

Connection Activities

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SUPPLIES

300 printed fairytale character cards; 10 baskets; cones; hula hoops; 3 guard costumes, badges, or hats; timer.

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ACTIVITY 1 | THE GREAT FAIRYTALE ESCAPE

THE MISSION: Lord Farquaad has banished the fairytale creatures from Duloc! Crews must find and rescue characters hidden throughout approved church spaces and bring them safely to their swamp (home base).

SETUP & RULES: Each small group has a home base on the main floor. At least two students must remain at the base to protect it. Students search for cards and return them to their basket.

DULOC GUARDS: Roaming leaders patrol the church. If a guard tags a student carrying a card, that student surrenders it. Guards periodically re-hide confiscated cards.

DULOC DUNGEON: Some character cards require a visit to the dungeon before they can be rescued. A leader gives a quick challenge (riddle, 15-second acting task, or team tableau) to earn their freedom.

CHARACTER VALUES: Common characters are worth 1 point, special characters 3 points, and rare characters 5 points.

ROYAL DECREES: Every 5–7 minutes, leaders announce a temporary rule change: freeze during Royal Inspection, travel in pairs, close the swamp for 60 seconds, double Pinocchio points, or change guard patrol areas.

DRAGON'S ESCAPE: At the 30-minute mark, Dragon escapes! Guards increase their patrols for the final five minutes. Cards must reach home base before the final whistle to count.

FINISH: Students count their rescued cards with their group. The group with the greatest number of cards wins a prize.

LEADER REMINDER: Help students follow approved boundaries, keep two defenders at home base, and return cards safely. The host coordinates decrees and the final countdown.