

Mother / Daughter Nights

The girls always seemed to love different theme nights. The following are some of the different ones we have had over the years.

TROPICAL NIGHTS

- Dress in your summer clothes - shorts, flip flops, straw hats, loud shirts, etc.
- Decorate your hall with beach umbrellas, beach toys, centre pieces with goldfish in bowls, checkered tablecloths - the ideas are endless...
- For food have each age group bring something different from fruit trays to fried chicken to small sandwiches, anything that you might have at a picnic.

Games:

- Hula hoop contest - bring a stop watch
- Do the limbo under a bamboo pole

INTERNATIONAL SMORGASBOARD

- ID items on a table with the correct country of origin
- Each group could bring potluck food from different countries such as Italy, Holland, China, Mexico and Indonesia.

OLD MACDONALD HAD A FARM

The mothers dress up as farmers and the girls dress up as the animals. Have a prize for the best dressed. When judging put the different animals in their groups - such as cats, and have the audience cheer for the best one in each group and then put them all together to find the top winner. You can also have top mother/daughter(s) teams.

Games:

Squeal, Piggy Squeal

In groups of 5-6, sit in a circle. One girl is the piggy and is blind folded. She must sit on another girl's lap, which is covered with a pillow. That girl must squeal and the piggy must figure out who it is. Once guessed that girl becomes the new pig. Add to the fun by making a blindfold that has a pig face on it!

Snout

This is like pin the tail on the donkey. The exception is that you will draw a large pig without the snout. The blindfolded person must put the pig snout in the proper spot on the pig.

Draw a Cow

The players must draw a cow while blindfolded. At first they draw the eyes, then drop the hand and make a pause, then draw the snout, drop the hand draw the horns...

Hen

The object of the game is to draw either the word or the animal with a marker taped to your foot.

How Wonderful it is to be an Animal

The leader asks the players to remember the sounds of different animals. The players must pronounce these sounds at the leader's command.

The leader: "How wonderful it is to be a dog!"

Players: "Woof, woof."

Leader: "How wonderful it is to be a duck!"

Players: "Quack, quack."

Each of the players may make sounds only if the leader points to him. If the player loiters she is out of the game. The game is over when there is only one player left.

Poor Piggy

Have a stuffed pig and play music as the pig is passed around a circle. Say "oink, oink" when passing the pig. When the music stops the last person to say "oink" is out. Continue until one person is left.

Animal Game

Players sit in a circle, with one person standing in the middle with a soft tapping object (use a taped-up roll of newspaper or an empty plastic pop bottle). Go around the circle and everyone voices out a different animal. Go around again repeating them, so you can remember them. Someone starts by saying their animal choice followed by "calls" and then another animal that was said. That person, who chose that animal follows suit. For example, if Suzy starts and she picked cat, she would say: "cat calls elephant." Then Mary, who chose elephant, would respond with "elephant calls bedbug." Then the person who chose bedbug would respond, etc. While this is going on the person in the middle has to try to tap the person whose animal was called before they can respond and call the next animal. Once they get someone they then switch with the person who didn't respond to the call fast enough, and that person is then in the middle.