

SPARK Youth Night

TEAM SPIRIT
NIGHT

November 21, 2017

ALL GROUP ACTIVITY NIGHT

MIDDLE SCHOOL
7:00-7:45

HIGH SCHOOL
7:45-8:30

OPENER	MINI PIZZAS
NEWS	<ul style="list-style-type: none">• HS Gravy Bowl• C2P Class Next Week• HS Retreat• Youth Mass
SESSION TALK	<p>TEAM SPIRIT NIGHT GAMES:</p> <ul style="list-style-type: none">• Poormans Crab Soccer – see attachment• Mallow Toss – similar to egg toss, but with mallows and possibly plastic spoons• Balloon Stomp – see attachment• Jello Slurp – see attachment• TP Dodgeball – Just like dodgeball, but with rolls of TP
PRAYER	

the inside of the circle and swatting a seated player on the arm. Now the game kicks into high gear as "It" runs to the middle of the circle, drops the swatter on the chair, and races back to sit in the vacant chair that once belonged to the newly swatted player. "It" must try to do all of this before the swatted player can get up, grab the swatter from the chair, and swat "It" in return. If "It" succeeds, the swattee goes to the middle. If not, "It" they must try again by swatting a new player.

As your group gets better at playing this game, make the circle bigger and add more swatters, which means there will be more people in the middle and more confusion for everyone! *Jonathan Dixon*

POPCORN STRING

This game can be adapted for any size group. Pop lots of popcorn ahead of time. Break the kids into teams and line each team up side by side. Hand the first and last person in each line a sewing needle (cross-stitch needles with the bigger holes work well) and a length of dental floss as long as the line of kids. Have the kids hold the line and designate the middle of the floss with a clothespin.

At the count of three, have both ends of each team start stringing the popcorn as fast as they can. The idea is for the team to move the popcorn up the line toward the middle and fill up the string as fast as possible. Let the kids know they can use creative techniques to get the corn to the middle. There are two ways you can designate a winner: by calling time and seeing which team has more popcorn on the string or by seeing which team fills up its line first. This is a great teamwork activity or icebreaker for your group!

POOR MAN'S CRAB SOCCER

This game can be played with up to 50 people using one ball. Mark a large court with goals on the walls and ceiling using easily visible tape. Appoint a staff scorekeeper. Divide your group into two, three, or four teams. Players must play in a crab position (on their hands and feet with their faces toward the ceiling). They kick the ball around the court—they can only move the ball around with their feet—and try to hit the goals on the walls and

ceiling. As an added incentive, give more points for goals that are harder to hit. For more action, use two or more balls. *Heath Kummick*

DRAGON BALL

You'll need a large area to run around in and three to five dodgeballs to play this game. For every 15 players, make a six-person dragon. Ideally, start with at least two dragons. Players within the dragon—excluding the first person, who is the dragon's head—must keep both hands on the shoulders of the person in front of them. The players who are not dragons are peasants.

Peasants throw balls at the dragon. The dragon's head throws balls back at the peasants. If a peasant is hit, he or she is considered eaten and must join the dragon at the tail. If the dragon is hit, the player who was hit must drop out of the dragon and become a peasant. Dragons can also attack each other. Once a dragon is down to three people, it's considered killed.

To win the game, choose one or more of the following options.

- Players kill all the dragons.
- The last dragon left alive wins.
- The last peasant left alive wins.
- The first dragon to be 20 people long wins.

You can also make up your own challenges. *Brian*

Stegner

DRAGON BATTLE

Dragon Battle is a hilarious variation on Dragon Ball. Since you'll divide your players into three groups, you'll need three colors of balloons and a ball of twine. Each player gets two balloons of the same color.

Each group forms a conga line, with players' hands on the shoulders of the person in front of them. Tie balloons along the players' sides at waist level, one on each player's left and one on the right. The color of the balloons identifies which dragon it is—one color per dragon.

Now choose four people—two near the front of the dragon and two near the back—to be the dragon's claws. These four players only have to hold on with one hand, while with their other

BALLOON BALANCE RELAY

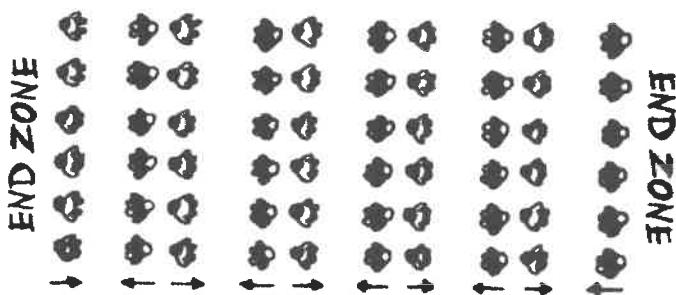
Form teams and give each team one baseball cap or painter's cap. The first player from each team dons the cap and balances an inflated balloon on the bill (bouncing on the bill is permitted). The players then walk to a point 10 feet away and back again while balancing the balloon on their hats. Then, using their hands, they pass the balloon and hat to the next players in line, who do the same thing.

A player whose balloon falls to the floor or is held up by any part of the body has to start over. (No fair blowing on the balloon to keep it in place.) The first team whose players all complete the circuit are declared the uncontested balloon balance relay champions of the world. *Michael Frisbie*

BALLOON BASKETBALL

Divide into two teams with an equal number of players. Arrange chairs as shown in the diagram, back to back in rows except for the two outer rows that face inward. One team faces in one direction, the second team faces the other direction.

After all the players are seated, toss a balloon into the center of the chairs. Players aren't allowed to stand as they try to bat the balloon with their



hands into the end zone that the teams face. As soon as the balloon drops into an end zone over the heads of the last row of people, the appropriate team scores two points. If the balloon goes out of bounds, just throw it back into the center. Play ends at 20 points or after 15 minutes, whichever comes first.

BALLOON BAT RELAY

Teams line up, single file, with kids as close together as possible. There should be a space between the legs to bat a balloon down the line, through the legs,

with the hands. This is not easy if all the kids are standing close together. The person at the front of the line starts the balloon back and when it reaches the last person, he takes it to the front and continues until the team is once again in starting order.

David Parke

BALLOON SMASH

Tie an inflated balloon around your waist and let it hang from behind. Try to break everyone else's balloon with a rolled up newspaper without allowing someone to bust your own balloon. You win if you are the last person wearing an inflated balloon. (Newspapers are the only weapons allowed.)

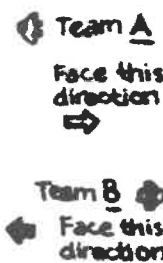
BALLOON STOMP

Blow up a balloon and tie it to your ankle with a piece of string. Try to stomp and pop everyone else's balloon while keeping yours intact. You win if you are the last person wearing an inflated balloon.

Or try **Balloon Stomp Flickers**—same game but played under a strobe light. (By the way, a strobe light is a great variation for air hockey, Ping-Pong, and pillow fights.)

Or make it a team game with **Technicolor**

Stomp, for which you'll need lots of colored balloons. Divide into teams and assign each team a color—red, blue, orange, yellow, etc. Then give each team an equal number of balloons of its color. For example, the red team is given, say, 20 red balloons. They begin by blowing up all the balloons and tying them off. When the actual



game begins, the balloons from all the teams are released onto the floor, and the object is to stomp on and pop all the balloons that are not your team color while attempting to protect your own team's balloons. After the time limit is up (two or three minutes should do it), the popping of balloons stops and each team gathers up its remaining balloons. The team with the most balloons intact is the winner. *David Coppedge and Christine R. Rollins*

Jell-O through. The first team to empty their bowl wins. If you have a small group, individuals can compete against one another with their own bowls of Jell-O instead. *Patty Ellis*

ROADKILL CHUBBY BUNNY

You undoubtedly know how to play the original Chubby Bunny game—players stuff jumbo marshmallows into their mouths one at a time until they can no longer say, “Chubby bunny.” To spice up this old favorite, try dunking the marshmallows in strawberry or chocolate syrup first.

PIE OR POINTS

Separate into two teams. A player from each team is chosen to come forward. The two contestants stand on opposite sides of a table with a pie tin full of whipped cream sitting in the middle of it. The host asks the players to answer a question, and the first to respond correctly is given a choice—take the points or shove the pie in the other person’s face.

The kind of questions you ask doesn’t really matter. They can be biblical or

Once the faces are sufficiently covered, give each team a can of cheese balls. Line up teams a few feet away from their cream-covered targets. On your signal, the cheese balls should fly until either time or ammunition runs out. The team with the most cheese balls stuck to their creamy-faced player is the winner. *K.G.*

CONDIMENTS TWISTER

Take your youth group back to the days of LPs and rec rooms with a friendly little game of Twister. Lay out your Twister mat and smear a different condiment on each colored circle—perhaps ketchup on red, mustard on yellow, pickle relish on green, and blueberry syrup on blue? Then flick the spinner and let the fun begin! *Justin Perry*

FACE Pictionary

This is played like the regular game of Pictionary but with a twist. You’ll need a pack of Pictionary cards, or you can make up your own. Attach two pieces of butcher paper or newsprint to a wall in your meeting

could be hung at head-level for your other way to set this up is to use a poster or a flip chart set up on an easel. It would facilitate quicker and easier paper for contestants.

Decide whether you want to play Nose or Tongue Pictionary, or both, pitting teams against each other—“noses” versus “tongues!” For Nose, place some bowls or paper plates of dark-colored pudding on a table or in the drawing area. For Tongue, place small amounts of red drink syrup in cups—one for each player who will participate. If words, it’s not a good or sanitary idea to share the same cup during the game. (Note: You may want to use construction paper for the drawing area in the Pictionary. A more porous paper would be a better version of the game.)

Divide your students into even teams. Set up matches at different locations throughout the room. Teams can face off on different dates. In tournament style, the winning team from one location should be pitted against a

JELL-O SLURP

Each team gathers around a large bowl of Jell-O (any flavor). Give each player a straw to slurp the