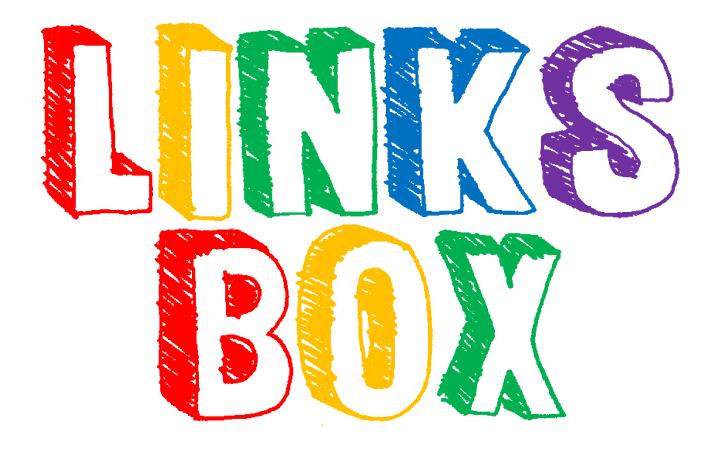


- 1. Purchase boxes
 - https://amzn.to/3fhldRE (one option)
- 2. Print the LINKS Box on cardstock or thicker paper Printing Instructions:
 - print pages 1-2, 5, 7-10, 15-19, 21-29, 33,
 36, 39-41, and 44 single sided
 - print pages 3-4, 12-13, 31-32, 34-35, 37-38,
 and 42-43 double sided
 - o pages 6, 11, 14, 20, and 30 are optional
 - trim off extra white on all pages
- 3. Glue or tape page 1 to the top of the box
- 4. Arrange the rest of the cards in the order they appear on the LINKS Box Guide with the Guide on top.
- 5. Optional: Include materials listed on the materials card



Back to School Edition

{Click on the headings to take you directly to that page}

What's Included Cards and Sign in Sheets

A printable "What's Included" and materials list are available to put in the box. Sign in sheets are included if you want to keep track of who attends LINKS

Connection Cards

It is important for your group to get to know each other and build relationships. See the Connections bookmark for an opening circle question to ask each week.

Energizers

Laughing and playing games are the perfect way for groups to bond. Each week there is an Energizer card with a quick and fun game to play with your group before the main activity.

Weekly Activities

A medium of exchange activity is included for each week. A materials list and how to guide are also included.

Weekly Award Ideas

Celebrating students is what keeps them coming back. Each week find students to celebrate who have been example LINKS. Some weekly awards go along with the theme for the week. See bookmarks inside.





Flip this card over to see a list of all the fun stuff included in your LINKSbox! Be sure to read your LINKSbox guide to find out all the details for your LINKS event. Have the best time!

ACTIVITIES

Connection Activities
Energizer Games
Find Someone Who...
Pick an M&M
Snowball Fight
Detective/Mafia

OTHER MATERIALS

Sign In Sheets Weekly Award Ideas

Materials Needed

- Find Someone Who sheets
- Individual bags of M&Ms (one bag per student)
- Printer paper or colored paper
- Deck of cards
- Tray with small items for kids to remember

SIGNIN SIGNING



DATE





GROUP	
DATE	



DATE

•	

GORGE TO CONTROL OF THE PROPERTY OF THE PROPER

CONNECTION ACTIVITIES



WHY CONNECTION?

This activity allows groups to get to know each other better and see what similarities they may have. This is a fun proactive way to build relationships.

HOW?

Have students stand or sit in a circle. Ask the question and ask for a volunteer to go first. Hand the volunteer your talking piece. The first person to answer gets to decide which way to pass the talking piece around the circle.





WEEK 1

What is one of your favorite games?

WEEK 2

What is one of your favorite snacks?





WEEK 3

What is one of your favorite movies?

WEEK 4

What is one of your favorite foods?



"Share your smile with the world. It's a symbol of friendship and peace."



ENERGIZERS

— Energizers —



The Great Wind Blows

- Arrange all the chairs to form a circle (all chairs facing inward toward the middle).
- One player starts in the middle, standing up. He or she begins the round.
- The person in the middle starts by saying "The Great Wind blows for everyone who..." and then says any characteristic that is true for that person. For example, if the person loves chocolate, he or she can say, "The Great Wind blows for everyone who loves chocolate."
- All players who love chocolate must stand and quickly find a new seat that is more than 2 chairs away from them.
- If the player is not able to find a vacant seat, he or she is the new person who is in the middle.
- · Play continues with new characteristics or facts each time



My Name is and I Like To

- Everyone in the group stands in a circle.
- The first person says, "My name is and I like to _____ (insert hobby and act out a motion from that hobby.)
- The rest of group then says, "(Person's Name) likes to (hobby) and acts out motion. Example, "Dave likes to fish (act out casting a reel).
- The next person repeats the process.
- The rest of group then says that person's name, hobby, and motion and then moves onto the first person's info.
- This continues until the last person goes, at which the entire group calls out the last person's info and moves along through the whole group and repeats everyone's info.



Collaborative Face Drawing

Collaborative face drawing is a fun interactive activity that helps with name memorization.

- Give each participant a piece of paper and a pen.
- Instruct the participants to write their name on the bottom of the paper.
- Ask everyone to walk randomly in the room until you say the word stop.
- Each person should pair up with someone nearby. Instruct the pair to exchange the papers. Everyone should draw the other person's eyes.
- Instruct the pairs to exchange the papers again (now each person should have the paper with their name again).
- Repeat above steps for all face parts (eyes, nose, ears, chin, hair, facial hair and accessories) and have them share their final products.



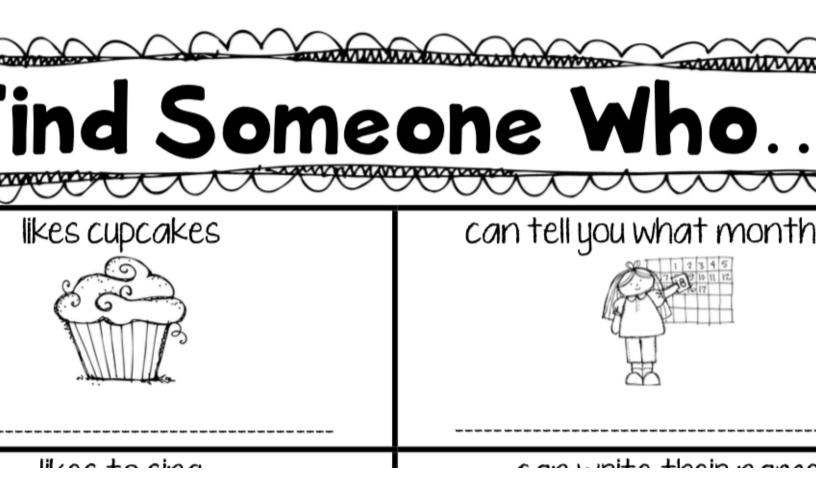
Human Rock, Paper, Scissors

Many people are familiar with the classic hand game, rock-paperscissors. This game is a variation on the game, but requires people to get on their feet, move, and act as a team, rather than an individual.

- As a group, decide a full-body pose that will signify each element (e.g. Rock each person of one group will bend down and hug their knees and curl into a ball so they look like a rock. Scissors each person of one group will stand with legs shoulder-width apart and both arms up and hands behind the head so they look like a scissor).
- After the poses are decided, break participants into two groups.
- For each round, each group will need to do one of the poses (everyone in each group will need to do the same pose). Each group will have 5 minutes to strategize.
- Once all of the groups have their poses ready, a facilitator will have the two groups face each other and count down from 3 (i.e. 3....2...
 1....SHOOT). On "SHOOT" each group will need to strike one of the three poses.
- Rock beats Scissors, Scissors beat Paper, and Paper beats Rock.
- Best out of 5 rounds wins.

WEELL TABLES

WEEK 1



HUMAN SCAVENGER HUNT

To help the group get to know each other, have them do this human scavenger hunt. Multiple versions are included for you to pick what works best for your group. Students should try to get a different signature or initials for each box. Make sure students tell each other their names each time so they can practice learning each others names.



likes cupcakes	can tell you what month it is
& Common State of the Comm	7
likes to sing	can write their name
U	
has a dog	has made a snowman
\mathcal{A} :	
has blue eyes	has been on an airplane
	0000
likes to play outside	likes to colour
	ADDONAL TO THE PARTY OF THE PAR
Name	Date

FIND SOMEONE WHO

IS AN EXPERT ON ...





Please find someone who fits the description and have them sign their name or initials in the same box.

who likes to read	who has a dog	who can play a musical instrument
who lives in an apartment	who likes to play volleyball	whose favorite color is blue
who has a cat	who likes math	whose favorite color is yellow
who lives in a house	who likes to sing	who likes to play baseball
who likes to color	who likes to play football	who likes to be outside

Name:		
1 1001110		

Human Scavenger Hunt!

Get to Know Your New Buddies

Has been out of the country:	Has a pet that isn't	LOVES	Favorite subject
	a dog or a cat:	SCIENCE:	is math:
Had a birthday within the last week:	Has visited Washington, D.C.	Has a brother or a sister that goes to this school:	loves to cook:
PLAYS A	Favorite color	Was born in	Read more than 1
SPORT:	is yellow:	another state:	book this summer:
LOVES to DRAW	Has met	Has won a contest	plays an
OR Paint:	someone famous	of some kind:	instrument:
Has done something	is a n on y	Loves	Has been to the
	Child	Broccoli	Statue of Liberty:

WEEK 2



PEd: SOMETHING ABOUT YOUR CHILDHOOD

M&M GET TO KNOW YOU GAME

- Each group member receives a package of M & M's
- Assign 1 person to start the game by taking an M & M
 from their package and answer a question about
 themselves according to the color of M & M they chose
- Each color corresponds with a question on the printable
- Repeat with each person in the group



P[d: something about your childhood

Pangl: something you do well

4 ELLOW: SOMETHING YOU'VE LEARNED

GREEN: SOMETHING YOU WATCH/LISTEN TO

BLUE: SOMETHING YOU CAN'T LIVE WITHOUT

BROWN: SOMETHING ABOUT YESTERDAY

WEEK 3

Back to School Smowball Ficht

SNOWBALL FIGHT

- Have each student take out a sheet of notebook paper and write three interesting, but not widely known, facts about him or herself. Students should not put their names on their papers.
- Then have the students crumple up their papers into balls and have a "snowball" fight. After about half a minute or so (or as long as you can stand it), have each student find a snowball, which by now are all over your classroom.
- After uncrumpling the paper, each student must try to find the student whose snowball he or she retrieved.



ELEMENTARY AGEDetective

- Bring out a tray full of items or put these items on a table.
- Cover them with a small blanket (use items that a spy might use: camera, watch, passport, headphones, tape recorder, etc.).
- Lift the blanket for 30 seconds allowing the kids to view it. When the time is up, cover it and give each kid a paper and pencil.
- Give the kids 2 minutes to write everything that they remember from the tray and whoever remembers the most is the winner.
- You could also take one thing away from the tray and see if they can work together to figure out the missing item.

JR/SR HIGH AGE Mafia!

This game is loved by middle/high school students! Watch this youtube clip to see how to play.

https://bit.ly/2D0J0Hd



WEEK 1 AWARD

YOU ARE ALL THAT AND A BAG OF CHIPS!



HOW TO

RECOGNIZE
A STUDENT
BY GIVING
THEM A BAG
OF CHIPS
AND THE
TAG THAT
SAYS "YOU
ARE ALL
THAT AND A
BAG OF
CHIPS"

ARE ALL AND A bay of





ARE ALL HAR A Bay of

ARE ALL
Had a bag of

ARE ALL Had a bay of

WEEK 2 AWARD

MAGNIFICENT AND MARVELOUS



HOW TO

RECOGNIZE A
STUDENT FOR
BEING
"MAGNIFICENT
AND
MARVELOUS"
BY ATTACHING
A GIFT TAG TO
A BAG OF
M&MS

· YOU ARE ·

Marvelous

Wagnificent

WEEK 3 AWARD

"THERE'S SNOW ONE LIKE YOU!"



HOW TO

FILL OUT THE
"SNOW ONE
LIKE YOU"
AWARD.
ATTACH
CANDY OR
TRINKET IF
YOU WANT
TO.







WEEKS 4 AWARD

WE "DONUT"
WHAT WE
WOULD DO
WITHOUT
YOU!



HOW TO

ATTACH THE DONUT TAG
TO A
PACKAGE OF DONUTS TO RECOGNIZE A
STUDENT

