

Additional Party Ideas

Activities

- **70th Birthday Word Search.** Find age-graded puzzles at www.pioneerclubs.org/pdf/birthday/word_search.pdf. Review the explanations of the words when kids finish.
- **Which Came First?** Display toys (or pictures of toys) from different decades and let Pioneer Clubs members put them in order of which was introduced first. *Ideas:*
 1940s—Slinky, Clue, Legos; 1950s—Frisbee, Mr. Potato Head, Play-Doh, hula hoop; 1960s—Etch A Sketch, Hot Wheels, Easy Bake Oven; 1970s—clackers, Star Wars toys, Magna-Doodle; 1980s—Rubik’s Cube, Space Invaders, Cabbage Patch Kids, koosh balls; 1990s—Tickle Me Elmo, Furby, Super Soaker, Beanie Babies; 2000s—Razor scooter, Webkinz, Wii
- **Stories.** Have former club members or leaders tell stories about Pioneer Clubs from “back in the day.”
- **People Scavenger Hunt.** Invite people from church who have been involved in Pioneer Clubs and Camp Cherith®. Give current Pioneer Clubs members a list of people to find: first Pioneer Clubs leader at your church, Pioneer Clubs leader who was also a Pioneer Clubs® member, person who went to Camp Cherith four summers in a row, and so on.
- **Time Capsule.** As a club, make a time capsule for Pioneer Clubs members to open a designated number of years from now. Use an airtight container. *Ideas:*
 —signed picture of group
 —several awards
 —club members’ messages describing Pioneer Clubs, themselves, advice for the future club group
 —predictions for 2079
 —pages from kids handbook
- **Trivia.** On index cards, write down questions or challenges based on trivia from the past 70 years. For example, “In the ‘60s, ‘groovy’ was popular slang. Use the word in a sentence.” Or “How would you explain a video game to a Pioneer Clubs member from the 1940s?” “What were third and fourth grade Pioneer Clubs members called before they became Pathfinders?” (Look through the 70th Birthday Party plans and handouts for Pioneer Clubs-related ideas.) Put the cards in a container, and let kids take turns drawing cards and answering the questions.



Games

- **Togetherness Tangle.** Have each team stand in a tight circle with hands in center. Each player should grab two

hands., so the center of the circle is a tangle of arms. Make sure no one is holding hands with an immediate neighbor or holding both of someone else’s hands. The goal is to untie this human knot without unclasping hands. The result should be one circle or two connecting circles. (This is typical of “togetherness” games from the ‘70s.)

- **Ready for Anything** (1940s). Let players retrieve belongings (coats, purses, etc.). Seat teams at edges of the room and have each team choose a runner. Call out items typical of the 1940s. The first runner to bring each item to you earns a point. *Ideas:* chewing gum, bobby sox, ballpoint pen, V-neck sweater, someone wearing blue jeans, bobby pin, yo-yo, red lipstick, loafers.
- **Human Pac Man** (1980s). Partners stand on opposite sides of the playing area, facing each other. Lay seven paper plates in a line between each pair, spread out evenly. Place a fish-shaped cracker on each plate. Players run to each plate in turn and eat the crackers without using hands. The object is to be the first to grab the center cracker. (Players should grab it with their hands to avoid banging heads.)
- **Skateboard Skid** (1960s). In this relay, each team member moves a skateboard to a designated point and then runs back to hand it to the next team member. The first person should sit on the skateboard, the second one kneel, the third one sit, and so on.
- **Old-Time Games.** Set up stations where kids can play old-time party games: pin the award on the sash/vest, drop clothespins in bottle, musical chairs, ring toss, sack race, and so on.

Snack

- Have the Pioneer Clubs logo (see “Table of Clickables” at www.pioneerclubs.org/events.birthday.php.) reproduced onto a birthday cake with “Happy 70th Birthday!” Use 70 candles or candles in the shape of “7” and “0.”
- Have a photo of your current Pioneer Clubs or a club from years ago reproduced onto a birthday cake.
- Make a campfire or microwave snack from the 1951 kids handbook:

—**Marplemints.** Layer toasted marshmallow and chocolate-covered mint between two thin circular slices of apple.

—**Samores.** Layer a toasted marshmallow and a piece of chocolate bar between two salted crackers (or graham crackers).

—**Mock Angel Food Cake.** Dip a 1 x 3 inch (25 mm x 75 mm) chunk of white bread into sweetened evaporated milk, roll it in shredded coconut, and toast over a fire.

