

# Deal or No Deal- Workshop Edition

## Kelly Holmes and Catrina Sistrunk

### Characters:

Howie-

Sugarmamma-

Models- 10 club members

### Materials Update:

-Bald wig and small hoop earrings and soul patch (for Howie costume)

-10 Small Cases

-Bag of Candy- with lots of pieces- at least 300

-Easel – for tally board

-Board for candy amounts and puzzle pieces to stick to

-Tape to stick the puzzle pieces on the board or maybe thumb tacks

-Puzzle pieces (to fit in the cases – tips on one side/amount of candy on other)

-Handouts-

-Volunteers to be the models

-Toy phone that makes noise

- Something to serve as the button if they accept the deal- **Have an easy button.**

### Set up:

Board will be up front next the models on an Easel. We will put a table in front of the board with the button on it. The models will hold the cases with their numbers facing out. (I think I might get them some tiaras to wear 😊) The phone will be on the table next to the button.

## Game Play and proposed script in certain areas:

SugarMamma: Welcome to Deal or No Deal- Workshop Edition. One of you will be playing for a big bag of candy and along the way you'll discover tips on how to put on an awesome workshop. But first, we have a special surprise, we were able to get a special guest to agree to come down here to put on the game for us. Please welcome, Howie Mandell.

Howie: (will be in the back and come running out when called). Thank you Sugarmamma. I'm so glad to be here with the GFWC Florida Juniors. We need to select a player. Sugarmamma, please draw a name (we will have all the chairman names in a bucket that are present and pull one).

Sugarmamma: (calls out name of contestant).

Howie: (asks player what club they are from and what district and to tell us about herself) Ok, player, select a case from one of our beautiful JDD models that you think has the whole bag of candy. (player picks case and that JDD sits down- case goes on table in front of player)

Howie:

Ok now you have to open two more cases. (Player picks two cases) Howie says open the case.

Sugarmamma: (puts puzzle piece with the tip side up on the board next to matching number after each is opened). Sugarmamma talks about both tips. Howie can contribute as necessary.

Howie: (picks up phone and makes it ring. During same time Sugarmamma picks an amount that they want to offer to the player to accept the deal. While Howie is on the phone, Sugarmamma tells him what the amount is that they will be playing for out loud. Howie pretends to be getting this info from the phone and then says ok and hangs up. (I know this sounds weird but it will be funny if sugarmamma looks at Howie funny while this is going on)

Howie: I know you are really anxious to hear the amount of the deal. I don't want to keep you in suspense any further. The offer is \_\_\_\_\_. That's a lot of candy. So player, Deal or no Deal?

Player either pushes button or puts box on top of it.

Howie: ok player pick two more cases.

Play continues the same through three rounds and we go over tips on each round. We can do other funny things with the phone and sugarmamma like on the next round have the sugarmamma talking to one of the models and howie yelling hello, hello. etc. This is where ad lib sometimes kicks in better and is funnier. We can also give them a chance to ask their friends for help on whether to take a deal, etc.

After the eighth box is opened and offer is made Howie explains that if they don't take the deal then they are going to have to go with the case they picked. If they don't take the deal, we open their case

and then the remaining one to see whether they made the right choice. We go over last two tips and we are done.

Thank volunteers for their help. Give them the handouts and take questions if needed.