



Fun, Fun, Fun is the name of the game!

Each time co-workers “get together” – some type of Fun should be scheduled.

Before, sometimes during and after our meetings, we always sit around and talk, laugh, cry, and complain. However, having a “fun-filled activity” is a good way to get everyone involved.

The activity could be as simple as – everyone opens an individual “Dove” candy bar, reads the “saying” on the inside wrapper and make a comment regarding the saying. This would not cost very much money or take too much time to plan, but it will create added fun and camaraderie among the co-workers.

Can you invite the LOOM and guests present – most definitely! The more the merrier!

Allow the members to bring their drinks of choice to the game. If the entertainment or game takes more than 30 minutes to complete – allow time for breaks.

Search the Internet for fun things to do before and/or after a chapter night meeting, fundraising ideas and entertainment suggestions.

The Women of the Moose International office has prepared a list of fun and successful ideas and suggestions that have been received from chapters and co-workers.

Please use this booklet to help your chapter increase the Fun, Fun, Fun for all members to enjoy.

We'se Chickens"

A person goes up to the front of the room and starts to announce upcoming Chapter events and functions.

Then all of a sudden four people from the crowd get up and start acting like chickens. They peck other people and cluck. Then the speaker asks, "What are you?" They answer, "We'se Chickens".

Then the speaker asks, "What makes you think you are chickens?" Then one by one the chickens answer that they have been in a barn, laying on eggs, crowed at the sunrise, laid an egg, etc. Then the speaker states, "Laying eggs, crowing at the sunrise (etc.) does not make you chickens." The chickens answer in unison, "It doesn't?" The speaker answers, "It doesn't!"

Then the chickens go off into their own little huddle and decide what to be next and decide to be airplanes. While this is going on the speaker apologizes and continues to talk about the upcoming functions and events of the Chapter.

Then the chickens break out like airplanes. The speaker exclaims, "What are you now?" They answer, "We'se airplanes!" The speaker asks, "What makes you think you are airplanes?" The airplanes answer individually that they have excess baggage, hung out in a hanger, flew in WWII, or have a barf bag. Then the speaker answers, "Just because you hung around a hanger, or flew in WWII, etc. does not mean you are airplanes." The airplanes answer once again in unison, "It doesn't?" The speaker replies "It doesn't!"

Then the airplanes go off and huddle together and discuss what they are going to be next and decide to be

This can go on and on until the group is either exhausted or run out of "cute ideas".

Finish up by announcing the upcoming Chapter events and functions. Thank everyone for attending! ☺

'Minute To Win It' Baby Blockin' Game

The Goal

Balance five standard-sized baby blocks (the old-fashioned ones made of wood, with letters of the alphabet painted on them) on a plastic plate, resting on the top of your head. Complete this task in a minute or less.

Equipment needed for each player:

- Five standard baby blocks
- One plastic (disposable) plate

How to Play

Set the playing area up with a small table holding the plastic plate and the five baby blocks. The player stands beside the table with her hands at her sides. When the one-minute timer begins, the player first must balance the plate on her head. Once the plate is in position, it may not be adjusted further at any point during the game.

When the plate is balanced, the player can then begin stacking the blocks. The baby blocks must be stacked one on top of the other to create a tower. The game is won when all five baby blocks are stacked on the plate, and balanced without being touched for three consecutive seconds. All of this must be complete within one minute.

The Rules

- You may not move the plastic plate once it's been balanced on top of your head
- If the plate and/or blocks fall, you may gather them up again and start over. The timer continues to run, however, and if you run out of time the game is over.

Be sure to have a camera ready – pictures can be placed on the Chapter bulletin board for all to see!

The Name Game

Players- Four or more, better with larger groups

Duration- A few minutes for each round

Equipment- Slips of paper, pencils, basket or hat and timer

Provide each guest with 10 small pieces of paper, and a pen or pencil. Ask them to write down the names of 10 famous people- movie stars, authors, sports figures, politicians, artists, inventors, scientists, etc.

Fold the papers, and put them into a hat or basket.

Seat members and guests in a large circle. Each round is limited to 30 seconds.

The first player pulls out a name, and keeps giving clues to the person beside her, but never actually saying the name or what it starts with. Once the name has been guessed within the timeframe the guesser scores a point, as does the clue giver.

The hat is then passed to the next person and the clue giver now becomes the guesser and there is a new clue giver. The game continues around the circle until everyone has guessed and everyone has given clues. The one with the most guesses correct wins.

The Minister's Cat

All players sit in a circle. The first player describes the minister's cat with any adjective that starts with the letter "A". Example: "The minister's cat is an adorable cat."

The next player must also use the letter "A" - such as "The minister's cat is an angry cat.", and so on all the way around the circle. When it comes back to the first player the letter "B" is used - example: "The minister's cat is a bashful cat."

Anyone who can't come up with an adjective or repeats one that was already used is out of the game.

Complete This Sentence & Share!

If only I could---

My favorite super hero is---

I love taking a long ---

My favorite color is ---

I am most afraid of ---

I love the smell of ---

Give everyone a piece of paper to write their answers on. You can either have each player read them out loud or put them in a hat/bucket and pull one out and let the group decide who the answer is describing. 😊

WORD SEARCH

The word search puzzle consists of a 20x20 grid of letters. The word bank on the right lists the following words: AMBIVALENT, BOOTS, BUREAU, COKE, COMPUTER, DOORMAN, DUCK, FOOTBALL, LITTLE, MARKETING, MOUSE, SARCASTIC, SCHEDULE, STEREO, and WINDOW.

N	M	T	A	E	U	X	Y	T	E	K	C	U	D	L	H	Q	E
B	X	U	O	J	U	E	G	C	B	I	K	M	T	R	V	K	B
M	D	A	Y	Z	M	A	U	G	L	E	B	N	U	E	R	M	E
O	N	R	Y	L	F	X	N	R	L	H	E	G	W	I	U	V	B
U	Y	S	C	C	Q	I	W	D	J	L	L	A	B	T	O	O	F
S	M	L	D	T	T	O	D	A	A	R	C	C	C	V	R	F	C
E	C	B	B	E	D	N	B	V	A	I	H	I	R	Z	R	O	M
H	G	I	K	N	D	I	I	S	T	G	T	U	E	D	H	I	Z
F	F	R	I	C	E	B	D	B	T	S	G	L	R	B	N	L	C
H	A	W	B	Z	M	L	O	J	A	E	T	J	O	J	Q	D	I
M	D	E	H	A	U	Z	R	C	P	T	R	O	U	M	Y	U	N
O	T	G	T	V	K	X	R	G	I	K	D	E	G	H	I	Q	A
M	Q	O	W	U	M	A	P	L	S	N	U	V	O	T	L	F	M
P	Q	L	F	O	S	N	R	M	R	M	M	J	I	D	R	H	R
Q	E	F	E	C	O	M	P	U	T	E	R	Q	W	F	T	M	O
Q	Y	K	J	S	B	B	U	R	E	A	U	M	U	K	G	V	O
M	B	O	O	T	S	D	S	E	L	U	D	E	H	C	S	G	D
O	P	W	A	C	U	F	P	M	J	W	D	S	Z	N	H	I	R

Word Bank

- AMBIVALENT
- BOOTS
- BUREAU
- COKE
- COMPUTER
- DOORMAN
- DUCK
- FOOTBALL
- LITTLE
- MARKETING
- MOUSE
- SARCASTIC
- SCHEDULE
- STEREO
- WINDOW

You can find these puzzle books and many more at your local Dollar Store.

Make copies and share with the co-workers. The first one to finish correctly could win a small prize. 😊

CAKE DECORATING FOR FUN AND PROFIT

Use your decorating skills in this fun activity! Good game for small and large groups.

Goal:

Decorate and present the best-looking cake/cupcake.

Preparation:

- Invite everyone to bring cake/cupcakes to the next meeting
- Set up decorating stations/tables
- White frosting, lots of candy, food dye, plastic spoons, forks, knives
- Paper towels and sponges for cleaning up
- Volunteer judges
- Decide on a "secret theme": Animals, Sports, School, Holidays/Seasons, Places, etc.

How to Play the Cake Decorating Challenge Game:

1. Separate everyone into teams or have individual competition.
2. Explain the game: Each team gets one cake/cupcake for individual. They need to decorate it based on the secret theme. Whoever has the best looking cake/cupcake wins the game.
3. Ask if there are any questions.
4. Reveal the "secret theme".
5. Set a time limit – bring timer with bell or make noise for all to hear when time is up.
6. Set up display table for finished cakes/cupcakes
7. Judging begins – best use of frosting, craziest design and most color – you pick the categories for the judges – have fun with this.
8. Judges score the cakes/cupcakes – 1 to 5 with 5 being the best! Highest score wins!
9. Photographs should be taken throughout the competition, judging and eating of the cakes/cupcakes.

Profits:

Receive donations (any amount) and enjoy the cakes/cupcakes together.

CREATE SOME INTEREST

Skit By Northeast PDGR PAT LINCHEY

PLAYERS: SARA, NICK, GRISSOM, CATHERINE, MRS. DOLITTLE

SARA AND NICK CARRYING THEIR KITS ENTER AS GRISSOM AND CATHERINE ARE EXAMING THE SCENE WITH THE RUBBER GLOVES ON AND FLASHLIGHTS.

SARA: Hey, Grissom and Catherine, we got here as soon as we could. Whaddya got?

GRISSOM: Well, since you are up for your annual review, Sara, why don't you tell me what you see?

SARA: Looks like a meeting place of some kind as far as I can tell. Chairs, tables, nothing special. Maybe some sort of fraternal organization or something.

GRISSOM: Exactly.

SARA: So...where's the body?

CATHERINE: There is no body.

NICK: Um, excuse me but why are we investigating a room where there is no body? Aren't we Creating Some Interest investigators? Where's the interest?

GRISSOM: Glad you asked. You see, guys, this used to be the meeting place for a vibrant Women of the Moose Chapter and now due to several factors, the group is dead. And that, my friends.. Is a crime.

(CSI THEME IS PLAYED IN THE BACKGROUND.)

CATHERINE: Man, do we have the coolest theme music on TV or what?

NICK: I know! Every time I hear it I wanna play a guitar and then smash something.

GRISSOM: Excuse me you two, can we Create Some Interest here or what?

SARA: So tell me Grissom, how do you know this chapter is dead?

GRISSOM: Well the first sign for me was when i walked in and noticed that a staple of all Women of the Moose meetings was conspicuously absent. Anyone care to guess what it is?

NICK: Fun and excitement!!!!

GRISSOM: Bingo, Nick.

GRISSOM: A Women of the Moose meeting with no fun and excitement is like a Red Sox fan rooting for the Yankees. Yeah, it might happen, but it is extremely rare. Where are the fun things that are gone from this Chapter

SARA: (PULLS DECORATIONS, GAMES AND EVEN A BOOK OF SKITS OUT OF THE CABINET) Well hey, Grissom, I found them, but it doesn't look like they've been used for a long time.

GRISSOM: Which means this Women of the Moose Chapter didn't run their meeting according to the general laws

NICK: Because many people in the Women of the Moose think that fun is not needed to run the meetings.

CATHERINE: (SHINING HER FLASHLIGHT ON THE GENERAL LAWS BOOK) Hey look at this.

GRISSOM: Whaddya got?

CATHERINE: It looks like this is where the Women of the Moose kept their literature (BLOWS OFF DUST) Man, it doesn't look like it got much use.

SARA: (PICKING UP A GENERAL LAW BOOK) Well, maybe if they displayed their general laws book it would have been used more.

CATHERINE: Plus the general law book is dated back to 1970. The Women of the Moose have surely updated it since then.

SARA: Do you notice what's not here? Monthly newsletters. How are members supposed to know what's going on at their meetings without a newsletter?

NICK: Hey, I've got something over here.

GRISSOM: What is it, nick?

NICK: It's a document of some kind. (READS IT TO HIMSELF FOR A SECOND KINDA MUMBLING) It's a "No Fun Chapter Women of the Moose Meeting Procedures And Agenda Book.

GRISSOM: Why don't you read it out loud, Nick?

NICK: Oh OK. It says welcome to the No Fun Women of the Moose club, turn off your cell phones now and sit down and be quiet.

CATHERINE: Doesn't sound too inviting to me.

NICK: That's not all. Listen to this. At this meeting there's no laughing, no smiling, no dancing, no singing, no talking past five minutes, and absolutely no kids and no crossing your legs.

SARA: Sounds like they don't know how to have fun. Why would anyone want to join a Chapter like that?

CATHERINE: I sure wouldn't want to be a member of this Chapter.

SARA: What is that thing?

CATHERINE: It's a list of all the Women of the Moose in the State of Ho Hum. Ah, here's the No Fun Chapter. Um, that's strange.

NICK: What?

CATHERINE: Well, the person listed as Senior Regent is Ruthie Toothie. But I happen to know that she died 9 years ago.

GRISSOM: I think it's fair to assume that Ruthie Toothie was the last Senior Regent which means they probably haven't received the Award of Achievement for many years.

SARA: Award of Achievement. Isn't that what keeps the chapters motivated?

GRISSOM: Yes Sara. That's what every Chapter should be working for so that the co-workers can make their honors.

CATHERINE: Okay, so let's assume that Ruthie Toothie was this Chapter's last Senior Regent and they haven't had one in years, so what? Is that a big deal?

GRISSOM: It is a big deal. Even though the Chapter can run just fine without a Senior Regent she is the leader of the Chapter, and works hard to keep everything running smoothly, submitting monthly forms, meeting with Chairman, volunteering at all fundraising activities and presiding over all Chapter and Officers meetings. She helps the Chapter stay current with changes and updated laws which are very helpful to new members. She helps to keep peace and harmony in the chapter and assists other Officers and co-workers in their quest to make personal honors, as well as working for her own College of Regents degree. She, as well as the other Officers are essential in the decision making of the chapter.

CATHERINE: Okay, but i don't understand what you mean about decision making.

GRISSOM: Well, how would you like it if I decided for you every morning that you were to wear an Elks shirt to work instead of one with a Moose on it.

CATHERINE: Oh, I get it.

BETTY DOLITTLE WALKS IN CARRYING A BRIEF CASE WITH THE WORDS "NO FUN CHAPTER RECORDER" ON THE OUTSIDE

BETTY: Hey what's going on here? Who are you people?

GRISSOM: We're Create Some Interest investigators. Who are you?

BETTY: Nervously.... I ...UH..I think I'm in the wrong place. I thought I was at the Elks Club. I think I should just get out of your way. Um goodbye..... (STARTS TO LEAVE)

GRISSOM: Not so fast. (LOOKING OUTSIDE AND POINTING) Is that your car parked outside?

BETTY: Yes, why do you ask?

GRISSOM: It says "CATCH THE WAVE" on your bumper. You're a member of this chapter aren't you?

BETTY: Maybe I am and maybe I'm not.

GRISSOM: Look, Mrs.....

BETTY: Dolittle. Betty Dolittle

GRISSOM: Look, Mrs. Dolittle, we are just trying to piece together what happened to this Chapter. Can we ask you a few more questions?

BETTY: Well...okay

CATHERINE: Please have a seat Mrs. Dolittle.

GRISSOM: Mrs. Dolittle. Look, it's obvious to me that you are not just a member of this Chapter, but it's long time Recorder as well.

BETTY: Yes, but so what?

SARA: So what? Your Chapter is inactive or hadn't you noticed.

BETTY: It's not inactive. On the contrary, it's finally perfect!!

NICK: Perfect, how do you figure?

BETTY: There's no distractions. No more constant fundraising. No arguments about how much we're sending to Mooseheart and Moosehaven. No more requests for General Law books. This is the way all meetings should be!

CATHERINE: Correct me if I'm wrong, but isn't the Women of the Moose supposed to be a fraternal organization?

BETTY: Yes.

CATHERINE: Well, it appears that you are the last co-worker of this Chapter. The Chapter is dead.

BETTY: None of you know what you're talking about.

GRISSOM: That's where you're wrong Mrs. Dolittle. At the Create Some Interest lab, we deal with evidence and the evidence tells us the story. After processing this crime scene I can piece together a fairly accurate account of what happened here.

BETTY: All right smart guy, what is the story?

GRISSOM: Many years ago this was a thriving Women of the Moose Chapter with many co-workers. Then a small group of people started acting as if this Chapter was theirs to run as they wanted. The chairs with the worn seats reveal that there were about four co-workers in all, Mrs. Dolittle, including you. This small group of women didn't like certain things, and obviously couldn't get along with others, so they began using their years of service as a reason that they should have more say than the newcomers' in the meetings. The date of the General Laws book we confiscated was 1970, pointing out just how long you have neglected to stay current with the rules and regulations of the Women of the Moose. The crankiness of you four co-workers had the desired effect of keeping certain people away. However, the four of you need to consider the reasons we become members of the Women of the Moose. We are here to insure that the safety and well-being of our senior members at Moosehaven and our children at Mooseheart will continue even after we are gone, and that we Create Some Interest in our communities so that they are aware of who we are and what we do. And while we are doing all of that, we should be having fun so that we will continue to interest others in becoming members and caring for our children and seniors. If all of the chapters were to choose the path that 'No Fun Chapter' has, you can be certain that in just a few years our children and seniors will be out on the streets and our communities will suffer from our lack of volunteerism.

BETTY: I... well-

GRISSOM: Mrs. Dolittle, surely you can't be happy here with just you and 3 other co-workers. I'm not the coroner, but here's what I believe to be the official causes of death to this Chapter. First, you cut off your affiliation with Moose International and the Women of the Moose. Secondly, you discouraged the necessary participation of the entire group. Finally, you denied the life blood of the Chapter, namely, signing up new members to carry on our mission of caring for dependent

children and seniors. Because of those factors, the No Fun Chapter suffered a massive heart attack and died. A quick transfusion of new members is the only antidote that will put this Chapter back on track, as well as an attitude adjustment for you and the others.

BETTY: (HAS A FAR AWAY LOOK THEN HEAVES A HUGE SIGH) You're right! It's all true. I have killed the Chapter.

GRISSOM: It's not that easy Mrs. Dolittle. The other co-workers bear the responsibility as well. The co-workers conscience should have long ago seen what was happening to the Chapter and done something.

BETTY: What can I do now?

GRISSOM: Well, the good news is that unlike the corpses we usually deal with, we can actually bring this group back to life.

BETTY: Really, how?

GRISSOM: First of all you need to make it more inviting by sending out newsletters so that your members can get involved. Contact your members by phone and invite them to a meeting, remembering to put some fun into it so they will want to return. And for heavens sake, buy some updated General Laws books and download the Moose Benefits pamphlet and other information from the Moose International website, and stay connected to Moose International. There are always new and interesting ideas available for us all through international connections.

NICK: And for God's sake, get all of your fun "stuff" out and start using it.

BETTY: Thank you so much. I am going to take your suggestions to heart. This is no longer the No Fun Chapter. Its new name is the Got Thrills Chapter.

GRISSOM: Well, our work here is done. Team, put on your shades and let's look as cool as possible while we leave and the cool theme music plays.

(THEY ALL DAWN SHADES WHILE THE THEME PLAYS)

THE END

SCAVENGER HUNT

Have teammates work together. Everyone works on the honor system. They count if they have brought the item along, even if it's in a suitcase, pocket or purse.

Nail File	Mirror	Aspirin
Safety Pin	Postage Stamps	Toothpick
Rubber Band	Paper Clip	Nail Clippers
Calendar	Credit Card	Car Keys
Pictures	Lipstick	Chapstick
Chewing Gum	Checkbook	Paid Dues Receipt
Pen	Pencil	Rainbonnet
Canadian Coin	\$10.00 Bill	\$2.00 Bill
50 Cent Piece	Handkerchief	Bottle Opener
Candy	Tooth Brush	Drivers License
Hand Cream/Lotion	Grocery List	Grocery Receipt
Band-Aid	Hair Pin	Comb
Brush	Bank Receipt	Deck of Cards
Store Coupon	Calling Card	Membership Card
Glasses Case	Medallion	Cancelled Check
Library Card	Tape Measure	Magnifying Glass
Magazine	Mystery Novel	Season Tickets
Pencil Sharpener	Prescription Medicine	Needle & Thread
	Lighter	

WOMEN OF THE MOOSE APPLICATION FOR MEMBERSHIP (COUNTS 3 POINTS EACH)

This is a partnership game. Two people work together, if either have brought the item along, they receive two points. Co-worker team with most points wins prize. Co-worker team with least points also wins prize.

TRIVIA

Answer the following questions, or fill in the blanks:

- Things your mother said:
“Close the door, were you born in a _____?”
“If you think it is my job to pick up after you, _____.”
“Eat your food, there are children _____.”
“Your room looks like a _____.”
- Parents said “When I was your _____, I walked 5 _____ to school in 6 feet of _____, bare _____.”
- Who are Colonel Mustard, Professor Plum, and Miss Scarlet? _____
- Itsy, bitsy, teeny _____, _____, _____, _____, _____.
- What did each of these characters want?
The Tin Man _____
The Scarecrow _____
The Lion _____
Dorothy _____
- Name the TV shows:
What is “Black Gold” and “Texas Tea”? _____
Who had “hair of gold, like their mother”? _____
Why was the “tiny ship tossed”? _____
What kind of “time” did the Flinstones have? _____
- More things parents said:
You said, “Everyone is doing it”; Your Mom said, “If everyone jumped _____.”
You said, “Why do I have to do that?”; Your Mom said, “Because I _____.”
You said, “Tommy’s Mom said he could”; Your Mom said, “Well, I’m _____.”
“Do you think I don’t have anything better to do but _____?”

Answers:

- 1) barn, 2) you are sadly mistaken, 3) starving, 4) pig pen or cyclone struck.
- age/miles/snow/feet.
- Characters in “Clue”.
- weeny, yellow, polk-a-dot, bikini
- 1) heart, 2) brain, 3) courage, 4) home
- 1) Beverly Hillbillies “oil”; 2) daughters of Brady bunch, 3) Gilligan’s Island --due to storm, 4) Pre-historic.
- 1) over a bridge, would you jump? 2) said do. 3) not Tommy’s mom. 4) take you where you want to go

We are always looking ...

for more ideas, suggestions and fun things to do! If you have a game or skit that you would like to share with us – we would love to hear from you!

Please send your suggestions, with complete instructions, to:

Women of the Moose International Headquarters

155 S. International Drive

Mooseheart, IL 60539

Attn: Assistant to the Grand Chancellor

Thank you for your continued support of our Women of the Moose Programs. With your participation and ingenuity – the Chapter meetings will be fun, fun, fun, as well as informative!