

GAME | THE GOOD MISSION



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

The Good Samaritan helped someone when others walked right past. In this game, you'll transport a beach ball 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 smaller 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

- 4 large beach balls
- 4 stop watches
- pylons
- 12 hula hoops
- Band-aids
- Vaseline
- 12 rolls of gauze
- 4 stretchers (pieces of fabric)
- Tarp with 4 stakes to put into ground (create crawl under space)
- 20 metal spoons
- 4 donkey wagons
- 100 kindness tokens
- Obstacle supplies
- 10 blindfolds
- Broken road pieces
- 4 small bowls
- 4 buckets with warm water and soap
- 4 towels

GAME | THE GOOD MISSION



Instructions

Crews will work in small groups of 5 campers through a series of obstacles to help the injured Jewish man, which is a beach ball carried with them from obstacle to obstacle. Unless it's indicated that crew members pass off the beach ball (switch included) at a station they must pass off the beach ball between each obstacle. Groups will travel from one station to the next together as game master explains each station. Each group have a stop watch and will be timed at each station and their times added together to see which group completes all obstacles in the least amount of time.

Stations

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 beach ball (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 beach ball in gauze before continuing.

WE BELONG TOGETHER

GAME | THE GOOD MISSION



Carry the Burden | Team Carry

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

Desert Heat | Crawl Under Net

Teams crawl under a tarp while holding their beach ball carefully

Sandstorm Spin | Dizzy Run

One player at a time must spin around, then carry the beach ball 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)

Lift Up Your Neighbor | Spoon Walk

All teammates will have spoons that they will use to balance the beach ball on in a circle from point A to B. If the beach ball falls, they start at point A again.

The Samaritan's Donkey | Wagon Carry

Teammates will put their beach ball 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)

WE BELONG TOGETHER

GAME | THE GOOD MISSION



Help Along the Way | Blindfold Section

One teammate is blindfolded carrying the beach ball and is guided by the others for a short section of the course laid with obstacles. (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 beach ball stays safe.

Adaptations

If a 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.

WE BELONG TOGETHER