

Fun & Games, Quick & Easy

NAME TAG NONSENSE

This is a riff off on a common icebreaking activity. Guests are given name tags to wear on their backs or foreheads—somewhere that they can't see—and have to ask other guests questions to try to determine who they are. The twist here is that all the names should be of characters in the Wimpy Kid universe. Of course if you want to make things extra challenging, you can include animals, like Sweetie the dog (*Dog Days*), or even inanimate things, like chicken pox (*The Third Wheel*).

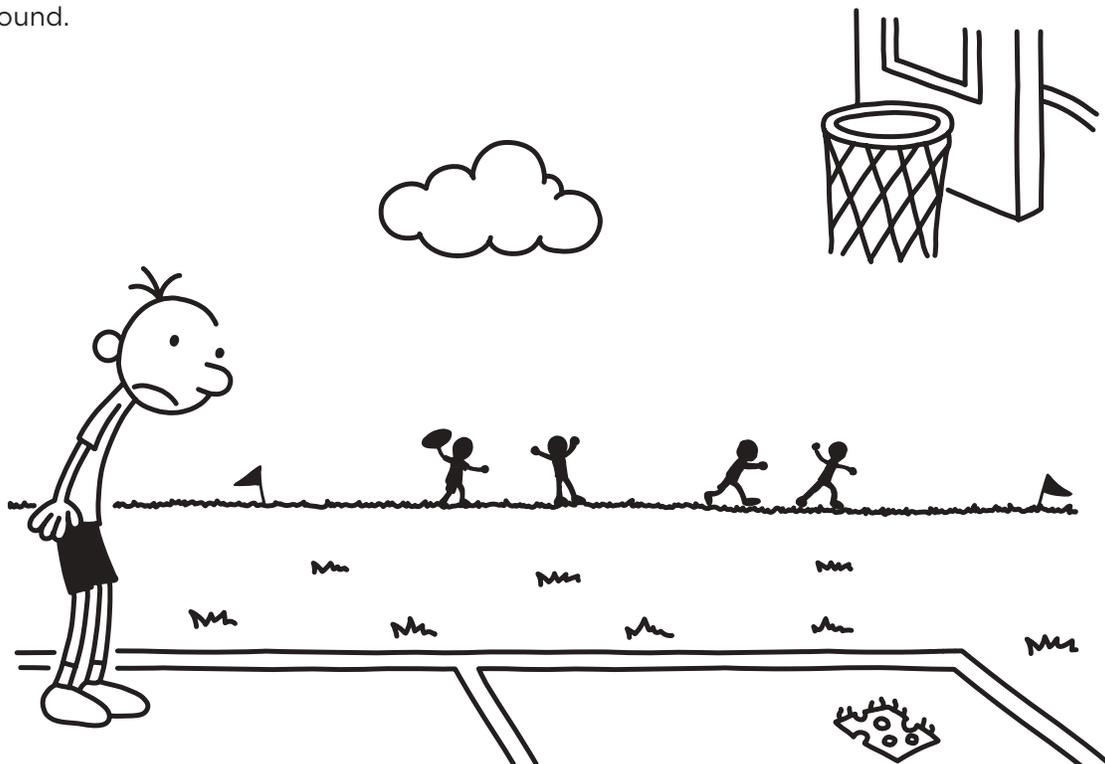


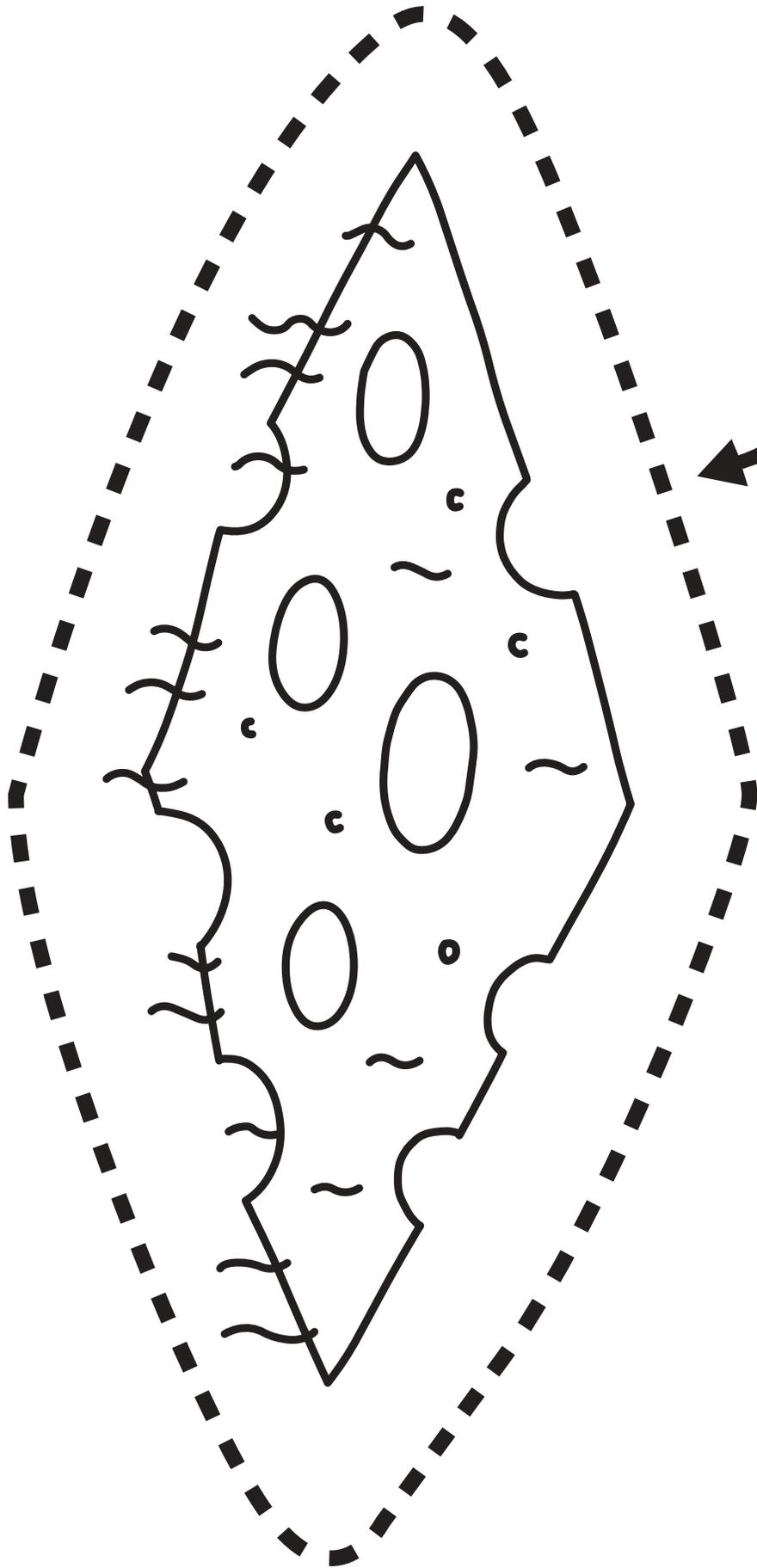
NAME THAT BOOK

Gather all the books in the series, and select a reader to choose a passage and read it to the group (all of whom should have their eyes closed during the reading). Who can name that book first? Keep switching readers for more fun.

CHEESE TOUCH TAG

If you think about it, “Cheese Touch” (*Diary of a Wimpy Kid*) is really just a never-ending game of tag. So all you have to do to play a modified Cheese Touch game is head outdoors. Start with the picture of the infamous cheese on the following page, and have the person who is “it” touch it to signal the start of each round.





CUT ME OUT!





LI'L CUTIE— THE WORST COMIC EVER

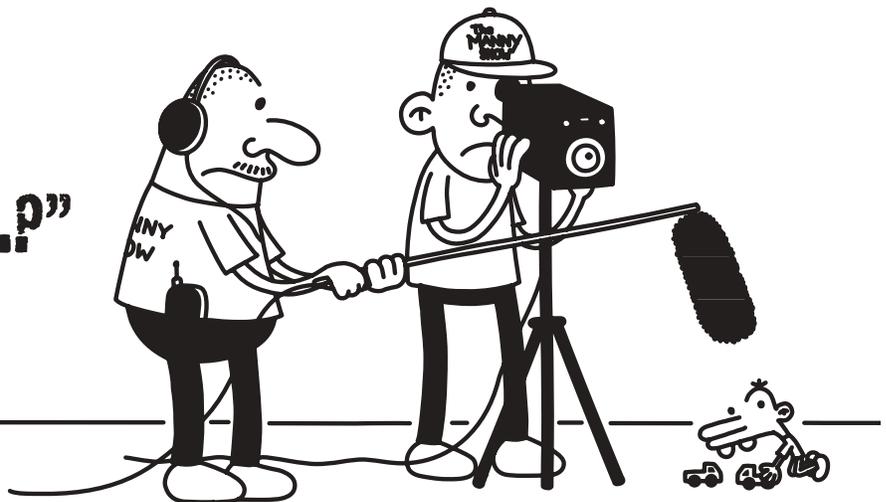


Most people enjoy newspaper comic strips, but “Li'l Cutie” (*Diary of a Wimpy Kid*) is one that Greg and Dad really can't stand. Striking them as both too sweet and painfully unfunny, “Li'l Cutie” is a simple, single-panel “gag” cartoon that attempts to show how a young child looks at the world. Have your guests come up with their own “Li'l Cutie” comics and share them with the group.

For a bigger challenge, invite them to create a multi-panel comic strip for “Zoo-Wee Mama!” (*Diary of a Wimpy Kid*), Rowley's widely admired comic appearing in the school newspaper.



“WHATEVER HAPPENED TO...?” ROLE PLAY



In this activity, partygoers take turns pretending to be TV reporters interviewing other guests who pretend to be characters from the books. To make this activity more interesting and fun, prompt kids to select characters who appeared in perhaps only one or two books.

Questions can include things like:

- What have you been doing since we last saw you?
- What is something you've done since we last saw you that you're really proud of?
- What do you think you'll be doing ten years from now?

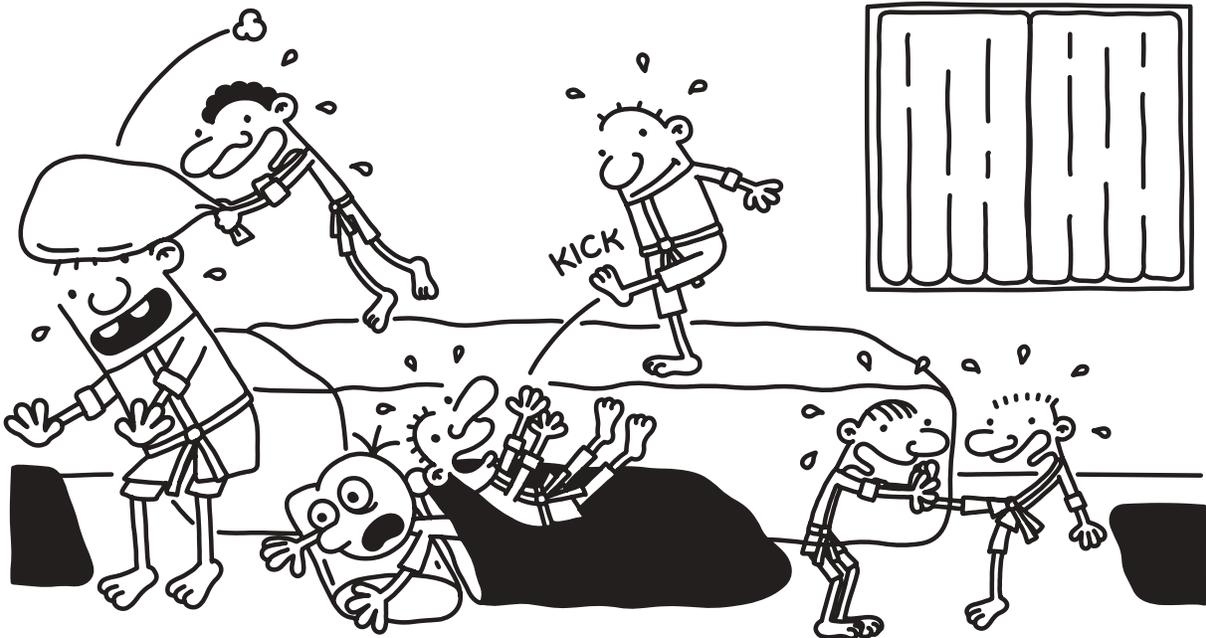
This activity can be funny, serious, or a little of both. Most important, it's a chance for guests to practice improvising while drawing on their knowledge of the books.

PERSONALIZE YOUR JOURNAL



A journal is the perfect favor for a Wimpy Kid-themed party. If you decide to give one to each of your guests, a nice cool-down activity might be setting aside time for guests to personalize them. All you need to do is provide an array of stickers, markers, tubes of glitter glue, and other arts-and-crafts supplies so that kids can transform these blank books into items that really reflect their personalities.

FOR YOUNGER PARTYGOERS: YOUR PERFECT SUMMER



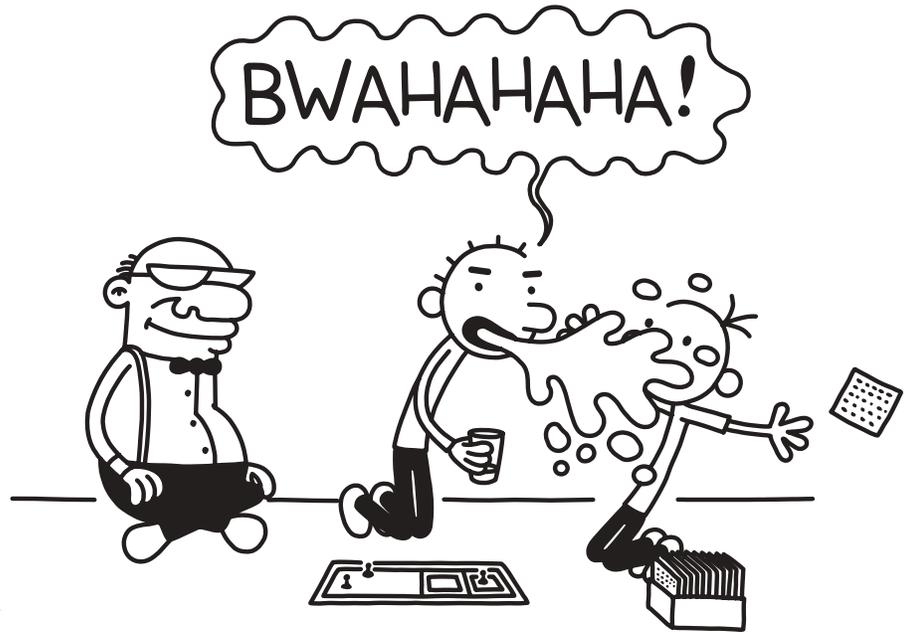
Sometimes kids just like to daydream. Encourage this by making paper and art supplies available so that they can turn these daydreams into art. For example, Rowley and Greg spend a lot of time trying to have the perfect summer. Spark guests' imaginations by asking, "What's your idea of the perfect summer?" Greg would rather sit inside and play games while Rowley prefers family vacations (*Dog Days*), but there are plenty of other possibilities. Guests can draw what they like to do when not in school, and you can help boost their creativity by providing some glossy magazines from which they can cut images (sports, travel destinations, food) to make a "Perfect Summer" collage.

More Fun and Games

GUTBUSTERS

Remember the card-based board game that Greg's grandfather plays with him? Well, there's no reason why "Gutbusters" (*Rodrick Rules*) can't be improved so that guests actually laugh rather than just roll their eyes. The object remains the same—although no board is really necessary, because sharing funny jokes, sayings, riddles, or even impressions and daring others to keep a straight face is a game that kids love playing. On cards, ask guests to write down jokes, funny situations, people to impersonate, or anything else they think will make people laugh. Then have guests take turns

drawing the cards from a stack, and reading or acting out whatever is on the cards. Whoever can avoid cracking up through the most rounds wins. (Or, to save time, just skip the cards completely and have guests simply take turns delivering their own "gutbusters" without writing them down.)



BARK
BARK
BARK
BARK



CHARADES

Chances are, most guests will be familiar with the basic rules of charades: The group divides into Team Greg and Team Rowley (or any other Wimpy Kid name they'd like). Each team writes down a series of words or phrases on slips of paper and puts them in a hat. During each round, a member from Team Greg chooses a slip of paper from Team Rowley's hat, then acts out what is on the paper while his or her teammates try to guess the word or phrase within a certain time limit. Then, Team Rowley chooses a slip of paper from Team Greg's hat, and so on. You can easily Wimpyfy this classic game by letting the teams select words that have special significance, such as Sweetie from *Dog Days*. (To make things easier during game play, you can allow the actor to mention the book or books in which the word appears.)

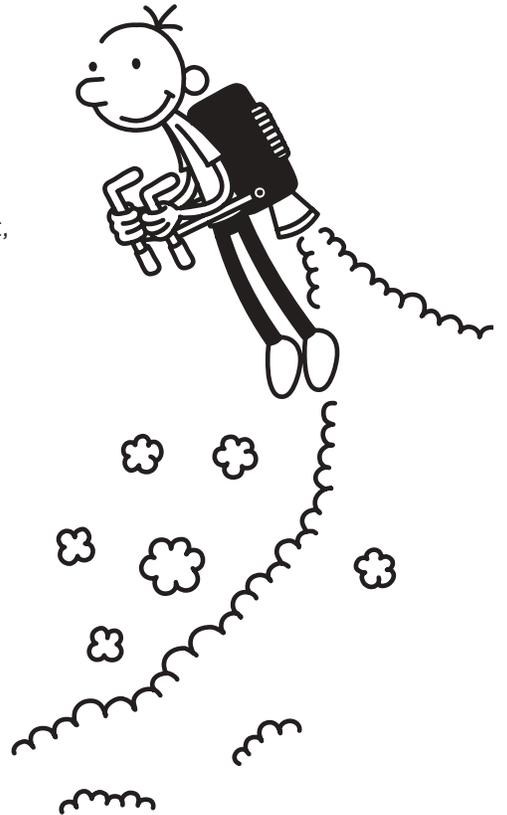
WIN, LOSE OR DRAW!

This is a variation on Pictionary, in which the two teams draw the items instead of acting them. You'll need some kind of flip board (or an easel with large sheets of paper) and some markers, but otherwise the rules are pretty much the same as the rules of Charades.

W.W.G.D.P. "WHAT WOULD GREG DO?"

Greg Heffley often does the outrageous things readers only dream of doing. So, just for fun, ask guests to imagine various uncomfortable scenarios in real life, ones that could have or actually have taken place. These might include doing chores, trying nervously to impress someone, or being unprepared for a school or social event . . . in short, situations where Greg would attempt some lazy or selfish shortcut. Then:

- Divide guests into two-person teams.
- Have one partner from each team leave the room while the remaining group collectively comes up with three possible options for what Greg might do.
- After the group arrives at a consensus for three possible outcomes, the absent person's partner then makes a prediction about which option their teammates will choose.
- Their partner then returns to the room and selects one of the three actions Greg could take.
- If the absent teammate chooses the option the present teammate predicted, and therefore guesses "what Greg would do," the team gets a point.

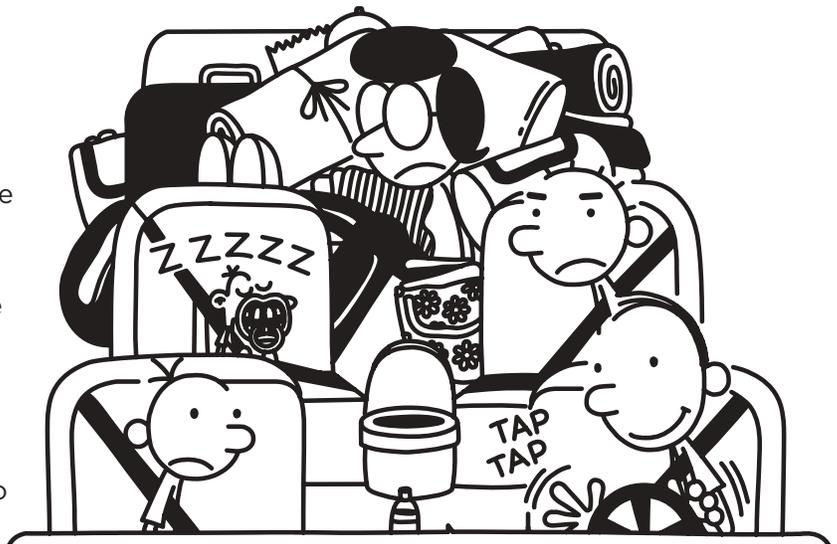


EGG HUNT!

Throughout *Hard Luck*, author Jeff Kinney hid a bunch of eggs for adventurous readers to discover. Now you can do the same thing at your party, challenging guests to find them indoors or outdoors (or both). They can work in teams or individually—it doesn't matter because the goal is the same, to find as many eggs as they can. You can also hide things inside the eggs, so that everyone who finds one wins something. These prizes can be coins, treats, stickers, or small items that you pick up at a party or dollar store. Or you can just place folded-up pieces of paper inside the eggs that name some larger prize. And to make your hunt a bit wilder, consider breaking the group into two teams—each team then takes turns hiding the eggs for the other team.

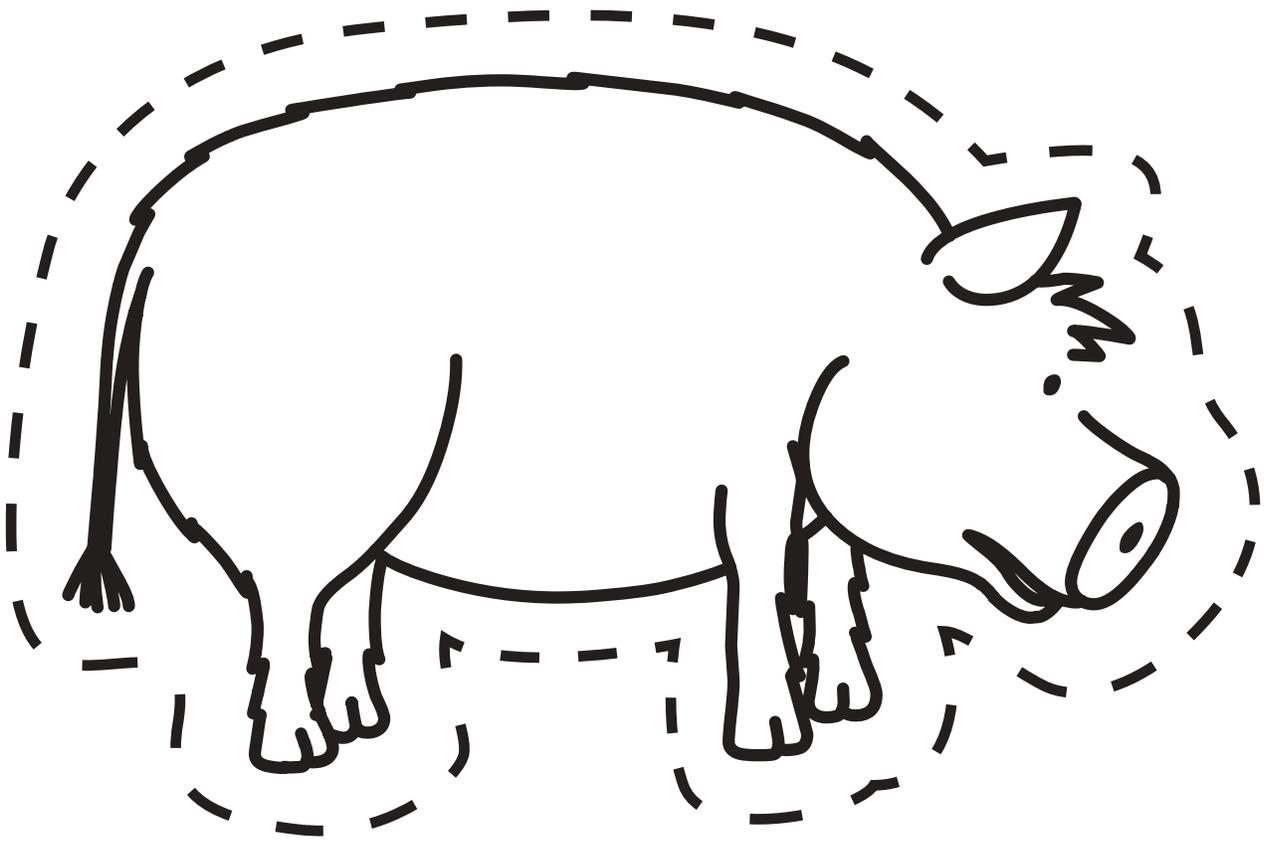
I MUST CONFESS

This fun and easy game is one that the Heffleys play on their family road trip in *The Long Haul*. Take turns going around in a circle saying something unique you've done. You could say anything, such as "I must confess I've eaten something that's fallen on the floor," or "I must confess I've crashed my bike." If the statement also applies to someone else in the car, he or she earns a point. If the statement does not apply to anyone else in the car, the confessor gets a point. The first person to reach ten points wins!



GUESS THE WEIGHT OF THE HOG

In *The Long Haul*, Mom and Manny happen across a Guess the Weight of the Hog contest at a local county fair. To Mom's dismay, Manny correctly guesses the exact weight of the hog, winning a piglet for the family, which joins them for their road trip. Create your own Guess the Weight of the Hog game, without having to bring in any barnyard animals. Cut out the pig illustration on the next page and tape it to a container such as a vase, jar, or bowl. Then, fill the container with candy and have your guests guess how many candies are in the container. The closest guess can win the candy inside, or another fun Wimpy Kid prize!



CUT ME OUT!