

# LINKS BOX

December Edition



# LINKS Box Guide

*{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.

- [Award of the Month](#)

Celebrating students is what keeps them coming back. Each month find students to celebrate who have been example LINKS. Here you can find an example award and certificate to go with it. See bookmark inside.



# What's included?



*Flip this card over to see a list of all the fun stuff included in your LINKS box!*

*Be sure to read your LINKS box guide to find out all the details for your LINKS event. Have the best time!*



# ACTIVITIES

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Connection Activities

Energizer Games

Candy Cane Relay

The Candy Cane Game

Reindeer Antler Game

Guided Draw

# OTHER MATERIALS

Sign In Sheets

Weekly Award Ideas



# Materials Needed

- Hula hoop
- Cups
- Candy canes
- Deck of Cards
- Large pantyhose
- Balloons
- Paper
- Markers
- Rubber bands
- String



# SIGN IN SHEETS





# WEEK 1

## GROUP

DATE \_\_\_\_\_

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



# WEEK 2

## GROUP

DATE \_\_\_\_\_

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\_\_\_\_\_

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# WEEK 4



## GROUP

DATE \_\_\_\_\_

[illegible]



# CONNECTION CARDS



# 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

Would you rather live at the North Pole or the South Pole?

## WEEK 2

What is your favorite place in the world?



## WEEK 3

What is the most memorable dream you have ever had?

## WEEK 4

Would you rather receive 10 small presents or 1 big present?



A sweet friendship  
refreshes the soul!

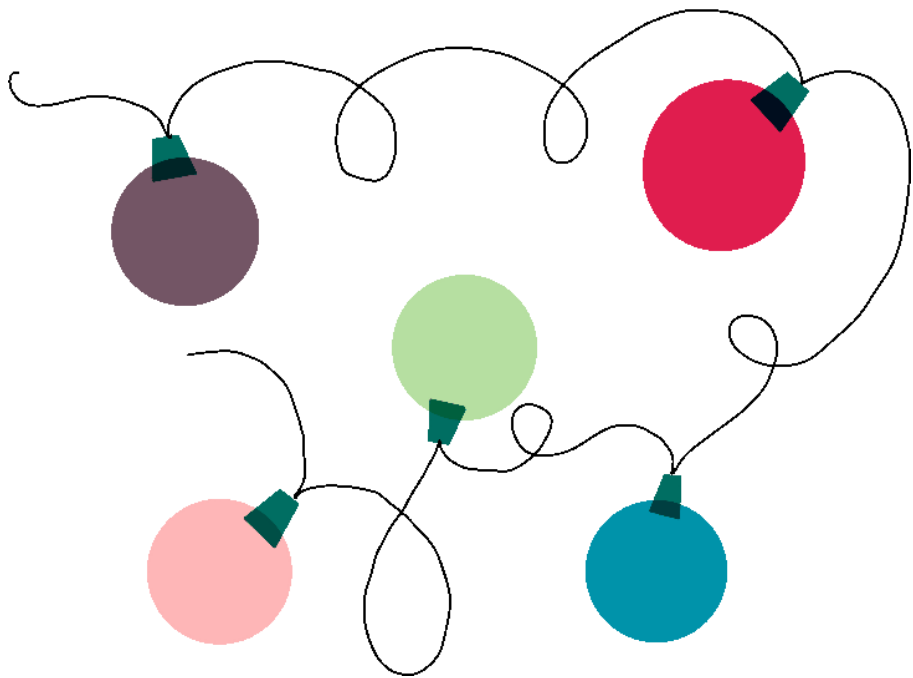






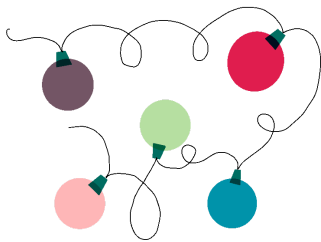
**ENERGIZERS**





# Energizers





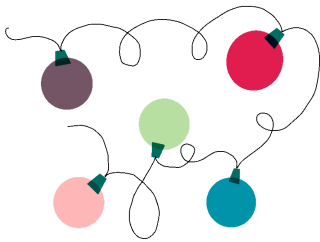
# Story-Telling Round Robin

## Week 1

**Objective:** Students work together to create a story.

- This activity helps students pool their creative resources.
- Students can sit in a circle or at their desks.
- The teacher will begin with the first line of the story, for instance, "Once upon a time there were three children walking through the forest ... ."
- One by one, each student adds one sentence with new details to the story.
- The story cannot end until every student has participated.





## Week 2

# Fingertip Hula hoop

**Objective:** Get your entire team to lower the hula hoop to the ground without dropping it.

- Have students stand in a circle and raise their arms, then extend their index fingers so that the hoop starts above their head.
- Place a hula hoop so that it rests on the tips of the children's fingers.
- Challenge students to lower the hoop to the ground without dropping it.
- To make this more challenging, you can place communication constraints on the children—no talking or limited talking, for example.

**Rules:**

- Students must maintain a fingertip on the hula hoop at all times, but they are not allowed to hook their finger around it or otherwise hold the hula hoop; the hoop must just rest on the tips of their fingers.



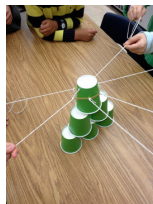
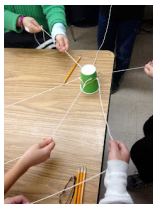


# No Hands Cup Stacking

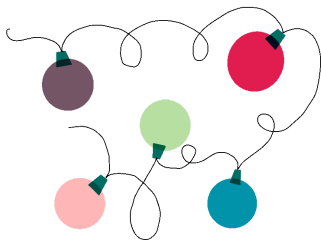
## Week 3

**Objective:** Students work together to build a cup pyramid while practicing patience and perseverance.

- Decide how many students you want in each group and tie that number of strings to a single rubber band, making one for each group.
- Each person in the group holds onto one of the strings attached to the rubber band, and as a group, they use this device to pick up the cups (by expanding and contracting the rubber band) and place them on top of each other in order to build a pyramid.







# Body Parts

## Week 4

**Objective:** Students create different groups based on what the leader calls out.

- Students mingle around the classroom until the teacher calls out a body part and a number, for instance, “four knees!”
- Students have to form a group with those closest to them to complete the directive (finding new partners each time) and join together one knee each or a group of two with both knees together.
- Anyone who isn’t part of a group gets to call the next round.
- Continue with other variations.

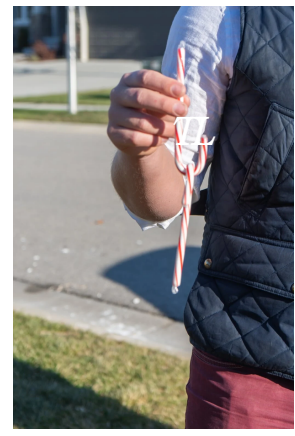


# WEEKLY ACTIVITIES





# WEEK 1



## CANDY CANE RELAY

### Materials

- Candy Canes

### Game Play

- Split your group up into teams of 3-4 players.
- Have half of each team line up on one side of the room and the other half of the team on the other side of the room.
- Give each player a candy cane and give the first person (Player 1) on each team a second candy cane. That person should hook the candy cane on the bottom of the candy cane they're already holding.
- When you say go, the first person should walk across the room to their teammates on the other side. When they get there, they need to transfer the hooked candy cane from their candy cane to the other person's candy cane, without touching it with their other hand.
- That person then goes to the other side again and transfers their candy cane to the next person. Continue until all teammates have completed their legs.
- Once they've crossed the finish line of the final leg of the relay, they have to do one more transfer to the teammate standing there to complete the relay. The first team to complete the final transfer and hold up the hooked candy cane wins.

<https://www.playpartyplan.com/candy-cane-game-ideas/>





# WEEK 2

## THE CANDY CANE GAME

### Materials

- 1 deck of cards and candy canes

### Game Play

- Arrange the candy canes in a small circle.
- This game is played like Spoons.
- Throughout the game, you will use one less candy cane than the number of people playing. For instance, if you have five people, you will have four candy canes.
- The dealer will pass out four cards to each player. Once everyone has their four cards the dealer will place the remaining deck face down and draw a card off the top of the deck (having five cards in the dealer's hand).
- The dealer will then discard one card face down to the person to his or her left. This will continue around the table with each person picking up the card passed to them and then discarding a card to their left.
- The very last person will create a "garbage pile." In the event that the dealer goes through the whole deck, then the "garbage pile," will be used to draw from.
- The first person to get four of a kind will take a candy cane. This is the fun part. You can try to be sneaky about it and see if anyone notices, sometimes the game will keep going a few passes before anyone notices, or you can just dive in and claim it.
- Once the first candy cane is taken everyone must scramble to grab a candy cane. Like musical chairs, someone will be left in the dust. Either way, it is a blast and sure to be hysterical!
- The person left without a candy cane gets an elimination letter, "C." Once the word C-A-N-D-Y (Shorter Version) or C-A-N-D-Y C-A-N-E-S is spelled out that person is out of the game.





## WEEK 3

# REINDEER ANTLER GAME

### **Materials**

- Pantyhose (Hint: Buy very large pantyhose so they will fit over all size heads!)
- Balloons

### **Game Play**

- Divide your group into equal teams.
- Provide each group with a pair of pantyhose and lots of balloons.
- When the leader says "Go", the teams will begin to blow up their balloons, tie them off, and stuff them into the legs of the pantyhose.
- Whichever team finishes first wins the game!
- The goal of this game is to create 'Antlers' that stand up. One person will wear the antlers when finished.



# WEEK 4



## GUIDED DRAWING

### Materials

- Marker
- Paper
- Something to color with

### Game Play

- Scan the QR code or visit this website: <https://bit.ly/3n40Lcs>
- Students can follow along with the video and draw a cartoon polar bear.
- At the end, students could name their polar bears and share them with the group.





AWARD  
OF THE  
MONTH



# MONTHLY AWARD

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## "MINT" AWARD

**THANK YOU**



FOR YOUR

COMMIT-MINT

INVEST-MINT

ENCOURAGE-MINT

INVOLVE-MINT

*So Here's A Little Something For Your*

ENJOY-MINT





# HOW TO

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**RECOGNIZE A  
STUDENT WHO  
HAS GONE  
ABOVE AND  
BEYOND BY  
PRINTING THIS  
CERTIFICATE  
AND  
ATTACHING  
SOME MINTS.**



# THANK YOU

FOR YOUR

COMMIT-MINT

INVEST-MINT

ENCOURAGE-MINT

INVOLVE-MINT

*So Here's A Little Something For Your*

ENJOY-MINT



# LINKS BOX

## - Set Up Guide -

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, 7-11, 14-25, 28 single sided
- print pages 3-4, 6, 12-13, 26-27 double sided
- pages 6, 11, 14, 20, and 25 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