

GAME: Gideon's Games



Strength in Trust

Theme: Gideon (Judges 6-7)

Purpose: Campers will complete stations in their crews to grow in communication and teamwork.

Supplies

- Station Signs
- Crew Maps
- VISTO Stickers
- 2 Sponges
- 4 Buckets (2 large with 3 different fill lines: Bombershay, Parlando, Olio) Warm Water
- 1 large bucket
- 5 medium buckets
- 300 ping pong balls (30 with black dots)
- Large inflatable ball
- Pylons
- Tents (x5 per crew =25 tents)
- loaves of sliced bread x20 bags
- bag of bread rolls x20 rolls
- Party blower (x1 per camper)
- Tables x2
- Red solo cups x50

Instructions

1. Each crew will be given their own map to follow.
2. Stations will have game name signs and campers will have to find the correct station that they're meant to go to next
3. Once a station is complete the crew will receive a VISTO sticker to place on that station of their map
4. Once a crew arrives at a station, either the crew leader or game coordinator will explain what that station entails.
5. Goal is to complete 5 stations in 30 minutes.

Rainy Day Substitues:

Stations will all take place in the school. A rainy-day alternative map will need to be made in advance. Should a rainy day take place, dance will move to the prop shop.

Station 1: Hallway with tarps placed on the ground to avoid getting floor too wet.

Station 2: Small group room.

Station 3: ½ Gym floor.

Station 4: Concession.

Station 5: ½ Gym floor.

GAME: Gideon's Games



Station 1: Wet Wool, Dry Ground (basketball court)

Materials: 2 Sponges, 4 buckets (2 large with 3 different fill lines: Bombershay, Parlando, Olio) Warm Water

Each crew starts with one sponge and two buckets (one empty with a fill line, and the other full of warm water). Campers will stand in a line between the buckets and the objective of the game is to fill the sponge with water from the full bucket, pass the sponge from camper to camper (alternating lifting the sponge overhead one camper, and then between the legs the next camper), and then the last camper squeezes the water into the empty bucket. Once the sponge has been squeezed into the empty bucket, that camper will run to the full bucket, dunk the sponge and start the whole process over until campers reach the fill line on the 'empty' bucket.

Adaptations: BOMBERSHAY has the highest water line to fill and the furthest to run, PARLANDO a but of a smaller line with same distance to run, and OLIO even less on fill line with a bit of a shorter distance.

Station 2: 10,000-300 men (between tree rows in back field)

Materials: 1 large bucket, 5 medium buckets, 1 small bucket, 300 ping pong balls (30 with black dots)

POINT A: 5 buckets will be filled with 300 ping pong balls, and at **POINT B**, 2 buckets will be empty (one large and one small). 30 of the ping pong balls will have a small black dot on them, signifying that they will remain to be one of the 300 men left. Players will work together to separate the balls with dots from those that don't. Campers will be put in pairs and take turns running out to the buckets to grab a ping pong ball from one of the 5 buckets, grabbing one ball at a time. Balls with dots will be put into the smaller empty bucket, and those without will go into the big empty bucket. When campers think they have found all the balls with dots on them, crew leaders will count to ensure there are 30.

Adaptations: Numbers can be adjusted based on crew.
(BOMBERSHAY: 30 balls with dots, 270 without
PARLANDO: 25 balls with dots, 200 without.
OLIO 20 balls with dots, 150 without).

Station 3: Rolling Bread Dream (Back Soccer Field)

Materials: Large inflatable ball, pylons, tents (x5 per crew= 25 tents), loaves of sliced bread (x20 bags), bag of bread rolls (x20 rolls)

Based on the Midianites dream of rolling bread, players will work in partners within their crew to roll a large inflatable ball through an obstacle course and drop it on one of the 'tents' at the end of the course to flatten it. Use pylons to create the course that they have to weave between. (BOMBERSHAY the longest distance between start and finish, PARLANDO a bit shorter, OLIO even shorter). Once each partner in each crew has had a turn to flatten a tent, they will move onto the next station.

Campers waiting on the side to complete the course will play a series of bread related games.

Game 1: Bread Toss: campers will toss pieces of bread at a tent/box to see how many they can successfully get into the box before their teammates finish the obstacle course.

Game 2: Crumb Catcher Relay: Campers will put a piece of bread on their heads (or shoulder if they prefer) and take turns going from point A to point B without the bread falling. If the bread falls, they start again.

Game 3L Toast Tower: Campers will stack as many pieces of bread as they're able to without the tower falling over. Players can only stack one piece of bread at a time. make it a competition by splitting the campers waiting into two teams. Keep playing until the campers return from the obstacle course.

Game 4: Bread Roll Shotput: Throw a bread roll as far as possible. Play as many times as you'd like until obstacle course camper's finish.

Game 5: Bread Sculpting: In pairs campers will use bread and try to sculpt a given item with it. Example: dog, volleyball, crown, flower, butterfly, turtle, house, shoe, etc.

Station 4: Jars and Trumpets (Basketball Court)

Materials: Party blowers (x1 per camper), tables x2, red solo cups x50

When they arrive at the station, each camper will be given a party blower. A table will be set up with 5 stations of cups. Working in partners, one partner will stack the cups to make a tower and the other partner will use their party blower to knock over the cups (symbolizing the smashing of the jars and the blowing of the trumpets). Partners will switch their task when each camper has done both tasks they will move onto the next station.

Station 5: The Enemy Flees (Small soccer field)

The Midianites flee their camp! Players must run from POINT A to POINT B without being caught by their crew leader in the middle. If they are caught, they must return to the starting line. Players who have made it across safely are encouraged to distract the middle people so that their teammates can then make it across. Once all campers have made it across safely, they have completed the station.

