

# LARGER THAN LIFE

How to make large scale  
programming work for your  
library

# BENEFITS OF LARGE SCALE PROGRAMMING

- ◆ Highly visible to the community
- ◆ Accommodates a large numbers of patrons
- ◆ Energizes library staff
- ◆ Allows for collaboration with teen volunteers
- ◆ Different from what the library typically offers
- ◆ Promotes Physical Literacy/ Movement- based learning

# GENERAL TIPS

- ◆ Determine audience, timing, and registration requirements
- ◆ Take stock of materials you already own
- ◆ Evaluate your spatial needs and location options
- ◆ Leave enough time to plan and setup
- ◆ Enlist volunteers and other staff members to assist in preparation and execution
- ◆ Communicate with other departments about the program
- ◆ Take a lot of photos!

# PATIENT ZERO:

## ZOMBIE SURVIVAL TRAINING

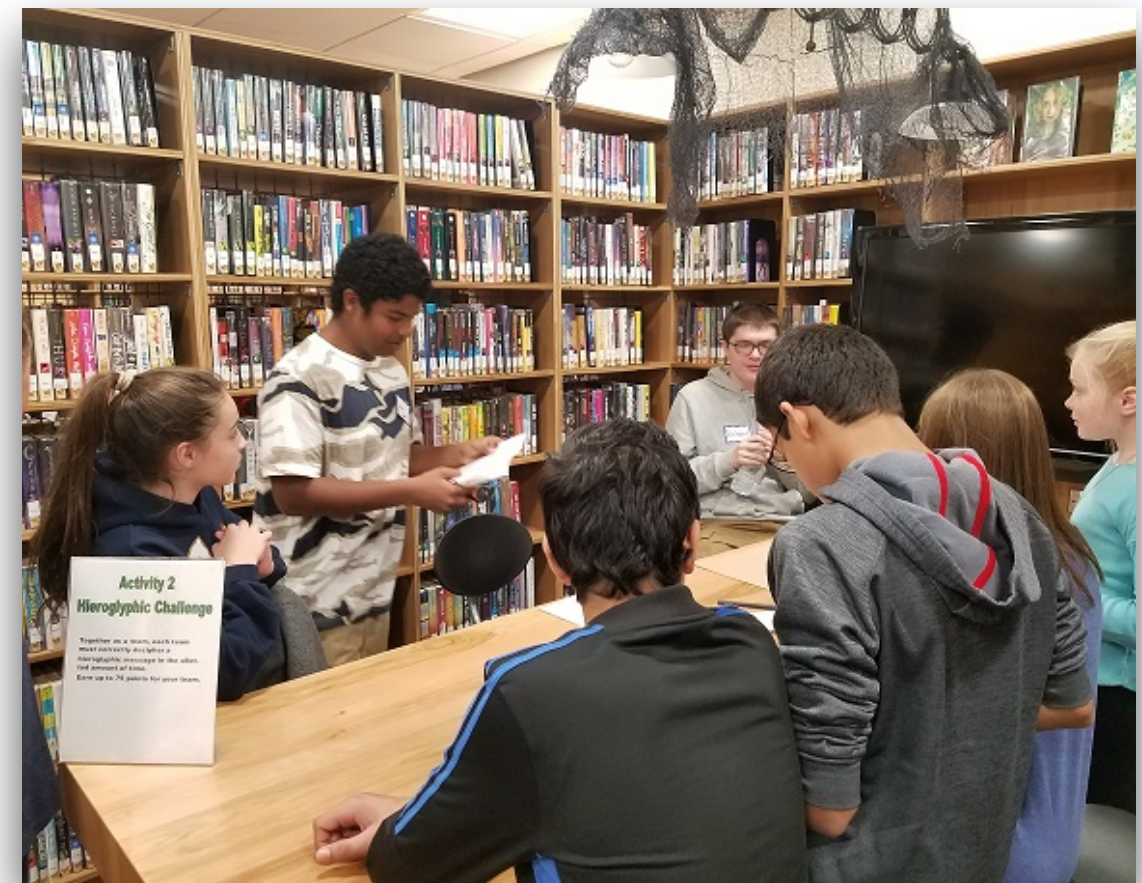
AN AFTER HOURS PROGRAM





AGE: GRADES 6-12  
CAPACITY: 30 PARTICIPANTS & ZOMBIES  
SETUP: 1 HOUR BEFORE  
RUNNING TIME: 2 HOURS  
REGISTRATION: REQUIRED  
(WITH PERMISSION SLIP)

- ◆ In our ready room, participants will be separated into three teams and review survival strategies and skills.
- ◆ In our closed library, participants work together to retrieve vital information, locate survivors, and acquire resources while avoiding hordes of roaming zombies.
- ◆ Teams must complete a set of tasks to score points. The highest scoring team wins.



*Zombie volunteers must be in grades 10 and up*



# SUGGESTED MATERIALS

- ◆ Small Nerf guns (10)
- ◆ 2-3 Nerf “bullets” for each participant
- ◆ Zombie warning signs and caution tape
- ◆ Water for those returning from the  
Zombie hunt

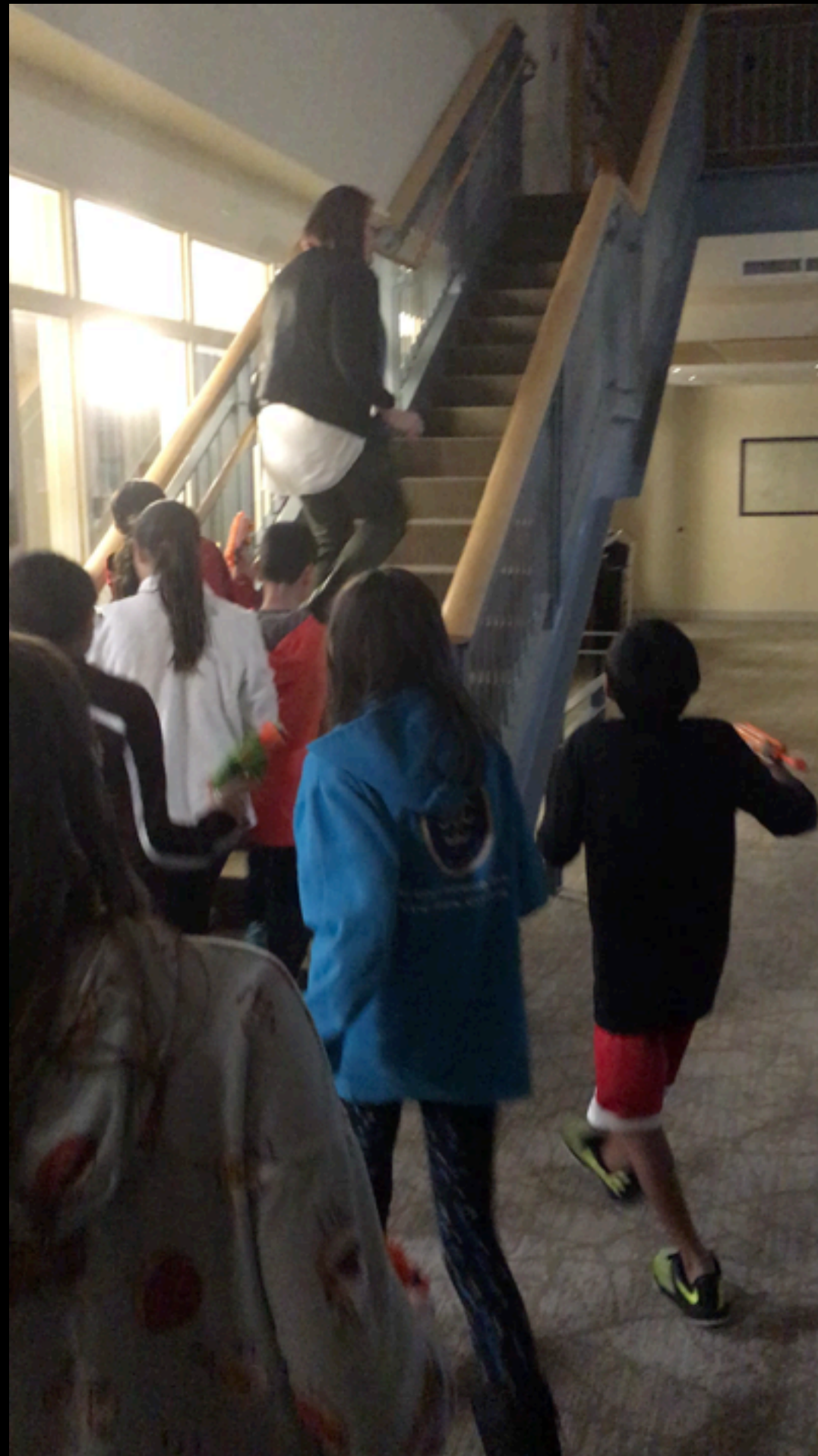


# TIPS FOR SUCCESS

- ◆ Everyone leaves with something.
- ◆ Have someone in charge of the makeup or hire a makeup artist.
- ◆ Randomly assign teams and have them wear name tags.
- ◆ Have permission slips that need to be signed by the teen and his/her parent that include a detailed code of conduct.
- ◆ If possible, train all your volunteers (including the zombies).









# LIBRARY MINI GOLF



AGE: GRADES K-5

CAPACITY: 12 KIDS PER TEE TIME

SET UP: 3 HOURS +

RUNNING TIME: 20 - 30 MINUTES PER TEE TIME

REGISTRATION: REQUIRED

- ◆ Kids putt their way up and down the aisles and through the Children's Room of the library.
- ◆ Each child can play through the course as many times as they want during their tee time.
- ◆ Children move along at their own pace, with or without their grown-up.
- ◆ Keeping Score? Not anymore!
- ◆ Each hole has its own theme.
- ◆ Teen volunteers are stationed throughout the course.





# SUGGESTED MATERIALS

- ◆ Plastic clubs and foam balls from S&S
- ◆ Mini Golf kit from SCLS Lending Library
- ◆ Plastic cups to put over putting targets
- ◆ Any decorations, blocks, toys, etc. you already own
- ◆ Book ends
- ◆ Boom Whackers or wrapping paper tubes





# TIPS FOR SUCCESS

- ◆ Make a map of your room to help plan the course.
- ◆ Gather available materials and separate by theme.
- ◆ Allow plenty of time for set up. Start the night before if possible.
- ◆ Close off the ends of the aisles. Library staff will help patrons get materials off the shelf.
- ◆ Vary the difficulty level of the holes and test every hole!
- ◆ Be flexible about allowing drop-ins and younger siblings.









# LIFE SIZE PAC-MAN





AGE: GRADES 5-12

CAPACITY: 12 PER SESSION

SETUP: 1.5 HOURS

RUNNING TIME: 30 MINUTES PER SESSION

REGISTRATION: REQUIRED

- ◆ Kids become PAC-MAN, hopping through a rope light maze, collecting glow sticks and avoiding 2-3 teen volunteer ghosts.
- ◆ Kids are divided evenly into 4 teams. Each team starts at their own entrance to the maze.
- ◆ When the 3-minute-round begins, each team may send ONE member in at a time to collect PAC-MAN dots (glow sticks). This player must hop on one leg.
- ◆ Once a team member is tagged by a ghost they are immediately out and bring back all their PAC-MAN dots to be counted. The next team member in line enters the maze.
- ◆ Whichever team collects the most dots wins the round.



# SUGGESTED MATERIALS

- ◆ Battery Operated Lights for the Maze
- ◆ Headlamps
- ◆ Glow Sticks



# TIPS FOR SUCCESS

- ◆ Allow plenty of time for set up
- ◆ Draw a map of the maze before your begin taping down the lights
- ◆ Have the kids reset the board after each round
- ◆ Play music





# HUNGRY HUNGRY HIPPOS



AGE: GRADES K-4

CAPACITY: 16 KIDS PER SESSION

SETUP: 20 MINUTES

RUNNING TIME: 30 - 45 MINUTES PER SESSION

REGISTRATION: REQUIRED

- ◆ Kids become the hippos using scooter boards to slide across the floor, gathering colorful balls using a decorated storage bin.
- ◆ Kids are divided into 4 even teams.
- ◆ Each team has a teen volunteer that steers the hippo.
- ◆ Team members rotate positions (hippo, ball collector, and 2 sweepers) each round.
- ◆ Rounds last 2-3 minutes and there are at least four rounds per game.
- ◆ Two additional teen volunteers keep time and score.





# SUGGESTED MATERIALS

- ◆ Sterililite clear plastic bins
- ◆ Soft & Safe Balls
- ◆ Extra baskets for collection
- ◆ Music player
- ◆ Rest mats (for sweepers)
- ◆ Spectrum Scooters
- ◆ Timer
- ◆ Whiteboard





# LIFE-SIZE QUIDDITCH



AGE: GRADES 6-12

SETUP: 1 HOUR

RUNNING TIME: 90 MINUTES

REGISTRATION: DROP-IN

- ◆ Kids play the popular Harry Potter game by throwing soft foam balls at floating hula-hoops and trying to catch the Snitch (NERF dart).
- ◆ Kids are divided into 2 teams. Each team has a goal keeper, two beaters, a seeker and then as many chasers as needed to accommodate the size of your group.
- ◆ Matches last for 15 minutes, or until someone catches the Snitch that is periodically fired across the field.
- ◆ Kids rotate positions as desired between matches.





# SUGGESTED MATERIALS

- ◆ Hula Hoops
- ◆ Fishing Line
- ◆ Soft foam ball for scoring (aka Quaffle)
- ◆ Soft foam balls to throw at opponents (aka Bludgers)
- ◆ NERF dart (Snitch) and gun
- ◆ Masking tape to delineate goal



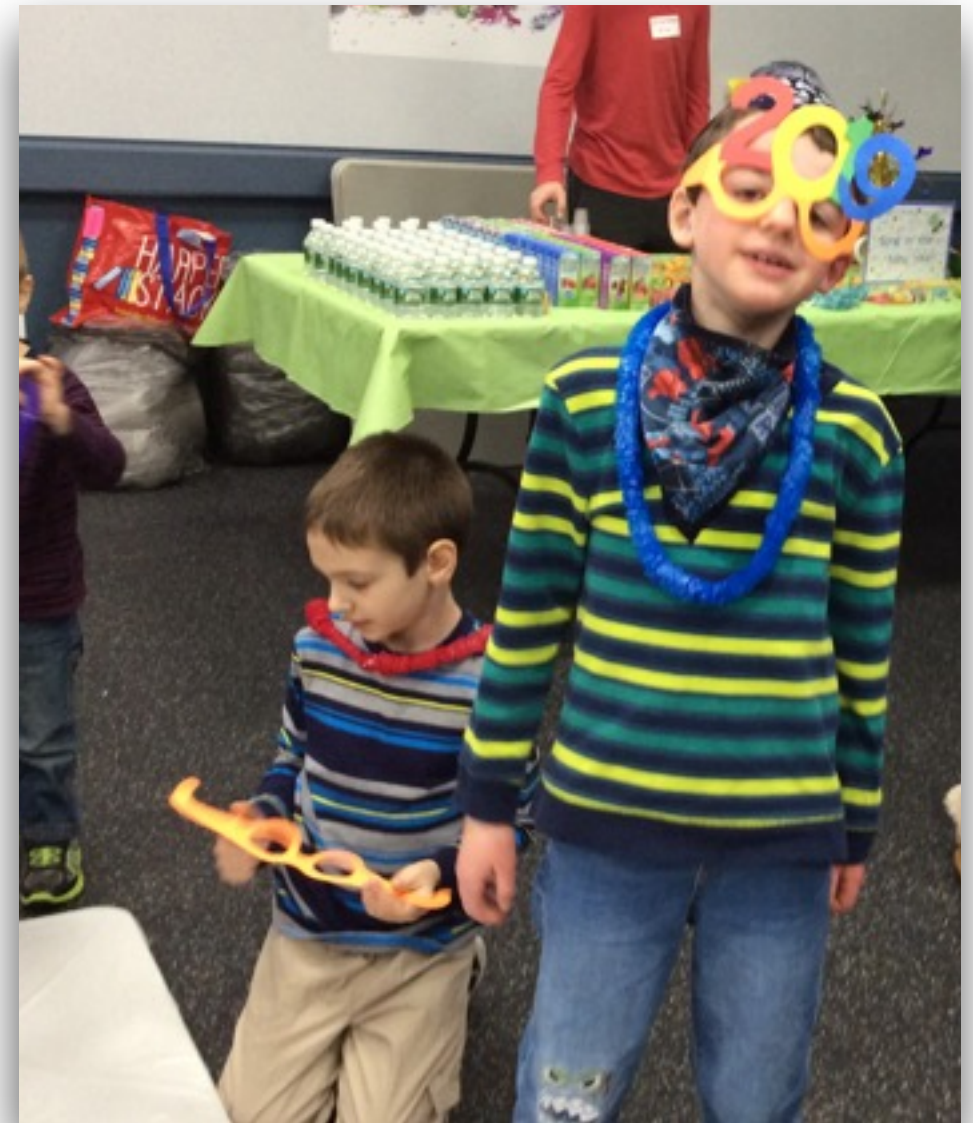
# NOON YEAR'S EVE





AGE: CHILDREN AGES 4 & UP W/ ADULTS AND SIBLINGS  
SET UP: 2 HOURS  
RUNNING TIME: 60 MINUTES  
REGISTRATION: DROP-IN

- ◆ Children celebrate New Year's with games, crafts, music, snacks, and a countdown to noon.
- ◆ Activities Include:
  - ◆ Ring Toss- Ring in the New Year
  - ◆ Bowling- Roll into the New Year
  - ◆ Plinko- Ball Drop
  - ◆ Twister- Let's do the Twist
  - ◆ Bean Bag Toss- Knockout 2018
  - ◆ Photobooth w/ background & props
- ◆ Crafts Include:
  - ◆ Time Capsule
  - ◆ Year Glasses
  - ◆ NYC Skyline Collage
- ◆ 1 teen volunteer stationed at each activity/craft



# SUGGESTED MATERIALS

- ◆ Hats
- ◆ Noisemakers
- ◆ Balloons
- ◆ Bubbles
- ◆ Decorations
- ◆ Balloon drop
- ◆ Backdrop and props for the photo booth
- ◆ Snacks & music to create a true party atmosphere





# TIPS FOR SUCCESS

- ◆ Set up the day before if possible.
- ◆ Teen volunteers stay 15 minutes after to help with the cleanup.
- ◆ Take stock of what you already own and save reusable items for next year.
- ◆ Buy decorations and supplies on sale after NYE and save for next year.
- ◆ Give a one minute warning before the countdown and do it as close to noon as possible.
- ◆ Allow kids to be noisy!







# ADDITIONAL PARTY THEMES

- ◆ Curious George
- ◆ Dr. Seuss
- ◆ Elephant and Piggie
- ◆ Eric Carle
- ◆ Fancy Nancy
- ◆ Harry Potter
- ◆ Max & Ruby
- ◆ Pinkalicious
- ◆ Star Wars
- ◆ Superheroes

# LIFE SIZE CANDY LAND





AGE: 3 YEARS AND UP  
SETUP: 3 HOURS  
RUNNING TIME: 90 MINUTES  
REGISTRATION: DROP-IN

- ◆ Kids move around as their own game piece on the life size board, using a colored spinner to determine which square they will advance to next.
- ◆ Kids are given an envelope with instructions taped to the front. If the spinner lands on pink, kids pick a card from their envelope and move to the corresponding area on the board (Peppermint Forrest, Molasses Swap, etc.).
- ◆ Each family can share a spinner/envelope. Make multiple of each so multiple groups can play at once.
- ◆ When one group has advanced a few spaces on the board, the next group can start their game.
- ◆ Teen volunteers are stationed throughout.



# SUGGESTED MATERIALS

- ♦ Joy in a Box 16" Carpet Squares from S&S or construction paper.
- ♦ Characters printed out on Photo-Tex or poster paper.
- ♦ Oak tag for the spinners and character signs.
- ♦ Foam core for candy canes and large characters.
- ♦ Paper plates for peppermints
- ♦ Flower pots and tissue paper for Gumdrops Mountains
- ♦ Brown packing paper or table cloths for Gloppy
- ♦ Cardboard boxes for Peanut Brittle House, Licorice Castle, etc.
- ♦ Wooden dowels and cellophane for lollipops
- ♦ Cardboard Candy Castle





# TIPS FOR SUCCESS

- ◆ Allow families to play as many times as desired if no one is waiting.
- ◆ Be flexible about allowing younger children to play.
- ◆ If you choose to do a “drop in,” encourage patrons to arrive after starting time.
- ◆ Having enough storage space allows for the reuse of supplies from year to year.



# ADDITIONAL IDEAS

## MORE LIFE SIZE GAMES

- ◆ Angry Birds: Live Action
- ◆ Laser Tag at the Library
- ◆ After Hours: Extreme Hide & Seek
- ◆ Life Size Monopoly
- ◆ Life Size Sorry & Clue

## GIANT GAMES FOR PURCHASE

- ◆ Chinese Checkers
- ◆ Hungry Hungry Hippos
- ◆ Giant Jenga



# CONTACT US



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