

GAME | THE MELON MISSION



Theme: The Good Samaritan (Luke 10:25-37)

The Good Samaritan helped someone when others walked right past. In this game, you'll carry a watermelon through obstacles—just like carrying a friend who needs help! Every challenge shows how kindness, teamwork, and doing the right thing makes a big difference. Belonging means helping others even when it's hard.

Purpose

A chance for section members to work as a small team as they problem solve their way through the obstacle course. Also an opportunity to split up the crews and give them a chance to play with and get to better know other campers in their section.

Supplies

- 6-8 watermelons
- pylons
- 10 soft dodgeballs
- 12 hula hoops
- Band-aids
- Vaseline
- 12 rolls of gauze
- 4 stretchers (pieces of fabric)
- Net with 4 stakes to put into ground (create crawl under space)
- 8 small platforms
- 4 donkey wagons
- 100 kindness tokens
- Maze supplies
- 10 blindfolds
- Broken road pieces
- 12 small cardboard boxes (fit watermelons)
- Wrapping paper
- Tape
- Elastics
- Scissors
- 4 small bowls
- 4 buckets with warm water and soap
- 4 towels

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Instructions

Crews will work in small groups of 5 campers through a series of obstacles to help the injured Jewish man, which is a watermelon carried with them from obstacle to obstacle. Unless it's indicated that crew members pass off the watermelon (switch included) at a station they must pass off the watermelon between each obstacle. Each group will have a leader with them (be it a crew leader or game master) who will explain each station to them as they arrive at it.

The Priest & Levite Pass By | Distracting Temptations

As teams run through, leaders offer silly "shortcuts" that actually slow them down (e.g., "Take a selfie with me for extra time!" or "Jump 10 times to earn a power-up!")

Thieves' Ambush | Dodgeball Zone- switch included

- Other leaders throw soft foam balls at teams as they run past. Have 4-5 rest points where players pass off the watermelon to another teammate.
- If hit, the team must pause for 5 seconds to "regain strength."

Rocky Road | Balance Challenge

- Teams must move from A to B using only 3 hula hoops (they move them forward as they go).
- If a foot touches the ground outside of the hula hoop, they go back to the start of the station.

Healing Station | Water Challenge

Teams will add a healing component to their watermelon (Olio: Band-Aids, Parlando: Provided amount of Vaseline, Bombershay: Band-Aids and provided amount of Vaseline)

Bandage the Wounded | Mummy Wrap

Teammates work together to wrap the watermelon in gauze before continuing.

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Carry the Burden | Team Carry

Teammates work together to balance the watermelon on a piece of fabric as they travel from point A to B. If they drop the watermelon, they go back to point A

Desert Heat | Crawl Under Net

Teams crawl under a net while holding their watermelon carefully

Lift Up Your Neighbor | Team Stacking

Two teammates must stand on small platforms while the others pass them the watermelon without dropping it.

Sandstorm Spin | Dizzy Run

One player at a time must spin around, then carry the watermelon from point A to B while feeling dizzy. Each camper must get a turn to do so. (Distance they have to walk decreases for younger campers. Olio: spin 3 times, Parlando: spin 4 times, Bombershay: spin 5 times)

The Samaritan's Donkey | Wagon Carry

Teammates will put their watermelon in the 'donkey' wagon and work as a team to weave through the designated maze area (Marked by pylons or rope/wood beams on the ground). If they hit a wall/pylon with their wagon, they must return to point A of the station and start again.

Collect Kindness | Kindness Tokens

Teams stop to collect a "kindness tokens" spread out around the field. Each teammate must find their own. (Olio: 3 each, Parlando: 4 each, Bombershay: 5 each)

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Help Along the Way | Blindfold Section

One teammate is blindfolded carrying the watermelon and is guided by the others for a short section of the course. (Olio: one member blindfolded, the rest helping, Parlando: two blindfolded, 3 guiding, Bombershay: 4 blindfolded, 1 leading)

Broken Road Repair | Puzzle Assembly

·Before continuing, the team must work together to solve a simple road puzzle (arranging tiles or foam pieces in order) to “repair the path.”

Price of Mercy | Coin Toss Challenge

Using their kindness tokens, teams must land one coin each into a small bowl from a short distance, representing payment to the innkeeper.

Washed Away | Cleaning Station

·Campers will work in their teams to remove all remaining gauze and band aids and fully clean their watermelons until they are clean and dried.

The Home Stretch | Final Dash

Teams run together toward the finish line, ensuring the watermelon stays safe.

Adaptations

If rainy day, this game can be played in the school between the small group, black box theatre room, and hallway and have acting students go the gym to share the space with dance.

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