

# GAME | IT TAKES TWO



## Theme

Two are better than one, the example of friendship by the Disciples (Acts 2:42-47, Acts 4:32)

The first followers of Jesus shared everything and stuck together like a team. In this game, you and your partner have to work together—one protects while the other collects! Just like the early Church, we need each other to do great things. Belonging means showing up for each other and having each other's backs.

## Purpose

A fun, high energy opportunity for students to work in pairs. They will strategize together how they want to collect and work as a team to get as many items as possible.

## Supplies

- Station Signs
- 200+ Collection Items (stuffed animals or tokens)
- 10 Hula Hoops
- 10 small buckets
- 1 large bucket
- Music

## Adaptations

If rainy day, this game can be played in the gym and dance can be moved to Prop Shop. No further adaptations required between the sections.

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## Instructions

Campers in each crew form partners. If there are not enough campers, a crew leader will join a camper to make an even pair. Each pair has a hula hoop as “home base” with their team bucket. At the centre of the playing field is a large bucket filled with tokens.

In the pairs, one camper must always remain at their home base hula hoop/bucket. The objective of the game is to collect as many tokens as possible. At the start of the game, this can be done by retrieving one token at a time from the centre bucket (guarded by a staff member to ensure campers are only taking one at a time) and bringing it back to home base. To increase the challenge, the game leader can call out different ways for the campers to travel (skip, hop, crawl, dance, act as an animal, etc).

Once all tokens have been retrieved from the centre, it becomes a game of taking from other home bases. Campers will approach a different home base and play a round of lights, camera, action (rock, paper, scissors). If the player approaching wins, they are given one token by their opponent. If not, they return to their home base empty handed. Partners switch between retrieving and guarding their home base each time they go to collect a token.