



LAPLAND



CAPTAIN T'S
CHRISTMAS CABIN

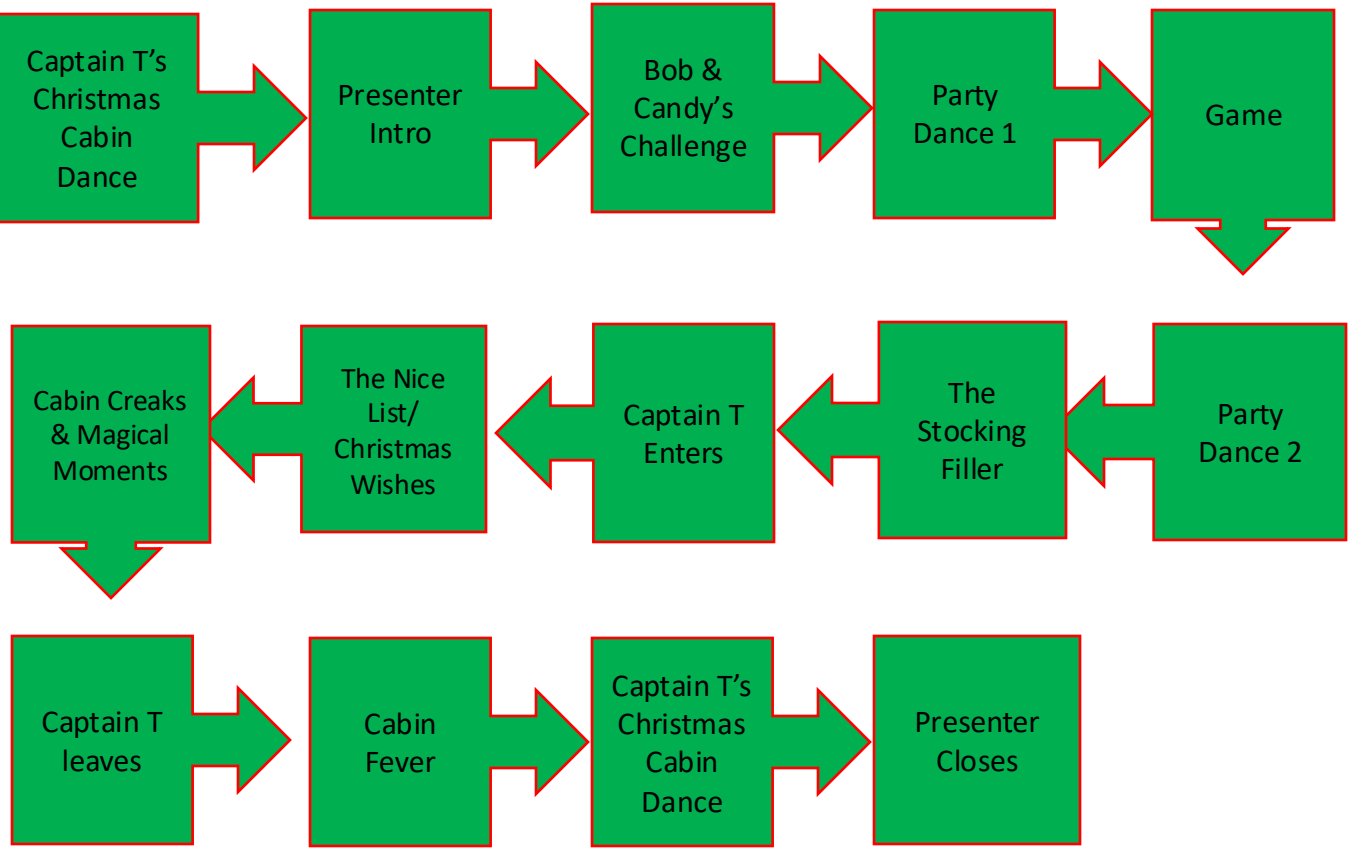
MANUAL



Overview

Captain T’s Christmas Cabin is an early evening interactive format featuring fun for all ages. This section of the evening should run seamlessly as it includes many different segments.

Please see the below running order:



BOB & CANDY'S CHALLENGE

This section takes place after the theme dance is played and the presenter has introduced themselves.

It is a fun challenge whereby the presenter takes a challenge out of either Bob Sleigh or Candy Canes stocking and then will choose guests to take part. It can be challenges for everyone, or a selection of guests.

- **Facepaints** – can you turn your grown up into the Grinch?
- **Name the Reindeer** – Can you get the names of all Santa's reindeer in 30 seconds?
- **Santas Nose** – Santa has lost his nose, can you find it hidden in the venue?
- **Bob & Candy's Case** – Bob and Candy are going on their holiday and have packed their case, but things keep disappearing, Can you remember what they are?
- **Word Scramble** – Can you guess the Christmas related word from the jumbled up letters?
- **Bobs Box** – Can you correctly pick the right item out of the box in the time limit?

CABIN PARTY DANCES

The Captain T's Christmas Cabin party dance will feature at the start and end of this element, but there are two other sections where a party dance will take place. These are:

- After the Bob & Candy Challenge
- After the game

These two party dances should be different each evening and they should be taken from the below list only and no others added:

Underneath the Tree
Step into Christmas
Rocking around the Christmas Tree
Merry Christmas Everyone
Reindeer Pokey
Christmas Sharks
Santa Claus is coming to Town
The Penguin Dance
It's Christmas Now!
Christmas Magic

GAMES

Below are a selection of games that you can play:

Cabin Corners

- Play music, when it stops, the children have to pick a corner by shuffling like a penguin.
- Each corner has a different action
- Name the corners and the kids have to shuffle like a penguin to each one.
- Snowmen Playground, Elf Workshop, Christmas Tree Yard and Mrs Claus Bakery can be your corners, add in an action at each one, so the kids have to do it.

Icy Lakes

- Lay hula hoops on the ground, kids dance when the music is on and when the music stops they have to jump into a frozen lake (hula hoop). You might decide to shout out the number of children that are “allowed” into each hoop.
- Each round take a hoop away.

Pass The Bauble

- Get the kids into teams and each get a balloon to either relay across the room, or over and under, or carrying between their knees etc.
- The winning team is the one that has had gone through all the people.

GAMES

Santa's Snoring

- Get either an adult or the host to play Santa at one end of the room who is asleep.
- The kids have to try and get to Santa and get his last remaining present without waking him.
- If Santa spots you, you have to start the challenge again.

Christmas Scavenger Hunt

- Get the kids to locate/find certain items you call out.
- They don't have to bring it back to you, but stand and jump up and down once they find it.
- This can be either random items, or items you have previously set.
- Keep it safe

Santas Gifts

- Santa has made his presents but they have gone missing!
- Various 'presents' are hidden around the room
- The first team to find them and return them to the stocking wins.

Christmas Dance Freeze!

- Put on some Christmas music and get everyone dancing
- The music stops and the hosts shout the word 'Freeze'
- Whoever stops moving last is out of the game

Pass the Christmas Bow

- Everyone stands in a circle
- A bow is passed around until the music stops playing or until time runs out. Whoever is holding the bow is eliminated.
- Continue the game until there's only one person left standing.

THE STOCKING FILLER

This is our competition that takes place between two adult guests. Either pick them yourself (if you know they will take part) or get the kids to nominate an adult.

- Introduce both of the adults, ask them questions, mess around with them essentially.
- Keep it entertaining. Explain the game/rules and what they are going to win.
- See who in the audience thinks is going to win: cheers, waves, whoops for their favourite.
- Play the game
- Announce the winner, present the prize, applause for both

Competition Games are:

Seasons Greetings

- Say hello and shake the hands of as many people they can in 30 seconds.
- Get two judges who don't know the adults to count so you can host.

Time to Wrap

- By whatever means necessary they have to wrap themselves up in as much wrapping paper as possible in 30 seconds.
- The winner is the one that is wrapped up the most.

THE STOCKING FILLER

Bauble Drop

- The guests have to throw ping-pong balls into cups, each are worth a different amount of points.
- The guest with the highest number of point wins.
- Both guests throw at the same time and have 5 attempts.

Name the Christmas Song

- Each guest has a Christmas song played to them but it is scrambled up.
- The guest that reaches 3 correct songs quickest is the winner.

Santas Hat

- Various Christmas related items are put into Santa's hat, the guests take it in turn to feel the items through the hat.
- The first to guest to correctly identify 3 items is the winner

THE NICE LIST & CHRISTMAS WISHES

The Nice List

This is a chance for the guests to see if they have made it onto the 'Nice List'

The host will ask the children what they have done during the day that means they think they should be on the nice list, It might be that they have helped somebody, or been kind, even opened a door for someone, been patient or used good manners.

The children should all be encouraged to reveal what they have done and then the host will select a 3-4 children that have made it onto the list.

Christmas Wishes

The children who have been chosen will then be invited to put their wishes onto the Christmas tree with Captain T to help them, and from there the wishes will be sent up to the stars.

CABIN CREAKS & MAGICAL MOMENTS

Cabin Creaks

This is an interactive section that involves the guests listening to different sounds and guessing what they are. Each evening you will play 3 different sounds to the audience to guess what they think it is.

Below are the sounds set for each evening:-

Day one:

1. Jingle Bells
2. Steps in the snow
3. Santa's Ho Ho Ho

Day two:

1. Open fire crackling
2. Opening presents
3. Floorboards creaking

Day three/Four:

1. Stirring a cup of hot chocolate
2. Snow falling
3. Santa's Elf Singing

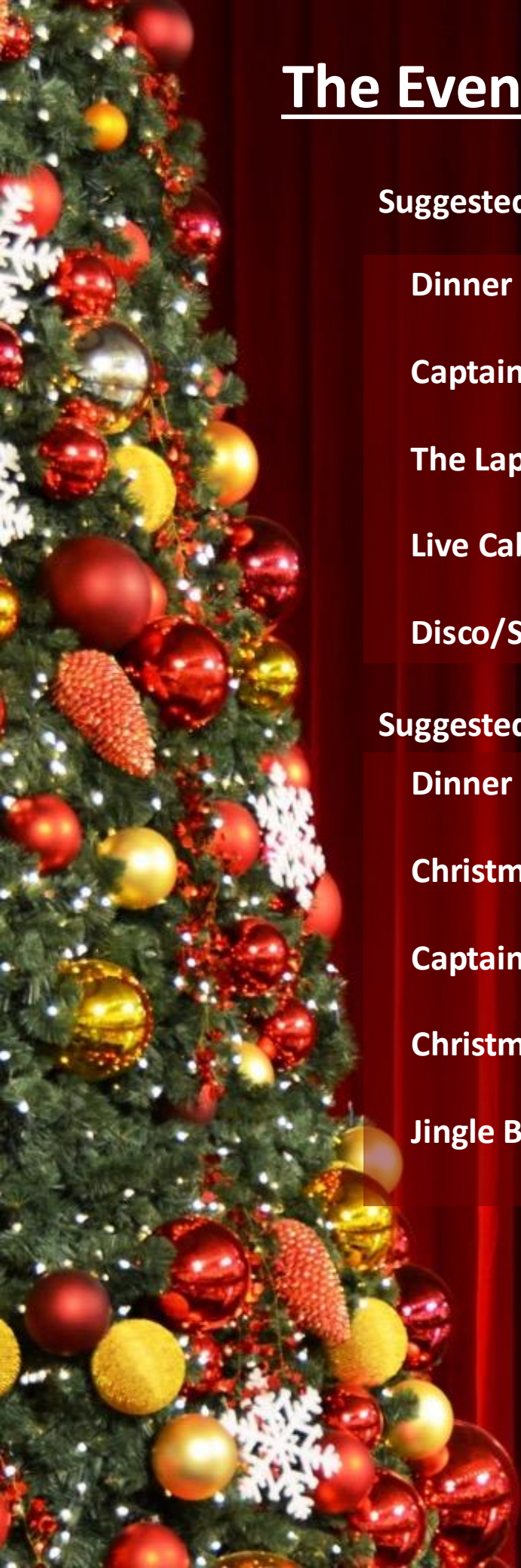
Magical Moments

This is the perfect opportunity for everyone to have a picture with Captain T. Depending on the number of guests this can be done individually, as a family or as one group picture.

CABIN FEVER

As Captain T leaves, we go into the Cabin Fever section of this element where the hosts encourage all the people in the cabin to get up and on their feet to join them in a conga. There can be as many conga lines as needed/wanted but the idea is that when the conga has ended everyone is standing up and ready to dance the reprise of the Cabin song which completes this element of the evening. Please only use the congas that have been provided.





The Evening Programme

Suggested evening running order below:

Dinner Chaos/Dinner Cabaret

Captain T's Christmas Cabin

The Lapland Elves

Live Cabaret / Light Entertainment Format

Disco/Silent Disco

Suggested Festive Finale running order below:

Dinner Cabaret

Christmas Chaos

Captain T's Christmas Party

Christmas Choir Performance

Jingle Bell Rock Show