organise and perform their own show (assistance of the animation team is provided).

It's our aim offering the children a chance to show their own creative talents on topics such as singing, dancing, black light magic show etc. If possible the children will perform on "the real scene". The hotel's general animation team will provide technical assistance.

### **FACE PAINTING**

We only use professional and skin friendly body paint!

### **HORSE AND PONEY RIDING**

Once a week we have an appointment with the horses and ponies of the nearby horse stables. This activity allows the children how it feels to ride on "the real thing".

Parents and their cameras are most welcome.

## **PIC-NIC ON THE BEACH**

Once a week the Panda animation team organises a real picnic on the private hotel beach.

There always is some nature exploration on this program as it is important Pandas learn something about the environment and how to protect it. Sand castle building is very much appreciated, kite flying as well.

## PANDA CLUB MATERIAL - BASIS

### TODDLERS -4 jaar

Buckets, spoons, sand cake molds, sieves, watering cans	30
Plastic boats	4
Neoprene floorpuzzle	1
Wooden game « Memory »	3
Wooden Domino	3
Wooden figures puzzle	4
Wooden puzzle « dressing up » small	2
Wooden puzzle « dressing up » large	1
Lego Duplo + table	1
Wax pencils	2 x 12
Colour pencils	4 x 12
Thick colouring fibrepens	4 x 12
Normal colouring fibrepens	4 x 12
Kitchen set, cups, plates etc	1
Plastic moulding clay	4
Small balls	6

## 4 UP TO 8 YEARS

### As for toddlers +

Kwartet-game	2
Four-in-a-row game	2
Box containing 200 different games	1
1 + 2 = 3 game	1
Game BINGO	1
Game UNO	2
Game DUO	2
Game « Ganzenbord »	2
Memory game	1
Game Twister MB	1
Colouring paint in bottles Bruynzeel	2 x 6
Yellow/black/white/yellow/blue/red	
Poster Colour (in tubes)	5 x 12
Scissors (round)	12
Chalk in different colours	4 x 12
Liquid glue in bottles	12
Balloons, round and long shaped + pomp	250
Skipping rope	2
Boccia plastic	2

Hoola Hoop	4
Bowling set	1
Diabolo	2
Small softballs	6
Small gymnastic ball	2
Large gymnastic ball	2
Spade, wood and metal	15
Kites	3
Frisbee	4
« sand castle building » set	1

## FROM 8 TILL 12 YEAR

### As goes for 4 till 8 years old +

Boccia (iron)	1
Volley ball	2
Sportsball	2
Set juggling balls	1
Badmintonrackets	4
Set softbal	1
Game Jenga	2
Scrabble	1
Game « Porcs » MB	2
Mikado	2
Tuba	6
Masks	6
Finns	6
Large dices (neoprene, or other synthetic material)	4

## GENERAL

CD player	1
CD'S of Tapes	
Kinderdisco - K3 – Samson en Gert – Dutch and French songs for children, Kabouter Plop.....	
Fairy tales Anderssen in Dutch / English / French / German	1
Fairy tales Grimm Dutch / English / French / German	1
« Sjoelbak »	1
Football game	1
Face Painting material	4 sets
Paintspray black, white, red, green	1 x 4
Dressing-p box	1
Oasis costumes	6 + 6
Old sheets	
Schoolboard – portable	1
Chalk white	4 x 12

### Swimming pool material :

Airmatresses

Swimming belts	4
Safety bracelets	6 pairs
Airballs	4
Playground material	
Sandpit	
Tables	
Chairs	

## **DIFFERENT ACTIVITIES ADAPTED TO THE CHILDREN'S AGE**

### **A. 4 UP TO 6 YEARS**

- playing in the sand with buckets, sand mould, spoons etc.
- making drawings and colouring (decorations for the restaurant)
- simple handicraft
- Puzzling
- Memory game
- Domino game
- Kwartet game
- Painting shells, painting stones
- Dressing-up
- Simple ballgames
- Sand building
- Fishing in the swimming pool
- "Sjoelbak" (shuffleboard)
- Getting used to the water
- Painting balloons
- Story telling

**B 6 UP TO 8 YEARS:**

- UNO
- handicrafts
- Pirates game
- Mini disco
- All kinds of family games
- Boccia
- Face painting
- Handicraft with stones – making dolls
- Handicraft with balloons
- Ballgames
- Making masks
- Clay work
- Jenga
- Vier op een rij
- Bingo
- How to swim
- Water games

**B. 8 UP TO 12 YEARS (Cools) :**

- Ping-pong
- Making bracelets for friendship
- Football
- All kinds of more complicated family games
- Do and Dare
- Introduction to Windsurfing

- Introduction to Snorkling
- Volleyball

## **THEME DAYS**

- 1. BEACH DAY**
- 2. HORSE RIDING DAY**
- 3. OLYMPIC DAY**
- 4. FUNDAY**
- 5. PARTY TIME**
- 6. MAGIC DAY**
- 7. CIRCUSDAY**
- 8. PIRATES DAY**
- 9. SHOW TIME**
- 10. WET DAY IN POOL AND LAGOON**
- 11. BALLOONSDAY**
- 12. EGYPTIAN DAY**
- 13. INDIANS' DAY**
- 14. GNOOMS' DAY**



**HELLO,  
HERE COMES THE PANDA CLUB'S  
PROGRAM FOR THIS WEEK**

**SATURDAY : HORSERIDING**

**SUNDAY : WET IN POOL AND LAGOON**

**MONDAY : FUNDAY**

**TUESDAY : BALLOONSDAY**

**WEDNESDAY : PICNIC ON RIHANA BEACH**



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**WEDNESDAY : PICNIC ON RIHANA BEACH**

**THURSDAY : INDIANS'S DAY**

**FRIDAY : SHOWTIME**

**TO DAY**

# **BALLOONS DAY**

## **MORNING**

- **BLOWING AND FILLING BALLOONS**
- **HANDICRAFT WITH BALLOONS**

**12.30 - 13.30 LUNCH AND BREAK**

## **AFTERNOON**

- **PAINTING BALLOONS**
- **BALLOON GAMES IN THE SWIMMING POOL**

## **FOR PANDA ANIMATORS**

### **YOU NEED**

- DIFFERENT KIND OF BALLOONS, DON'T FORGET THE LONG-SHAPED BALLOONS FOR MAKING CROWNS, ANIMALS ETC
- BALLOON PUMP
- WALL PAPER GLUE
- NEWSPAPER
- ENOUGH PAINT AND BRUSHES

### **HOW TO PLAY**

- LET THE CHILDREN PUMP UP LOT'S OF BALLOONS
- MAKE OBJECTS WITH LONG SHAPED BALLOONS
- LET PART OF THE CHILDREN FILL BALLOONS WITH SAND, OTHER PART FILLS BALLOONS WITH WATER
- MAKING HEADS WITH BALLOONS:
  1. MIX WALL PAPERGLUE WITH WATER TILL VERY STICKY
  2. GLUE A FIRST NEWSPAPER LAYER ON BALLOON, THEN SECOND THIRD ETC
  3. FOR LAST LAYER USE WHITE PAPER
  4. PUT HEADS ON BUCKETS TO LET THEM DRY FOR A COUPLE OF DAYS
- LET CHILDREN PAINT BALLOONS, ESPECIALLY SANDFILLED BALLOONS OF WHICH YOU CAN MAKE ALL KIND OF FISHES

### **BALLOON GAMES IN THE SWIMMING POOL SEE CHAPTER GAMES**

**TO DAY**

**BEACH**

**BEACH  
DAY**

### **MORNING**

- **DEPARTURE FROM THE HOTEL AT 11 AM**
- **COLLECTING SHELVES – NATURE EXPLORATION**
- **SNORKLING (FOR VERY GOOD SWIMMERS ONLY)**

### **12.30 - 13.30 PIC-NIC ON THE BEACH**

### **AFTERNOON**

- **GAMES**
- **SANDCASTLE BUILDING**

### **16.30 BACK TO HOTEL AND SWIMMING IN THE POOL**

**NOTE :**

**PARENTS MOST WELCOME TO JOIN US**

**PLEASE TAKE WATERSHOES WITH YOU !**

## **FOR PANDA ANIMATORS :**

### **YOU NEED**

- LIST OF PARTICIPANTS IN ORDER TO PREPARE PIC NIC BY KITCHEN STAFF
- TRANSFER VOUCHER. ASK DAY BEFORE WHO IS GOING TO JOIN US
- ORGANISE TRANSPORTATION – **PICK-UP TIME TO AND BACK ON PAPER**
- SANDBUILDING MATERIAL
- BALL
- ROPE
- SNORKLING MATERIAL
- FISH MAP
- FIRST AID KIT
- PLASTIC BAGS FOR SHELL COLLECTING
- WATERSHOES
- OTHER MATERIAL REMAINING WITH BEACH BOY

### **HOW TO PLAY – SOME POSSIBILITIES**

- WALK ALONG THE SHORE AND LET CHILDREN COLLECT AS MUCH DIFFERENT SHELLS ETC POSSIBLE
- LET THEM MAKE A PRESENTATION OF WHAT THEY FOUND AND TRY TO NAME IT
- TELL THEM ABOUT THE SEA AND WHAT'S LIVING IN IT
- STORY TELLING « PIGGELMEE », « THE LITTLE MERMAID »
- DRAWING THE STORY IN THE SAND
- BUILDING ALL TOGETHER A PANDA CASTLE
- LET THEM BUILD AND PLAY INDIVIDUALLY IN THE SAND
- GAMES SUCH AS
  1. BOCCIA
  2. COLA FANTA
  3. NETBALL

4. FIREBALL ETC (SEE CHAPTER GAMES)
- **SNORKLING ONLY FOR GOOD SWIMMERS AND ACCOMPAGNIED BY AT LEAST 2 ADULTS. CHILDREN MUST WEAR WATERSHOES AND PASSED SNORKLING INTRO IN THE SWIMMING POOL. NO FINNS ! CHECK CHILD'S ABILITY TO SNORKEL IN THE SWIMMING POOL !**

**WHEN LEAVING THE BEACH MAKE SURE NO RUBBISH IS LEFT BEHIND !**

**TODAY**

**CIRCUS DAY**

**MORNING**

- **TODAY WE TRANSFORM OUR CLUBHOUSE IN A CIRCUS. CHOSE YOUR ROLE....**
- **WE MAKE A CIRCUS PROGRAM**

**12.30 – 13.30 BREAK AND LUNCHTIME**

**AFTERNOON**

- **REHEARSEL**
- **DRESSING UP AND FACE PAINTING**

**16.30 pm CIRCUS SHOW FOR OUR PARENTS IN THE « PANDAS CIRCUS MANEGE »**

## **FOR PANDA ANIMATORS**

### **YOU NEED :**

- CARTON FOR MAKING MASKS
- PAINT
- FACE PAINTING MATERIAL – POSSIBLY BODY PAINT MATERIAL
- CIRCUS MUSIC (CD'S – E.G. THE LION SLEEPS TONIGHT)
- DRESSING UP MATERIAL
- DIABOLOS – JUGLING BALLS (=SANDFILLED BALLOONS)

### **HOW TO PLAY:**

- LET CHILDREN CHOSE THEIR ROLE
- MAKING MASKS
- PUT TOGETHER CIRCUSPROGRAM
- TRY-OUT
- CHOSE MUSIC
- MAKE CIRCUS MANEGE
- REHEARSEL
- DRESSING UP AND FACE PAINTING

**TODAY**

**FUNDAY!**

**MORNING**

- **FANCY FAIR AT THE MAINPOOL TOGETHER WITH PARENTS AND PANDA ANIMATORS**

**12.30 - 13.30 LUNCH AND BREAK**

**AFTERNOON**

- **CRAZY GAMES IN OUR CLUBHOUSE, THE POOL, AND ON THE PLAYGROUND**

## **FOR PANDA ANIMATORS**

### **YOU NEED:**

- Plate, fork and knife, napkin, cap, several apples, matchboxes (apple game)
- Big bowl filled with flower, lollies
- Cones
- Rope
- Ball
- Caps
- Towel
- Sand filled balloons

### **HOW TO PLAY:**

- Start with sand filling of balloons, pending the fancy fair that starts at 11 am at the main pool (check!). If time left, play “Balls bath game”
- All children joining the fancy fair
- In the afternoon start with
  - Killersjoel
  - Applegame
  - Lollies in the flowerbowl
  - Further games see chapter crazy games

**TO DAY**

**INDIANS' DAY**

**MORNING**

- **MAKING AN INDIAN'S OUTFIT**
- **FACE PAINTING**

**12.30 – 13.30 LUNCHTIME AND BREAK**

**AFTERNOON**

- **MAKING WIGWAMS**
- **INDIAN GAMES**

## **FOR PANDA ANIMATORS**

### **YOU NEED**

Feathers, if you can find

Carton

Paint

Pins

Face painting material

For making wigwams you will need broomsticks and rope (see maintenance or housekeeping), rope

Shisha or normal pipe

### **HOW TO PLAY**

Start the day with making Indian hats

Let them make Indian costumes

Face painting

Make a totem pole (decorating poles of the terrace with balloons, paper etc. no painting of the poles)

Search with the children Indian names (totems) e.g. fast beaver, funny Panda, brave dear etc.

Let them make name plates with their totem on it, let them wear it

Try to name the children by their totem for the rest of the day

Game « Atlas » (see chapter games), using their totemnames.

Play team games (see chapter games), teams are named tribes eg tribe of the Cherokee, tribe of the Seminoles or sqaws (girls) against warriors (boys)

At the end of the day make a circle, let each child sing a song and pass the shisha

# TO DAY JOCKEY DAY

## **MORNING**

- **11 AM WALK TO THE YALLA HORSE STABLES, PARENTS MOST WELCOME**
- **RIDE ON HORSE OR PONEY**
- **BACK IN PANDA CLUB AT ABOUT 12.30**

## **12.30 – 13.30 LUNCH AND BREAK**

## **AFTERNOON**

- **DRAWING, COLOURING COMPETITION**
- **FACE PAINTING**

## **FOR PANDA ANIMATORS**

### **YOU NEED**

- Administration :
  - Form Horse riding, fill in date, name and first name, room number, amount
  - Payment should be cash – 5 Euro per child, total amount to be paid to stables
- Long rope
- Paper
- Paint

### **HOW TO PLAY**

- Make sure all the children are ready to go – count them and check the list
- Put children on a row and let them hold the rope
- Walk to horse stables
- Keep children together and away from the horses
- Pending waiting you can play some games or let them sing
- Drawing competition, subject holiday in our Hotels and Resorts
- Together with the children make tour on the lagoon beach and ask people to quote each drawing (no parents).
- The winner gets a medal and a prize (face painting, Panda Mug when available)

# TO DAY

# MAGIC DAY

## **MORNING**

- **MAKING MASKS**
- **MAKING WITCH STICKS AND FACE PAINTING**

## **12.30 – 13.30 LUNCH**

## **AFTERNOON**

- **STORY TELLING**
- **MAKING WITCH -WINE**
- **LEARNING MAGIC TRICKS**

## FOR PANDA ANIMATORS

### YOU NEED

- White carton, sjabloon for making mask
- Possibly you can use papier maché heads made during balloonsday
- Cutter knife
- Rubbers
- Face painting material
- For the witch wine:
- Sparkling water
- Karkadee
- Coconut crumbles
- Currans
- Oranges
- Glass bottle
- Material for magic trics

### HOW TO PLAY

- Start with making witch masks
- Making magic sticks
- Possibly face painting and dressing up
- Witch meal with animators
- Story telling (the story of Hinsabinsa)
- Making the witch wine
- At the end of making the wine, an animator put some red paint on each child's head
- Drinking the witch whine
- Learning magic trics
- Witch dance (see games, "Hat Dance", but replace the had by a broomstick)

## **ONLY EXISTING IN DUTCH**

### **DE WAARGEBEURDE GESCHIEDENIS VAN HINSABINSA**

Het kleine heksje Hinsabinsa had blauwe haren, een hele lange neus en grote voeten en had pas haar 587ste verjaardag gevierd. Samen met haar poes Kassimeka woonde ze in een lief klein houten huisje, midden in het bos.

Hinsabinsa was diepbedroefd omdat haar haren blauw waren en niet rood. Rood was haar lievelingskleur. Dat blauwe haar vond ze maar niks, rood haar, dat zou pas echt elegant zijn dacht ze bij zichzelf. Ze sprak erover met de andere heksen en die vonden rode haren een vreselijk slecht idee, alle heksen hadden immers blauw haar. Elke 100 jaar kwamen alle heksen samen tijdens de Walburgisnacht. Dat is namelijk de grote heksenfeestdag boven op de berg. Alle heksen komen dan samen om te dansen en te toveren, en natuurlijk ging Hinsabinsa daar ook naar toe. Ze vond het niet leuk die laatste keer, ze werd door alle andere heksen uitgelachen omdat ze rode haren veel chicker vond staan dan blauwe.

Blauwe haren, ik vind het een pure ellende, zuchtte elke keer toen ze haar haren waste. Maar na elke wasbeurt zag Hinsabinsa haar blauwe haren groeien en groeien en langer en langer en langer worden. Oh jeetje riep ze, toen ze zag dat haar haren tot over haar voeten hingen, en pardoes, ze viel omver.

Maar de haren bleven groeien en groeien, zo lang dat ze naar het dak moest om ze te kunnen kammen.

Op een dag, op weg naar het dak, struikelde ze op zolder over een kist die nog van haar over-over-over heksengrootmoeder was geweest. En wat gebeurde er..... de kist sprong open en wat lag erin.....

Het grote geheime toverboek van de over-bet-over-bet heksengrootmoeder van Hinsabinsa.

Nieuwsgierig, hoe zou je zelf zijn, begon Hinsabinsa erin te lezen. Ze vergat helemaal de tijd tot haar poes plots om het hoekje kwam kijken en miauwde « Hinsabinsa, vlug, het is vijf voor twaalf en het is vandaag heksensabbath op de hoge berg ».... Geschrokken gooide Hinsabinsa het toverboek neer en wat gebeurde er.... Er viel een rood blad uit met een toverspreuk erop geschreven....

« RUMDIDELTUM ABKASAR.

FLARUM DARUM SMORREBROOD

EN MAAK ALLE HAREN ROOD »

Vliegensvlug sprong Hinsabinsa op haar bezem en vloog tegen wel 1.000 km per uur naar de Hoge Berg. Alle andere heksen stonden haar op te wachten en lachten Hinsabinsa uit toe ze haar zagen.

Maar kleine Hinsabinsa zweeg en dacht, wacht maar. ik zal jullie dadelijk eens wat laten zien.

Eindelijk was het haar beurt om te laen zien hoe ze de laatste 99 jaar getoverd had. Heel fier stapte Hinsabinsa in de heksenkring en zei heer fier haar toverspreuk.

« RUMDIDELTUM ABKASAR.

FLARUM DARUM ROGGEBROOD

EN MAAK ALLE HAREN ROOD »

Maar wat gebeurde er.....

Een hele grote knal en..... de blauwe haren van Hinsabinsa werden helemaal grijs omdat Hinsabinsa zich een klein beetje vergist had.

Alle heksen vielen om van ‘t lachen... ha ha ha hi hi hi ho ho ho lachten ze.

Maar Hinsabinsa trok er zich niks van aan en luidop herhaalde ze de oude toverspreuk van haar over-bet-over-bet heksengrootmoeder

« RUMDIDELTUM ABKASAR.

FLARUM DARUM SMORREBROOD

EN MAAK ALLE HAREN ROOD »

En dat was natuurlijk de juiste toverspreuk.

En wat gebeurde er.....

Een enorme knal en toen gingen de haren van Hinsabinsa helemaal gloeien en rood glanzen.

Hinsabinsa's heksenzusters vielen haast plat achterover van verbazing.

Wham, supermegatof, cool, klonk het van alle kanten

Maar tja, Hinsabinsa zag er met haar rode haren dan ook oogverblindend uit.

Nu moesten de andere heksen wel toegeven dat Hinsabinsa eigenlijk gelijk had, ze zag er met haar rode haren veel knapper uit dan met de blauwe

De andere heksen gaven dan ook grif toe dat Hinsabinsa gelijk had en ze kregen allemaal zin in een ander haarkleurtje.

Ik wil oranje haren, en ikke spikkelpaarse, geef mij maar knalgeel, voor mij lila.... Zo taterden en klessebesten ze maar door, want elke heks had zo haar eigen lievelingskleurtje.

Hinsabinsa bloosde en straalde van plezier, pakte haar bezem uit het bezemrek en vloog tegen wel 2000 km per uur terug naar haar huisje in ‘t bos, streelde poes Kassimeka even en ging

toen meteen voor haar spiegel staan en ..... oeie oeie oeie, Hinsabinsa schrok zich bijna een fluwelen konijn want die prachtige rode haarbos was weer blauw geworden.

Ze nam het toverboek van haar bed-over het bed grootmoeder en begon erin te bladeren, op zoek naar de toverspreuk. Plots viel uit het toveboek een rood papiertje met een paar erg belangrijke notities.

Er stond geschreven :

PS deze toverformule werkt maar voor één enkele nacht, wil je de rode haarkleur behouden dan moet je een bijzonder toverdrankje brouwen.

Voor deze toverdrank heb je nodig :

- Sprankelend spikkelend water uit de feeënbron
- Klauwtjes van 100 jarige vledermuizen
- Keuteltjes van het witte dwergkonijn
- Sap van zuivere edelstenen
- Toverpoeder uit het land van Kratiskrank

Zeg dan zeer luid de volgende toverspreuk

Water uit de feeënbron (sodawater)

Roer ik om en om en om

Hokus pokus fliederein

Zo maak ik de toverwijn

Klauwtjes moeten er nu in (stukjes sinaasappel)

En da's nog maar een begin

Vleermuisklauwtjes van minstens 100 jaar

Zijn knapperig en lekker geloof me maar

Keutels van het witte dwergkonijn (rozijnen of kleine druiven)

Mengen we door onze toverwijn

Dan het zuivere sap edelstenen (karkade)

Terwijl je roert sta je op je tenen

Een snuifje poeder uit het land van Kratiskrank (kokos)

Klaar, perfect en lekker is je toverdrank.

Drink nu allemaal van deze toverwijn

Pas dan zullen jullie echte heksen zijn.

(vertaald uit het Duits).

TO DAY

PANDA GOES

PANDA GOES  
FOR OLYMPIC  
GOLD

### MORNING

- « OLYMPIC » GAMES ON THE PANDA PLAYGROUND SUCH AS THROWING SANDALS, FOOTBOWLING AND MUCH MORE

### 12.30 – 13.30 LUNCH AND BREAK

### AFTERNOON

- « OLYMPIC » GAMES IN THE SWIMMING POOL SUCH AS SPOONDIVING, AIRBEDRACE, DUCK FISHING AND MUCH MORE

## **FOR PANDA ANIMATORS**

### **YOU NEED :**

A separate program for kids and cools during the school holidays !

Cones

Rope long

Jumping ropes

Sports ball

Small balls

Bowling game

For swimming pool :

At least 2 airbeds

Spoons

Sand filled balloons

Waterfilled balloons

Neoprene puzzle

Material for duck fishing

### **HOW TO PLAY**

#### **For Kids and Cools together**

#### **Morning :**

Make 2 teams and mix cools and kids

- jumping over the rope
- jumping in bags :

1 player of each team takes a (strong) bag and jumps to the other side of the playground, he comes out his bag and runs back to his team where another player takes over. The fastest team is the winner

- « empty the lagoon » :

put the teams in the neighborhood of the lagoon in two rows

place 2 buckets on the playground

each team gets 1 cup

player 1 runs to the water, filling his cup, running to his bucket to fill it and gives empty cup to player 2. The team who filled completely its bucket is the winner

- pulling the rope

- ball between head and shoulders :

place cones

each team gets a small ball

first player puts ball in his neck and should walk as fast as possible between the cones without losing his ball (when losing the ball he should start again) at the last cone he runs with ball in his hands back to his team handing over the ball to player nr 2.

- End with « killersjoel ». The winner scores for his team. Mix teams as follows :player 1 = team 1, player 2 = team 2, player 3 = team 1 etc.)

### **Afternoon :**

#### **Keep the non-swimmers in the kids pool.**

- duck fishing, child with the highest score gets a point for his team
- Play the puzzle game, kid completing first its puzzle gains a point for its team
- Put some sand-filled balloons on the bottom of the pool, kid taking out most balloons scores 1 point for its team

#### **For swimmers**

- swimming competition :  
 make teams

give a different coloured napkin to the first swimmers

with the flag they swim as soon as possible to other side of the pool and back where he gives his napkin to swimmer 2 of his team. Swimmer 2 jumps in the pool and starts again. Winner is the fastest team

- spoondiving :

throw a good number of **small spoons** all over the swimming pool (please count spoons on beforehand in order not leaving behind any spoon in the wimming pool). Let the teams search the spoons. Winning team is team that brought up most spoons

- waterbasket

animator holds a floating tire

teams should basket as much as possible

play this game 3 times and take notice of the number of baskets of each team

- airbedrace :

take 2 airbeds, one for each team, keep napkins ready.

First players take napkin with them on the airbed and should reach on the airbed as soon as possible the other side of the pool where they hand over napkin to animator, then they swim back with airbed to their team, player 2 takes over the airbed and takes with him a second napkin, on the airbed he should reach the other side where he hands over his napkin. Winning team is team that brought most napkins to the other side of the pool.

- bringing over water-filled balloons. Use 2 different colours of water-filled balloons, 1 balloon per player.

Members of the team should swim with waterfilled balloon to other side of the pool, hand it over and swim back where he shakes the hand of player 2 of his team who jumps with balloon in the waer and swims to the other side (trick is jumping in the water and to safe keep balloon !). Winner is team that brought over most (still water filled) balloons.

- You can end the olympic games with mini disco in the pool. All members of the winning team should receive a medal (and diploma).

**DURING HIGH SEASON IT IS RECOMMENDED TO MAKE A DIFFERENT MORNING PROGRAM FOR KIDS AND COOLS.**

ON YOUR COOLS PROGRAM YOU CAN PUT :

- RUNNING AND TAKING THE FLAG
- FIRE BALL
- JUMPING
- BOCCIA
- VOLLEYBALL WITH ADULTS ANIMATOR
- DARTS

PLEASE ADVISE ADULTS ANIMATION TEAM !

**TODAY**

**PARTY TIME**

**MORNING**

- **MAKING SOUVENIRS**
- **MAKING DECORATIONS FOR THE CLUBHOUSE**

**12.30 – 15.30 LUNCH AND BREAK**

**AFTERNOON**

- **MAKING FRUITSALAD**
- **BELLY DANCING WITH INGA**
- **PARTY TIME**

## **FOR PANDA ANIMATORS**

### **YOU NEED**

- Shells,
- carton boxes,
- cutter-knife
- tooth brushes and gaze
- stones
- glue
- paint
- spray paint
- carton
- fruit, knives, plastic bowl
- belly dancing music
- music to dance on
- ice cream and bowls and spoons

## HOW TO PLAY

- Making souvenirs with shells, stones, carton boxes, let the children use their fantasy (and yours)

Some ideas :

- making letter headings, using shells as sjabloon – using teethbrush, paint and gaze (ask maintenance)
- making photoframes with strong carton
- good luck dolls with stones (small ones please) etc.
- Making fruitsald to go with icecream in the afternoon, put fruitsalad in the fridge
- Belly dancing with Inga, make sure the adapted music is in the Clubhouse
- Let the children dress up and let them do their own « make-up » for the party
- Start party with mini-disco music and play dancing games, see chapter games
- End with eating the fruitsalad with icecream

**TO DAY**

**WET IN POOL**

**AND LAGOON**

**MORNING**

- **SANDCASTLE COMPETITION (KIDS)**
- **WINDSURF INTRODUCTION AND KAYAK RACE (COOLS)**

**12.30 – 13.30 LUNCH AND BREAK**

**AFTERNOON**

- **GAMES IN AND AROUND THE POOL (KIDS)**
- **SNORKLING INTRO (COOLS)**
- **SWIMMING COMPETITION (COOLS)**
- **AIRBEDRACE (COOLS)**

## **FOR PANDA ANIMATORS**

### **YOU NEED**

#### **MORNING**

##### **For COOLS (only for good swimmers, from 10 years onwards)**

- Appointment with windsurf school for windsurf introduction
- Kayaks (Easy divers)

##### **For KIDS**

- Sand castle building material

#### **AFTERNOON**

Neoprene puzzle

Napkins

Ball

Fishing game

Spoons

Masks and snorkels

Airbeds

Waterfilled balloons

#### **AFTERNOON**

##### **COOLS**

Snorkelling introduction

Floating on the surface

Underwater swimming

Spoon diving (see Olympic Day)

Airbed race (see Olympic Day)

## **KIDS**

- Puzzle game :
  - Take a number of the neoprene puzzle pieces (complete ones)
  - Give every child 1 or 2 empty pieces
  - Throw all small pieces in the kids pool
  - Let them complete their puzzle piece (pieces)
- Water human basket :  
Basket ball in water-tire
- Throwing water filled balloons to each other

TO DAY

YOU TOO

CAN

BECOME A

PIRATE...

**SHIP AHOY... KIDS AS WELL AS COOLS MAKE SURE YOU ARE IN OUR CLUBHOUSE AT 10 AM AS THERE IS A LOT OF WORK TO BE DONE!**

**CAPTAIN HOOK URGENTLY NEEDS A NEW CREW,**

**ASK YOUR PARENTS IF YOU CAN STAY WITH US FOR THE WHOLE DAY.**

**OUR COOK GUARANTEES A NICE MEAL.**

**CAPTAIN HOOK AND HIS OFFICERS WILL LOOK AFTER YOUR SAFETY.**

**YOU WILL BE BACK IN RIHANA AT AROUND 5 PM**

## FOR PANDA ANIMATORS

### STORY

On the lagoon beach a message in a bottle is found by the beachboy. The bottle is addressed to ALL PANDA Kids and Cools.

Inside there is a message that reads as follows:

*I know I have a bad character and my reputation is no good at all. You Pandas are good hearted so.... please help me.*

*Most of my crew was killed by the soldiers of the King of Spain, some others betrayed me, trying to find my personal treasure.*

*And now, old, sick, hungry an thirsty, I'm hiding myself away until the moment I find a new crew which I can trust.*

*I was told by some old friends – yes I still have some – Pandas are extremely brave. So please become my new crew!*

*Due to the sun my memory has gone an I can't remember where I left my sweet treasure but maybe after you become real Pirates together we will find it back and on my word of honour, I promise you I will share with you.*

Here it comes how to become a successful pirate:

1. Dress up as a pirate and meet someone you can trust at the entrance of the hotel. He is a secret agent of mine. Use the codeword SOEKRAN HABIDI. He has to answer with SABA EL FOEL ADVALD. Please try to remember the code and do not trust anybody who cannot give you the right answer.
2. My old friend will bring you to a place with a lot of ships belonging to my enemy, the king of Spain. When you arrive there sing some Pirate songs and wait until a Pirate friend of mine is going to bring you on board of his ship.

On the boat you will find more instructions as to become a real pirate and how and where you can find me.

*Animators:*

*In the boat the Pandas will find a second bottle with a message to their attention*

I hope you will have a nice crossing over the wild sea.

I had a map of the place where I am now. To make sure only Pandas could find me I cut this map in pieces and put every piece in a bottle like this one.

When you are back on land, look very well around and do not miss any pink trace. These traces will lead you to the other pieces of my plan. Please arrive soon, I urgently do need your help.

*Animators:*

*Draw attention of Pandas on the pieces of pink ribbon. They have to follow them in order to find bottle nr 3. This bottle has to be found at Gellateria.*

*Bottle nr 4 has to be found before my apartment.*

*Bottle nr 5 will be with the barman at the beach.*

*On the terrace they have to put all the pieces together in order to find Captain Hook.*

*Captain Hook will be found on the "Panda Island".*

*He is out of conscious, almost starving and thirsty.*

*The Pandas bring him back to life.*

*The whole group is going back to the terrace for a pirates meal where Hook tells his story....*

As you know my story now, you still want to become Pirates?

Then I want all of you to pass successfully some tests:

1.

eating a piece of lemon (*animators please put some sugar on it*)

2.

Pirates are not afraid of climbing high, let's check.....

*Animators make sure Pandas do not see what is going to happen. Take them inside and close the door.*

*Call the first candidate in, blindfold him and lead him to a (small) table. Help him to get on the table (he has to stand on it). Lift the table a little bit up (1cm is enough) and tell him is going higher and higher (he will believe it). You take him off and tell him the truth! Take next candidate in and repeat.*

*If your group is very big, take 2 candidates and 2 tables, the Pandas who already passed the test can give you a hand. Let them scream higher, dangerous etc.*

***Do not push children who are afraid!!!!***

3.

As I can see you all have real pirates' blood inside you.

Now it's time to show me if I can make a crew of you.

I need the two oldest Pandas to form two quarters.

Captains choose your crew. Please keep in mind you need

A surgeon

A cook

A ship's mate etc.

*Animators use your phantasy! Give each member of each crew a napkin (blue/red and blue/white) and now the competition can start.*

### Game 1 "LOAD YOUR SHIP"

Needed: 2 airbeds, several worthless objects

Put the two teams on a row.

Take two airbeds in the sea (on one corner to be hold by an animator)

After the last crew member several objects are waiting to be load on the ship (airbed).

Which crew is the first to load his ship and to bring it safely ashore?

Count objects still remaining on land, and the still loaded ones when the ship is brought back.

### Game 2 “HELP.... WATER ON DECK”

Needed: 2 small towels – 2 buckets

Two crews in a row face to the sea.

First crew member takes the towel, wet it in the sea and runs to bucket, squeeze it and returns to crewmember nr 2, who repeats.

### Game 3 “WHAT SHALL WE DO WITH THE DRUNKEN SAILER”

When ashore, Pirates can be found mostly in the pub, where they tell stories, sing and.....get drunk.

*Animators take the two crews to the bar, let them sing and let them tell stories.*

*Story telling:*

*A first crew member starts with a “terrible” sentence, the secnd one continues etc. Until the two crews have their own “bloody” story. Which crew told the most terrible story?*

*Drunken sailor:*

*Take 1 bottle of soda per crew.*

*Which crew finished the bottle first, without getting drunk?*

*Blubbing is permitted for 1 time.*

*It's an opportunity to let all the Pandas drink!*

#### Game 4 “PULLING THE ROPE”

With all this rum in their bodies, Pirates feel very strong.

*Animators it's time for the “Pulling the rope game”*

#### Game 5 “SHIP AHOY”

Now it's time to show me if you can handle fireballs to attack the enemy.

*Animators, now you will need a lot of waterfilled balloons (do this on beforehand and make sure every crewmember has a waterfilled balloon.*

*Put the two crews opposite each other – check the distance -.*

*Crew one starts to throw the balloons to crew number two.*

*When a balloon hits an opposite crewmember he is dead.*

*Count the “deads” of crew two.*

*Now crew two start throwing the balloons to crew one.*

*Count the “deads” of crew one.*

*Maybe you can end by burying the “deads” giving them a decent seaman's grave.*

## Game 6 “CAPTAIN HOOK’S SWEET SWEET TREASURE

At a sudden Captain Hook found his memory back. He suddenly remembers that he hide away his sweet treasure under a very big shell in the neighborhood where the Pandas, now Pirates, found him in the morning... so let us dig it up together.

*Animators, take the Pirates to Panda Island and let them find the treasure box filled with lollies.*

*At the end of the day each pirate will get a certificate (use your imagination a computer might be very useful!*

**TO DAY**

**KIDS' PARTY TIME**

**MORNING**

- **MAKING SOUVENIRS**
- **MAKING DECORATIONS FOR THE CLUBHOUSE**
- **PAINTING AND DRAWING**

**12.30 TILL 1.30 PM LUNCH AND BREAK**

**AFTERNOON**

- **MAKING FRUITSALAD**
- **SWIMMING TIME AND MINI DISCO IN THE POOL**
- **FACE PAINTING AND PARTY TIME IN OUR CLUBHOUSE**

**TODAY**

**HORSERIDING DAY**

**FOR COOLS AND  
KIDS**

**MORNING**

- **10 AM MEETING POINT IN PANDA CLUBHOUSE (5 EURO PER CHILD)**
- **10.30 AM WALK TO THE HORSE RIDING STABLES, PARENTS MOST WELCOME**
- **RIDE ON HORSE OR PONEY**
- **BACK IN HOTEL AT ABOUT 12.00**

**12.30 TILL 1.30 LUNCH AND BREAK IN HOTEL**

**AFTERNOON**

- **DRAWING, COLOURING COMPETITION IN HOTEL**
- **FACE PAINTING**
- **GAMES AND CAKE TIME**

# **TODAY**

## **KIDS AND COOLS**

### **KIDS AND COOLS**

## **ON THE BEACH**

#### **MORNING**

- **DEPARTURE FROM THE HOTEL AT 10.30 AM BY PANDABUS**
- **COLLECTING SHELVES – NATURE EXPLORATION**

#### **12 TILL 1 PM PICNIC ON THE SEA BEACH**

#### **AFTERNOON**

- **BEACH GAMES**
- **SANDCASTLE BUILDING**
- **4.30 PM BACK TO THE HOTEL AND SWIMMING IN THE POOL**

**TO DAY**

**KIDS' AND COOLS'**

**SHOWTIME**

**DO YOU KNOW A FUNNY STORY, A DANCE OR CAN YOU SING ? TELL US, TODAY IT'S PANDA SHOWTIME !**

**WE PUT TOGETHER A PROGRAMM AND CHOSE OUR COSTUME**

**12.30 – 1.30 PIZZA TIME FOR ALL PANDAS IN RIHANA MAIN RESTAURANT (TERRACE)**

**AFTERNOON**

**REHEARSEL TIME AND GAMES**

**IN THE EVENING AT 8.30 PM WE GO ON STAGE!**

# TODAY

# KIDS' FUNDAY

- 
- **WELCOME IN OUR PANDA CLUBHOUSE**
- **MINIDISCO IN THE POOL**
- **POOL GAMES**

**12.30 TILL 1.30 PM LUNCH AND BREAK**

**AFTERNOON**

- **CRAZY GAMES IN OUR CLUBHOUSE, ON THE PLAYGROUND AND IN THE POOL**

# TO DAY

## KIDS' GNOOMS'DAY

### **MORNING**

- **STORY TELLING**
- **WE MAKE A GNOOM'S HAT**
- **GNOOMS' GAME**
- **GAMES IN THE POOL**

### **12.30 – 1.30 PM LUNCH AND BREAK**

### **AFTERNOON**

- **FACE PAINTING**
- **DRESSING UP LIKE GNOOMS DO**
- **GNOOMS'DISCO**
- **CAKE TIME**

## **FOR PANDA (KIDS') ANIMATORS**

### YOUR NEED:

I nice gnooms' story

Carton for the gnooms' hats, scissors, glue, paint etc.

Gnooms' music (Kabouter Plop or other, music of the gnooms' dance)

Face painting

Your CD player

Gnooms' colouring pages (you can find them on the internet if you don't have any)

Old sheets/fabric for dressing-up

### HOW TO PLAY

Start your day learning your kids the gnooms' dance

Let them tell about gnooms' (where do they live, what do they eat etc.)

Tell them a gnooms' story

Change one of your popular games into a gnooms' game (use your phantasy)

Let them colour the colouring papers

Let them make gnooms' houses with stones and let them paint them

Make gnooms's hats and let them decorate same

Let them dress-up like gnooms

Face painting

Organise a gnooms' disco party with gnooms' drinks and cake

**TODAY**

**PANDA KIDS'**

**OLYMPIC DAY**

### **MORNING**

- « OLYMPIC » GAMES ON THE PANDA PLAYGROUND SUCH AS THROWING SANDALS, FOOTBOWLING AND MUCH MORE

**12.30 – 13.30 LUNCH AND BREAK**

### **AFTERNOON**

- « OLYMPIC » GAMES IN THE SWIMMING POOL AND FISHING
- CAKE TIME AND FACE PAINTING
- GAMES ON THE PLAYGROUND

**TODAY**

**PANDA COOLS'**

**OLYMPIC DAY**

**ON THE BEACH**

### **MORNING**

- **DEPARTURE FROM THE HOTEL AT 10.30 AM TO THE SEABEACH BY PANDA BUS**
- **OLYMPIC BALL GAMES AND CRAZY GAMES**

**12.30 – 1.30 PM PICNIC ON THE BEACH**

### **AFTERNOON**

- **START OF THE OLYMPIC GAMES ON THE THREE CORNERS SEABEACH**
- **4.30 PM BACK TO HOTEL BY PANDABUS**
- **OLYMPIC SWIMMING IN HOTEL POOL**

# TO DAY

# COOLS' EGYPTIAN

# DAY

## **MORNING**

- **10.30 AM DEPARTURE TO EL GOUNA MUSEUM AND VISIT ART VILLAGE**
- **WHAT DO YOU KNOW ABOUT EGYPT?**
- **12.00 AM WE LEAVE TO SEABEACH BY PANDABUS**

## **12.30 TILL 1.30 PM EGYPTIAN SURPRISE PICNIC ON THE SEABEACH**

## **AFTERNOON**

- **BELLY DANCING WITH INGA**
- **RECONSTRUCTION OF THE NILE AND PYRAMID BUILDING. MAKING MUMMIES**

## **OR**

- **STORY TELLING AND FREE EXPRESSION**

## **OR**

- **PLAYING OLD EGYPTIAN GAMES**

## **4.30 PM BACK TO HOTEL BY PANDABUS**

- **EGYPTIAN CAKE TIME IN OUR CLUBHOUSE**

# TO DAY

# KIDS' EGYPTIAN

# KIDS' EGYPTIAN

# DAY

## **MORNING**

- **10.30 AM DRESSING UP EGYPTIAN STYLE**
- **STORY TELLING AND FACE PAINTING**
- **12.00 AM WE LEAVE TO SEABEACH BY PANDABUS TOGETHER WITH THE COOLS**

**12.30 TILL 1.30 PM EGYPTIAN SURPRISE PICNIC ON THE SEABEACH**

## **AFTERNOON**

- **BELLY DANCING WITH INGA**
- **BUILDING AN EGYPTIAN VILLAGE IN THE SAND**
- **SAND DRAWING**
- **PLAYING OLD EGYPTIAN GAMES**

**4.30 PM BACK TO HOTEL BY PANDABUS**

- **EGYPTIAN CAKE TIME IN OUR CLUBHOUSE**

**FOR PANDA COOLS ANIMATORS****YOU NEED:**

To look for an interesting Egyptian item outside the hotel (market, museum, aquarium, shop, camlriding etc.), check before if there is an entry fee to be paid, transport needed.

Make sure you can properly inform your cools on the daily life of Egyptian children (school, housing etc.) – Differences between Europe and Egypt.

If you can find, Egyptian musical instruments

Arabic Music – CD player

Karkadeh and Egyptian cookies

**HOW TO PLAY**

Go with the cools to a typical local place (preferably in the neigbehoud of your hotel).

Let them find out the differences between Europe and Egypt

Tell them about Egypt and how Egyptian children grow up.

Organise – if possible – an Egyptian picnic on the beach.

Belly dancing

Reconstruction of the Nile (sand and water, they love it)

Make mummies in the sand, pyramid building.

Egyptian games (ask your Egyptian colleagues)

End this day with drinking Karkadeh and eating Egyptian cookies or sweets

**FOR PANDA KIDS ANIMATORS****YOU NEED:**

Dressing-up material (you can use old sheets if galabeias are not at your disposal)

Face paint

A story to tell them (ex. Alladin, one of the stories of 1001 Nights)

Panda colouring pages

**HOW TO PLAY**

Start with telling them about Egypt (Kids' level)

Let them dress-up the Egyptian way

Face painting and perhaps a small mode-show

If there is time left colouring Panda colouring pages (all about Egypt)

Egyptian picnic with the cools

Belly dancing with the cools

Baking Egyptian sandcookies

Building all together an Egyptian village

Egyptian games (ask your Egyptian colleagues)

# TO DAY COOLS' FUNDAY

-

- **WELCOME IN OUR PANDA CLUBHOUSE**
- **FANCY FAIR FOR THE WHOLE FAMILY ON THE MAINPOOL TERRACE**

**12.30 TILL 1.30 PM LUNCH AND BREAK**

**AFTERNOON**

**CRAZY GAMES IN THE POOL, (ON THE LAGOONBEACH) AND ON THE CLUBHOUSE TERRACE**

**TO DAY**

**COOLS' FUNDAY**

- **10.30 AM WELCOME TO THE PANDA CLUB**
- **FANCY FAIR FOR THE WHOLE FAMILY ON THE MAINPOOL TERRACE**

**12.30 TILL 1.30 PM LUNCH AND BREAK**

**AFTERNOON**

- **2 PM LEAVING BY PANDABUS TO THE BEACH**
- **CRAZY GAMES ON THE BEACH**
- **4.30 PM BACK TO HOTEL BY PANDABUS**
- **CAKE TIME ON OUR TERRACE**

**TODAY**

**COOLS' INDIANS**

**DAY**

**ON THE BEACH**

### **MORNING**

- **DEPARTURE FROM THE HOTEL TO THE SEABEACH AT 10.30 AM BY PANDA BUS**
- **GET TOGETHER IN OUR HUT - WHAT DO YOU KNOW ABOUT INDIANS – TOTEM NAMES – BUFFALO HUNTING**

**12.30 TILL 1.30 PM BBQ ON THE SEA BEACH**

### **AFTERNOON**

- **INDIAN GAMES**
- **4.00 PM BACK TO THE HOTEL BY PANDA BUS AND PRAW RACE IN THE POOL**

## **CRAZY GAMES :**

### **SEARCHING SWEETS IN FLOWER**

YOU NEED :

BIG BOWL WICH YOU FILL WITH FLOWER

SWEETS OR LOLLIES

how to play :

- hide in the flowerbowl sweets
- make child's face wet with water
- child should go in search of sweets in the fower-bowl
- group counts slowly till ten
- after ten another child starts searching

## **APPLE GAME**

YOU NEED :

TABLE /+ CHAIR

PLATE FORK , KNIFE, PLASTIC GLOVES, NAPKIN, CAP OR HAT

2 PRINTED BOXES (OR MATCHBOXES)

APPLES

how to play :

- in the middle stands a table and a chair
- on it plate with apple, fork knife
- on chair you put napkin, gloves, hat or cap
- children throw up the 2 boxes, if they come down with similar print the child goes to the table, puts on head, gloves, napkin, sits down and start to eat the apple with fork and knife.
- in the meantime the throwing of the boxes goes on.
- each time the boxes come down with identical print the child goes to the table, gets dressed with hat, gloves, napkin en continues the apple eating.

## **HUMAN BASKET**

YOU NEED :

A BALL

2 ROPES

how to play :

- put the 2 ropes on the ground to start with a distance of 3 steps
- after rope one stands the children
- after rope two stands animator making a basket with two arms
- each child has to throw the ball in the basket,
- if not he is « dizzy ».
- make distance between ropes bigger with 1 step
- start again
- if the child miss the human basket is « sick »
- make distance bigger with another step
- if missing the child « dead »
- etc.
- missing 1<sup>st</sup> time means « dizzy »
- missing 2<sup>nd</sup> time means « sick »
- missing 3<sup>rd</sup> time means « dead » and out

## **FOOTBOWLING**

YOU NEED :

BOWLING GAME

ROPE

how to play:

- place rope
- place cones
- put child on the rope
- place the ball
- with his feet the child should try to hit as much cones as possible
- 1 point per fallen cone

## **KILLER SJOEL**

YOU NEED:

SJOEL BOARD + DISKS

how to play:

- each child receives 4 disks
- child should try passing the targets
- target 1 = 10 points
- target 2 = 25 points
- target 3 = 50 points
- target 4 = 100 points
- child 2 should go over the total of goals made by child 1
- if not he is
- dizzy
- sick
- death.
- child which is still alive at the end is the winner

## **BALL BETWEEN LEGS**

### YOU NEED

6 CONES OR PLASTIC BOTTLES FILLED WITH WATER

SMALL BALL OR BALLOON

CAN BE PLAYED IN 2 OR MORE TEAMS OR INDIVIDUALLY

### how to play :

- put children on a row
- first child put ball between head and right shoulder
- as soon as possible child has to walk around cones in order to bring back the ball without falling down and gives ball to child nr 2 etc
- when ball falls child is out.
- when playing in teams winner is fastest team

## **HAT-DANCE**

YOU NEED

HAT OR CAP

IF GROUP IS BIG ENOUGH USE 2 HATS

MUSIC

how to play :

- when music starts children start walking, putting hat on and passing it to somebody else.
- when music stops child with hat on is out.
- when group is big enough start with 2 hats to go over to 1 as group becomes smaller.

## **TOWEL DANCING**

YOU NEED

1 OR 2 TOWELS PENDING PARTICIPANTS

MUSIC

How to play :

- children walk around
- when music stops all should be on the towel
- if not out
- make the twowel a bit smaller and start again till we have 1 child left
- it's forbidden to stand on each onthers feet !

## **PUZZLE GAME**

### YOU NEED

COMPLETE PARTS OF NEOPRENE PUZZLE, QUANTITY PENDING PARTICIPANTS

CAN BE PLAYED IN TEAM OR INDIVIDUALLY

ROPE

### How to play :

- put children and empty puzzle part(s) in their camp back the rope
- at 6 meter distance put box with small puzzle parts
- each child should run to the box to find a piece fitting in his empty puzzle part.
- winner is child or team that completes the puzzle part (parts).
  
- you can play this game inside as well then it goes as follows :
- give every child 1 empty puzzle part
- put all according parts in a bag
- they have to find « blind » missing parts in the bag and to complete their empty part.

## **THROW THE SANDAL**

YOU NEED

ROPE

CHILDREN WITH SANDALS ON THEIR FEET

How to play :

- children are standing behind the rope forming an horizontal row
- at start 1 signal the jump out left sandal
- take notice of distance
- at start 2 signal they jump out right sandal
- most far away thrown sandal is the winner



## **COLA/FANTA**

YOU NEED

LONG ROPE

How to play :

- put children in row at one side of the rope
- jumping left of the rope for fanta
- jumping right on the rope for cola
- jumping one foot left / one foot right for sprite
- any other yelling means stand where you are and hands up
- instead of cola/fanta/sprite you can use other words/brandnames etc
- such as luxor/cairo/alexandrie - etc.
- child standing or jumping on the wrong side of the rope is out.

## **BALL GAMES**

### **NETBALL**

YOU NEED :

THIS GAME IS PLAYED ON THE VOLLEYBALL FIELD

SPORTBALL

How to play : (minimum 6 participants)

- Make 2 teams
- Player of team 1 throws ball over the net to team 2
- Player of team 2 should catch the ball with 2 hands and stands still, he is now allowed to make 3 steps to another player of his team who is more near to the net and pass the ball over.
- Player 2 should catch the ball with his 2 hands stands still, is allowed making 3 steps to a player who is near to the net. Player 3 throws ball over the net to team 2, where it starts all over again.

Scoring :

1 point for the team if ball is not caught by opposite team

ball touching the net means opposite team gets the ball and leads the game

## **BETWEEN 2 FIRES**

YOU NEED :

SPORTSBALL

MAKING 4 FIELDS SEE SCETCH HEREAFTER

CAPTAIN TEAM 1
PLAYERS TEAM 2
PLAYERS TEAM 1
CAPTAIN TEAM 2

How to play :

Make 2 teams

Each team chose his captain

Captains standing in their own field

Players in theirs (see scetch)

Aim of the game :

Team 1 plays against team 2, trying to hit a player of team 2, then there are 2 possibilities

1. opponent player is hit and joins his captain
2. ball reaches camp of team 1, he is trying hitting a player of 2

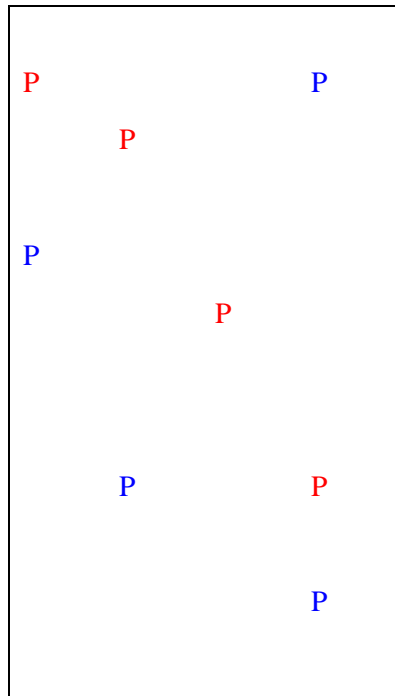
When in a team only 1 player is left, the captain joins him. The captain has 3 lives, so he can be hit 3 times before he is out.

When no player is left in the team's field, the team is losing the game.

## **FIRE BALL**

YOU NEED :

MARKED PLAYGROUD



**BALL**

1 BLUE NAPKIN SET, 1 RED NAPKIN SET

SEE SCETCH

How to play :

Make 2 teams, team 1 wearing a red napkin on left arm, team 2 a blue one.

Team one should pass the ball 5 times to its players.

In the meantime team 2 should try making the passing of the ball impossible, without having contact with players of team 1 and without taking off the ball from players of team 1.

1 point for the team who succeeds in passing the ball 5 times to its players.

## **ATLAS**

YOU NEED :

BALL

How to play :

Let each child chose a name of a country, which they have to keep in mind.

Make a big circle

1 player stands in the middle and throws up the ball, yelling a child's country name.

This child should take the ball, the others running away. When the child has the ball he yells ATLAS and everybody stands still. All children make a basket with their arms. The child with the ball trying to basket the ball in the arms of the child of his choice.

If the ball goes through the basket, the basketted child becomes « dizzy ». And the child with the ball keeps it and play again.

If the ball is missing the basket that child may have the ball and starts again.

1<sup>st</sup> time ball goes through the basket means dizzy

2<sup>nd</sup> time ball goes through the basket means sick

3<sup>rd</sup> time ball goes through the basket means death and out

# TO DAY

## PANDA'S OLYMPIC

## BEACH DAY

### **MORNING**

- **10.30 PICK-UP BY SHUTTLE BUS**
- **« OLYMPIC » GAMES ON THE BEACH (RIHANA BEACH – MARINA) SUCH AS THROWING SANDALS, FOOTBOWLING AND MUCH MORE**

**12.30 – 13.30 PIC-NIC ON THE BEACH**

### **AFTERNOON**

- **SNORKLING – ONLY FOR GOOD SWIMMERS**
- **CRAZY GAMES**
- **15.30 PICK UP BY SHUTTLE BUS, BACK TO RIHANA FOLLOWED BY SWIMMING CONTEST IN THE MAINPOOL**

**PARENTS ARE MOST WELCOME TO JOIN US !**

**PLEASE BRING WATERSHOES WITH YOU.**

**AS WE TAKE PIC-NIC WITH US, PLEASE LET US KNOW THE DAY BEFORE IF YOU COME WITH US.**

## **FOR PANDA ANIMATORS**

### **YOU NEED :**

A SEPARATE PROGRAM FOR KIDS AND COOLS DURING THE SCHOOLHOLIDAYS !

CONES

ROPE LONG

JUMPING ROPES

SPORTBALL

SMALL BALLS

BOWLING GAME

FOR SWIMMING POOL :

AT LEAST 2 AIRBEDS

SPOONS

SANDFILLED BALLOONS

WATERFILLED BALLOONS

NEOPRENE PUZZLE

MATERIAL FOR DUCKFISHING

### **HOW TO PLAY**

#### **For Kids and Cools together**

#### **Morning :**

Make 2 teams and mix cools and kids

- jumping over the rope
- jumping in bags :

1 player of each team takes a (strong) bag and jumps to the other side of the playground, he comes out his bag and runs back to his team where another player takes over. The fastest team is the winner

- « empty the lagoon » :

put the teams in the neighborhood of the lagoon in two rows

place 2 buckets on the playground

each team gets 1 cup

player 1 runs to the water, filling his cup, running to his bucket to fill it and gives empty cup to player 2. The team who filled completely its bucket is the winner

- pulling the rope

- ball between head and shoulders :

place cones

each team gets a small ball

first player puts ball in his neck and should walk as fast as possible between the cones without losing his ball (when losing the ball he should start again) at the last cone he runs with ball in his hands back to his team handing over the ball to player nr 2.

- End with « killersjoel ». The winner scores for his team. Mix teams as follows :player 1 = team 1, player 2 = team 2, player 3 = team 1 etc.)

### **Afternoon :**

#### **Keep the non-swimmers in the kids pool.**

- duck fishing, child with the highest score gets a point for his team
- Play the puzzle game, kid completing first its puzzle gains a point for its team
- Put some sand-filled balloons on the bottom of the pool, kid taking out most balloons scores 1 point for its team

#### **For swimmers**

- swimming competition :  
make teams

give a different coloured napkin to the first swimmers

with the flag they swim as soon as possible to other side of the pool and back where he gives his napkin to swimmer 2 of his team. Swimmer 2 jumps in the pool and starts again. Winner is the fastest team

- spoondiving :

throw a good number of **small spoons** all over the swimming pool (please count spoons on beforehand in order not leaving behind any spoon in the wimming pool). Let the teams search the spoons. Winning team is team that brought up most spoons

- waterbasket

animator holds a floating tire

teams should basket as much as possible

play this game 3 times and take notice of the number of baskets of each team

- airbedrace :

take 2 airbeds, one for each team, keep napkins ready.

First players take napkin with them on the airbed and should reach on the airbed as soon as possible the other side of the pool where they hand over napkin to animator, then they swim back with airbed to their team, player 2 takes over the airbed and takes with him a second napkin, on the airbed he should reach the other side where he hands over his napkin. Winning team is team that brought most napkins to the other side of the pool.

- bringing over water-filled balloons. Use 2 different colours of water-filled balloons, 1 balloon per player.

Members of the team should swim with waterfilled balloon to other side of the pool, hand it over and swim back where he shakes the hand of player 2 of his team who jumps with balloon in the water and swims to the other side (trick is jumping in the water and to safe keep balloon !). Winner is team that brought over most (still water filled) balloons.

- You can end the olympic games with mini disco in the pool. All members of the winning team should receive a medal (and diploma).

**DURING THE HIGH SEASON IS IS TO BE RECOMMENDED MAKING A  
DIFFERENT MORING PROGRAM FOR KIDS AND COOLS.**

ON YOUR COOLS PROGRAM YOU CAN PUT :

- RUNNING AND TAKE THE FLAG
- FIRE BALL
- JUMPING
- BOCCIA
- VOLLEYBALL WITH ADULTS ANIMATOR
- DARTS

PLEASE ADVICE ADULTS ANIMATION TEAM