



HOST A DONATION-THEMED PARTY

Below are ideas for themed parties to benefit our furniture bank. If you come up with other creative ideas, let us know!

1 Fort-Building for a Cause

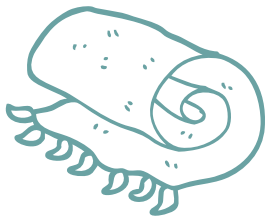
Location: Offsite (at your business or other location)

Time: Any

Budget: \$0-50

Group size: 1 – 10

Recommended age: 5+ (with adult supervision)



Gather blankets, pillows, and sheets in new or great-but-used condition (no stains, holes, damage, smells, or excessive wear and tear). Build the blanket fort of your dreams or have different groups compete to build the biggest, comfiest, most elaborate, or most structurally sound fort.



After you are done, give everything a quick wash and bring the materials you don't need anymore to Community Warehouse. We will give them to folks overcoming adversity so that they can get cozy and maybe even build the fort of their dreams in their new home.

Questions? caty@communitywarehouse.org



Great for kids, families, and grown-ups too! Perfect for a picnic, date night, movie night, party activity, or creative play!

2 Pots 'n Pans 'n Ping Pong

Location: Offsite (at your business or other location)

Time: Any

Budget: \$0-10 per pot/pan

Group size: 2 – 10

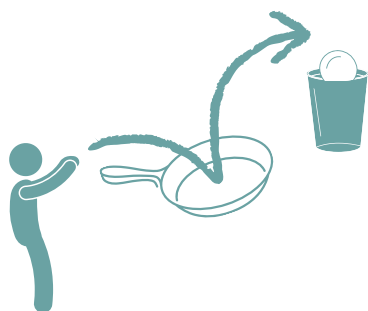
Recommended age: 10+



1. Gather new or very gently used pots and pans (no rust, scratches, dents, cracks, missing handles, or worn non-stick coating please!) Baking sheets and pans work too!



2. Grab a cup and ping pong ball (rubber bouncy balls work too).



3. Arrange pots and pans down stairs or at various heights and angles. Bounce your ball into a pot/pan and try to get it to land in the cup.

- Try out elaborate setups or compete for the fastest or most complicated successful bounce!



4. After you are done having fun, donate your pots and pans to Community Warehouse to help people and families overcoming adversity as they start over and furnish their new homes.

Questions? caty@communitywarehouse.org



Great for sleepovers, game nights, team building, or lesson plans about physics, pitch & sound mechanics, and more!