

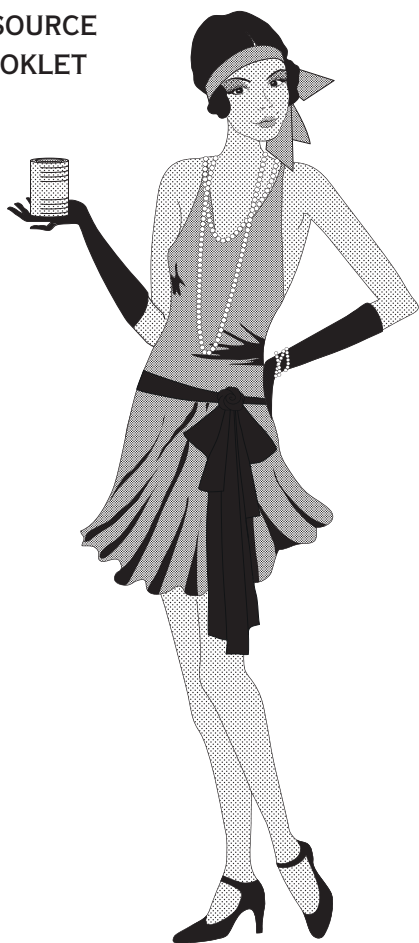
THE SALVATION ARMY

EASTERN TERRITORY

WOMEN'S MINISTRIES

CAN CAN PARTY

RESOURCE
BOOKLET



WM Outreach

Party Package

In our desire to 'do new things in new ways for new people,' the Eastern Territorial Women's Ministries Department is excited to present a new initiative in outreach to women who are interested in connecting with The Salvation Army in their communities through a fun, informative 'Party'. Through this outreach, we are especially hoping to target women who do not regularly attend meetings, for example: college-aged women, military wives, grandmothers raising their grandchildren, etc. Party Packages are individually themed, **one-time events** that will take place at the corps or a local area in the community...or even in someone's home! These packages will follow one or more of the four-fold objectives of Women's Ministries: Education, Fellowship, Service and Worship. All materials are presented within the reusable package in easily reproducible PDF format and will be tailored to the specific event's theme. The responsibility of the corps will be to invite women, secure decorations, small prizes, activity supplies and any other favors or informational fliers they may want to present at the time of the party.

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OVERVIEW

INTRODUCTION

The 'Can Can' party is a fun, energetic outreach event that focuses on some of the Social Ministries (*food pantry, feeding program, etc.*) taking place at your corps. The party will cover the components of outreach, education, fellowship and service and can be crafted as a home party or as a corps event.

Target Audience

Because food distribution and feeding is a ministry very connected to almost all communities, this Outreach party is an opportunity to include individuals from every aspect of your community, as you educate them as to the Army's nutritional services and offer volunteer opportunities, as well. A few target groups to invite could include:

- Friends of The Salvation Army
- Interested community members (*who have previously expressed interest in volunteer opportunities*)
- Women's Auxiliary Members
- Salvation Army Soldiers/Members

Each person in attendance is encouraged to bring at least one canned good to the event, as indicated on the invitation.

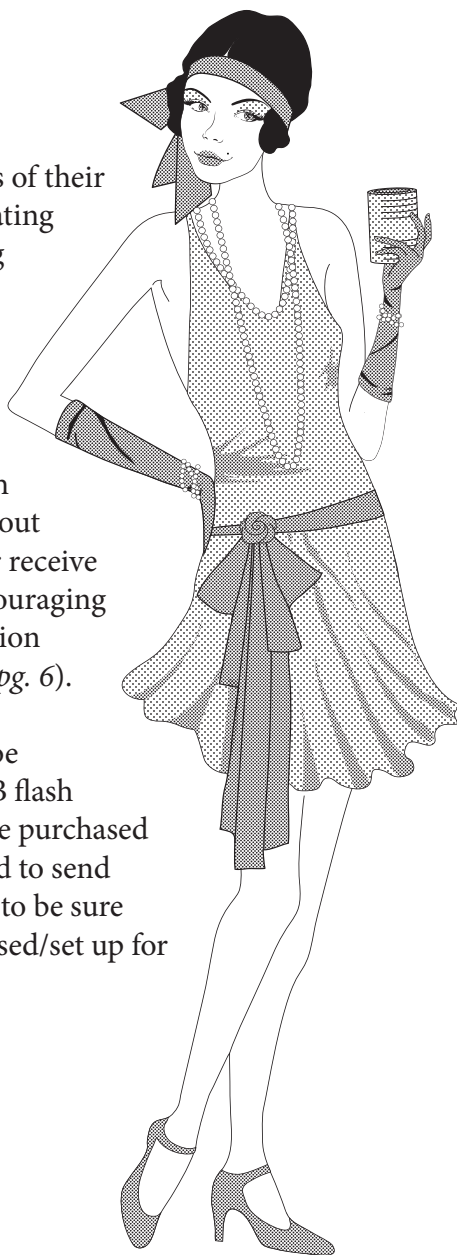


Desired Outcome

The purpose of the party is that all who attend will:

- Learn more about the needs of their community, specifically relating to your food pantry/feeding program ministry.
- Consider volunteering in the future. At the end of the event, party goers should have the opportunity to connect with someone knowledgeable about the corps' ministries and/or receive follow-up information encouraging future support or participation (*see Follow-Up Suggestions pg. 6*).

Items in the Party Package will be printable from the included USB flash drive. Some items will need to be purchased for this event. It is recommended to send invitations or offer a sign up list to be sure that enough supplies are purchased/set up for your group.



ITEMS INCLUDED IN PARTY PACKAGE

Materials are available in color and black & white for printing or copying.

- Leaders Resource Booklet includes:
 - o Overview
 - o Party Timeline
 - o Set-Up Guide
 - o Suggested Program Outline
 - o Devotional
 - o Activity Suggestions
- Promotional materials in digital form (*USB flash drive*):
 - o Customizable Invitations
 - o (2) Event Posters
- Program Content in digital form (*USB flash drive*):
 - o Leadership Resource Booklet
 - o Graphics (*for Power Point/Corps Announcement*)
 - o Themed Power Point Slides
 - o Follow-up ideas
- Personal information cards (*Digital – USB flash drive*)
- Follow up pre-formatted email (*Digital – USB flash drive*)

ITEMS NOT INCLUDED

- * Decorations (*see Set-Up Guide pg. 7*)
- * Small Prizes
- * Activities Supplies
- * Table Favors (*optional*)



RECOMMENDED PREPARATION

The color scheme is red, black, white and grey (*silver*). Because this is more like a ‘rally’ than a typical Women’s Ministries meeting, it would be nice to put as much detail as possible into decorating the room (See *Set-Up Guide* pg. 7). Because you are attracting new women, follow-up is a crucial part of this party. Please make sure you have information on hand regarding all corps activities, service times and volunteer opportunities. Also, be sure that each lady has signed her personal information card so you can send a follow-up postcard or email.



TIMELINE

1-2 MONTHS OUT

- Choose a party date
- Plan a location
- Create your guest list
- Place flyers in designated areas
- Secure volunteers to help

4-5 WEEKS OUT

- Send your invitations
- Create a timeline of party activities
- Start planning room decorations (*see Set-Up Guide pg. 7*)
- Prepare handout materials to give partygoers, offering them information on corps programming and volunteer opportunities
- **If using Power Point, customize slides to reflect local ministry/alternative party components



1–2 WEEKS OUT:

- Collect last minute RSVPs
- Gather all party decoration supplies
- Plan and gather supplies for games and prizes
- Assemble favors, if desired
- Print out ‘Information Cards’ and ‘Recipe Cards’ – enough for each guest.
- Plan and purchase music (*see Set-Up Guide pg. 7*), if desired
- Customize Devotional to reflect your community
- Meet with your volunteers to review party schedule/set-up

DAY BEFORE/OF:

- Set up room (*See Set-Up Guide pg. 7*), if desired.
- Create space for can donations
- **Optional: prepare one or more of the foods from recipe cards. All recipes are created using 80–100% canned items.
- Celebrate!
 - * Be sure to have designated ‘can-collectors/greeters’
 - * Remind partygoers to fill out and drop off their information cards in a bin or have someone collect them at the beginning of the party.

1–2 WEEKS AFTER (FOLLOW-UP):

- Send ‘thank you’ post cards
- Follow up with volunteer opportunities



SET-UP GUIDE

The following are some themed suggestions. Feel free to use your imagination to either simplify or elaborate to suit your situation.

TABLES

Place tables in a semi-circle in order for everyone to have a view of the front of the room and to provide space for host and games. Use additional tables for snacks and 'Can You Guess' game.

Tablecloths – black, silver, white or red with metallic confetti

Centerpiece(s) – stack of aluminum cans, color coordinated balloons tied to a weight, or glass jar with long feathers sticking out

Individual Setting – You can choose to preset food plates at each setting along with information cards and pens. Favor suggestions include beaded necklaces or sunglasses (*purchased from Oriental Trading, Dollar Store, etc.*) or small bags of candy.



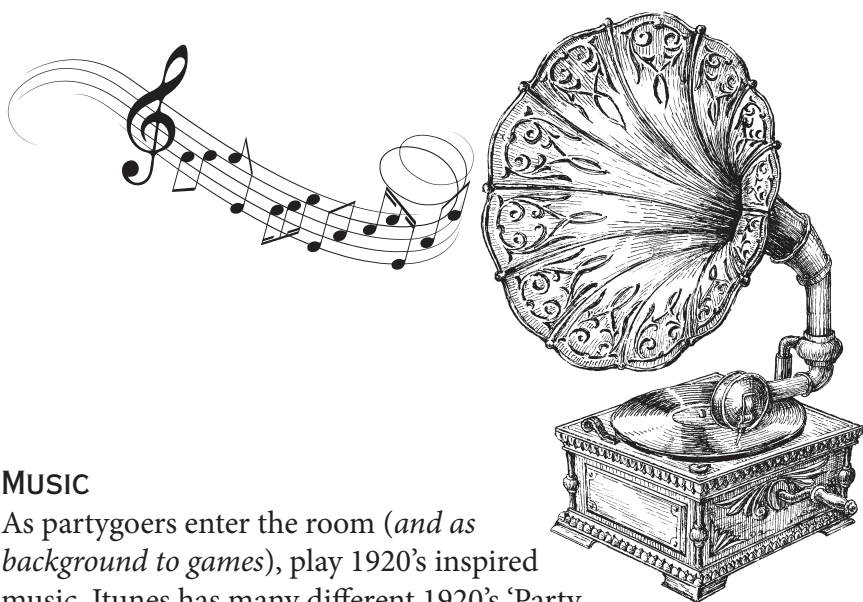
ROOM DECOR

Shopping cart or basket – placed for collecting cans as partygoers enter the room.

Aluminum cans – set up as centerpiece(s) or around the room as part of the décor. If they are empty, remove the labels.

Photo Booth – set up a sheet in the back of the room with a few props that reflect the era, purchased at the Dollar Store or thrift shop. You can even make a ‘Can Can Party’ sign! Take a photo of each guest using a Polaroid to give to the partygoer immediately, or take the picture digitally to send as a follow-up email. Offer time for ‘selfies.’ If using pictures for public use, individual **MUST** fill out a photo release consent form.

Doorway/walls – hang streamers throughout the room in either silver or red to reflect the 1920’s flapper/Gatsby–esque theme. Add weighted balloons, in like colors, on either side of the door or snack table.



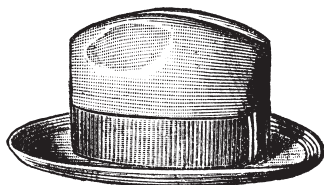
MUSIC

As partygoers enter the room (*and as background to games*), play 1920’s inspired music. Itunes has many different 1920’s ‘Party Hits’. They can also be ordered on Amazon or most music/party store websites. Instrumental music is preferred.

COSTUMES

While not everyone has a flapper costume lying around, here are some fun ways to put an outfit together for the host(s):

- Male – slicked back hair or a wide brim skimmer, fedora or newsboy hat. Zootsuit, (*baggy suit*) with handkerchief in pocket and solid color tie, long sleeve button-up shirt with sleeves rolled up and suspenders, striped blazer top with solid khaki or dark pants, shiny black or brown shoes.
- Female – pinned, slicked back hair, red lipstick and heavy rouge, cloche hat or stretchy headband with feathers or a necklace glued on one side to wear across forehead, apron with fringe glued across (*as a flapper dress*), buckle high heels, feather boa, long bead necklace.



FOOD

Included in the material are 4 different recipes cards to copy/print as favors (*1 snack, 1 dessert, 2 meals*). These are made using almost all canned ingredients. You could prepare some of these as your refreshment, or have a snack spread that partygoers can go to at their leisure during the party. Some theme-appropriate snacks include, deviled eggs, stuffed mushrooms, olives and cheese, meatballs, wontons, small assorted cakes, coffee and tea.





PRINTING SUGGESTIONS

All materials on the USB flash drive are printer friendly. For best quality printing, especially on anything double sided, we recommend going to professional printers (*Staples, Kinkos, Office Max, Office Depot, etc.*) This will ensure that printing is the best quality for mailing and distribution. If this is not an option, the following are tips for in-corps printing:

- To cut down cost, opt for the black and white option provided for most or all materials.
- Use card stock for invitations and thank you postcards. Both are double-sided print jobs.
- If printing from copy machine, be sure to change print setting to card stock so the ink will be more vibrant on the page.
- Print flyer on letter size ($8\frac{1}{2}'' \times 11''$) paper



PROGRAM OUTLINE

MEET AND GREET FELLOWSHIP/

SNACK TABLE/CANNED GOODS COLLECTION

The time frame for this will depend on the number of partygoers, how you choose to serve food and the process for can collection. You will want to encourage partygoers to select their seats five minutes prior to the welcome. Give enough time for host/hostess to greet partygoers and for partygoers to fellowship. This would also be a good time to utilize the optional photo booth. Also, see **Music Suggestions** on page 8.

WELCOME AND INTRODUCTION

Once partygoers are seated, the host/hostess will give a welcome to The Salvation Army, share a few different ministries currently happening within the building, then lead into what that facility particularly does with their food pantry/ feeding program ministry. Explain that the cans collected for the party will go to the pantry and that there will be opportunity to learn more about volunteering later in the party.

GAME

Play one of the games from the booklet. If possible, have games preset on tables with volunteers to help quickly move them to the center of the room so that there is no wait time throughout the party.



SHARE TIME

Depending on the size of the group, rotate between two or three options by splitting the partygoers up into groups. **1:** have Group 1 stay in the room and teach them how to do The Charleston dance. **2:** Have a corps volunteer who is knowledgeable of the food pantry/ feeding program ministry give Group 2 a mini tour of the food pantry and also the soup kitchen if your facility has one. This is a good opportunity for partygoers to ask questions. **3:** In another room, lay out extra recipe cards and assorted canned goods and have a discussion about beneficial ways clients using the food pantry can best utilize the food they are given to make balanced meals.

DEVOTIONAL

Present Devotional which is provided in the material, adding community stats beforehand to personalize/localize the message to partygoers.

GAME

Play remaining game from the booklet.

VOLUNTEER OPPORTUNITY EXPLANATION/ COLLECT PERSONAL INFORMATION CARDS

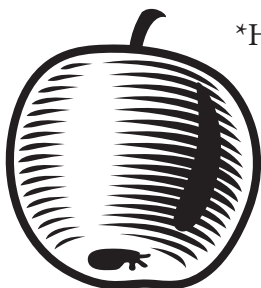
As the host/hostess is wrapping up the party, ask partygoers to fill out their information cards and collect them for sending follow up thank you letters later. Talk about volunteer needs within the corps and, if possible, have a current food pantry/ feeding program volunteer share a short testimony of his/her experience in serving the community.

Open up the remainder of the time for more fellowship and opportunity to talk and ask questions of the host/hostess.



DEVOTIONAL

“Blessed are those who hunger and thirst for righteousness, for they shall be satisfied.” Matthew 5:6



*Hunger is defined in the dictionary as “a feeling of discomfort or weakness caused by lack of food, coupled with the desire to eat. To have a strong desire or craving.” Some synonyms used for hunger are emptiness, starvation, malnutrition and malnourishment.

Every day, people feel the effects of or even lose their life to hunger. Someone you know right now could be malnourished, or perhaps at some point in your own life you have experienced real hunger. As Christians we understand that hunger is more than just a physical need to be met. There is a level of spiritual hunger that can only be fulfilled by drawing close to God and spending time in His presence and His Word. The Salvation Army is in a unique position where we are able to help in both circumstances. The Founder of The Salvation Army, General William Booth, once stated, “You can’t tell a man about the love of God if he has an empty stomach!” He acknowledged that physical hunger, as well as lack of basic needs, prevents physically starving souls from seeking to fill the deeper hunger which is to know Christ.

**In 2014 alone, 16% of our population – 46 million Americans, including 13 million children – lives below the poverty line. More than 48 million people face the threat of hunger daily in the United States.



[Corps Officers: feel free to insert any local statistics you may have found about poverty and hunger within your own community. You can even be creative and ‘visualize’ the stats, by writing them on individual index cards and placing them on cans to place in front of you as you are speaking.]

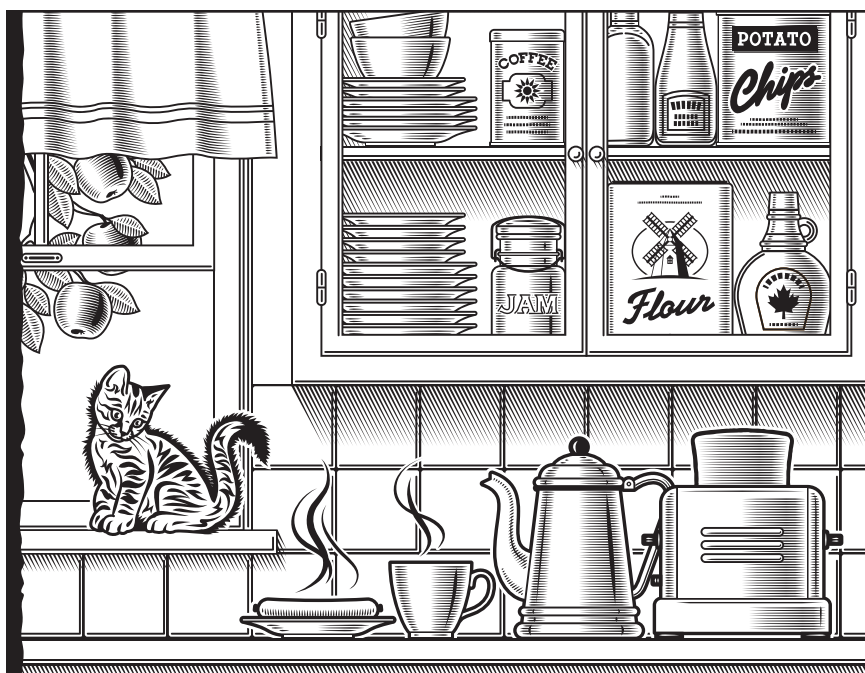
THIS SPACE AVAILABLE FOR NOTES

****While working to break the cycle of poverty,**
The Salvation Army intervenes every day to meet the most immediate needs: helping pay utilities, sheltering families who have lost their homes, feeding the hungry, etc. Each year, we provide more than 60 million meals nationally to anyone in need through thousands of sit-down meal programs, food pantries, mobile meal units, and community gardens.

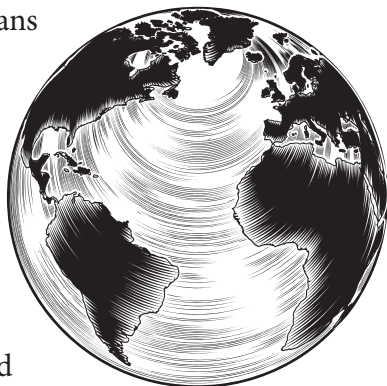


It is essential that we work together to help our brothers and sisters in our community to have good nutrition so that they can blossom in other areas of their lives, to take care of themselves and their family, to contribute to society and the ultimate goal – to be willing to receive sustenance and fulfillment that can only be given through knowing our Savior Jesus Christ. Jesus reminds us that if we seek and hunger for righteousness, which is truth and goodness and grace and all the good things that come with the salvation He offers to each of us, we will never be hungry again.

It says in John 6: 33–35, “For the bread of God is that which comes down out of heaven, and gives life to the world.” Then they said to Him, “Lord, always give us this bread.” Jesus said to them, “I am the bread of life; he who comes to Me will not hunger, and he who believes in Me will never thirst.”



So a single aluminum can of green beans or soup may not seem like much to some, but it can help prevent an individual from experiencing hunger today. It can perhaps also be the beginning of a journey in helping them to never experience spiritual hunger again.



In our human nature, we are all created to experience a hunger that only God can fulfill. He tells us over and over again in His word that the world cannot fill that void, only He can. So through the simple and practical ministry of distributing these cans to those in need, let us be reminded in our own hearts and minds that when we ourselves feel that void, we can go to the Father. Only He will leave us fulfilled.

PRAYER

Heavenly Father, we thank You for your hand of provision over the families within this community.

Father, we see that there is need not just for physical nourishment, but also for love and purpose and completion in the lives of so many – in ways that only You can provide.

Lord, we ask that You continue to use each and every one of us to be Your hands and feet in this community, to be of service to our brothers and sisters whom You dearly love.

*We ask this in Jesus' name,
Amen.*

* Hunger. Merriam-Webster. Merriam-Webster, 06 Sept. 2015. Web. 05 Sept. 2015

** <http://salvationarmyannualreport.org/assets/2014/2014-AnnualReport.pdf>

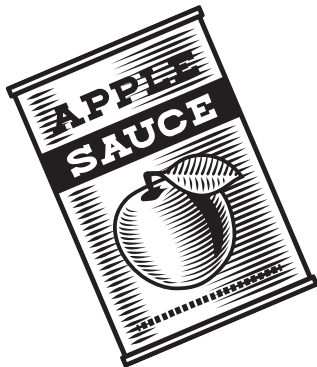
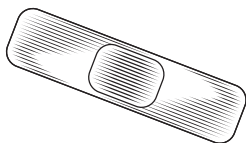
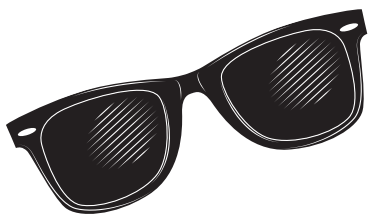
CAN YOU GUESS

The Roaring 20's was an era of extraordinary industrial growth and accelerated consumer demand. Because of this, many new things were invented during this time of economic prosperity until the Crash of '29. With this game, you are going to have 3–4 competitors who will each stand in front of 4 cans.

On the bottom of each can will be glued a word or picture of various items (*see suggestions pg. 18*). 1 item was invented during the 1920's, 3 items were invented at a later time. Be creative and give each competitor a different group of items to diversify the answers. Give the competitors 30 seconds to select the item from the 1920s and then go from one individual to the next reading off the correct answer. If they are successful, give a small gift (*preferably one that was invented during that era*).

ITEMS NEEDED

- aluminum cans (*not necessarily empty*) – 4 per competitor.
- item labels/pictures for cans
- small prizes (*box of decorative Band Aids, Q-tips, small gift card for a cheeseburger, bubble gum, eyelash curler, sunglasses, PEZ candy dispenser, etc.*)



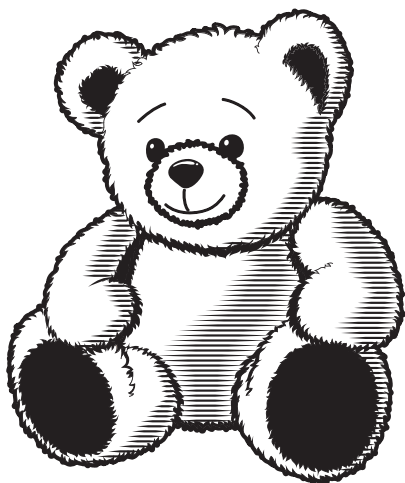
LIST OF SOME ITEMS INVENTED IN THE 1920'S

Kool Aid (1927)
Bubble gum (1928)
7-UP (1929)
Q-Tips (1920)
Electric Shaver (1927)
Spiral Bound Notebooks (1924)
Hair Dryer (1920)
Convertible Car (1922)
Masking Tape (1925)
Men's Bow Tie (1928)
Sunglasses (1929)



ITEMS INVENTED AT DIFFERENT TIME (SUGGESTIONS)

Zippo Lighter (1932)
Monopoly Board Game (1935)
Cheerios Cereal (1941)
T-Shirt (1942)
Ballpoint Pen (1944)
The Teddy Bear (1902)
Electric Washing Machine (1907)
Credit Card (1950)
Oreo Cookies (1912)
Plastic (1909)
The Slinky (1943)
Elmer's Glue (1947)



CANTAGIOUS

‘CANtagious’ is a game from the show Minute to Win It. It uses three full (*unopened*) soda cans and three empty soda cans, challenging the contestant to keep a steady hand in balancing them. It’s trickier than it sounds!

THE GOAL

Set up enough cans for 3–4 players. Starting with three empty soda cans stacked in one hand and three full soda cans stacked in the other, you must transfer the stacks from hand to hand without using any other body parts or surfaces. For a simpler version, use stacks of 2 cans.

It sounds impossible but it’s not. It’s not easy either!

ITEMS NEEDED

- 3 empty soda cans (*per player*)
- 3 full soda cans (*per player*)
- 2 wristbands, of different colors (*e.g., one red and one white*)
- A one-minute timer
- A tarp or other plastic sheeting to cover the floor of the playing surface (*optional*)
- Paper towels or other instruments to clean-up (*optional*)
- Small prizes (*e.g., a can of soda*)



HOW TO PLAY

Put on the wristbands (*white for the empty side and red for the full. If the cans aren't color-coded, then use a Sharpie to write "E" on the white one and "F" on the red one*). Place the two stacks of cans in front of you on the table so that you'll be picking up the red cans with the hand wearing the white wristband, and vice versa.

Begin the one-minute timer. Lift the stacks of cans, one in each hand, and begin moving them from one hand to the other. This is accomplished by placing one stack on top of the other, moving your top hand up one can, and bringing the cans in the bottom hand to the top of the stack. Repeat this until you have swapped the stacks. You should end up with the wristbands matching the colors of the stacks (*if you decided to color-code your game*).

THE RULES

This one seems to have a lot of rules, but they are fairly simple:

- Stand with your hands at your sides until the timer begins.
- You may not let the cans touch your body or the table while they are in play – only your hands may touch the cans.
- When the cans have been swapped successfully, they must remain standing in your hands for three consecutive seconds.
- If one or more cans fall, or the cans touch your body or the table, the game is over.



