The **Louden Nelson Community Center** will miss seeing everyone at our annual Wacky Water Day event in Laurel Park. Although we can’t gather in person this year, we still hope you will be able to enjoy your own WWD at home or at your favorite local park or beach (suggestions at bottom of page). Here are a few game ideas for you to use with the items in your gift buckets. Get together with other members of your household and get **WACKY!**

**WWD-2GO kits include:**

* List of suggested games and activities with instructions
* 1 plastic bucket w/shovel
* 5 water balloons
* 1 blow-up beach ball
* 1 ball sponge
* 1 animal squirt toy
* 2 dum-dums
* 1 bag of popcorn kernels + stovetop instructions
* 1 P&R temporary tattoo
* 1 P&R item (sticker)

#### Game 1: Wet Sponge Hot Potato:

**Supplies:** At least one sponge per circle of people.

**Prep:** Get all the kids sitting down in a circle, with the soaked sponge in someone’s hand, ready to pass.

**Play:** When the music starts, they pass the sponge clockwise. When the music stops, whomever is holding the sponge must squeeze it over the top of their head. Continue playing until next song starts, and add another sponge to the circle for every new song.

**Game 2: WATER BALLOON TOSS**

**Supplies:** Water balloons and an even number of players. One balloon per team of two.

**Prep:** Have everyone pick a partner and tell them to stand in two straight lines, partner facing partner. Give each team a water balloon (or a sponge if you’re playing with young kids).

**Play:** Have someone count to three and on three everyone must toss their water balloon to their partner. If they catch the water balloon or they drop the water balloon but it does not break, one person on the team takes a step back (make sure everyone stays in line). If they drop the water balloon and it pops or it pops while they’re trying to catch it, they’re out.

Continue tossing water balloons and taking step backs all at the same time until there is only one team remaining. Remaining team wins. Team wins prizes.

**GAME 3: DRIP, DRIP, DUNK!**  
**Supplies:** 1 large cup of water.

**Prep:** This is a watered-down version of Duck, Duck, Goose! Have the participants sit in a circle on the ground with one designated “Dripper” standing up outside the circle with the cup of water in hand.

**Play:** Once everyone is ready to play, the Dripper walks around the outside of the circle and drips a small amount of water on each person’s head while saying “Drip” each time a person is dripped on. At the Dripper’s choosing he/she will dump the whole cup of water on someone’s head and shout “DUNK”. The person who is “dunked” on must jump up and chase the Dripper to tag him/her before one full lap of the circle has been completed. If the previous Dripper is tagged, he/she will sit in the middle of the circle and wait one full turn of the game. If the Dripper is not tagged, he/she sits down as part of the circle and gets to rejoin the game immediately. The new Dripper begins the process again.

**GAME 4: SPONGE RUN**

**Supplies:** Two plastic buckets, with equal “full” lines marked on each, two sponges of the same size. (If you have small sponges, smaller beverage cups can be used instead of buckets).

**Prep:** Place a bucket full of water on one side of the play area and place an empty bucket on the other side. Give a sponge to each player and have them stand by the full bucket of water.

**Play:** Players must dunk the sponge in the water trying to soak up as much water as possible. They then have to put the sponge on their head and hold it there while they run to the empty bucket, hoping to keep as much water as possible in the sponge. When the get to the other side, they should wring out the sponge into the empty bucket and run back, continuing until someone reaches the mark on the empty bucket.

**GAME 5: WATER LOTTERY (TRUTH OR CONSEQUENCES)**

**Supplies:** At least one dice and at least 6 plastic or paper cups. The number of dice you use will determine the maximum number of cups you can use (1 dice = 6 cups, 2 dice = 12 cups, etc.)

**Prep:** Number each cup from 1 – 6, or more depending on the highest number you can reach with the amount of dice you use. Fill each cup with a different amount of water, some should have very little water and some should have a lot. Spread cups out on a flat surface where you plan to get wet.

**Play:** Roll the dice and whichever number comes up you choose the cup with the same number. You then turn to the person on your right and ask them “Truth or Consequences?” If they say “truth” you ask them a question to which they must answer honestly. If they say “consequences” they get the cup dumped on their head. Additionally, if they choose “truth” and either don’t answer the question, or they answer it dishonestly and get caught they get the cup dumped on their head. Here are some fun and family friendly sample questions:

* Who is your favorite teacher?
* What is a word that you’ve made up?
* What is your favorite meal that a family member makes?
* Have you ever lied about your age?
* Would you rather have a pet or a sibling?
* What was the biggest joke you’ve ever played on someone?
* Do you have a unique talent?
* Do you sing in the shower?
* Who would win in a fight- Wonder Woman or Captain Marvel?
* What one thing are you always losing track of?
* How do you cheat on a chore?
* When was the last time you were bored out of your brains?
* How often do you floss your teeth?
* Which celebrity would you be, and why?
* Are you a dog person or a cat person?
* Are you afraid of ghosts?
* Which are the funniest words you know?
* Have you kept a plant alive?
* Have you ever broken something and not told anyone?
* Have you ever cried during a movie?
* Do you apologize after an argument?
* If you had 1 minute to get out of your house, what would you grab?
* Do you think rain smells good?
* If you had a pet dinosaur, which would you pick?

Local Parks and Beaches we suggest visiting in include:

Parks Beaches

Harvey West Main

Frederick St. Cowell

Ocean View Mitchell’s Cove

De Laveaga Its Beach

West Lake