

Themed Open Jumps - Activity

Themed Open Jumps are intended to enhance and enrich the Open Jump experience for our customers. Please carefully read the section relevant to the theme you will be delivering.

Supervisors

Check-in. Ask the customer if they're familiar with the theme of the jump for that day and, if not, describe the theme to them. For example, for the Activity Jump you would explain that we will have a number of different activities available in the arenas at 11:00, including a foam balance beam, hula hoops, juggling scarves and a parachute.

Attendants

One attendant should coordinate the activities while the other attendant remains responsible for the other arena. Be sure to put all the activity items away as you found them. See the last page of this document for storage instructions.

- **Activities Jump.** 10:00 to 10:30 will be free play time. At 10:30 announce that we'll be setting up some games.
 - a. Arena A.
 - i. *Air Cylinder.* Let the kids push each other around in the Air Cylinder. **Important Notes:**
 1. **Keep the Air Cylinder in arena A**
 2. **You must supervise kids playing on the Air Cylinder to ensure they don't roll over the top. Do not let the kids use the Air Cylinder unattended!**
 - ii. *Juggling Scarves.* Set up by the slide. Show kids how to play with them.
 - b. Arena B.
 - i. *Parachute.* Play with the parachute for 10-15 minutes. There are lots of fun things to do with a parachute – here are a few. You'll need some adults to help out, so ask for volunteers. If there aren't at least 6 adults willing to help out then you should skip the parachute.
 1. Ocean. Have the kids grab the parachute and move their arms up and down to make waves. Encourage them to make small waves, then big waves.
 2. The Wave. Start with one person and have them raise their arms, then have the person on their left side immediately do the same thing and the wave will flow around the circle.
 3. On the count of three raise the chute in the air as high as possible. Let it come down again and repeat.
 4. Treasure. Put a hula hoop in the middle of the chute. Have the adults raise the chute and see if the kids can run under and steal some imaginary treasure from the hoop before the parachute comes down and traps them.
 5. Thunderstorm. Start with the chute on the floor and make a gentle breeze. Have them stand up and pretend that it starts raining softly. Uh-oh, the rain is now turning into a thunderstorm. Shake the chute hard!
 6. Merry Go Round. Have each child hold the parachute with one hand- with the opposite arm extended straight out for balance. Run clockwise for a couple of rotations, then switch arms and run in the other

direction.

- ii. Obstacle Course. Set up after playing with the Parachute and leave out for 15-20 minutes. Set up the Hula Hoops, the curvy balance beam and River Stones as a trail or obstacle course.

You can make many different shapes with the balance beam sections, and create different patterns with the River Blocks and the Hula Hoops. There is no particular order. Have fun, just don't make it too hard – be sure that the younger kids can navigate it! For example, the River Stones in the picture below are probably too far apart...

Here are some ideas:



- c. Storage Instructions. Be sure to put everything back in its storage bag and in the designation location in the facility.
- i. Kirkland:
 - Arena A. The Air Cylinder is stored by the exit near the Basketball Bouncer. The Juggling scarves are stored in a Zip-Loc bag in the black and gray cabinet.
 - Arena B. The balance beam is stored in the green mesh bag, hula hoops should be stored in their bag, the River Rocks in the red mesh bag and the parachute in the blue bag. All should be stored in or on the cabinet in control room B.
 - ii. Lynnwood:
 - Arena A. The Air Cylinder is stored by the emergency exit behind the Octagon. The Juggling scarves are stored in a Zip-Loc bag in the black and gray cabinet behind the slide.
 - Arena B. The balance beam is stored in the green mesh bag, hula hoops should be stored in their bag, the River Rocks in the red mesh bag and the parachute in the blue bag. All should be stored in or on the cabinet by the emergency exit.

