

YOUR OFFICIAL GUIDE TO
SPIRIT WEEK 2018

BROUGHT TO YOU BY KHS STUDENT COUNCIL

General Spirit Week Guidelines

Attendance:

- Each day attendance at school counts as an activity. Attendance will be judged by dividing the total number of students in each class into the number of students that are in-school when attendance is taken in advisory.
- Class Advisors must be in attendance at after-school events.

Scoring/Points:

- For all activities (unless otherwise specified) scoring will be as follows:
 - First Place-100 points,
 - Second Place-75 points,
 - Third Place- 50 points,
 - Fourth Place- 25 points.
- There is a minimum of one person required for each event during the Spirit Week competitions. If a team does not show up at all, they receive 0 points.

Class Colors:

- Seniors- Blue and White
- Juniors- Red
- Sophomores- Yellow
- Freshmen- Orange

Fundraiser:

This year there will be a “Go Red” fundraiser. Go Red for Women encourages awareness of the issue of women and heart disease, and also action to save more lives. The movement harnesses energy, passion and power to band together and collectively wipe out heart disease.

The overall goal with this fundraiser is to raise money as a school to donate to Go Red which has a location in Portland. There will be four donation jars set up in the main lobby for each grade. At the end of the week the grade with the most donated money in their jar **will receive 200 bonus spirit week points**. Second place will receive 75 points, third place 50 points, and fourth place 25 points.

(Checks can be made payable to Kennebunk High School)

Airband practice schedule:

Airband practices will be held Monday-Thursday

	Multi-Purpose Room	Gym A
Freshmen	4-4:30	4:30-5:30
Sophomores	5-5:30	5:30-6:30
Juniors	6-6:30	6:30-7:30
Seniors	7-7:30	7:30-8:30

REMINDER: Please DON'T use art room supplies for Spirit Week Purposes

Daily Activities Schedule and Rules

Monday 3/12

Theme: PJ Day	Additional Notes: Over 50% of the body must be dressed in PJs to get points. PJs must follow the dress-code.			
<u>Activity</u>	<u>Location</u>	<u>Start Time</u>	<u>Teacher</u>	<u>Stuco Rep</u>
Soccer	Gym A	2:30	TBD	Sam , Chris
Game Day	Cafeteria	2:30	TBD	Elizabeth, Owen

INDOOR SOCCER

Each grade will compete in indoor soccer matches. Each grade will have two teams (male, female) with up to twelve people on each team with six players on the field at a time. Each game is 16 minutes long. Each game is broken up into two sections. In the first half of each game, the girls play. In the second half of each game, the boys play. Substitutions occur at the 4 minute mark of the first half, and at the 12 minute mark in the second half. There will be a total of four games played.

Game #1- Freshman vs. Juniors

Game #2- Sophomores vs. Seniors

Game #3- Losers of games #1 and #2 will play

Game #4- Winners of games #1 and #2 will play

In the event of a tie at the end of 16 minutes, there will be a penalty shoot out to determine the winner. Each team gets five kicks. Team who starts is determined by coin toss. Whoever gets more in the net wins. If still tied after five kicks, it becomes sudden death.

GAME DAY

Each grade will compete in solving puzzles and games of Jenga. Each grade will have two teams with up to four people on each team. The first team will be puzzle solvers, and the second team will be Jenga players. Puzzles and Jenga will be played simultaneously.

- Puzzles- (4 people from each class...but you can have less) - Each team will compete simultaneously and must put together a 100 piece puzzle. The team with the best time wins.
- Jenga- (4 people from each class...but you can have less) - Team will play Jenga, taking turns between players from each class. The class to knock the tower down loses that round.
 - Game # 1- Freshman vs. Juniors
 - Game # 2- Sophomores vs. Seniors
 - Game # 3- Losers of games # 1 and # 2 will play
 - Game # 4- Winners of games # 1 and # 2 will play

Point System:

- First place- (in any event) gets 4 points
- Second- (in any event) gets 3 points
- Third- (in any event) gets 2 points
- Fourth- (in any event) gets 1 point
- The class with the highest score at the end of all rounds will be considered the winner of game day and will receive the 100 points. The teams will then follow in descending order.
- In the event of a tie, a Jenga match will be played to determine the winner -

Tuesday 3/13

Theme: America Day	Additional Notes: Over 50% of the body must be dressed in red, white, and blue to be considered dressed up. The use of flags is prohibited. <u>Any use of a physical flag will receive 0 points.</u>			
<u>Activity</u>	<u>Location</u>	<u>Start Time</u>	<u>Teacher(s)</u>	<u>Stuco Rep</u>
Drama	Auditorium	2:30	TBD	Kayla, Abby
Volleyball	Gym A	2:30	TBD	Tiernen, Owen

DRAMA

There are three different parts to the competition (4 students for each part). If a class has less than 12 people, they may still participate. The judges score each part separately. The winner is the team who wins the most points after each part has been scored. Judges will use a rubric to score each performance (see rubric at bottom of this Spirit Week Guide).

Event 1: "Prop Be-bop" - Each team is given the same prop by the judges. They have two minutes to act out a use for the object that is different than its normal use.

Event 2: "Topic Improvisation" - Each team is given the same topic by the judges. They have one minute to discuss the topic and two minutes to act it out.

Event 3: "Team Improvisation" - Each team is given a topic and must incorporate a musical instrument, song, and dance into the performance of their topic.

VOLLEYBALL

Each grade will compete in indoor volleyball matches. There are a total of 9 players on each team (co-ed). There will be a total of four games played. Games are to 15 points, win by two.

Game #1- Freshman vs. Juniors

Game #2- Sophomores vs. Seniors

Game #3- Losers of games #1 and #2

Game #4- Winners of games #1 and #2

Wednesday 3/14

Theme: Character Day	Additional Notes: Over 50% of the body must be dressed as a character to be considered dressed up. Person dressed up must have a photo of whom or what they are dressed up as. Can be from a book/movie/meme/other as long as there is a photo to show what character you are. No photo = no points			
<u>Activity</u>	<u>Location</u>	<u>Start Time</u>	<u>Teacher</u>	<u>Stuco Rep</u>
Iron Artist	Cafeteria	2:30	Mr. Lewia	Meg, Mia
Dodgeball	Gym A	2:30	TBD	Ed, Ava

IRON ARTIST

Each grade will compete with the other grades to create a portrait of Mr. Lewia. Each grade will have one team of three people. A basket of art supplies will be provided for each team. Each team will be tasked with creating their own portraits of Mr. Lewia while incorporating all of the materials in the basket. The teams will have thirty minutes to complete their masterpiece that includes prep time. The Three Judges will decide 1st, 2nd, 3rd and 4th place prizes based off of a rubric given to them. (see rubric at the bottom of this guide).

DODGEBALL

Each grade will compete in dodgeball matches. Each grade will have a team of 25 players. Games are finished when all players on one team have been eliminated. Players may only come in after being hit if a player still on the court caught a ball. Headshots do not count.

Game # 1- Freshman vs. Juniors

Game # 2- Sophomores vs. Seniors

Game # 3- Losers of games # 1 and # 2 will play

Game # 4- Winners of games # 1 and # 2 will play

Thursday 3/15

Theme: Throwback Thursday (decades day)	Additional Notes: Over 50% of the body must be dressed in throwback attire to be considered dressed up.			
<u>Activity</u>	<u>Location</u>	<u>Start Time</u>	<u>Teacher</u>	<u>Stuco Rep</u>
The Great Race	Gym A	2:30	TBD	Chris, Ava

THE GREAT RACE

Each team will participate in the challenges in the order below. A team may not proceed to the next challenge until they have completed the one before it. The same student may not complete in more than one Great Race challenge.

Challenges in Order:

- Paper airplane
- Oreo on head
- Tic tac in whipped cream
- Toilet paper mummies
- Juggling
- School song
- Bottle flipping 3 types (small, medium, large)

Friday 3/16

Theme: Color Day	Additional Notes: Over 50% of the body must be dressed in their class color (see page 1) to be considered dressed up.			
<u>Activity</u>	<u>Location</u>	<u>Start Time</u>	<u>Teacher</u>	<u>Stuco Rep</u>
Executive Council Race	Gym A	Block 4	TBD	All
Tug of War	Gym A	Block 4	Mr. Mitchell	All
Airbands	Gym A	Block 4	Secret	All
Dance	Gym A	7:00-10:00	N/A	All

EXECUTIVE COUNCIL RACE

Members of the elective council for each grade will participate in a race during the spirit week assembly. The race will include the events in the following order:

- dizzy bat – 10 revolutions with the bat staying on the floor
- 3 legged race
- wheelbarrow
- Sprint

The winners will receive 100 points, second 75, third 50, and fourth 25.

TUG OF WAR

Each grade competes in a tug of war match to win spirit week points. The object is to pull the other team across the center line with strength. The total weight limit per team is 2000 pounds.

Game # 1- Freshman vs. Juniors

Game # 2- Sophomores vs. Seniors

Game # 3- Losers of games # 1 and # 2 will play

Game # 4- Winners of games # 1 and # 2 will play

- Tug of War Teams **MUST BE WEIGHED IN** by Mr. Lewia in his office by **after-school on Thursday**.
- Advisors must give a final list within weight limits to Mr. Lewia by 8:00 A.M. Friday.
- All Advisors are responsible for making sure their teams are accurately represented at the assembly on Friday.

Points: The winners will receive 100 points, second 75, third 50, and fourth 25.

AIRBANDS

- All airband music must be provided on a CD prior to the assembly.
- Airbands will occur in the following order:
 - 1)Freshmen, 2)Sophomores, 3)Juniors, 4)Seniors.
- See the rubric below for criteria and rules.

Points: The winners will receive 100 points, second 75, third 50, and fourth 25.

DANCE

- The Dance will be held from 7:00-10:00 in Gym A.
- Tickets will cost \$10 dollars and will be on sale in the main office.
- Dance attendance counts in the final Spirit Week total points. The class with the highest attendance at the dance will receive 100 points, second 75 points, third 50 points, and last place 25 points.
- Spirit week winner will be announced at 9:30 during the dance.

Air Band Rubric

Spirit Week 2018

Creativity	___/ 15
Originality	___/ 15
Organization	___/ 15
Variety (Movement)	___/ 10
Participation	___/ 25
Does not exceed 5 minutes	___/ 5
No set-up or clean-up required (No free-standing props)	___/ 5
Costumes follow basic school dress code	___/ 5
No obscenities in music recording or performance (Must be checked by class advisor)	___/ 5

	100

Additional Air Band Rules

- Any theme that has been used within the past 7 years will receive 0 points for airband
- There will be a clean-up penalty of 100 points if the gym requires additional clean up due to the air band-- please include a clean-up crew to avoid this penalty
- **Rehearsals for Air Band happen ONLY during KHS Student Council scheduled times and places**
- Planning meetings may happen prior to Spirit Week

Drama Rubric

Spirit Week 2018

Creativity	___/ 25
Originality and Energy	___/ 20
Vocal Clarity	___/ 20
Participation	___/ 25
Each Part does not exceed 3 minutes	___/ 10

	100

Iron Art Rubric

Overall resemblance to Mr. Lewia	___/25
Artistic Skill	___/25
Creativity	___/15
Use of all materials provided	___/15
Participation from all team members	___/10
Staying within given time limit	___/5
No materials left when the time is over and station cleaned up	___/5
Total	___/100