**Secret greeter**

**Purpose:** Get acquainted

**Ingredients:**
- No supplies needed

**Directions:**
Discreetly choose a member to be the meeting’s “secret greeter.” Her/his job is NOT to greet people during the meeting, but to rely on members and guests to greet the secret greeter. At the end of the meeting, anyone who didn’t greet the secret greeter is “fined” a small fee.

Optional: Consider a non-financial “fine,” such as setting up the room at the next meeting. For more “fine” ideas, visit www.KiwanisOne.org/fun.

Send your fun ideas to shareyourstory@kiwanis.org.
Fun prize

**Purpose:** Fun and education

**Ingredients:**
- Inexpensive, fun prize (chewing gum, a flower from your garden, etc.)
- Raffle tickets
- Kiwanis-related questions (find facts, history, Service Leadership Programs information and other topics at www.KiwanisOne.org)

**Directions:**
Conduct a normal 50-50 drawing. The first winner gets the designated pot. The second winner must answer three multiple-choice trivia or Kiwanis-related questions before being given the fun prize. Encourage other attendees to help.

Send your fun ideas to shareyourstory@kiwanis.org.
Values skit

**Purpose:** Promote teamwork, inclusiveness and creativity

**Ingredients:**
- Kiwanis Objects (www.kiwanis.org/objects)

**Directions:**
Split attendees into six teams. Assign each team one of the six Kiwanis Objects, and give them 15 to 30 minutes to prepare a skit representing their Object. Allow each group to present its skit for the other members. Schedule this activity at a special social event, when you have time for the groups to prepare and perform the skits. Allow about 60 minutes for the performances.
Optional: Assign teams in advance and schedule the performances one at a time at successive club meetings.

Send your fun ideas to shareyourstory@kiwanis.org.
Sunshines

Purpose: Fun meetings

Ingredients:
• Joke, quote, poem, story, news or inspiring message of the day
• List of members’ birthdays, anniversaries
• Notes about members’ recent accomplishments, such as leading a successful club project or getting a promotion at work

Directions:
In advance, invite a member to share some “sunshine” at a meeting. Suggest where he/she can find good material.

Send your fun ideas to shareyourstory@kiwanis.org.
Know your Kiwanis

**Purpose:** Encourage Kiwanis involvement

**Ingredients:**
- Kiwanis magazine or district publication
- Inexpensive, fun prize (the winner’s photo published in the next club newsletter, a restaurant’s discount coupon, a candy bar; visit www.KiwanisOne.org/fun for more ideas)

**Directions:**
Wait a week or two after members receive their magazine so they’ve had time to read it. Ask a question about one of the stories in the magazine. The first correct answer wins the prize.

Send your fun ideas to shareyourstory@kiwanis.org.
Fine master

**Purpose:** Promote good habits

**Ingredients:**
- No supplies needed

**Directions:**

Choose a fine master. Throughout the meeting, the fine master takes notes on attendees’ “offenses,” ranging from the practical (arriving late or texting) to the ridiculous (having the same color eyes as the president). At a designated time, the fine master announces the “crimes.” Each offender is asked to donate a small fee to the club’s administrative account.

Optional: In lieu of financial fines, consider fun penalties (singing a short song, shaking everyone’s hands as they leave the meeting, serving as next week’s fine master; for more ideas, visit www.KiwanisOne.org/fun).

Send your fun ideas to shareyourstory@kiwanis.org.
Backward day

Purpose: Interesting meetings

Ingredients:
• Meeting agenda

Directions:
Print the club’s meeting agenda. With the exception of the welcome and closing, run the meeting in reverse.
Reminder: Advise your guest speaker in advance so he/she will be prepared.

Send your fun ideas to shareyourstory@kiwanis.org.
Beach ball boasters

**Purpose:** Allow members to promote their business

**Ingredients:**
- Beach ball
- Music-playing device

**Directions:**
Play music while the beach ball is being passed around the room. Without looking at the ball, turn the music off. Whoever is holding the ball when the music stops is allowed a 15- to 30-second advertisement of his/her business, cause, family news ... whatever she/he wishes to promote.

Send your fun ideas to shareyourstory@kiwanis.org.
Meet the member

**Purpose:** Get acquainted

**Ingredients:**
- No supplies needed

**Directions:**
Interview a different member at each meeting. Ask about her/his childhood, education, military, careers, family and Kiwanis history.
Optional: Ask the member’s family or co-workers to provide background information, photos, funny anecdotes.

Send your fun ideas to shareyourstory@kiwanis.org.
Marooned

**Purpose:** Get acquainted

**Ingredients:**
- Notepaper
- Pens or pencils

**Directions:**
Divide attendees into groups. Read the following:
“You are marooned on an island. What five items would you have brought with you if you knew there was a chance you might be stranded?” Note that there should be only five items per group, not per person.
Ask the groups to announce their five items to the whole club and discuss/defend their choices.

Send your fun ideas to shareyourstory@kiwanis.org.