

# THE JULIUS LOTT YOUTH FOR UNITY DAY!

FRIDAY, JULY 15<sup>TH</sup>

	RED TEAM	BLUE TEAM	GREEN TEAM	YELLOW TEAM	PURPLE TEAM
3:30PM	RACE & PRIVLEDGE; THE HERMAN GRID EXPIRAMENT & WASTE BASKET ACTIVTIY (PTC)	CHINA: TRADITIONAL CHINESE GAMES (MR)	AFRICAN AMERICAN CULTURE: HISTORY OF HIP HOP (GYM)	MEXICO: SALSA MAKING CLASS AND ROUND AS A TORTILLA BOOK (LEARNING CENTER-LED BY GCHD)	<b>NATIVE AMERICAN CULTURE: TRADITIONAL GAMES &amp; SONGS</b> (GAMES ROOM-LED BY MARCUS)
4:00PM	<b>NATIVE AMERICAN CULTURE: TRADITIONAL GAMES &amp; SONGS</b> (GAMES ROOM-LED BY MARCUS)	RACE & PRIVLEDGE; THE HERMAN GRID EXPIRAMENT & WASTE BASKET ACTIVTIY (PTC)	CHINA: TRADITIONAL CHINESE GAMES (MR)	AFRICAN AMERICAN CULTURE: HISTORY OF HIP HOP (GYM)	MEXICO: SALSA MAKING CLASS AND ROUND AS A TORTILLA BOOK (LEARNING CENTER-LED BY GCHD)
4:45PM	MEXICO: SALSA MAKING CLASS AND ROUND AS A TORTILLA BOOK (LEARNING CENTER-LED BY GCHD)	<b>NATIVE AMERICAN CULTURE: TRADITIONAL GAMES &amp; SONGS</b> (GAMES ROOM-LED BY MARCUS)	RACE & PRIVLEDGE; THE HERMAN GRID EXPIRAMENT & WASTE BASKET ACTIVTIY (PTC)	CHINA: TRADITIONAL CHINESE GAMES (MR)	AFRICAN AMERICAN CULTURE: HISTORY OF HIP HOP (GYM)
5:10PM	AFRICAN AMERICAN CULTURE: HISTORY OF HIP HOP (GYM)	MEXICO: SALSA MAKING CLASS AND ROUND AS A TORTILLA BOOK (LEARNING CENTER-LED BY GCHD)	<b>NATIVE AMERICAN CULTURE: TRADITIONAL GAMES &amp; SONGS</b> (GAMES ROOM-LED BY MARCUS)	RACE & PRIVLEDGE; THE HERMAN GRID EXPIRAMENT & WASTE BASKET ACTIVTIY (PTC)	CHINA: TRADITIONAL CHINESE GAMES (MR)
5:35PM	CHINA: TRADITIONAL CHINESE GAMES (MR)	AFRICAN AMERICAN CULTURE: HISTORY OF HIP HOP (GYM);	MEXICO: SALSA MAKING CLASS AND ROUND AS A TORTILLA BOOK (LEARNING CENTER-LED BY GCHD)	<b>NATIVE AMERICAN CULTURE: TRADITIONAL GAMES &amp; SONGS</b> (GAMES ROOM-LED BY MARCUS)	RACE & PRIVLEDGE; THE HERMAN GRID EXPIRAMENT & WASTE BASKET ACTIVTIY (PTC)

# Team Chaperones

## **Red Team Chaperone: Sara O.**

1. You will rotate from area to area following the schedule. Please be prepared to read Round is a Tortilla (make it fun) while exploring Mexico!

## **Blue Team Chaperone: Michael**

1. You will rotate from area to area following the schedule. Please be prepared to read Round is a Tortilla (make it fun) while exploring Mexico!

## **Green Team Chaperone: Sarah A.**

1. You will rotate from area to area following the schedule. Please be prepared to read Round is a Tortilla (make it fun) while exploring Mexico!

## **Yellow Team Chaperone: Alisha**

1. You will rotate from area to area following the schedule. Please be prepared to read Round is a Tortilla (make it fun) while exploring Mexico!

## **Purple Team Chaperone: Kendall**

1. You will rotate from area to area following the schedule. Please be prepared to read Round is a Tortilla (make it fun) while exploring Mexico!

# Mexico-Learning Center: GCHD

1. Members will listen to the book Round as a Tortilla. Whichever staff is leading their color war team will read the book. Use your judgement. If you can read while members are eating, that would be best!
2. Members will make salsa with the Greene County Health Dept.
3. Each Chaperone must make sure members clean up after themselves and the room is good to go for the next group.

# Race Talk-Pre-Teen Center: Antonia & Mr. Sid

1. The Herman Grid Experiment
  - a. Members will look at the Herman Grid. At first, people just see blocks, then gray circles appear. This is to teach kids that sometimes, what we see at first, is not the truth. Have a discussion about seeing people for who they are.
2. Waste Basket Privilege
  - a. Each member will be given a ball. They will line up at various distances from a bucket. Members will have to throw their ball into the waste basket. Tell them those who make it get a treat. The members who are closer will have an easier time scoring their ball into the bucket. Talk about how sometimes in life, people are born with privilege while others aren't. All members will receive a treat.
3. Discussion about race and fear
  - a. If you have time, please have an unbiased conversation and let kids ask questions about the current state of America.

# Native American-Games Room:

## Mr. Marcus

1. Mr. Marcus will read a short excerpt about Native American games:
  - a. ABOUT NATIVE AMERICAN GAMES: Game playing is a pastime enjoyed by most people. Native Americans are no exception. The origins of many games were with the tribal gods. Because of this, games were played ceremonially to bring rain, ensure good harvests, cure illness, expel evil spirits, or give pleasure to the gods by demonstrating physical fitness. Though games are usually played for fun and pleasure, Native American games also played a role in the education of children by helping them develop skills necessary to be successful adults. In general, boys and girls played separately, though they often might play the same games with variations in the rules. Certain ceremonial games were forbidden to women, particularly those games which might disrupt the protective powers of hunting and warfare spirits. In addition to games similar to boy's games, girls played "house," sometimes with miniature tipis or igloos. They also had dolls made from various materials such as wood, grasses, corn husks, animal skin, or bone. Doll play helped girls learn the skills of childcare. Native Americans highly honored skilled athletes just as they honored brave warriors. Many games played by men and boys served to train them in skills needed for warfare and/or hunting. These games tested a boy's skill, dexterity, agility, strength, and stamina. The Cherokee Indians refer to stickball games as "the little brother of war." Children played most of the same games as adults. In addition, they enjoyed races, tug-of-war, hide and seek, and blind man's bluff types of games. Native American games fall into two general categories: games of chance, the outcome of which depends on luck, and games of skill. Games of chance are played with sticks, dice, or involved guessing. Skill games require physical and/or mental abilities. In the past, many games were played with balls made of animal skin stuffed with grass or hair, or inflated animal bladders.
2. Members will play the laughing game. Players sit opposite each other in two lines or in pairs. Each tries to make the opponent laugh. First to succeed, wins. This is a traditional Native American game played by many children.
3. Members will play Ring Toss in teams to traditional Native American songs played on Mr. Marcus' phone. Ring toss is traditionally played in Native American culture using sticks and animal tusks.
4. Members will play beat machine using traditional Native American sounds.

# History of Hip Hop-Gym: Julia

1. Members will watch this video: <https://www.youtube.com/watch?v=0bse-Ac0Xrs>
2. Members will watch this video: <https://www.youtube.com/watch?v=ZTpn30Pms8I>
3. Members will then learn how to do the following dance moves to the following songs:
  - a. U Can't touch this: Robot, MC Hammer,
  - b. More Than A Miracle: Cabbage Patch, Running Man, Carlton
  - c. Whip My Hair: Pop and Lock, Steal the Face, Dirt off Your Shoulder, Stanky Leg
  - d. Wop: Wop, Hey Ho
  - e. Wobble: Wobble
  - f. Cupid Shuffle: cupid shuffle
  - g. Watch Me Whip: Whip/Nae Nae, Dougie
4. Reward members with treats for dancing and participating!

# China-Music Room: Aneva

1. Members will play Catch the Dragon's Tail.



This traditional Chinese game is great fun for the playground. You will need a large group of children - at least 10, but the more the merrier! The children all form a line with their hands on the shoulders of the child in front. The first in line is the dragon's head, the last in line is the dragon's tail. The dragon's head then tries to catch the tail by maneuvering the line around so that he can tag the last player. All the players in the middle do their best to hinder the dragon's head. Don't let the line break! When the head catches the tail, the tail player takes the front position and becomes the new dragon's head. All the other players move back one position.

2. Members will play Cat Catching Mice



This traditional Chinese chase game can cause much screeching and excitement! Play outdoors - or indoors, if you have a large room. It is also known simply as "Cat and Mouse". One child is chosen to be the Cat (the chaser) and one child is chosen to become the Mouse. All the other children form a circle, holding hands, with the Mouse inside and the Cat outside.

The children in the circle move around while calling out the following rhyme:

"What time is it?"

"Just struck nine."

"Is the cat at home?"

"He's about to dine."

When the rhyme stops, the children stop moving and the Cat starts to chase the Mouse, weaving in and out of the ring of children to do so. However, the Cat MUST follow the mouse's path. When he catches the Mouse he can enjoy pretending to "eat" him, and then two more children take a turn.

3. Members will play Chinese Ball.



This traditional Chinese playground game develops children's ball skills and their concentration - it really keeps them on their toes!

Children stand around in a circle with a ball as appropriate for the age group (such as a basketball).

The ball is thrown quickly around and across the circle. When a child catches the ball, the children on either side must raise one arm - the arm nearest the child with the ball - and hold it in the air until the ball is passed on to another child.

If a child fails to catch the ball, or fails to raise the correct arm when their neighbor catches the ball, or is too slow to pass the ball along, they drop out. When there are only 5 children left in the circle, they are all declared winners, and the game starts again.