

Family Activities

E=Enjoy; I= Interest; P= Possible; N=Never

Building Things	Jogging	Beach Volleyball	Seminars
Crafts	Theme Parks	Darts	Books on Tape
Racing	Disneyland	Frisbee golf	Driving
Working on Cars	6 Flags	Archery	Painting
Sewing	Epcot	Flying	Auto Repair
Crochet	Miniature Golf	Ultralights	Auto Detailing
Cricket	Roller Coasters	Sailing	White Water Rafting
Volleyball	Pets	Motor Boating	Picnic Games
Football	Pin Ball	Nature Walks	Lazer Tag
Basketball	Air Hockey	RC Airplanes	Rock Climbing
Spear-fishing	Table Games	RC Boats	Canoeing
Swimming	Monopoly	RC Cars	Kayaking
Snow Skiing	Risk	Beach	Historic Sites
Cross Country	Game of Life	Beach Games	Conventions
Skiing	Scrabble	Horseback riding	Retreats
Tubing,	Trivial Pursuit	Going out to eat	Speaking
Tobogganing	Pictionary	Fishing	Backpacking
Snowmobiling	Checkers	Fly Fishing	Triathlon
Motorcycles	Poker	Aerobics	Marathoning
ATV	Cribbage	Pottery	Soccer
4 Wheeling	Hearts	Antiquing	Quilting
Reading Fiction	Pinochle	Boat Shows	Embroidery
Reading Non Fiction	Rummy	Home & Garden	Bow Hunting
Watching T.V.	Gin Rummy	Shows	Rifle Hunting
Watching Movies	Uno	RV Shows	Investing
Making Movies	Pit	Bowling	Calligraphy
Eating	Playing Music	Bike Riding	Video Games
Sleeping	Making Music	Hang Gliding	Arcades
Tennis	Singing	Sky Diving	Shuffleboard
Racquetball	Karaoke	Museum	Kite Flying
Golf	Parties	Professional Sports	Antiques
Talking	Baking	Spelunking	Video Games
Water-skiing	Drawing	Mountain Climbing	Pool/Billiards
Boating	Modeling	Gardening	Arcades
Traveling	Skin Diving	Woodworking	Gun Smithing
Photography	Scuba	Bird-watching	Traveling
Developing Pictures	Rollerblades	Shopping	Drama
Watching Football	Roller Hockey	Used Booking	Volunteering
Watching Baseball	Ice Hockey	Wind Surfing	Chess
Hiking	Ice Skating	Table Tennis	Skeet Shooting
Working Out	Camping	Cooking	Remodeling
Improv games	Competitive Running	Writing stories	Dolls
Learning	Softball	Acting	Collectables
Flying	Water parks	Community Projects	
Bike Riding	Horseshoes	Disabled Ministries	

Family Activities

E=Enjoy; I= Interest; P= Possible; N=Never