






### 11:00 AM - 11:30 AM

- Meet at flagpoles
- Try to get actives and rushees all there by 11:30 AM
- Maybe one or two actives with cars wait there until 12 PM to catch any late rushees, but all other cars leave at 11:30 AM
- Separate into cars with at least one rushee and one active in each car
- Alan will be assisted by service team (Justin, Kristin)
- Gina and the people saving spots will be waiting at the beach to greet people there

### 12:00 PM - 12:30 PM

- Cars should be arriving
- Meeting at the beach spot next to the parking lot, parking is \$1 each
- Attendees will be separated into 10-12 groups of 4-6 people each, with at least one active and one rushee in each team
- Name tags for everyone
- Have everyone sign in
- All teams named after one of Stitch's cousins from Lilo and Stitch the series
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<p>Group 1</p>  <p><u>Reuben</u>, Makes Sandwiches</p>	<p>Group 2</p>  <p><u>Angel</u>, Rehabilitate Reverter</p>	<p>Group 3</p>  <p><u>Yin</u>, Blasts Water</p>	<p>Group 4</p>  <p><u>Shur</u>, Makes Shake Ice</p>	<p>Group 5</p>  <p><u>Babyfier</u>, Turns Population Young</p>
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### 12:30 PM - 1:00 PM

- Two short icebreaker games
- Two groups paired together and stand in circle (for example, Group 1 and Group 2, Group 3 and Group 4, Group 5 and Group 6, etc.)
- First icebreaker game: first person introduce their name and one interesting fact about themselves, second person has to introduce themselves and an interesting fact about themselves and also the name and fact about the person right before them, then the third person has to say their name and fact and then say the second and first person's name and fact, etc.)
  - People will have name tags so won't be awkward if someone forgets someone's name
- Second icebreaker game: Blanket Name Game. Played between two groups (ex. Group 1 vs Group 2, Group 3 vs Group 4, goal is to get as many points as possible for their respective group). Blankets provided by Gina (6 total). Description of game on next page.

There is not much setup involved for this activity. Form two large teams, preferably about 5-10 people per team. Have each team go to the front of the room. Have two volunteers hold a blanket or curtain open between the two groups, so that each group cannot see behind the blanket. If players do not know each other well, quickly have each player introduce their name to the room.



### *Playing the Blanket Game*



For each turn, each team chooses a volunteer to stand (or sit) behind the blanket. The facilitator will count "1, 2, 3" and then drop the blanket. The first player to correctly identify the name of the other player wins the round, earning one point.

Repeat until one team reaches a desired number of points (or whenever time runs out). This activity is a good way to learn names.

- Have fun!

### **1:00 PM - 1:50 PM**

- Have each group separate on explore the beach looking for trash, tell them to come back at 1:50 PM
- Since the beach is not that dirty, make it a trash scavenger hunt
- The group that comes in at the end with the most amount of trash gets a prize
- Prize is cookie shots for the whole team from the Dirty Cookie



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- Even if a small amount of trash is collected, you might be able to save a fish's life! A small difference can make a big change

#### **1:50 PM - 2:00 PM**

- Regroup
- Announce winners
- Take group photo (I brought a Polaroid :3)
- Thank everyone for coming, sort out rides, help everyone get home safely
- Have actives sign out