

Wee Sleep Out Activities Event Guide

This Event Activities Guide was created by James Gillespie's High School English Teacher, Emma Sturm.

This guide is an example of activities held at a Wee Sleep Out event at James Gillespie's High School during our 2018 programme. This event had the highest attendance and highest funds raised that year, so it's a great example if you're looking to create a brilliant event with multiple activities!

If you have the facilities to incorporate any of these activities into your event, instructions below will be a useful tool for you.

We hope that Emma's planning guide may come in handy as inspiration for your own.



SIGN IN TABLE

GROUP LEADER INSTRUCTIONS

1. Put a checkmark beside the student's name on their group list.
2. Put a checkmark beside the teacher or supporting adult's name on the list provided.
3. Instruct the students to have their bags searched.

Things You'll Need:

- List of Attendees
- List of Teachers/
Supporting Adults

CARDBOARD SHELTER BUILDING

GROUP LEADER INSTRUCTIONS

(20-30 pupils at a time – use your discretion)

1. Have each group use the boxes that they brought to build a shelter. They can use packing tape and scissors.
2. They may use one of the other boxes provided by the school. Limit these boxes so that all groups get one (and they don't all get used by one group.)
3. When each group finishes, label their shelter with their group name. They should leave their shelter in place until the end of the night, when they may take it to their sleeping area if desired.
4. Upon completion, have each group sit in their creation and think about what it would be like if their only shelter against the elements outside was actually made from cardboard. How would it make them feel? Would they feel safe? Would they be able to sleep very well?
5. Each group must ensure they clean their workspace before they leave.
6. When the group has finished and leaves, you may score their box shelter on the cards provided.
7. Ensure you tidy any leftover debris as the night goes on.
8. At the end of the night, move all furniture back where it belongs and tidy the room until it looks as it did when you arrived. Bring the completed score sheets to the teacher in charge, with the highest scores highlighted.

Things You'll Need:

- Cardboard boxes (groups may have forgotten theirs)
- Scissors
- Duct tape
- Pens to decorate

FASHION CONTEST

GROUP LEADER INSTRUCTIONS

(30 pupils at a time – 20 if 30 feels too crowded)

1. Ensure students are sensible and that NO ONE touches any equipment or props. If you move anything, be prepared to move the room back to the way it was at the end of the night. (You may want to take a photo of how the room is arranged when you arrive.)
2. Each group gets the same equipment with which to make their fashion creation (e.g plastic bags, binbags, paper towel, duct tape.)
3. Once their outfit is finished, photograph it.
4. When the group leaves you may judge their outfit with the score cards provided.
5. Ensure any waste is put into a bin bag after each group leaves. Keep the space clean. Tidy as you go to reduce the end of night cleaning.
6. At the end of the night, move all furniture back where it belongs and tidy the room until it looks as you did when you arrived. Bring the completed score sheets to the teacher in charge, with the highest scores highlighted.

Things You'll Need:

- Plastic Bags
- Bin Bags
- Duct Tape
- Camera or phone to take photos
- Card to make score cards

TREASURE HUNT

GROUP LEADER INSTRUCTIONS

(ongoing)

1. When a group signs up, write down the group name and start time.
2. To start off a group, give them the first clue. Instruct them that they are to go from clue to clue. Take the line paper. At the end of the treasure hunt they must find somewhere quiet to record short videos of them reading each of the 14 lines. **ONLY** when you see that all lines have been read and recorded (in order) do you record their time.
3. Ensure that there is 5 minutes or so between groups to avoid clogging at the clues.
4. When you record their end time, calculate the total time it took them to find each clue and record the videos.
5. Send one of the group leaders to periodically check the stations to make sure that the Lines and Clues are still at each station and have not been maliciously moved.
6. At the end of the night, return the furniture back to where it belongs. Bring the record sheet to the teacher in charge, with the fastest time highlighted.

Things You'll Need:

- Lined paper for groups
- Set clues for each location
- Timer
- Treasure of some sort!

ORIGAMI STATION

GROUP LEADER INSTRUCTIONS

(20 pupils at a time)

1. Ensure students are seated at the desks to participate and that **NO ONE** touches any instruments. You may move the desks as you would like them, however, be prepared to move them back after. (You may want to take a photo of how the desks are arranged when you arrive)
2. Make sure each student takes only one paper at a time. Likely, they will try to take more. We don't want to run out, so unless they truly mess up just give them one per 'lesson'. Groups may stay for more than one 'lesson', in which case they can have another origami paper.
3. Run the activity one of two ways:
 - a. Have one of you show them each fold, and the other walk among the desks ensuring that they've all done it right before moving on.
 - b. Two of you run separate lessons, each with one group.
4. When the groups are finished folding, they can choose to keep their origami, or they can recycle it.
5. At the end of the night, move all furniture back where it belongs and tidy the classroom until it looks as it did when you arrived. Bring leftover origami paper to the room of the teacher in charge.

Things You'll Need:

- Enough paper for attendees
- Coloured pencils for decorating (if desired)
- Instructions or Supporting Adult with origami experience

BOARD GAMES

GROUP LEADER INSTRUCTIONS

(20-30 pupils at a time)

1. Ensure students are seated at the desks to participate and that **NO ONE** touches any instruments. You may move the desks as you would like them, but be prepared to move them back after.
2. Just monitor that the kids are using the games correctly and not throwing places or mistreating the games. They are being lent to us.
3. Ensure that when games are put away they are put away neatly and all parts are put away in the correct boxes.
4. At the end of the night, move all furniture back where it belongs and tidy the classroom until it looks as it did when you arrived. Return the board games to the room of the teacher in charge.

Things You'll Need:

- Board games
- Enough game pieces/dice/etc to play
- Game instructions

QUIZ ROOM

GROUP LEADER INSTRUCTIONS

(20-30 pupils at a time – use discretion)

1. Ensure students are seated at/stood around the desks to participate and that NO ONE touches any instruments. You may move the desks as you would like them, however, be prepared to move them back after.
2. Give each group a quiz as follows:
 - a. S1 groups – a Junior Homelessness Quiz
 - b. S2/mixed groups – a choice between the Junior or Senior Quiz
 - c. S3 groups – the senior quiz
3. When the group has the quiz, ensure that they complete it and write the name of their group on the finished quiz before handing it back
4. When the quizzes have been completed, mark them with the marking instructions and record the marks. Also record which quiz was undertaken (junior or senior) beside the mark.
5. At the end of the night, move all the furniture back where it belongs and tidy the classroom until it looks as it did when you arrived. The finished quizzes, once marked, can be recycled. Bring marking sheet to the teacher in charge, with the highest scores from each quiz highlighted.

Things You'll Need:

- Quiz Questions (suitable for your group)
- Paper or white boards/pens to answer quiz

KARAOKE

GROUP LEADER INSTRUCTIONS

(10-20 Pupils at a time – use your discretion)

1. Ensure students are sensible and that NO ONE touches any equipment or computers. You may move the desks as you would like them, however, be prepared to move them back after. (You may want to take a photo of how the desks are arranged when you arrive.)
2. If 20 pupils seems too much, just allow one group at a time and limit the amount of songs they can sing so that other groups get a turn.
3. Use the classroom speakers, and YouTube the “instrumental” versions of songs, with lyrics for pupils to sing along to. Use your discretion about whether or not the song is appropriate!
4. If desired, you can also give them the choice to do “just dance” videos on YouTube as well as the karaoke ones (up to you)
5. If a group is not being sensible, they are to leave.
6. If other groups are waiting, limit the songs of the groups involved so that all groups who want to try can have a go.
7. At the end of the night, move all furniture back where it belongs and tidy the classroom until it looks as it did when you arrived.

Things You'll Need:

- Speakers, access to Youtube
- Song lyrics - printed or on screen

ENCOURAGEMENT LETTERS

GROUP LEADER INSTRUCTIONS

(20-30 pupils at a time – use your discretion)

1. Ensure that students are sensible and that **NO ONE** touches any equipment or computers. You may move the desks as you would like them, however, be prepared to move them back after. (You may want to take a photo of how the desks are arranged when you arrive.)
2. Students should take the paper provided and write encouraging notes to either people experiencing homelessness, or workers at Social Bite. Ensure that the boxes for the letters are clearly labelled and that the students know which is which.
3. The letters should be relatively short, and only take up one sheet of colourful paper.
4. Each pupil can write as many letters as they would like (within reason). When they are finished, they should fold the notes and place them in the correct box.
5. Please ask the pupils to sign the letters as they would like (within reason.) When they are finished, they should fold the notes and place them in the correct box.
6. If the kids are having trouble thinking of what to say, show them the prompt boards to give them some ideas.
7. Ensure that you keep the room tidy and take care of the felt tips – they are being borrowed.
8. At the end of the night, move all furniture back to where it belongs and tidy the classroom until it looks as it did when you arrived. The finished note boxes, extra paper and the felt tips should be returned to the room of the teacher in charge.

Things You'll Need:

- Enough paper for attendees
- Some prompts or example letters
- Boxes or piles for students to put their letters

SOCIAL BITE MURAL

GROUP LEADER INSTRUCTIONS

(10 pupils at a time NO EXCEPTIONS)

1. Ensure students are sensible and that NO ONE touches any equipment or props. Ensure that the mural paper and paint palette are FAR away from anything and on a bed of newspaper. If you move anything, be prepared to move the room back to the way it was at the end of the night. (You may want to take a photo of how the room is arranged when you arrive.)
2. The paint should be pre-mixed and the mural will be drawn out. Have the groups all add a handprint each to the mural in order to fill in the layout provided.
3. Send groups immediately out to wash their hands afterwards, all together, with their group leader to ensure that no one misbehaves and puts paint on the wall.
4. At the end of the night, move all furniture back where it belongs and tidy the room until it looks as it did when you arrived. Leave the mural to dry on the floor.

Things You'll Need:

- Paints & paint brushes
- Paper for mural
- Newspaper to protect the flooring

T.V. SHOW SCREENING GROUP LEADER INSTRUCTIONS

(100 or so pupils at a time)

1. Ensure that the pupils are entering the theatre sensibly and are quiet during the showing. Tell them that no rubbish is to be left on the floor.
2. During the show, make sure that the pupils are quiet and that the volume is high enough. If any pupils cause significant distractions, their whole group must leave.
3. Pupils can stay and watch the show if they wish.
4. In between viewings make sure the theatre is clean.
5. After the final showing gather any rubbish before the final assembly which will take place in the theatre.

Things You'll Need:

- Access to BBC iPlayer, Netflix or Sky Go
- Suitable tv show/movie to play for your attendees (possible alternative choices)
- Speakers or screen to view the tv show/film

BAKE SALE

GROUP LEADER INSTRUCTIONS

(ongoing)

1. Keep the tables stocked with baked goods. Pace them throughout the evening, storing all excess baked goods in the kitchen.
2. Use the pink sheets provided to record prices.
3. Use a cup to measure the hot drinks when you fill students' home-brought flasks so that all hot drinks are equal sizes.
4. At the end of the night, return the furniture back to where it belongs. Store all uneaten food in containers and bring to the room of the teacher in charge. Count the money (if time) and bring the money directly to the teacher in charge.

Things You'll Need:

- Hot chocolate for group
- Cups to distribute
- Baked goods for the sale
- Float of change
- Donation bucket for proceeds
- Access to kitchen/hand washing

SLEEPING BAG AND MAT RENTAL GROUP LEADER INSTRUCTIONS

(ongoing)

SIGN OUT:

1. If a student wishes to sign out any equipment, note their name and the equipment that they wish to rent onto the sign out sheet. (you will have to draw a separate box for the sleeping bag liners which are not on the original sheet.)
2. Give them the desired equipment and tell them that there will be a table on the way out in the morning for them to return their rental item(s).
3. Let them know they have the option of a 'suggested donation' if they wish. All proceeds will go to Social Bite.
4. Return all unused items to the library during the lights out assembly. Bring all 'suggested donation' money directly to the teacher in charge.

RETURN:

Set up a table near the exit to the school. As the student leaves and returns the item, highlight their name and the item.

Things You'll Need:

- Spare sleeping bags, roll mats (we recommend borrowing these)
- Donation bucket if they would like to donate

