

## NCL Theme Programme Examples



The biggest draw to NCL's Splash Academy's is the themed sessions that run. Every day the children who attend programme will get the chance to experience something new and exciting –this can't happen without the creativity and imagination of the Youth Staff.

### This is where you come in!

You'll get the opportunity each cruise to make children feel like they're somewhere brand new, doing something different every day.

They may be greeted to a Hollywood premiere where they're the star of the night and you're the host of the event, that evening they're finding themselves in the midst of a conflict between heroes and villains and you're their super mentor! How much effort you put into the activities can make the difference between a good session and a great session!

There are a few of the expectations NCL has for the Youth Staff when planning and delivering the themed programmes:

### Preparation

- Create a session plan (examples included in this document) to properly prepare for your event. Include the resources you'll need, theme appropriate activities (and the names of team members scheduled to deliver these activities) and any rewards/ certificates you will be using

### Delivery

- Ensure activities are dynamic (with a mix of active and passive games) and make sure that you're always fully engaging the children - don't sit on the side!
- Set the scene to deliver the **WOW** factor - use costumes effectively to help children become immersed in the programme
- Reward children for their participation and good behaviour!



Here's a selection of themes you're likely to be part of...



## Wacky Tacky

The inspiration for this theme is based around 80's Miami meets LMFAO videos at a crazy rave. If that sounds ridiculous, it's because this theme is! Think big, bright, colourful and WILD. Ideally you want the children to dance and stay active the whole night so creating a back story based around this idea is key. If there was any theme you would need to go BIG for, this is the one! Here are a few examples of accessories you can wear:



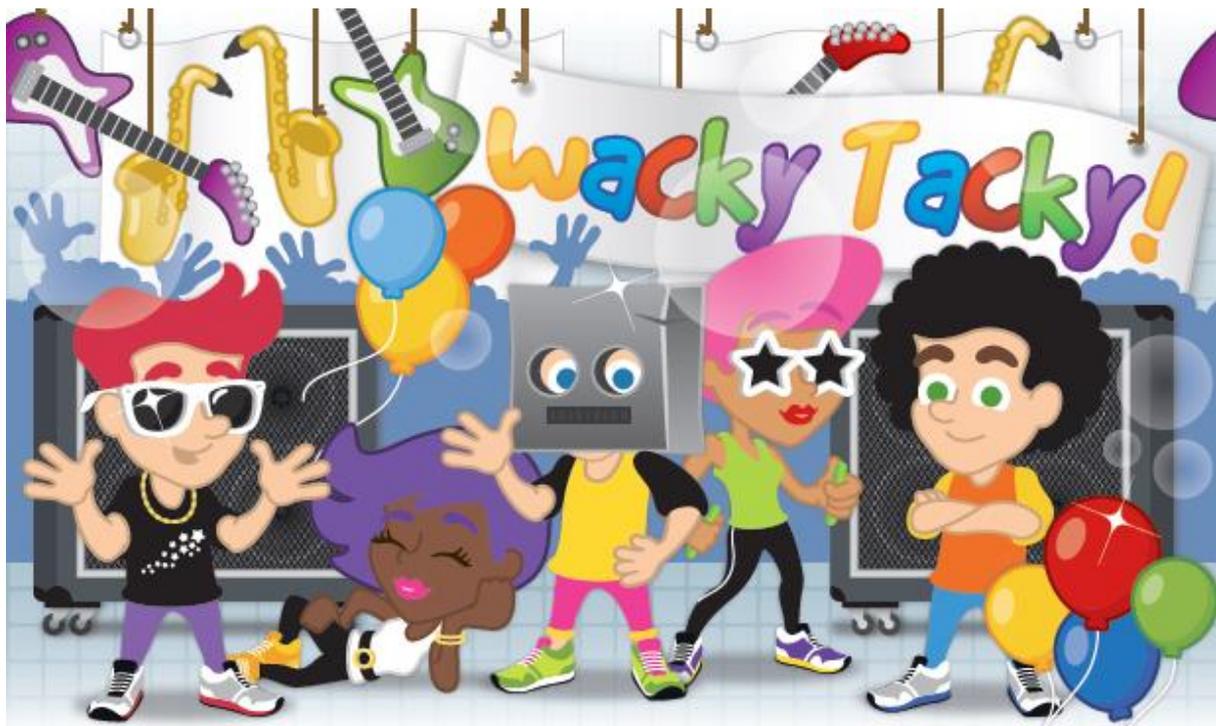
- Silly hats (think Pharrell in the "Happy" video)
- Over the top wigs (Afro's, Mohawks, Lady Gaga styled hair)
- Bright / Neon colours
- Mismatched socks and patterns
- Crazy Glasses (stunner shades, glasses with words on them, eyes popping out, etc.)
- Big watches / Big chains (like Flavour Flav)
- Glow in the Dark face paint

### **Example Game Plan:**

#### **Age Groups**

6- 12 year olds

<b>Time</b>	<b>Activity</b>
7:00pm	Introduction, script and dance (Active - Group)
7:10pm	Robot Heads (Art & Craft - Group)
7:30pm	Dance Off (Active - Group)
8:00pm	Number plate necklaces and Rockstar Bling (Art & Craft)
8:30pm	Gaga Ball (Active )
9:00pm	Cut up a Counsellor / Child (Art & Craft)
9:30pm	Crazy Tag (Active - Individual)
9:50pm	Certificates and Presentation of The Golden Afro



## Survivor Night

The concept behind Survivor Night is like something out of the famous TV show. Children will be in tribes competing for the chance to become the ultimate survivors and escape Survivor Island. Coming up with a character for this night will go a long way towards getting the children excited and more involved in the theme. Some examples of characters to inspire you are:



- Tarzan (Ripped clothes, messy hair)
- Voodoo Doctor (Tiki Mask, dishevelled hair, skull necklace)
- Clothing that are torn / dirty / stained (can use paint to make the look)
- Face / Arms painted with tribal marks

### **Example Game Plan:**

#### **Age Groups**

6- 12 year olds

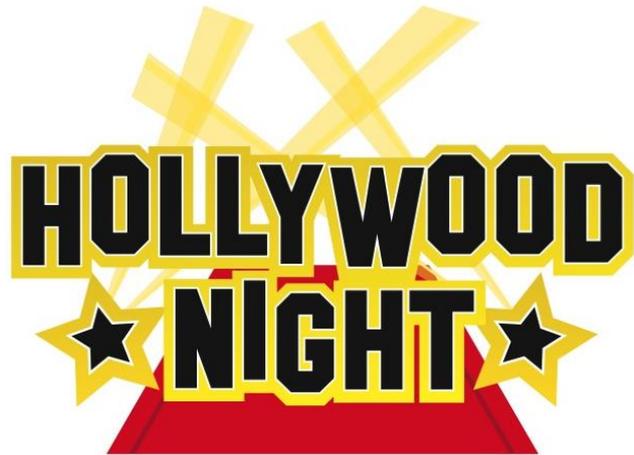
<b>Time</b>	<b>Activity</b>
6:55pm	Split children into tribes
7:00pm	Challenge* 1 – Raft Building
7:30pm	Challenge* 2 – Winners from previous challenge pick from challenge box
8:00pm	Challenge* 3 – Winners from previous challenge pick from challenge box
8:30pm	Challenge* 4 – Winners from previous challenge pick from challenge box
9:00pm	Challenge* 5 – Winners from previous challenge pick from challenge box
9:30pm	Final Challenge*
9:50pm	Award presentation and certificates
10:00pm	End of evening programme

\*Challenges are various games that children randomly choose from. Activities should be a mix of passive / active but always inclusive and revolving around the theme.



## Hollywood Night

Hollywood Night is a big night at Splash Academy and the entire concept revolves around being glitzy / glamorous and making the children feel like the biggest stars in the world. You can play this in many different ways (i.e. old Hollywood starlets with fedora's and boa's, modern Hollywood stars in suits and fancy dresses, etc.) Red carpets at the entrance will lead the children into a Hollywood premiere in the centre, so the following characters could play prominent roles on this evening:



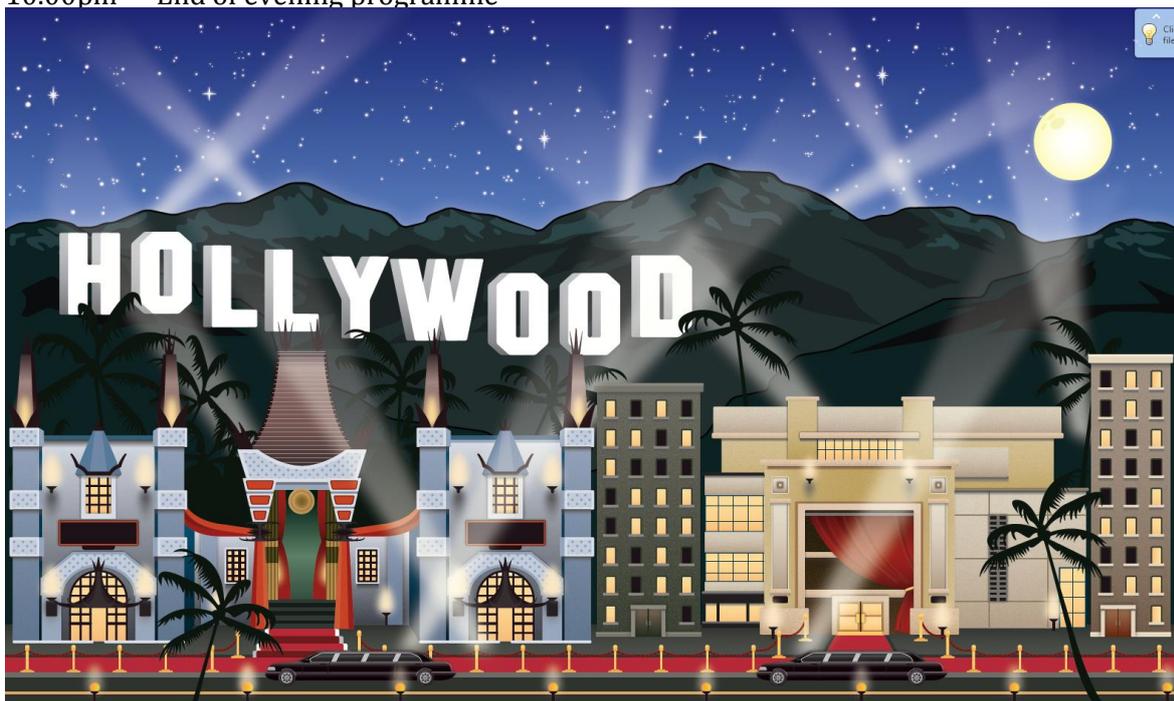
- Paparazzi (broken glasses, fake camera, slum look)
- News reporter (at the entrance holding a microphone and interviewing children as they walk in)
- Old Time Hollywood Star (Old school pinstripe suit, boa's, dresses with fringe)
- Bouncer (Dark clothes, sunglasses, ear piece)

### **Example Game Plan:**

#### **Age Groups**

6- 12 year olds

<b>Time</b>	<b>Activity</b>
7.00pm	Introductions/ script and Hollywood star handprints (Arts & Crafts)
7.30pm	Celebrity Race (Active Game)
8.00pm	Oscars and Camera Making (Arts & Crafts)
8.30pm	Paparazzi Ball (Active Game)
9.00pm	Trash Bag Fashion Show (Team Game)
9.30pm	Arrival of "X" into the centre. Guess the celebrity (Fun Game)
9.50pm	Oscars presentation and certificates
10.00pm	End of evening programme



## Mission Impossible



On this evening, it's all about training the children of Splash Academy to become super secret spies.

To do this, the children will engage in mental / physical training that will test their abilities. The children should be sold the idea that they are part of a super secret spy agency that competes with other spy agencies (youth clubs around the world) to be the top one! They will have to achieve different levels by completing tasks to ultimately graduate spy academy. To set the scene you, you can find inspiration from the following examples:

- James Bond (Tuxedo, bow tie, fancy dress)
- Ninja (All black gear with head wrapped)
- Secret Agent (Black clothes with sunglasses, headphones as ear piece)

### **Example Game Plan:**

#### **Age Groups**

6- 12 year olds

<b>Time</b>	<b>Activity</b>
7:00pm	Introductions and script
7:10pm	Open spy training packs – create and design spy badge and get into teams (Art and Craft)
7:30pm	Level 1 Code Breaking (Challenge)
7:50pm	Level 2 Camouflage (Active Game)
8:15pm	Level 3 Johnny Woops (Challenge)
8:30pm	Level 4 Minesweeper (Active Game)
9:00pm	Level 5 Group Spy Hunt (Hunt)
9:40pm	Collect results from the night and announce group winners
9:50pm	Certificates and Spy Graduation
10:00pm	Transition to quiet / circle games



## Rumble in the Jungle

Rumble in the Jungle is a great evening for all of the age groups in Splash Academy because you can approach it in multiple ways. For the younger children (3-5 year olds), the evening is all about learning the names of the animals and exploring the jungle. For the older children, this theme can be an adventure through the jungle with an explorer looking for a lost civilization. There are loads of ideas and here are a few different outfits you can consider for this theme:



- Indiana Jones (jungle explorer with a fedora, leather jacket)
- Animal Outfits (full body paint or just face paint)
- If you are based out of the UK, Primark sells animal onesies that are great!
- Accessories could be anything animal related (i.e. tiger tails / ears)

### **Example Game Plan:**

#### **Age Groups**

6- 12 year olds

<b>Time</b>	<b>Activity</b>
7:00pm	Introduction and Script
7:15pm	Face Painting and Jungle Animal Profiles (Art and Craft)
7:30pm	Snake Wall / Fire Wall (Active Game)
7:45pm	Animal Origami (Art and Craft)
8:15pm	Lizard Tag (Active Game)
8:30pm	Down in the Jungle (Low Key Game)
8:45pm	Monkey Ball (Active Game)
9:00pm	Animal Puppets and Paper Plate Faces (Art and Craft)
9:15pm	Jungle Escape (Active Game)
9:30pm	Tortoise Tag (Active Game)
9:50pm	Certificates and Awards distributed
10:00pm	Transition to quiet/circle games



## Pirate Plunder

This is THE biggest night in Splash Academy and will have lots of children attending. Splash Academy is transformed into a Pirate island and children are told a story about a notorious pirate "Stinky Pete" who goes around stealing treasure (hint hint... he's also stolen their treasure too!). Most ships may have pre-purchased pirate costumes, but you can easily bring some simple items that help sell the look. Here are a few ideas of what you can bring along with you to look the part:



- Striped T-Shirts / Torn Trousers / Ripper Shorts
- Eye Patches
- Pirate Hats / Bandanas Over Head
- Fake Swords

### **Example Game Plan:**

#### **Age Groups**

6- 12 year olds

<b>Time</b>	<b>Activity</b>
7:00pm	Introductions, script and pirate dances
7:10pm	Face Painting, Eye Patches and Pirate Hats (Arts and Craft)
7:30pm	Pirate Calling (Active Game)
7:45pm	Cannonball (Active Game)
8:00pm	Create Telescopes, Compasses and Treasure Maps (Arts and Craft)
8:30pm	Treasure Island (Active Game)
9:00pm	Stinky Pete and Treasure Hunt (Pirate Parade)
9:40pm	Treasure Celebration and Stinky Pete to walk the plank!
9:50pm	Certificates and hand out of Treasure
10:00pm	End of evening programme

