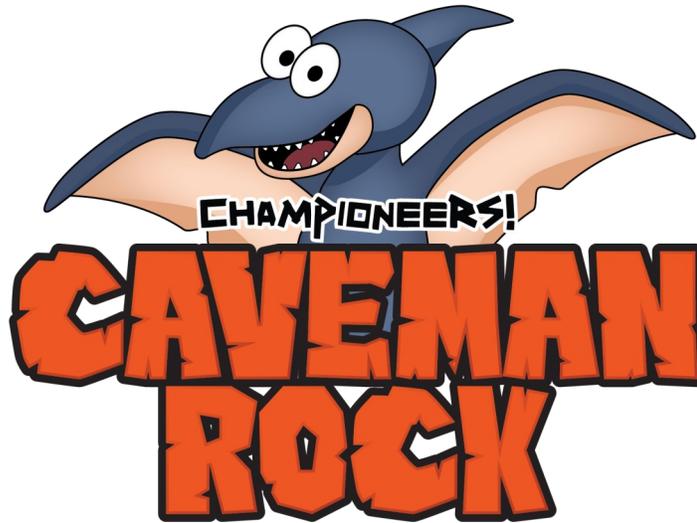




CHAMPIONEERS!

CAVEMAN ROCK

CARNIVAL KIT



Caveman Carnival Kit

By Deanna Rhinehart

A gift from the Champions! Emotional Safety Education Grant!

Stop bullying and help eradicate the root causes of critical youth issues through the Champions! Emotional Safety Education System.

We're providing grants of up to \$50,000 in training and resources, per school, for Emotional Safety Education. Find out if your school is eligible!

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[or go to: www.championeers.com](http://www.championeers.com)

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Carnival Kit

How to use this planning guide

- Fill in the blanks to create your event.
- Check off the Master Checklist as you complete each section.
- Check off the event task lists to keep you on track.

Table of Contents

3. Table of Contents
4. Introduction
5. Master Event Checklist
6. Pre-Event Checklist
9. Creation of Event Worksheet
10. Staffing Needs and Responsibilities Worksheet
11. Budget Worksheet
12. Booth Supply Worksheet
13. Marketing Worksheet
14. Agenda
15. Set-up/Clean-up
16. Booths



ANTI-BULLYING CARNIVAL KIT

Turn your ordinary carnival into the ultimate anti-bullying event

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SUPERCHARGE YOUR CARNIVAL!

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- ➔ THEMED BOOTHS KIDS LOVE!
- ➔ ANTI-BULLYING TOOLS WITH EACH GAME!

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Is survival of the fittest alive and well on your school campus?

Bullying is a paramount concern on every school campus, but it's only the symptom of much larger emotional safety issues. The Champions! Emotional Safety Education System was designed specifically for elementary schools to help eradicate the root causes of many of the toughest issues facing our youth—before they become an issue—and all while children have a blast!

The Caveman Carnival is just one tool within an arsenal of supplemental resources to develop and reinforce emotionally safe campuses. It's most effective when used in conjunction with the school-wide ESE unit, Caveman Rock and incorporates some of the 7 Essential Elements required for an emotionally safe campus culture. Caveman Carnival is a blast and can be used as a stand alone activity, but for campus transformation we encourage you to take advantage of the \$50,000 training and resource grants to implement Emotional Safety Education on your campus today! Call 208-741-1947 to see if your school is eligible or go to www.champions.com.



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MASTER EVENT CHECKLIST

This is your master Ice Cream Social checklist. Mark off this list as the items are completed from the following pages.

- Event created
- Permission granted
- Dates secured
- Facility and equipment confirmed
- Staff needs identified
- Budget created
- Promotional posters and marketing materials created
- Event reminders created (sequence of e-mails, notes, calls, etc.)
- Web page information created and submitted
- Event agenda created
- Shopping list created
- Task/Volunteer checklists created
- Special games or events within the event created
- Thank you's created.
- Follow up tasks completed



Carnival Kit

PRE-EVENT CHECKLIST

Here is a four month planning schedule. This is only a guide. You can lengthen or shorten your planning schedule by consolidating the tasks to fit any timeframe you need.

Pre-event tasks: Four Months Out

- _____ Creation of Event
- _____ All needs identified
- _____ Event request submitted
- _____ Facilities scheduled
- _____ Volunteers Identified

Pre-event tasks: Three Months Out

- _____ Marketing pieces created
- _____ Marketing submitted for approval
- _____ Staff announcement from admin.
- _____ Back-to-school announcement/info submitted
- _____ Place in up-coming events portion of web page.
- _____ Suppliers identified

Pre-event tasks: Two Months Out

- _____ Printing completed
- _____ Supply orders submitted
- _____ First marketing submitted



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Four Weeks Out

- _____ Update Website with any additional information
- _____ Make final confirmations of facilities
- _____ Marketing and announcement
- _____ Confirm administration/staff coordination

Three Weeks Out

- _____ Submit press release for community announcements
- _____ Confirm Supplies
- _____ Follow through on any last minute items

Two Weeks Out

- _____ Follow through on any last minute items
- _____ Complete pre-created décor' items

One Week Out

- _____ Follow through on any last minute items
- _____ Coordinate set-up and décor'
- _____ Reminders to volunteers, staff, and parents

The Week of the Event

- _____ Follow up informational sequence
- _____ Final digital announcements
- _____ Equipment and supplies secured



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The Day Before the Event

- _____ Confirm all teams are ready
- _____ Greeters/Hosts/Servers
- _____ Ice Cream Scoopers
- _____ Set Up
- _____ Facilities
- _____ Décor' Completed
- _____ Supplies delivered
- _____ Equipment secured

The Event

- _____ All items delivered
- _____ Volunteer check-in
- _____ Set-up completed
- _____ Clean-up completed

Post Event

- _____ All items returned
- _____ Volunteer /staff evaluations and recommendations
- _____ Thank you's sent



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CREATION OF EVENT

Create your event by filling in the blanks of this worksheet. Use the Master Checklist and Event Checklists to complete the tasks identified in your worksheet to host a perfectly planned and executed event!

EVENT THEME (What?)

Anti-Bullying Caveman Carnival

PURPOSE (Why?)

- ◆ To connect parents and students with teachers and friends.
- ◆ To educate students and parents and provide anti-bullying tools through fun activities that stick. For best results, use with the Emotional Safety Education unit Caveman Rock.

TARGET AVITAR (Who is the event for?)

Teachers, students, and parents.

DATE and TIME (When?)

Date: _____ Time: _____

VENUE (Where?)

Gym

Lawn

Cafeteria

Other: _____



Carnival Kit

STAFFING NEEDS & RESPONSIBILITIES

| Position | Volunteer | Duties and Responsibilities |
|--|-----------|--|
| Project Lead | | Plan and organize event. Make phone calls and scheduled check-ins to ensure that all is going well. |
| Volunteer & Staff Coordinator | | Works closely with project lead to coordinate volunteer and staff communication and involvement in the event. |
| Event Manager | | Works closely with the lead to assist during the event to ensure everything is set up and ready to go before and during the event. |
| Marketing Coordinator | | To create, print and coordinate distribution of posters, information, and marketing materials. Billboards, newspaper, school & district newsletters, flyers etc. |
| Supply Coordinator | | Coordinates the identification, purchase, and delivery of supplies. Also coordinates finally clean up and storage or distribution of leftover supplies. This includes equipment needs. |
| Décor' Coordinator | | To assist in designing booths and tables as well as location of event with any optional décor' to be used. Don't forget to consider audio atmosphere with festive music in the background. |
| Ticket & Prize Coordinator | | Responsible for everything related to tickets, prizes and sales. |
| Set-up/Clean-up Coordinator | | Coordinate and manage all things pertaining to set-up and clean-up. |
| General Helper | | Parents who are available to help anywhere there is a need or who have special talents, such as make-up or hair. |



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BUDGET

| Done | Item | Suppliers | Cost |
|------|------------------------|-----------|------|
| | Facility | | |
| | Marketing | | |
| | Event Food | | |
| | Décor' | | |
| | Booth Supplies | | |
| | Booth Rentals/Const | | |
| | Prizes | | |
| | Other | | |
| | Total | | |



Carnival Kit

BOOTH SUPPLY LIST

| Done | Item | Suppliers | Cost |
|------|-----------------------|-----------|------|
| | Booth Rental/ Const. | | |
| | Décor' | | |
| | Game Supplies | | |
| | Prizes | | |
| | Garbage Can | | |
| | Host Chair | | |
| | Table/Skirt (if used) | | |
| | Instructions | | |
| | Volunteer Schedule | | |
| | Other | | |
| | Total | | |



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MARKETING

| Done | Item | Designer | Supplier | Cost |
|------|-------------------------|----------|----------|------|
| | Press Release | | | |
| | School Announcements | | | |
| | Parent Announcements | | | |
| | Webpage Announcement | | | |
| | Event Posters | | | |
| | Correspondence Sequence | | | |
| | Thank You's | | | |
| | Other | | | |
| | Total | | | |

CHAMPIONEERS! CAVEMAN ROCK

Carnival Kit

AGENDA

This event is an open house so no formal agenda is required. The following is an informal guideline for staff and volunteers. Adjust times to meet your event needs. If hosted in conjunction with the Caveman Rock ESE Production, you can schedule your carnival in shifts to coordinate with show times. Note that event time can be lengthened to accommodate larger school attendance.

Open House 5:00-7:00

Set-up/Volunteers: 3:00-4:30

Early Greeters: 4:30-5:00

Event: 5:00-7:00

Clean-up: 7:00-8:00





Carnival Kit

SET-UP / CLEAN-UP

| Done | Task | Volunteer Name/Email | Duties and Responsibilities |
|------|------------------------------------|----------------------|--|
| | Set-up Booths/Stations | | Efficiently lay out supplies for fast moving lines and easy distribution. Can anything be pre-made? |
| | Set-up Décor' & Signs | | Adequate signage of location and directions. |
| | Set-up Equipment | | Mic's, speakers, extension cords, music, seating, etc. |
| | Set-up Garbage Cans | | Adequate garbage cans with easily replaceable liners. |
| | Clean-up Ice Cream Station | | Toss, store, or distribute all left over supplies. Clean entire station area including wiping of tables. |
| | Clean-up Décor' & Signs | | All marketing and décor' properly stored for next time or disposed of. |
| | Tear-Down Equipment | | All equipment accounted for and returned. |
| | Clean-up Garbage Cans | | All garbage on site properly disposed of and new liners replaced. |
| | Clean-up Floors | | All surfaces, including floors properly cleaned and tidy. |
| | Final Check | | One last check. Remember to check bathrooms and grounds. If your location does not provides a custodian. |



Carnival Kit

BOOTHS

| Done | Task | Volunteer Name/Email | Duties and Responsibilities |
|------|------------------------------------|----------------------|--|
| | Set-up Booths/Stations | | Efficiently lay out supplies for fast moving lines and easy distribution. Can anything be pre-made? |
| | Set-up Décor' & Signs | | Adequate signage of location and directions. |
| | Set-up Equipment | | Mic's, speakers, extension cords, music, seating, etc. |
| | Set-up Garbage Cans | | Adequate garbage cans with easily replaceable liners. |
| | Clean-up Ice Cream Station | | Toss, store, or distribute all left over supplies. Clean entire station area including wiping of tables. |
| | Clean-up Décor' & Signs | | All marketing and décor' properly stored for next time or disposed of. |
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CAVEMAN ROCK

Carnival

Penny Toss

Difficulty: 3

Essentials: Culture of Innovation



Emotional Safety Application:

This old carnival classic can be used to teach the value of innovation and tenacity to keep trying. At first blush this game seems super simple but after the first toss children usually discover there's a technique to get the coin to stay on the plate and not slide off. Booth hosts provide suggestions to help players discover their own technique for success. The lesson is to keep trying until you discover how to achieve your desired results.

Goal:

Toss a penny and have it land on a plate in exchange for a reward!

Game Directions:

1. Players receive up to 5 tries per ticket. (You may decide to give 3 turns per ticket depending on expected attendance.)
2. After the first try, provide technique suggestions. Don't tell them what to do but rather ask them what they think would happen if they threw it softer, harder or up high, then let them try however they see fit.

Booth Set Up:

1. Set up a display table on the far back side of the booth where it can't get bumped.
2. Place a tape line to mark the tossing line, parallel to the table on the other side of the booth.
3. Stack plates at various heights on the display table using cups, boxes, or even other plates as pedestals.
4. You don't need a lot of plates but you can use as many as you want to create interest.
5. Give a little space between the plates so coins that slide off a plate will fall to the table. If you place plates too close together they'll overlap each other so when a coin slides off one it can cascade onto the one below. This safety net structure hinders the learning development of the learning tool. They'll get it.



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CAVEMAN ROCK

Carnival



Pterod-duck-tyl Pond

Difficulty: 1

Essentials: Culture of Connection



Emotional Safety Application:

The Pterodactyl Duck Pond provides the perfect easy win for children of all ages and a level playing ground for all players, of all skills levels as they randomly pick their prize winning duck. Note: This game is intended for younger students but you can adapt it to “Duck Math” for older students by having them choose ducks until the numbers on the bottom of the ducks equals 10, no more, no less. Winner chooses one prize from any bucket. Provide cancellation prize if their duck numbers go over.

Goal:

Choose a duck out of the Pterodactyl Duck Pond and earn a prize.

Game Directions:

1. Pick up a rubber duckie, and turn it over to reveal your prize number.
2. An alternate form of the game is to match numbers on the bottom of the ducks or add them to equal a number.

Booth Set Up:

1. Either a large wash tub or small child’s swimming pool (we suggest an inflatable one for easy game storage).
2. Place a few inches of water in pool. This game must have adult supervision due to the water element.
3. Float duckies in water.
4. Place ticket box nearby.
5. Place prizes in numbered buckets or bins.



Carnival

Quarry Fishing Booth

Difficulty: 1

Essentials: Culture of Connection

Emotional Safety Application:

The Quarry fishing booth is another perfect inclusion game that puts everyone, regardless of age or skills, on the same playing field. This inclusion element produces a sense of safety and common connection when everyone is a winner with no fear of failure.

Goal:

Pretend to fish and “Catch” a prize.

Game Directions:

1. Player is provided with a stick fishing pole with string and a paper clip.
2. Player casts fishing line over the fishing booth where a volunteer is hiding and attaches a paper fish with a number printed on it. When the paper fish is securely fastened, volunteer gives a gently tug on the line to signal the fish is ready.
3. Player redeems number for a corresponding numbered prize.

Booth Set Up:

1. Fishing booth needs to have three sides on it to hide the volunteer hooking the fish.
2. Make it fun and bright.
3. Provide a ticket box in front of the booth and a volunteer to hand player their pole.
4. Second volunteer needs a container of cut out fish (preferable cut out of cardstock) that are numbered with corresponding prizes.
5. Keep prizes in numbered buckets or containers.





Carnival

Pin the Tooth on Shag

Difficulty: 3

Essentials: Culture of Innovation

Emotional Safety Application:

Pin the tooth on shag is a fun game for children to practice trusting their instincts in a low pressure environment. Many children will not accurately pin Shag's tooth in the right location but this game provides the opportunity to fail in an environment where children can laugh at their attempt and realize its okay to miss your mark as long as you try. Emotionally safe schools promote the adventure of trying and applaud failed attempts as stepping stones to success. Consider providing two tries if your lines are not too long so players can adapt their technique.

Goal:

The goal is to pin Shags one tooth in his mouth while blindfolded.

Game Directions:

1. Reproduce a child-sized cutout of Shag out of plywood or cardboard.
2. Blindfold player and hand them a cardstock paper tooth with either a dab of double stick tape or a straight pin.
3. You have the option of spinning or not spinning your players. If you do spin them ensure that adult only turns your player in 2-3 circles (not too dizzy) then making sure they are steady and stable before pointing them toward Shag with tooth held out to find their mark.

Booth Set Up and Supplies:

1. Shag cut-out.
2. Blindfold.
3. Tooth cut-outs.
4. Ticket box and prizes.



Carnival

Tiger Ring Toss

Difficulty: 3

Essentials: Culture of Connection



Emotional Safety Application:

This age-old carnival favorite is adapted to provide a visual representation of the Caveman Rock lesson, “Everyone Counts”. The Caveman Rock school-wide production is so important to emotional safety because every child participates, side-by-side. When bottles are lined up side-by-side this lesson is easily reinforced by showing how every bottle in the game is equally important.

Goal:

Toss the ring around the object.

Game Directions:

1. Place as many empty bottles as you can get side-by-side on a table. It’s helpful to keep them all the same size and kind if possible.
2. Provide players with 3 tossing rings for three attempts. Use jungle print rings if you can find them. Specialty duct tape from the hardware store can wrap the rings to add to the whimsy.

Booth Set Up and Supplies:

1. Either a table filled with bottle or a designated location on the floor.
2. 3 rings for tossing
3. Ticket box and prizes.



CHAMPIONEERS! CAVEMAN ROCK

Carnival

Cave-Can Rock

Difficulty: 3

Essentials: Culture of Honor



Emotional Safety Application:

This carnival game can be used to show children how unkind words or actions hurled at classmates knocks them down. Part of the lesson is for the volunteer to reset the cans while explaining how kind words can rebuild what careless words destroy. Send players off with the challenge to give five people complements before the carnival ends.

Goal:

Toss a fake rock bean-bag and see how many cans you can knock down.

Game Directions:

1. Stack ten empty, washed, tin cans in a pyramid style. Spray paint cans brown or cover in animal print paper or duct tape to stay consistent with your caveman theme.
2. Provide players with three bean bags. Player tosses one at a time to try to knock down all the cans. Remember, the game is not done until the cans are restacked and the mini-lesson is shared of how words can tear people down or build them up.

Booth Set Up and Supplies:

1. Stack cans on a festively decorated table.
2. For fun, you could make signs of kind words to pin on the booth backdrop or table.
3. 3 bean bags
4. Ticket box and prizes.



Carnival

Dino-Dig

Difficulty: 1

Essentials: Culture of Purpose



Emotional Safety Application:

Dino-Dig allows players to accomplish the goal of finding a dinosaur. This is not a game of luck or skill, it's a task with a reward attached. Children feel emotionally safe when there is consistency between instructions, expectations and outcomes.

Goal:

Find a matching set of dinosaurs in the sand

Game Directions:

1. Dig in the sand until you discover a matching set of dinosaurs. The set you find is the dinosaur prize you receive.



Booth Set Up and Supplies:

1. Fill tub, large shallow cardboard box, or child's small pool with sand.
2. Bury an assortment of dinosaurs making sure they have a match.
3. Keep ticket box nearby. One ticket per matching set.
4. Reward the kind of dinosaur that has been matched.

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Carnival

Face Painting

Difficulty: 1

Essentials: Culture of Vision



Emotional Safety Application:

What's a carnival without face painting? One reason why children love dressing up, playing make-believe, and face painting is because they get to try on characters and personas through the power of pretending. They try on personalities and situational reactions according to their made-up identity. This ability is actually a form of visualization and visualization is a form of problem solving. When children are allowed to act out situations in their pretend world, they learn to incorporate in their real world.

Goal:

Choose a caveman themed face painting.



Game Directions:

1. This activity is usually paid for separately and not ticket based, but you can assign a ticket value if you prefer.

Booth Set Up and Supplies:

1. Two chairs
2. Notebook or poster of designs
3. Painting supplies. Sparkles are super-fun
4. Ticket or money box with change.
5. Mirror

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Photo Booth

Difficulty: 1

Essentials: Culture of Connection



Emotional Safety Application:

Family pictures have tremendous connective power. Long after the carnival ends, the memories of shared laughter and joy remain immortalized in photos taken at the event. Just seeing these pictures can release all the same happy chemicals we experienced at the time the memory was made. Pictures, therefore, can help sustain relationships during difficult seasons of life.

Goal:

Take as many family and friend pictures as possible. If you have a carnival activity guide be sure to list the photo op locations and encourage participation. You could even provide instructions on where to forward photos for

Game Directions:

Station random photo cut outs around the carnival for tons of picture fun. This is a free activity. For additional fund-raising power consider selling themed frames at the carnival store or at each photo-op.

Booth Set Up and Supplies:

1. Photo cut-outs
2. Ideas: Caveboy, cavegirl, caveman family grouping, dinosaur grouping, pterodactyl, prehistoric fish,



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T-Rex Tic Tac Toe

Difficulty: 3

Essentials: Culture of Leadership



Emotional Safety Application:

T-Rex Tic Tac Toe provides players with the ability to strategize the best way to achieve their goal while teaching them how to navigate negative choices. In this adaptation, the host is the T-Rex represented by the X. Players try to stop T-Rex from connecting three bad choices in a row with good choices represented by their O's. If you feel really savvy accompany this game with choice cards that provide scenarios of situations with possible solutions to help students explore good choices in every day situations.

Goal:

Player connects three "O's" in a row to win a prize. If they are unable to stop T-Rex, provide a consolation prize.

Game Directions:

1. Player places their first "O".
2. T-Rex places an "X"
3. Continue to alternate until someone has connected three in a row.
4. If you use Choice Cards, X's and O's are determined by the players responses. "O" for correct choices and "X" for incorrect choices.

Booth Set Up and Supplies:

1. Use any kind of tic tac toe game board and any kind of Tic Tac Toe markers.



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Bag A Brontosaurus

Difficulty: 3

Essentials: Culture of Leadership

Emotional Safety Application:

This classic bean bag adaptation provides challenge and focus for your players. To add an additional layer of connection and fun, make this into a two-player game... oh, and don't forget to blindfold the tosser! His teammate gets to talk him to the tossing line and provide directions for three attempts to score the highest point total.

Goal:

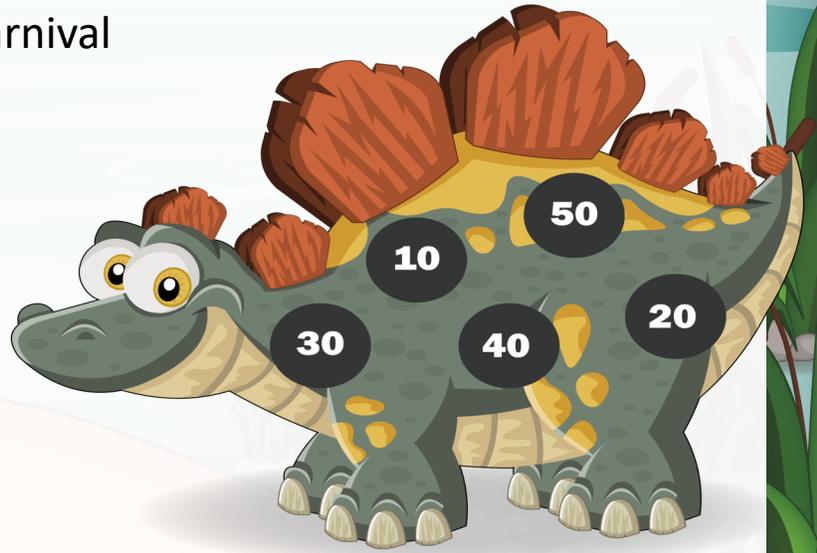
Score the highest possible points with three tries. Prizes awarded according to point total.

Game Directions:

1. One or two players depending on the adaptation you want to use. If two players, the tosser is blindfolded and the other is the caller.
2. Caller gives directions to tosser to walk up to the tossing line then align themselves to make the toss. The goal is to get the bean bag into the holes and score the highest points possible with three bean bag tries.

Booth Set Up and Supplies:

1. Create a Brontosaurus stand with 5 holes large enough for a bean bag to easily go through.
2. 3 Bean Bags
3. Ticket box
4. Prize bins



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Boulder-Darts

Difficulty: 3

Essentials: Culture of Honor



Emotional Safety Application:

The lesson behind Boulder-Darts is to help players realize how much our words affect others. Share the mini-lesson of how sharp words can wound each other.

Goal:

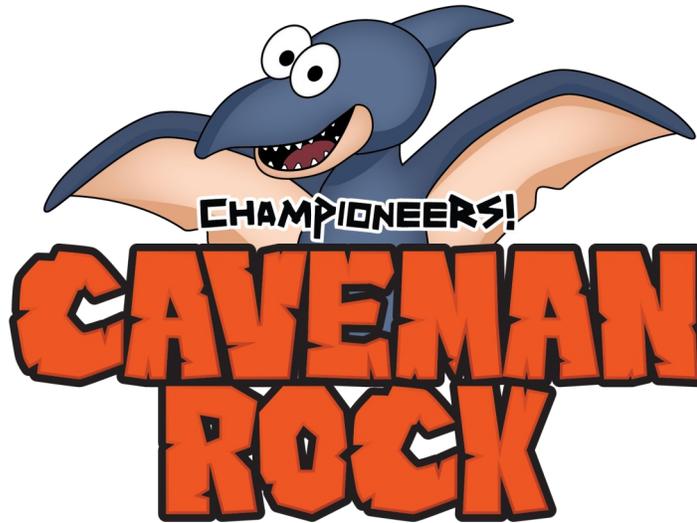
Prizes are awarded according to how many balloons you can pop in three tries.

Game Directions:

1. Players are given three bean bags to toss at balloons sitting in sectioned cubies.
2. When a balloon is hit hard enough by a bean bag the pressure pushes it back against a thumbtack glued to the back of the cubie and pops it.
3. Prizes are awarded according to the number of balloons popped.

Booth Set Up and Supplies:

1. Create a sectioned balloon box and glue a tack on the back of each cubie
2. Balloons
3. 3 Bean Bags
4. Ticket box
5. Prize bins



Find out if you eligible for a \$50,000 Training and Resource Grant
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A gift from the Champions! Emotional Safety Education Grant!

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