

# DIARY OF A WIMPY KID

# DOG DAYS

## EVENT KIT



Thank you for hosting a *Diary of a Wimpy Kid* launch party! We hope this packet will help you create an event that's fun for everyone. Please read through the activities on these pages and decide what works for your needs and for the kids who turn out. Thanks again, and have fun!

and

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## GETTING STARTED

This packet includes a number of suggestions for games and activities that will make a fun event. You'll have to gauge the size and the age range of your crowd to determine which of these activities will work best, and put the activities in any order you'd like. You might want to only do one or two of these, or do them all.

We'd like to ask that you please kick off the event by reading the following letter from Jeff Kinney to the group.

Hi, everyone!

Thank you so much for coming out for the "Dog Days" launch party! I wish I could be there with you in person.

I want to say thanks to each and every person here. You've made "Diary of a Wimpy Kid" a hit, and I want you to know how much I appreciate that.

I hope you like the fourth book! It was fun to take Greg out of the school setting for the first time and to write about his summer vacation.

I've put together a few activities to help celebrate the launch of the new book. I hope you have a good time!

Sincerely,

Jeff



## PRIZES

To make things more fun, you might want to consider giving out prizes at your event. Some suggestions are the *Diary of a Wimpy Kid Do-It-Yourself Book* or Scott McCloud's *Understanding Comics*, or smaller prizes like bookmarks or pencils.

It's up to you to decide how to hand these prizes out. How you decide to disperse prizes will depend on the size of your group.

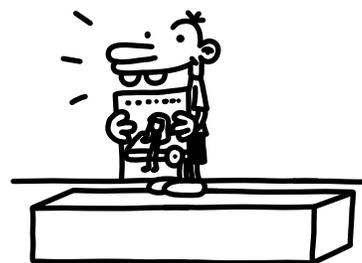
If you have a small group (1–30), you can hand out small items to everyone as a reward for showing up. If you have a larger group, you may have to hand out the small items on a first come, first served basis, or as individual prizes for individual accomplishments (such as answering a trivia question correctly). You could also hand out the small items to winning teams for games that involve team play.

A larger prize can be given to the player who accomplishes the most (across all of the games), or in a drawing at the end of the event. If you don't have time to hand out tickets, please pick the person who has a birthday closest to October 12.



## THE "WIMPY KID" TRIVIA GAME

**How to play:** A moderator should read the questions while a spotter watches for kids raising their hands.



1. Who is Rowley's favorite singer? (*Joshie*)
2. What does Rowley write in Greg's yearbook? (*Don't be a fool, stay cool*)
3. Who wins "Athlete of the Month" in book one? (*P. Mudd*)
4. What's the name of Greg's least-favorite comic? (*L'il Cutie*)
5. What's Rowley's last name? (*Jefferson*)
6. What's the name of Löded Diper's lead singer? (*Bill Walter*)
7. Who does Greg have a crush on in book three? (*Holly Hills*)
8. What did Marty Porter have in the second grade? (*head lice*)
9. Who does Rodrick apologize to in book one? (*women*)
10. What word does Fregley use to let people know he has to pee? (*juice*)
11. What's Manny's nickname for Greg? (*Bubby*)
12. What two things does Greg make out of soap? (*a sheep and the Titanic*)
13. Whose picture is all over Gramma's refrigerator? (*Manny's*)
14. What did Barry Grossman borrow from Grandpa? (*his vacuum*)
15. Who wins the talent show? (*Leland*)
16. What's written on Greg's pen pal's photograph? (*"Super Cool"*)
17. What does Manny call his blanket? (*"Tingy"*)
18. Which author is Greg most afraid of? (*Shel Silverstein*)
19. What would Greg rather do instead of swim team? (*water jazz*)
20. What gets written on the door at Rodrick's party? (*"Hi Rodrick"*)



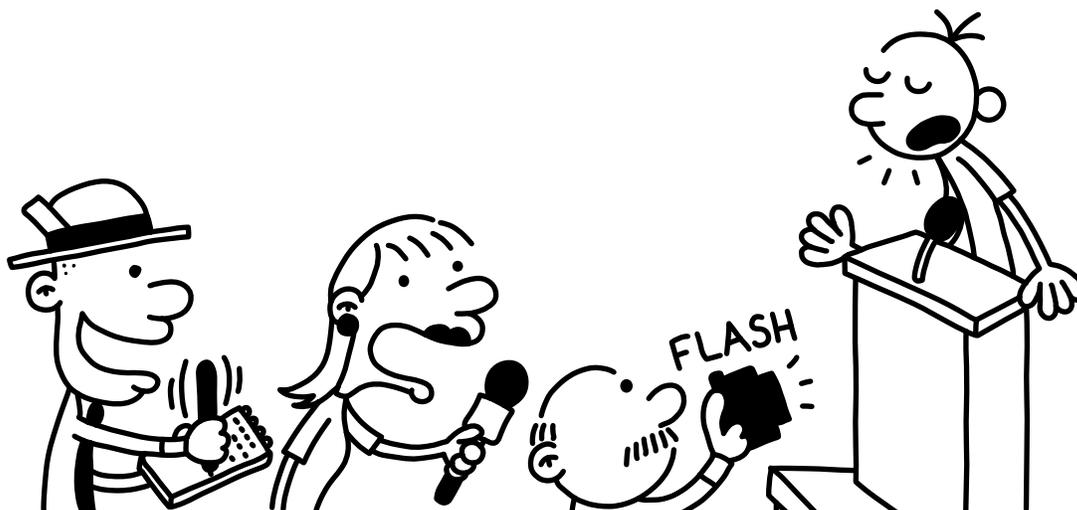
## THE "WIMPY KID" EXPERT GAME

**How to play:** A person from the audience who claims to know everything about the *Wimpy Kid* books is picked to come to the front of the room. They will face off against the crowd in a trivia game, which will prove whether or not the "expert" is indeed the most knowledgeable fan in the audience.

Everyone in the audience who wants to participate will stand up. Everyone else will remain seated. The audience and expert will be asked a series of true/false questions from the list on the next page. If the players in the audience think the answer to a given question is true, they will place a coin in their right hand and close it. If they think the answer to the question is false, their right hand will be empty.

The expert reveals his or her answer. At the count of three, everyone will open their right hand, revealing their answer. If the expert is incorrect, he or she will be eliminated from the game, and a new expert, drawn from the audience who is still standing, will be invited to the front of the room.

All players in the audience who answer incorrectly are out of the game, and they have to sit down. If the expert is correct, he or she will keep playing. If the expert outlasts everyone in the audience, he or she wins the game.





## THE "WIMPY KID" EXPERT GAME (questions)

Manny is four years old. *(false)*

Greg and Rowley's haunted house poster promises live barracudas. *(false)*

Rodrick writes a poem called "A Thousand Years Ago." *(false)*

Greg thinks moose evolved from birds. *(true)*

Greg writes about a monkey named Robby. *(false)*

Bill Walter was named "Most Likely to Succeed" in the yearbook. *(false)*

Dad tells Manny he needs to watch out for the "Potty Monster." *(false)*

Greg and Rowley play Magick and Monsters with Leland. *(true)*

Fregley lives at the top of the hill. *(false)*

The Snellas want to win the grand prize on "America's Funniest Families." *(true)*

Greg wants to name his soccer team the "Twisted Wizards." *(true)*

Uncle Gary's first wife is named Linda. *(true)*

Heather Hills signs Greg's yearbook, "K.I.T." *(false)*

Greg's pen pal is named Mamadou. *(true)*

Mom reads Manny a book called *Sleepy Bear*. *(false)*

Mom has a TeddyCuddles bumper sticker on her car. *(false)*

Greg's thank-you note is addressed to Aunt Linda. *(false)*

"Wacky Dawg" is written by Bryan Little. *(true)*

Marty Porter is running for school secretary. *(false)*

Frank Heffley had black hair as a kid. *(false)*

Preston Mudd wins Athlete of the Week. *(false)*



## THE SHAME GAME

**How to play:** Everyone in attendance (even adults) stands up. The moderator reads the following statements. After each statement is read, the people for whom the statement is not true sit down. The winner is the last person (or people) standing.



I've read a book with no pictures in it.

I've pretended to be sick to stay home from school.

I don't know how to skip.

I've eaten fast food more than once in a day.

I learned how to tie my shoes after the second grade.

I've picked my nose without getting caught.

I've peeked at my neighbor's paper during a test in school.

I've gone more than three days without bathing.

I've never mailed a letter.

I've used a porta-potty.

I've listened to music with a Parental Warning sticker on it.

I've done a report on a book I haven't finished or even read.

I've had to change someone's diaper.

I've gotten a letter from a pen pal and I never wrote back.

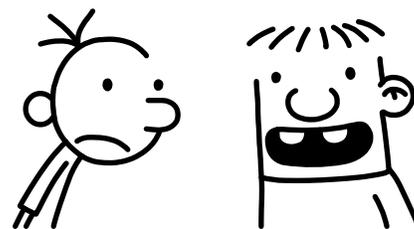
I've been bitten by a person.

I've bitten someone.

I didn't really wanna play this game.



## THE HOW-WELL-DO-YOU-KNOW-YOUR-FRIEND? GAME



**Setting up:** Randomly select five pairs of friends or siblings from the audience, and have each pair sit or stand at the front of the room. You'll need a pen and a piece of paper to record answers.

**How to play:** This game is based on the *Newlyweds* game show. First, send the the oldest of each pair out of the room, or away from the action. Each kid will be asked four questions about their friend or sibling. The moderator records the answers on a piece of paper. The other kids are brought back in once the questions have been answered. Points are awarded for each correct answer.

Next, the younger kids are sent out of the room, and their older friends or siblings are asked questions about their partner. The younger kids are brought back in after the questions have been answered. Again, points are awarded for each correct answer. The team with the most points wins!

### QUESTIONS: ROUND 1

- Has your friend/sibling ever fallen out of bed in the middle of the night?
- What was the last movie your friend/sibling saw?
- Who is your friend's/sibling's least-favorite band?
- What's the one word your friend/sibling would use to describe you?

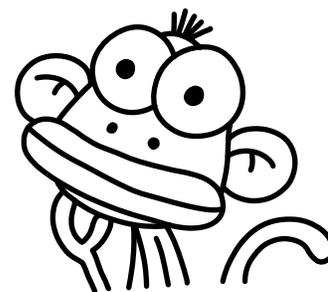
### QUESTIONS: ROUND 2

- Has your friend/sibling ever faked being sick to stay home from school?
- What is your friend/sibling saving up for?
- What is your friend's/sibling's greatest fear?
- What's the one word your friend/sibling would use to describe him-/herself?



## THE SECRET WORD GAME

**Setting up:** First, cut out the cards on the next three pages. This game can be played in a group of eight players or fewer. If you have a large group, select random people from the audience to participate, and bring them to the front of the room. If you have a small group, everyone can play. Divide the participants into two groups. Hand out a stack of cards to each team.



**How to play:** One team is selected to go first. A player from that team is designated as the first Reader. The Reader's job is to convey the "secret word" at the top of the card, and to get his or her fellow teammates to guess what the secret word is. The trick is that the Reader is not allowed to use the forbidden words printed on the card. The moderator must look over the Reader's shoulder to make sure he or she doesn't say any of the forbidden words. If the Reader says a forbidden word, they lose a point and must move on to the next card. The Reader has one minute to convey as many secret words as possible. Once the minute expires, the Reader's score is tallied, and the points go to the Reader's team. Then the card stack is passed on to the next team, and that team gets a turn. A new Reader is picked every time a team has a new turn. The game ends once everyone has had a chance to go, or once the cards run out.

If this game is played in front of a large group, it would be best for the moderator to write the secret word on an easel that everyone in the audience can see, so as to make it more fun for non-playing participants.



# THE SECRET WORD GAME (cards)

SECRET WORD

**cheese**

FORBIDDEN WORDS

Rowley  
eat/ate  
playground  
Swiss  
Cheddar

SECRET WORD

**Fregley**

FORBIDDEN WORDS

weird  
strange  
freckle  
glasses  
kite

SECRET WORD

**dog**

FORBIDDEN WORDS

canine  
mutt  
pet  
book  
cover

SECRET WORD

**Holly**

FORBIDDEN WORDS

girl  
crush  
Greg  
love  
hair

SECRET WORD

**Manny**

FORBIDDEN WORDS

brother  
Greg  
three  
little  
Bubby

SECRET WORD

**Greg**

FORBIDDEN WORDS

wimpy  
kid  
character  
Rowley  
cover

SECRET WORD

**underwear**

FORBIDDEN WORDS

clothes  
Greg  
cover  
white  
pants

SECRET WORD

**Rodrick**

FORBIDDEN WORDS

brother  
Löded Diper  
band  
drummer  
punch

SECRET WORD

**soccer**

FORBIDDEN WORDS

game  
ball  
play  
goal  
sport



# THE SECRET WORD GAME (cards)

SECRET WORD

**Ploopy**

FORBIDDEN WORDS

Manny  
Greg  
Mom  
word  
name

SECRET WORD

**Halloween**

FORBIDDEN WORDS

October  
costume  
candy  
pumpkin  
witch

SECRET WORD

**wrestling**

FORBIDDEN WORDS

WWE  
pin  
gym  
Fregley  
Greg

SECRET WORD

**Bubby**

FORBIDDEN WORDS

Manny  
nickname  
Greg  
play  
little

SECRET WORD

**cartoon**

FORBIDDEN WORDS

comic  
character  
drawing  
illustration  
bubble

SECRET WORD

**Joshie**

FORBIDDEN WORDS

Rowley  
singer  
dreams  
music  
boy

SECRET WORD

**green**

FORBIDDEN WORDS

last  
straw  
color  
book  
third

SECRET WORD

**Rowley**

FORBIDDEN WORDS

friend  
Zoo-Wee Mama  
Greg  
Big Wheel  
cheese

SECRET WORD

**diary**

FORBIDDEN WORDS

book  
journal  
red  
wimpy  
kid



# THE SECRET WORD GAME (cards)

SECRET WORD

**Thanksgiving**

FORBIDDEN WORDS

holiday  
turkey  
family  
November  
eat

SECRET WORD

**worm**

FORBIDDEN WORDS

chase  
stick  
patrol  
trouble  
Winsky

SECRET WORD

**Valentine**

FORBIDDEN WORDS

card  
heart  
February  
holiday  
note

SECRET WORD

**chimp**

FORBIDDEN WORDS

ape  
monkey  
chimpanzee  
hairy  
banana

SECRET WORD

**chocolate**

FORBIDDEN WORDS

Dad  
eat  
treat  
candy  
fudge

SECRET WORD

**wimpy**

FORBIDDEN WORDS

Greg  
book  
title  
weakling  
sissy

SECRET WORD

**book**

FORBIDDEN WORDS

paper  
wimpy kid  
journal  
diary  
pages

SECRET WORD

**Stealthinator**

FORBIDDEN WORDS

Greg  
ninja  
pictures  
locker room  
headband

SECRET WORD

**Easter**

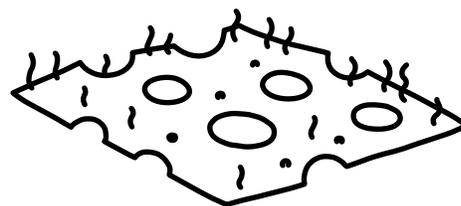
FORBIDDEN WORDS

holiday  
bunny  
chocolate  
egg  
rabbit



## THE CHEESE TOUCH GAME

**What you'll need:** A small piece of paper or Post-it Note for everyone who wants to play, and a hat or bowl.



**Setting up:** Draw a small piece of Swiss cheese on a single slip of paper. Fold all of the little slips of paper in half.

**Group size:** Best for a group of ten to twenty. If you have more than that many kids at the event, it might be best to break them up into smaller groups.

**How to play:** Players sit in a circle, facing one another. Each player takes a slip of paper out of the hat or bowl. Everyone unfolds their piece of paper and looks at it privately. The player who gets the picture of the Cheese has the Cheese Touch, but this must be kept a secret.

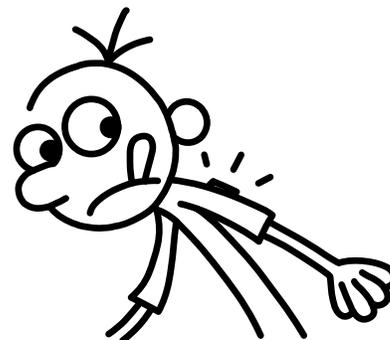
The object of the game is for the person with the Cheese Touch to pass it along to as many other people as possible. The person with the Cheese Touch does this by winking at a victim. When a victim is winked at, they have to silently count to five, and then announce to the group that they have the Cheese Touch. That person is now out of the game.

The other players are trying to catch the person who has the Cheese Touch in the act of winking. If a player catches the person who has the Cheese Touch, the game is over. Tally up the number of "victims" the person with the Cheese Touch successfully knocked out.

When the game is over, the slips of paper are collected again and put back in the hat or bowl, and players draw again. This game should be played in three or four rounds. The winner can be either the person who passed the Cheese Touch to the greatest number of people, or the person who caught more than one "winker" in the act.



# THE NAME TAG GAME



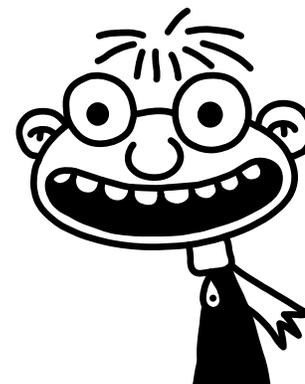
**Setting up:** Cut out the name tags below and tape one name tag on the back of each player. Players should not be told what it says on their name tag. Please photocopy this page if you have a larger group.

**How to play:** The object of the game is for players to go around the room and talk to one another, trying to figure out which book character they've been assigned. The player can ask Yes or No questions to figure out who they are. (For example, "Am I best friends with Rowley?") When a player discovers who they are, they can step out of the game. The goal is to *not* be the last person remaining.

EASY	MEDIUM	HARD
GREG	GRAMMA	LELAND
ROWLEY	COLLIN	MAMADOU
MANNY	WARD	SCOTTY
RODRICK	BILL	UNCLE JOE
FRANK (DAD)	ROWLEY'S DAD	UNCLE CHARLIE
SUSAN (MOM)	CHIRAG	JOSHIE
FREGLEY	LENWOOD HEATH	ALEX ARUDA
GRAMPA	HOLLY HILLS	PATTY FARRELL



# THE FREGLEY GAME



**Setting up:** Cut out the phrases at the bottom of this page. If you have a small group (nine or fewer), everyone can play. If you have a large group, randomly pick nine people to come to the front of the room.

**How to play:** If you have just a few people at your event, players face each other. If you have a large group, players face the audience.

Each player is handed a folded Fregley saying. Each player must read their saying in turn. The catch is that the player has to read their saying without showing their teeth (meaning that they need to keep their lips over their teeth). If the reader smiles or laughs, they are eliminated. Anyone else in the game who smiles or laughs is also eliminated. The game repeats until there is only one person remaining. That person is the winner.

DO YOU HAVE AN INNIE OR AN OUTIE?

DOES THIS SCAB SMELL FUNNY TO YOU?

WANNA PLAY "SLAP AND TICKLE"?

DO YOU BELIEVE IN HORSES?

WANNA PLAY "DIAPER WHIP"?

WANNA SEE MY "SECRET FRECKLE"?

WANNA TALK ABOUT MY "HYGIENE ISSUES"?

BETCHYA I CAN FIND YOUR "TICKLE SPOT."

CAN YOU CHEW GUM WITH YOUR BELLY BUTTON?



## THE PERSONALITY GAME

**Setting up:** Cut out the little slips of paper on the next page. Hand out three random slips of paper to everyone in the group. You may need to photocopy these sheets so that there are enough slips of paper for everyone.



**How to play:** Once the game begins, players have two minutes to trade their slips of paper with other players. Players should trade for slips of paper whose phrases most accurately reflect their personality.

**How the game ends:** Once the time runs out, players are told that this game tells them which *Wimpy Kid* character they have the most in common with. Each slip of paper has a little symbol in the corner. The symbols correspond to characters in the *Wimpy Kid* universe. The moderator should read off the symbols and name the corresponding characters. Players should keep track of how many points they have for each character. After all of the points have been added up, players should be grouped by character so everyone can see who they have the most in common with. There are no winners or losers in this game.

KEY			
	<b>GREG</b>		<b>FRANK (DAD)</b>
	<b>ROWLEY</b>		<b>SUSAN (MOM)</b>
	<b>MANNY</b>		<b>FREGLEY</b>
	<b>RODRICK</b>		



# THE PERSONALITY GAME (phrases)

I think this game is totally lame.

I like to chew my toenails.

I would trade in my best friend if I could get someone better.

I think that just being together is the most fun of all.

I wish all the teenagers in this town would get shipped off to Alcatraz.

I still sleep with my stuffed animals.

The music my parents listen to is terrible.

I sometimes store things in my belly button.

I have fallen asleep in class before.

I have never gotten grounded before.

I think rock 'n' roll music should be illegal.

I have the greatest best friend in the whole wide world.

I have slept past 3 p.m. on a Saturday.

I can read the thoughts of animals.

I keep an enemies list.

I think hugs are the best medicine.

I hide snacks where I can find them later.

I think bunnies are awesome.

I spend more money on music than video games.

I can remember being born.

I think Greg Heffley is a great role model.

I have never gotten grounded before.

I sometimes eat while sitting on the toilet.

I am afraid of clowns.