

Life's Combination: 10 - 24 - 7

Use with Camp Millionaire and The Money Game

PLAYBOOK PAGE USED:

Optional: How You Do Anything...

COSTUMES/PROPS NEEDED:

Flip Chart, markers

MAIN OBJECTIVES:

- To talk about playing full out, giving your all, doing your best
- To illustrate what a level 10 looks like
- To remind you how often you should play at a level 10

KEY TERMS, CALLBACKS:

Level 10, giving your all, doing your best

PRINCIPLES, SAYINGS, DECLARATIONS:

How you do anything is how you do everything (quote by Cheri Huber)

What you get out of something is usually equal to what you put into something.

SET UP/PREPARATION

Have students stand up.

SUGGESTED ENROLLING QUESTIONS:

How many of you play a sport or a musical instrument?

How many of you have noticed that when you don't practice enough or don't put your all into what you're doing, it's hard to play well or win at what you're doing?

DIALOGUE/DIRECTIONS

NOTE: This activity works better with ages 10-13. See following alternative for teens.

Everyone please stand up. Thanks. If playing at a Level 1 was hardly playing at all and playing at a Level 10 meant you were giving your all, what level do you think you have to play at to win The Money Game? Right...Level 10.

Have them bend down and wave their hands at ground level and whisper "level 1." Now have them wave their hands at knee level and say, "level 3" a little bit louder. Then have them wave their hands at waist level and say "level 5" in their normal speaking voice. Then have them wave their hands at chest level and say "level 7" in slightly above their normal speaking voice. Finally, have them wave their hands up as high as they can and yell "level 10" as loud as they can.

Now, have the kids pretend they are opening up a safe with a combination lock in front of them with

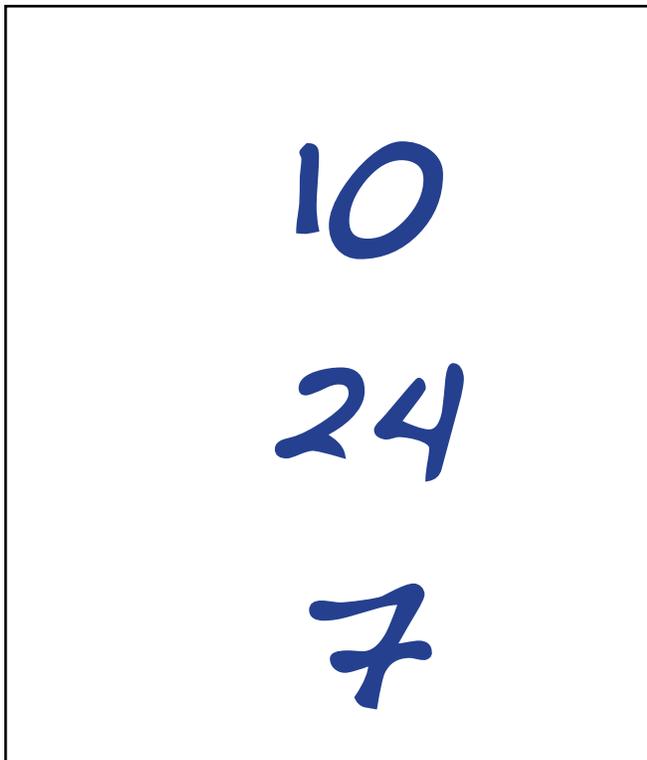
the combination of 10-24-7. Tell them the first number is 10 and have them spin the imaginary dial to the right to an number 10, and say “click.” Then have them spin their locks to the left and tell them the next number is 24 and say “click.” Finally, have them spin their locks to the right again and tell them the final number is 7. Have them open the door to the safe and ask them if they know what might be inside. This is where OPPORTUNITY lives. Have them throw up their hands and say “Opportunity!”

Write 10, 24, 7 on the flip chart in big numbers, as illustrated on the next page. As you go through the next piece, write the words Level, Hours, Days and finally, Life’s Combination on the flipchart.

“So, we call this Life’s Combination. Any ideas what the 10 stands for? Right, level. It’s important to play at a level 10 if you want to win at what you’re doing and reach the goals you set out for yourself. How about the 24? Right...24 hours a day. This means if you’re working, work at a level 10 and if you’re relaxing, relax at a level 10. And if you’re playing? Right...PLAY at a level 10. How about the 7? Right...7 days a week. So what’s your new combination to a great life? 10, 24 7! And who is in charge of what level you play at? Yup...you are...every single day of your life.”

NOTE: For older kids, skip the waving of the hands and opening the safe part and just tell them you’re going to teach them the combination to having the best life possible and move right into the flip chart activity.

FLIPCHART:



Start



Finished