

Ideas to make a ROOTER BUS Fun!

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When students get on the bus, use a marker to write on the back of their hand or on their forearm a number. This will allow you to do a reliable roll call each time your get back on the bus from a stop. Students can call out their number and hold up their hand to make sure everyone is accounted for. It is much faster then reading names and it can be turned into a fun “branding” sort of thing.

Suggest ASB provide water bottles, snacks, CD with batteries, and decks of cards if trip is long.

Rooter Bus Activity Ideas:

1) Front Tire Roulette

Right when the bus arrives, have an adult right numbers on the front bus tire. (With the permission of the bus driver) Do so in a way that is small, discrete, and will come off pretty easily. Every time the bus stops (Rest area, the game, Centralia) Give away a chocolate bar to the top three numbers sitting on the top on the wheel when the bus is parked. Can play at each rest stop up and back.

2) Cheers/ Window Signs/Spirit pom poms

Best when leaving the school to get people warmed up and when the bus pulls off the freeway into the town as you are approaching the game. Open the windows and let them know we are in town!

3) Bus Scavenger Hunt RELAY

Will need to be at the front of the bus with the microphone. With permission of the driver, is fun to do during the trip. *(Note: Can also play trivia where you ask questions to each side of the bus for points)*

Rules: Left side of the Bus VS Right side of the Bus

When you call out an item, someone on each side much come up with the item, it must be passed to the back of the bus, touch the back wall and then passed to the front. The item can not be thrown; it must be handed from each seat to each seat. First team to get the item to the front of the bus wins that round.

Possible items for hunt:

Fort ASB Card	Book
Black Tennis Shoe	Cell phone
Pair of Gloves (both gloves)	Hair barrette or rubber band
Scarf	Hair Brush
Camera	Lip Gloss
Watch	CD Case

4) Bus “Telephone”

Start a phrase at the back of the bus and have each side pass it up to the front. See which side is able to get the phrase to the front and have it be most intact.

Possible Phrases:

Trapper Power is more powerful than electricity.

A Rooster Bus is not a Rooster Bus, it is a Cheering Machine.

Whatever! Just be creative! For rewards can give them Big Red Gum, or more importantly have each side do the Sizzle....Burn, ZZZZ...Sting.