GENERAL PROGRAM IDEAS

The various ideas for the program listed below are designed to be used at a chapter meeting as entertainment. However, many could also be modified to be used for a fun membership event. In addition to the ideas below, other specific programs can also be found in another area of this web site.

1. Play BINGO or other traditional games.


3. AUCTION. A variety of items can be auctioned as a fund-raiser for WGM/WGM project or other purpose. There could be a theme to the auction. For example, each member brings a sack “lunch” for after the meeting. The bags are sealed, so no one knows what is in the bag. The bags are then auctioned. Another idea is to auction Christmas ornaments, but again they are wrapped, so no one knows what the ornament looks like. The fancier the wrapping, the more money people are likely to pay for the item. Have a “pound auction” where members bring a pound of something wrapped up and the items are auctioned off. Start bidding at $1.00 and go up by $0.50.

4. MOVIE NIGHT. Make popcorns and snacks. Watch a movie selected by the members. Or, watch “Freemasonry: The Fabric of America” (DVD available from your regional membership committee representative), “The Last Full Measure” (a movie about Abe Lincoln), or “National Treasure”.

5. DRESS-UP NIGHT. Call at 8:00 am the officers and members who regularly attend. Tell them to come to the meeting that night wearing what they are wearing at the time of the call (within reason, of course!). Give a small prize for the most outrageous or most funny outfit.

6. FUZZY SLIPPER NIGHT. Give a prize for the best slippers.

7. TALENT-LESS TALENT SHOW. Announce that there will be a prize for the worst talent to encourage folks to come up with some funny and zany acts.

8. Have a small DOOR PRIZE or attendance prize at every meeting. Can’t win if you don’t show up!

9. SQUARE DANCE. Many callers will also give brief lessons before the dancing begins, so no one has to feel left out. Callers can often be found on the web, or ask around.
10. TWO-STEP DANCE. Again, folk dance callers can teach the two-step.

11. TREASURE HUNT in the chapter room for hidden objects. Another idea is to do the treasure hunt in your own purse or pocket. The first person to find item X gets 5 points. At the end of the hunt, the person with the most points gets a small prize.

12. HERITAGE NIGHT. Focus on the ethnic heritage of some of your chapter’s members. Have them share something about how their ancestors came to the U.S. or talk about a childhood memories. Invite a local historian or member of a heritage groups (e.g., Sons of Norway) to talk about the history of the town or the early settlers. If town has Native American presence, invite a member of that group to talk about the history of the area. Chapter could focus on a different ethnic group each month over a period of time.

13. AROUND THE WORLD WITH OES. Highlight a different country each month. Have members come in clothing appropriate for that country if possible. Or members could dress in the colors of that country’s flag. Have a potluck focused on the food of that country, or have the serving committee prepare an appropriate dessert or other dish.

14. APPRECIATION NIGHT honoring one of our own members who goes above and beyond within your chapter and/or within your community.

15. HONOR OUTSTANDING CITIZEN within your community. This could be a teacher, a citizen or a community leader. This would be a great way to get publicity for Eastern Star. This may be a good idea for the Lodge and Star to work together on honoring a citizen. You may also include other Masonic organizations in your area of you wish.

16. HONOR HIGH SCHOOL STUDENT(s). Sponsor (or help sponsor) an awards ceremony at the local high school. Sponsor a scholarship for a graduating senior. The high school can select the winner within your parameters (such as need, intended major, etc.).

17. FLAG NIGHT/PATRIOTIC NIGHT. Have someone show the folding of the flag and explain the significance of each fold (see separate document for this explanation). Explore the history of the national anthem and/or other aspects of patriotism. Have each member say what patriotism means to her/him.

18. Invite a HIGH SCHOOL GROUP to come and give a presentation or program. Make a donation to the group. Possibilities include: 4H, musical group, skit, debate or forensics team, science fair winners, foreign exchange student talk about experiences.
19. LODGE. Invite a Lodge member to talk about Masonry.

20. MASONIC FRIENDSHIP/MASONIC UNITY. Invite members of the various other organizations to take about themselves and the charities they support (e.g. York Rite, Scottish Rite, Shriners, Amaranth, White Shrine, etc).

21. MASONIC HOME presentation. Someone talks about the homes, locations, services provided, etc.

22. CHAPTER HISTORY. Appoint a committee to research the chapter’s history, pick out some interesting minutes from past years, highlight activities, etc. If chapter is having a significant birthday soon, it would be fun and interesting for the members to do it at that time. The committee could prepare a chapter history summary and have it available for current members. It would also be used for prospective member events to show them what the chapter has done over the years.

23. BEATIFUL BABY. Members bring baby pictures of themselves. Everyone has to guess who the babies are.

24. BAKE-OFF. Several members make their own version of a selected dish or a dessert. Recipes are shared at the end of the evening.

35. NATIONAL SANDWICH DAY is November 3rd. Have a sandwich social. You could make this a potluck whereby each member signs up to bring a sandwich “fixin” of some kind, such as bread, meat, lettuce, tomato, onion, etc.

36. NAPKIN “TAX”. Have several different colors of napkins at your dinner or dessert after the meeting. WM picks one color. All those who have that colored napkin are tax-free. The test pay $0.50 or $1.00 “tax”.

37. SHOE “TAX” or WAIST “TAX”. Each member pays so much per in of waist size or show size.

38. Visit from JIMMY THE GROUNDHOG, a local mascot, a baby animal from the local zoo, or a dog trainer. Presenter/handler tells of history of the animal and any other information. Be SURE to inform members ahead of time if an animal will be visiting in case anyone has severe allergies or needs to medicate ahead of time.