



TUI BLUE

FOR FAMILIES

DOWNLOAD

*Let's have some fun!*

MANUAL

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SUMMER

2020

Your complete guide to your TUI BLUE FOR FAMILIES Download programme.

# Welcome to Download

'Download' is an interactive show aimed at the whole family and is based around our giant 'App Wall'. The objective of this part of the evening is to create mayhem, madness and lots of music for everybody to dance to. The audience are split into two teams. (The Reds and The Blues) and they will battle it out over the course of the feature to be crowned the winners of 'Download'.

The App Wall allows us to go from one segment to another seamlessly. Each App contains a different segment of the night... anything from games, dances and silly features. By simply pressing the app (or pretending too!) you transport the kids to the next part of the evening!

'Download' will be presented by our 'Download Presenters' with the emphasis on creating a fun and high energy environment. This section should be presented as if it is a live Saturday morning TV show. Unlike other elements of the evening such as 'Captain T', YOU are centre of the action, and your personality and presenting skills will enhance the content provided.



# The Running Order

The week is spilt into alternate nights, so the structure is the same and the only thing that changes is the games and the party dances.

The idea for the nights is a friendly competition. Red v Blues, so it comes down to the presenters to each take a team and will them on to win.

So, lets take a look at the running order and then a break down for each of the games on these nights:

## The Staging:

**LED Cubes** – These colour changing cubes are used as a point counting system. They should be stacked by the screen before the beginning of the evening and when a download game is won, they should be moved to the winning team side of the stage and changed to either red or blue.

**Roadie Cases** - Each team has it's own branded roadie case. This should be placed on the stage and used for games when necessary and storage.

**Download Panels** – These should be on the stage for each and every download

## Section One

- **Intro Video** – Will play on the screens whilst the presenters are off stage.
- **Enter Presenters** – Entering the stage waving, smiling and if time high fiving the audience.
- **Download Party Dance** – This is the theme song for this section of the night, which will be the same in every resort. There is a party dance attached to this.
- **Intro** – This is lead by the presenters. Introduction to who you are and why they are there.  
Focus on mentioning:
  - It's a competition
  - Red Team Vs Blue Team
  - Who won the night before
  - Building it up so it sounds fun
  - Talk about the App Wall and what it does
- **10 Second Countdown** – The kids then have 10 seconds to get into a team. Remember they don't have to be in the same teams as before, it's more about getting into roughly equal teams. Use tags like favourite colour, ages, or mention the team that won the night before and can they win again etc.
- **\*\*These first 5 points are the same each night. Nothing changes in these sections as it's about repetition so the kids get familiar with the layout.\*\***

# The Running Order Low Season

## Section Two

Day	Party Dance 1	Game 1		Party Dance 2	Game 2		Party Dance 3	Game 3	
1	Las Ketchup	Sing Off		Big Fish Little Fish	Big Vs Small		Katchi	Fireball	
2	Fascination	Shake It Off		Bills	Chicken Run Great Escape		Dance Pause	Hero Challenge	
3	Shake It	Passcode		Black Magic	What Do You Mean		Cha Cha Slide	Hashtag	
4	Hey Baby	Total Recall		Gangnam Style	Big Race Roller Coaster		One Pound Fish	Fireball	
5	Blame it on the Boogie	Don't Forget Your Flip Flops		What Does the Fox Say?	Matchpoint		Party Train	Hero Challenge	
6	YMCA	Chicken Run		Shake It Off	Up and Down		Big Fish Little Fish	Hashtag	
7	Saturday Night	Battle Fit		Fascination	Countdown		Bills	Fireball	
8	Dance Pause	Sing Off		Shake It	Big Vs Small		Black Magic	Hero Challenge	
9	Cha Cha Slide	Shake It Off		Hey Baby	Chicken Run Great Escape		Gangnam Style	Hashtag	
10	One Pound Fish	Passcode		Dance Pause	What Do You Mean		Party Train	Fireball	
11	Blame it on the Boogie	Total Recall		What Does the Fox Say?	Big Race roller Coaster		Katchi	Hero Challenge	
12	Big Fish Little Fish	Don't Forget Your Flip Flops		Bills	Matchpoint		Fascination	Hashtag	
13	Saturday Night	Chicken Run		Shake It Off	Up and Down		Shake It	Fireball	
14	Black Magic	Battle Fit		One Pound Fish	Countdown		Party Train	Hero Challenge	

# The Running Order High Season

## Section Two

Day	Party Dance 1	Game 1		Party Dance 2	Game 2		Party Dance 3	Game 3	
1	Katchi	Sing Off		Celebrate	Big Vs Small		Daddy	Fireball	
2	Party Train	Shake It Off		Bills	Chicken Run Great Escape		Dance Pause	Hero Challenge	
3	Shake It	Passcode		Black Magic	What Do You Mean		Cha Cha Slide	Hashtag	
4	Shout out to my Ex	Total Recall		Picky Picky	Big Race Roller Coaster		Azukita	Fireball	
5	Fireball	Don't Forget Your Flip Flops		Party Train	Matchpoint		Shuffla	Hero Challenge	
6	Daddy	Chicken Run		Sax	Up and Down		Big Fish Little Fish	Hashtag	
7	Gangnam Style	Battle Fit		Fascination	Countdown		Bills	Fireball	
8	Shake it	Sing Off		Katchi	Big Vs Small		Black Magic	Hero Challenge	
9	Sax	Shake It Off		Celebrate	Chicken Run Great Escape		Azukita	Hashtag	
10	What does the fox say?	Passcode		Shuffla	What Do You Mean		Party Train	Fireball	
11	Fireball	Total Recall		Saturday Night	Big Race roller Coaster		Picky Picky	Hero Challenge	
12	Shout out to my Ex	Don't Forget Your Flip Flops		Picky Picky	Matchpoint		Fascination	Hashtag	
13	Saturday Night	Chicken Run		Dance Pause	Up and Down		Shake It	Fireball	
14	Shake It Off	Battle Fit		One Pound Fish	Countdown		Azukita	Hero Challenge	

# Section Three

The last little bit is again the same for each night and follows on after the last party dance for the night.

## Results

- This will be the decider on who wins for the night, the Reds or the Blues.
- This can be built up and play it like its an X-Factor results show.
- Use the audience and get them to cheer who they think is going to win etc.
- You should then hand over to the Technician who will reveal the winning team.

## Download Party Dance

- Again the same song as we started the night with.
- This is to leave the show on a high!



# The App Wall

Now we are going to show you what is involved with each of the games and how to play them. This is where the 'App Wall' plays a big part of the night. Everything is based and revolves around this screen, so let's learn how to use it.

Remember that this is a competition throughout the whole hour of Download, so all the games involve two different teams, Red v Blue, so there are points to be won.

Each game will have a holding slide, which is seen in each of the sections below. So the game doesn't start straight away and gives you time to set up the game, explain the rules and get the kids excited about who is going to win etc.

Think of it as, one press of the app to load it and another press to then play the game.

Unbeknown to the audience it's the tech team pressing play, but if the kids believe you are pressing the screen and it works then brilliant.

Obviously be careful with the screen as its not actually touch screen!

- NO punching
- NO repeatedly tapping it
- NO moving the screen
- NO encouraging the kids to copy you



# The Apps - Games

## Shake It Off

- Both teams have to shake themselves when the music plays
- When it stops a brick falls from the App Wall.
- The presenters will pick the best shaker (maybe one from each team) to have a guess at what the picture is.
- If they don't guess correctly, the music continues and you repeat.
- If they don't guess correctly, there are 6 times it can happen, with another brick falling away.
- If they do guess straight away you'll have to move on and extend another game.
- Which ever kid guesses right, wins a point for their team.

Answers:

1.Pinata, 2.Red Cape, 3. Balloon Animal, 4.Football Boots, 5. Eye Patch, 6. Pirate, 7. Camel, 8. Saddle



## Passcode

- Organise the two teams into two lines standing from the front of the stage to the back of the venue.
- One team host collects a password from the Download trunk
- The host whispers the first password to the first person in the line, who whispers it to the second person, and so on until it reaches the end of the line.
- When it reaches the end of the line, the other team host is waiting ready to relay the code back to the stage.
- The app wall will reveal the if the code has been passed correctly.
- The other team then takes their turn to pass their code down the line
- How many correct codes will be passed within 60 seconds?



# The Apps - Games

## Match Point

- Both teams play this app at the same time
- A range of images will flash up on screen, the teams have 15 seconds to memorize the location of as many images as possible before they are hidden
- Taking it in turns each team reveals two squares at a time aiming to match as many pairs of pictures as possible.
- The winning team is the one with the most pairs



## Up and Down

Can be played either as a team, or by 1 member of each team. It will be played either 1 team or person at a time.

- The team/person going first stands in the centre of the dancefloor (the other team can sit to the side).
- A piece of music plays and then stops.
- The team has to guess whether the volume will go up or down
- If they think the volume will increase they move to the left side of the stage.
- If they think that the volume will decrease they go to the right side of the stage
- Whatever the majority of the team have selected is chosen
- The music plays again and we see if the team have guessed correctly
- This is a timed game
- When the time is up, the other team take their turn



# The Apps - Games

## What Do You Mean?

- The idea is based on Charades.
- Each team will take it in turns
- The presenter for their team will place some headphones over their ears and face the kids.
- On the screen behind them certain images will appear.
- The kids will have to act out what it is and the presenter has to guess.
- A point for each correct answer
- Then the other team will repeat, different set of images, and see if they can beat the first team.
- By week 2, presenters will know all the answers so play along you don't. If the kids are doing a great impression then say the answer...play it by ear.



## Battle Fit

- The idea is similar to those dance machines in arcades.
- Screen will split into two.
- Each team have to follow their own colour (so red team follow the red character etc).
- The kids copy the exercise moves that their character performs.
- The best team wins the point.
- Game runs for roughly 3 minutes.
- If possible the technician will decide on the winning team.

# The Apps - Games

## Sing Off

- There is one song played with the lyrics below.
- When the words change to their colour, that team has to sing them.
- With encouragement of the presenters, each team has to sing the loudest.
- They'll do the whole song and then the technician or audience will decide which team sang the loudest.
- There are 3 different songs, one each day the 'Sing Off' happens.
- This is upbeat and fun, so encourage the kids to sing loud and go crazy.



## Big vs Small

- One child and one adult from each team compete in this game
- The child is asked a series of questions about their grown up which they have to answer by moving to the correct side of the screen whilst the parents cannot hear the answers.
- Once the child has answered, the adult answers the same questions, and we see how many have been answered the same. Whoever has the most "correct" answers is the winner

# The Apps

## The Rollercoaster

- Organise two teams into two lines seated on the floor.
- Teams follow their section of the screen, following the roller coaster.
- Left, Right, Lean Back and Hands up.
- Encourage audience to scream,
- After three rounds, Technician judges best team.



## Chicken Run

- Dance around and join in with the chicken on screen
- Bonus point section for best chicken impression
- You could even bring a kid / embarrassing Dad up on stage and get them to dance/do impression for all...only if you think they are truly amazing.

# The Apps

## Chicken Run - The Great Escape

- Images will appear on the screen, hidden in which you will find a chicken!
- The audience must guide the hosts to find the chicken
- Play up the panto aspect- not being able to find it.
- Winner revealed by technician.



## Don't Forget Your Flip Flops

- Every time the kids see the dancing flip flops... they have to rush to get a pair of flip flops.
- There are three different variations of this game.
  - Make the tallest tower of flip flops as a team.
  - Do the flip flop Dance
  - Clap the flip flops

# The Apps

## Hero Challenge

- For this game you will need to have selected your participants in advance; one for the reds and one for the blues.
- Invite participants onto the stage.
- Short interview
- There will be a minute on the clock to complete a challenge.

### CHALLENGES

- **Cup stacking** - stack 28 cups in a pyramid and unstack them again in a minute.
- **Cling film** - adults wrapped up and placed lying down n floor, have to get up.
- **Wrapping in toilet paper** - first to break toilet paper loses.
- **Elephant head** - by wearing tights on your head with a tennis ball in the foot... knock down skittles
- **Tower** - Build the highest tower out of Jenga blocks
- **Defy gravity** - Each player must keep 2 balloons in the air for the full minute, to make harder- add 3rd or 4th.
- **Cookie Face** - Cookie on the forehead, they must get it into their mouths using only facial expressions



## Fireball

- Our giant Fireballs are bounced around the venue as we play the popular party dance. One for the red team... one for the blue team!
- The audience competes in various games involving the balls:
  - Quickest to the back of the room and back to the front. But how many times can you compete the circuit?
  - POP IT! – First team to successfully pop their Fireball.
  - IN CONTROL! – The team that manages to keep their Fireball in the air, within their team for the longest.
- Choose a different game each time you play Fireball.

# The Apps

## Beat The Clock

- Please get one player from each team up on stage.
- This can be a child or an adult.
- A countdown clock is set for either 55 seconds, 60 seconds or 70 seconds.
- The contestants have to do a special move which will be practiced beforehand when they think the time is up! This can be a dance move or a pose etc.
- Each team will have a sound effect that is played when they do their special move.
- There will be a practice round of 10 seconds to get them going. Then they will attempt the longer time.
- The closest Team will win the point.

## Running Order

- Holding Screen and background music (whilst interviews and practice special moves etc.)
- 10 second countdown for practice run
- Winner screen (red or blue)
- Day 1 - 55 second countdown, Day 2 - 60 second and Day 3 - 70 second
- Winner Screen (red or blue)



## Total Recall

- The app will reveal a collection of lots of different items on the screen
- Contestants representing their teams will take ten seconds to memorize as many of the items as possible,
- As the images disappear from the screen each contestant takes in turn to recall an item at a time.
- No repeats or hesitations are allowed.... Who will achieve Total Recall?



# The Apps

## #Hashtag

- A game that can involve the entire team as well as Individual volunteers
- The app wall reveals a hashtag challenge
- The team has to try and re-create it
- Who will be the best? The app wall will decide



# Extended Download Day

- On Team Day Download is now bigger, bolder and longer
- Each Team Captain will be joined by a co-host. This will be either another member of the entertainment team, or from the wider TUI team
- It is important that when co-hosting Download all hosts are confident and well rehearsed before going live.
- The format of Download for the extended day is slightly different to normal as an additional party dance and game are added to the mix