



the arts and sciences of play

ACTIVITY DESCRIPTIONS

Sunday, October 3, 2010
11am - 5pm
Central Park, NYC
Band Shell area (72nd St & 5th Ave)

Where in the World? Adventure Play

Hide and Location Intruders - You will need a phone with a GPS (like an iPhone or a Droid) to play this game. Players are divided into two teams, Hiders and Seekers. Hiders must work as a team to keep each other safe, while seekers must coordinate to find and tag Hiders. The app provides a map, showing other players' approximate locations. Seekers are given exact locations of Hiders who are far away, but as they near the hiders they must rely on their eyes to tag them. Hiders must judge when a Seeker is too close and figure out when their location is no longer secure.

I Spy with My Little Eye - It's time to play I Spy together. Use the clues below to I Spy monuments, statues and other cool things in the Park. What's great about this activity is you can create this game anywhere, anytime! Get your stamp at the main information station!

Mission Play! - Each group is given a series of questions and must talk to 5 experts, 5 masters, 5 kids in other families and 5 adults in other families who are at the Ultimate Block Party to complete this mission!

Playbook - Use your map reading skills and the map at the back of this book to move from station to station, completing activities. Each completed activity will earn you a stamp. The more you do, the more you earn. So... what are you waiting for!? Let's get started.

Building the Future: Construction Play

Rally Race Quest – Buckle your seat belt and start your “ENGINUITY”! You're on a quest to complete a rally race. Don't forget to brake for “pit stops” where you can test your knowledge of cars and car culture, race against the clock to build a custom toy car, and test drive these one-of-a-kind “RIDEZ” on a closed-circuit radio control track. You can even win your very own RIDE!

Lego Extravaganza - Families will have an opportunity to build an original design of their own creation or become of part of a team of builders. The foundation of the activity is a blog (www.LEGOclick.com) that serves up daily musings on those daily moments of brilliance – the

“lightbulb” or CL!CK moments – when ideas just seem to come together. From innovative activities and experiences to new inventions to everyday fixes, CL!CK moments are the intersection of creativity and problem solving, and often go unnoticed. For a child, a CL!CK moment occurs when they snap the last brick on their LEGO creation and declare that they “have done it!” These moments nurture patience and persistence. The reward is a sense of accomplishment and a self-esteem boost that is the foundation for a lifetime of creativity.

Imagination Playground - Imagination Playground is a breakthrough play- space concept conceived and designed by architect David Rockwell to encourage child-directed, unstructured free play. Imagination Playground offers a changing array of elements that allows children to constantly reconfigure their environment and to design their own course of play. Giant foam blocks, mats, wagons, fabric and crates overflow with creative potential for children to play, dream, build and explore endless possibilities. David Rockwell and his firm, Rockwell Group, have partnered with KaBOOM!, the leading national non-profit organization dedicated to bringing play to kids everywhere, to inspire children’s inherent ability to dream and create by bringing Imagination Playground to communities across the country.

Skyscraper Challenge - Design your own skyscraper and enhance your understanding of the science, engineering, art, and technology behind what keeps the world’s tallest buildings standing!

Get Moving! Physical Play

Sidewalk Games - Come join the fun with a variety of sidewalk games, including four square, jump rope, switch and cone stations and more. These games were chosen for a wide range of ages and skill level. Sidewalk games are really fun and teach kids how to work together and pay attention and move their bodies in controlled ways. Even adults love Playworks’ games!

Pop-Up Adventure Playground - Children need to be in charge of their play! At the Pop-Up Adventure Playground, kids have permission to create their own play environments and scenarios. Don’t be surprised if kids continually transform this space throughout the day. Children will encounter an assortment of materials such as planks of wood, cardboard boxes, lengths of fabric, mixing bowls, sand, water, leaves, and branches. Stand back and enjoy your kids using this stuff to construct whatever they desire – hideouts, forts, flying ships, or – the sky’s the limit! The play may be loud or quiet, silly or serious. One thing will be true: Kids and their imaginations will rule! While your children are busy, share some of your own play memories, create an imaginary world of your own, and learn more about making pop-up adventure playgrounds at home.

New York’s Largest Simon Says - Simon says: “touch your ear!” Now, “wave your hands.” Uh oh. You’re out! Simon didn’t say to wave your hands! Why should kids play Simon Says? Because it increases their attention and helps them make quick shifts in their thinking. Simon Says is positively wonderful for children!

Just Add Imagination! Creative Play

CMOM's Brain at Play - Children's Museum of Manhattan asks the question: "How does play make the brain hum with activity?" Children paint, collage and draw on a huge seven-foot, interactive, three-dimensional sculptural "brain" that sparks the connection between play, creativity and healthy brain development. Pulsing lights flash and portals strategically placed throughout the sculpture inspire children to send "play messages" into the large brain, creating documentation of thousands of children's favorite play activities. Visit CMOM's website after the event to read your child's play message www.cmom.org.

Crayola Imagination Zone - Let your imagination run wild with Crayola® 3D chalk, Rainbow Rake and Spira-Chalk Blaster™ and create new twists on classic outdoor games. And when you're done turning Central Park into a work of art, make your own Model Magic® PrestoDots™ pal.

City Play - Put on your "magic glasses" and imagine what old boxes, markers, and tape can be! Although you might see these things every day, now look for the infinite possibilities to make all sorts of new inventions! Come express your creativity, make art, and see just how extraordinary ordinary things can be. Together you will make your own landmark at 71st & 6th Ave.

MARY POPPINS on Broadway Newsstand - Pick up a copy of the "Cherry Tree Lane Gazette" and take out your own advertisement for the perfect nanny! Write down your idea of what that magical person would be like and submit your advertisement for the chance to win tickets to the hit Broadway musical, MARY POPPINS! You can even take a copy home with you to complete some Supercalifragilistic word games! Too young to put your thoughts down on paper? No worries! Stop by and pick up a temporary tattoo or color in your very own MARY POPPINS kite!

Costume Making - Visit Only Make Believe to create costumes and other treats that will be donated to children's hospitals in the New York area. Guests will also be able to check out and participate in Only Make Believe performances throughout the day!

Got Rhythm? Music and Dance Play

Sesame Street Sing - Somebody Come and Play! Come sing along to some of your favorite classic Sesame Street songs with "Gordon" from the Emmy Award-winning series on PBS created by Sesame Workshop. Music can be a playful and engaging way to help children learn about and explore their world as they strengthen their language and literacy skills, develop academic skills, enhance their social and emotional development, and foster artistic confidence and creativity.

Drumming Circles - I hear it now! The sound of drums! Nothing quite gets the blood flowing like the sound of drums. Everyone's got a rhythm inside them just waiting to come out! Come find yours and connect with others in our drumming

circle.

The Electric Company Sing-along - Hey you guuuuyyyys!!! The Electric Company – the all new Emmy Award-winning series on PBS KIDS GO! created by the non profit educational organization, Sesame Workshop - invites you to meet cast members “Hector” and “Jessica” as they sing, dance, and feel the power of words! The Electric Company is an immersive experience that inspires and teaches children ages six-to-nine to read by finding a meaningful place for literacy in their everyday lives. Music can be a powerful educational tool that promotes self-expression and motivates children to learn. Through the power of song and movement, children can experiment with word play, appreciate and celebrate vocabulary, and learn the impact of words.

Dance Party - Let your hair down, cut loose, and BOOGIE! This dance party is for the whole gang! Radio Disney will send a personality from Radio Disney – a DJ – to introduce and play all popular songs and encourage kids and families alike, to dance, dance, dance.

Pretend Worlds: Make-Believe Play

Let’s Play Café - Make a reservation at this special make believe restaurant! Children can pretend they’re chefs, create their own placemats, cook imaginary meals, wait on tables, dine, make change and much more at the Let’s Play Café. As children play with their friends in this rich learning environment they are rehearsing real life experiences, practicing creativity and sharing, and gaining skills in math, hand-eye coordination and problem-solving. This play and learning destination is sure to delight children and their families. Goddard Schools across the country are playing in their Let’s Play Café too!

Clowning Around - Clowns do more than make people laugh. They can help kids learn to deal with something new they might not have encountered before. Our clowns will be stationed throughout the park to fool around and engage families in tons of clowning around fun and games. Our clowns will also help families find their way around the Ultimate Block Party.

Tech-Time! Technology Play

Geocaching and Dinosaur Train - Join Thirteen/WNET and The Jim Henson Company’s Dinosaur Train on a family friendly outdoor adventure called geocaching! Stop by to learn more about this worldwide treasure hunt and find out what you need to get started on this GPS driven activity. Geocaching and Dinosaur Train encourage kids to get outside, be in nature and make their own discoveries. Learn how you can get started geocaching right here in Central Park!

Robotics - “My robot is better than your robot!” How long will it be before kids are comparing their very own robots? Once pure science fiction, robots are quickly becoming a reality. Kids can explore and create by building and programming LEGO® Mindstorms robots. They too can be intrigued with the incredible new

technology rapidly changing our future into our present. Instructors will guide kids and robots through different robot activities.

Scratch - Why not make your own video game and share it with other kids? Columbia Teachers College introduce technology by dissecting video games made using Scratch, a programming language developed at the MIT lab. Computers will be made available for kids to use as instructors guide them through different computer programs. Additionally, kids will get the chance to be creative with technology as they are guided through various mathematics and science examples that help to make each activity unique and fun.

Say What? Language Play

Bilingual, Bicultural, Brilliant! –Why is it cool to know more than one language? And why is it so much fun to play language games? The activities here demonstrate the benefits of being bilingual and bicultural through simple games and activities. Children and parents that speak English, Spanish, or a combination of both languages, will really enjoy these games.

Story Time: Let it Snow! - It's a snowy day! Not really but children will get the chance to become acquainted with the classic book, *The Snowy Day*. Children will enjoy story time and then get to participate in activities related to the book's theme. Children can make a stick puppet of themselves or Peter (the main character in the book) dressed for winter, play with "snow", take a picture behind a life-size cutout of Peter, and leave with a snowflake stamp that won't melt! When children interact play-fully with book themes like this, they increase their comprehension and learn more vocabulary from the story. Take home additional resources on simple ways to support your early reader at home. We also invite you to read this book with your child again on 10/7 and help set a world record to support early education!

Meet the Authors - Reading is playful learning too! Reading takes us to new worlds and opens up new possibilities. At Meet the Authors, children and parents will visit with authors of their favorite books, learning about the authors' work, and their personal stories about how they played as children. Books will be signed and given away by a variety of authors of children's and parenting books: Stephen Gass (Eebee books), Craig Hatkoff (Leo the Snow Leopard), Joe Wos (Toonseum), Kathy Hirsh-Pasek and Roberta Golinkoff (Mandate or Playful Learning), Ellen Galinsky (Mind in the Making), Nancy Shulman and Ellen Birnbaum (Practical Wisdom for Parents), Susan Magsamen (The Classic Treasury of Childhood Wonders), and Fretta Reitzes (Wonderplay).