



50 GAMES

TO HELP YOU GROW YOUR STUDENTS

Okay, okay, we know. Games don't really sound like something that can help your students grow. But do you know what games can do? The right games can help make your weekly program a place where students want to be – and where they'd like to invite their friends.

WHAT'S IN OUR GAMES STRATEGY

EACH YEAR

- **50 GAMES:** Every year, we'll provide 50 games for you to play throughout the year. Plus, we'll tell you which weeks we recommend you play each of them.

EACH GAME

- **OVERVIEW:** A quick summary of the game.
- **GRAPHICS:** A slide for your screen.
- **SUPPLY LIST:** A shopping list with links to specific products, when necessary.
- **INSTRUCTIONS:** Detailed instructions on how to prep and play.

WHAT'S IN THIS SAMPLE

We can't show you everything yet because . . . well, because we're still working on it. But in this preview, you can see one of our games – an outdoor all-play game called **Bring the Ink**.



BRING THE INK

This summer, get your students outside for an outdoor team game that might just make you think you're in the middle of a live-action version of [Splatoon](#) by Nintendo®. In Bring The Ink, each team competes to cover the other team's leader in as much of their Kool-Aid® color as possible.

WHAT TO GET

- 200 quick-fill [water balloons](#)
- 8 packets of Kool-Aid® in 2 different colors (4 packets of each color)
- 2 large buckets or miniature inflatable pools
- 2 or more [water balloon launchers](#)
- Assorted squirt guns or water cannons
- 2 white [painter jumpers](#)

WHAT TO PREP

- **FILL THE BALOONS:** Grab 2 packets of each color of Kool-Aid®. Fill the balloons by adding Kool-Aid®, followed by water. Make two piles of an equal number of balloons, and be sure to keep the two colors separate!
- **FILL THE BUCKETS:** Grab the remaining Kool-Aid® packets and add them, along with water, to the buckets to create buckets filled with two different colors of Kool-Aid.®

HOW TO PLAY

- 1. CREATE TEAMS.** Split your students into two teams. Give each team equal numbers of water balloon launchers, squirt guns, water cannons, and water balloons and buckets in their color.
- 2. CHOOSE TEAM LEADERS.** Choose one student or adult to be the team leader. Dress them in the white painter jumpers.
- 3. GIVE INSTRUCTIONS.** Using water balloons, squirt guns, and water cannons, the goal of each team is to cover the opposing team's leader in as much Kool-Aid® as possible. Be clear on the boundaries of your playing area.
- 4. PLAY!** Blow a whistle to start the game. At the end, the team with the cleanest leader wins.

