

TIME COUNTS "OUT THE DOOR DASH" (A Parent Parties™ Game)



Object: The object of the game is to have a fun and lively game that reminds us that mornings are hard! There always seems to be something that takes extra time in the mornings - but it is important to work fast, have extra time built in, and have a back up plan "just in case" for all the things that can prevent us from getting our children to school on time.

Items Needed:

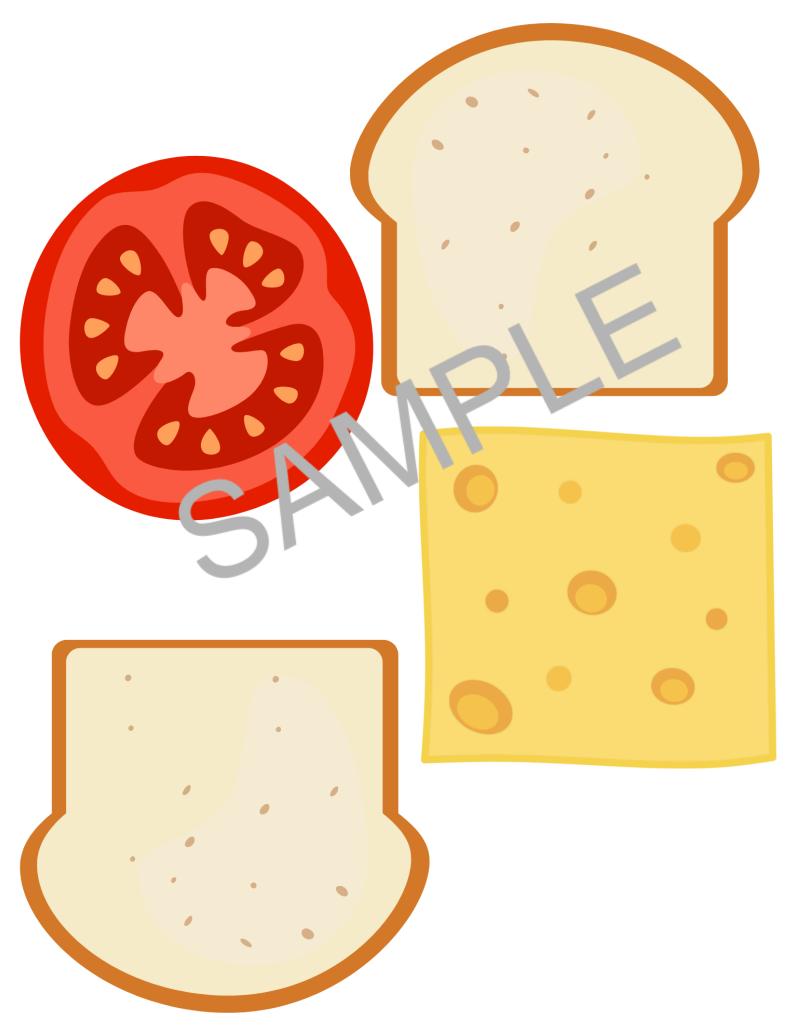
- 4 pairs of shoes with laces or children's shoelace practice toys/cards
- 2 stacks of papers, each with a printed math homework page (attached) mixed in. These can be any extra stack of papers as log as there is no other math page in the stack.
- Attached pictures of sandwich ingredients: pring on cardstock or laminated and cut apart. (Alternative: prediate alt sandwich toversal)
- 2 sandwich sized baggie
- 2 backpacks and it is for each backpa in books, folders, papers to put in folder, pen il bag a conenc bag items (pencils, highlighters, pens, rulers, etc. anything year aveiling around or in lost and found), sandwiches made in provius round, onter books, etc.
- At ache bictues of socks: printed on cardstock or laminated and cut apart
- Pri * u pic. re of car keys (attached); Tape the keys to the bottom of one of the chars in the room.
- small prizes: books, alarm clocks or timers, candy, school supplies, etc.

Game Directions:

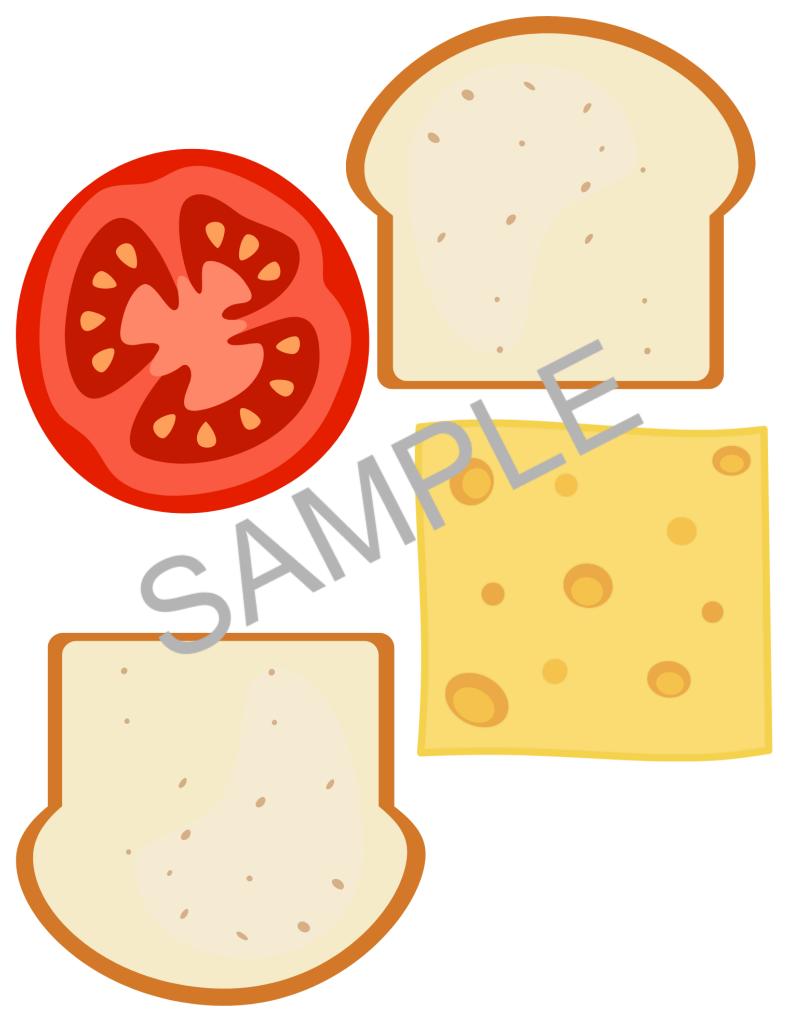
- 1. Discuss the Keys to Successful Parenting about the importance of attendance and getting to school on time before playing the game.
- 2. Ask the room for a show of hands about who had a wild and harried morning trying to get out the door on time. Call on a few people to tell the group about their mornings.
- 3. Introduce the game saying you'll need 10 volunteers to play "Out the Door Dash." They'll have to do certain morning tasks all within 30 seconds. Emphasize that as children get older, many of these tasks can and should be turned over to the students.
- 4. The player to finish the task first wins a prize.

- 5. Ask for 2 volunteers to play "Tie the shoes"
 - The two players race to see who can tie 2 pairs of shoes (4 shoes) first.
- 6. Select a 2nd set of 2 volunteers to play "Find the Math Homework"
 - These players must each sort through a large stack of papers to find the page titled "Math Homework".
- 7. Select 2 more volunteers to play "Pack the Lunches"
 - These players must race to "make" a sandwich (with " an ingredients, toy/felt sandwich ingredients or the attached pict res of sandwich ingredients, printed on card stock or laminated) and sandt in a baggie.
- 8. Select 2 volunteers to play "Pack the Backnack"
 - These players must pack all of the items (to the pencious), put papers into folders, put water kettle to holder, et and put items into a backpack and zin it. s"
 - o Place all socks, in ad up face do vn on a table between the two players.
 - When host so's the layers must turn over the socks and begin making maches.
 - on the place with the most matches at the end wins the prize.
- 9. he la runc s called "Find the Car Keys" and everyone participates.
 - Ask II a tendees to look under their seats.
 - T's parent with the car keys taped to the bottom of their seat receives a prize.
- 10. After the game, ask if anyone has a tip about how they make their mornings run more smoothly. If no one has suggestions, throw out a few. Examples: play music to keep everyone upbeat; give a 5 minute warning before it's time to leave; lay out clothes and shoes the night before, etc.













Parent Parties Games, copyright 2024 by Second Mile Development, Inc.



Parent Parties Games, copyright 2024 by Second Mile Development, Inc.



Parent Parties Games, copyright 2024 by Second Mile Development, Inc.



Parent Parties Games, copyright 2024 by Second Mile Development, Inc.