

GAME | WELCOME HOME



Theme: Coming Home to Jesus (Matthew 11:28-30)

“Come to me, all you who are weary and burdened, and I will give you rest. Take my yoke upon you and learn from me, for I am gentle and humble in heart, and you will find rest for your souls. For my yoke is easy and my burden is light.”

Purpose

Campers will work in pairs, taking turns as the **Father** and the **Son**. One camper will be blindfolded (the Son) while the other camper (the Father) guides them around the playing space using only their voice. The goal is to collect as many party supplies scattered around the gym as possible and bring them back to the pair's home base.

Supplies

- Blindfolds (1 per pair, or enough for half the campers at a time)
- Party supply collection items (100-200+ items total)
- Balloons (uninflated or inflated)
- Beanbags
- Streamers
- Soft balls
- Small gift boxes
- Stuffed animals
- Blue stickers/tags (2-point items)
- Silver stickers/tags (3-point items)
- Gold stickers/tags (5-point items)
- Home base hula hoops (1 per pair)
- Pylons/cones for obstacles
- Pool noodles for obstacles

START THE PARTY!

Instructions

Each pair begins at their own home bucket around the outside of the playing area with a variety of "party supplies" spread across the gym floor (balloons, beanbags, streamers, soft balls, gift boxes, stuffed animals, cones, etc.). Each item will have a coloured tag or sticker indicating how many points it is worth for the celebration.

Just like the father in the Prodigal Son story welcomed his son home with open arms and prepared a celebration for him, campers will work together to gather supplies for a party. The Father must guide the Son safely through the space to locate and retrieve items. The Son may only move based on the Father's instructions and cannot remove the blindfold.

Additionally, obstacles (pylons and pool noodles) will be set up around the space. If a Son runs into, knocks over, or hits an obstacle the team must return to their home and switch roles empty handed. Once the Son collects one item and successfully returns it to home base, partners switch roles, so everyone can be both the Father and the Son. The goal is to collect enough party supplies to throw the biggest celebration possible before the round ends.

*Olio: May need to hold the hand or shoulder of person they are directing rather than just using their voice.

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Special Tag Items

To add excitement, some objects can be marked with special tags to increase their value.

Examples:

- Blue tag/sticker = worth 2 items
- Silver tag/sticker = worth 3 items
- Gold tag/sticker = worth 5 items

Obstacle Options

To increase challenge and movement, place obstacles around the gym such as:

- Pylons to weave through - if you knock a pylon you must go back to your home base empty handed
- Pool noodles campers must step over

Game Switch-Ups

The leader can call out new rules throughout the game to keep things exciting.

Examples:

- **Whisper Round:** Fathers may only whisper directions
- **Animal Round:** Sons must move like an animal (pig crawl, crab walk, bunny hop)
- **Reverse Round:** Fathers must guide using only the words “left” and “right”
- **Slow Motion Round:** All players move in slow motion
- **Obstacle Shuffle:** Leaders move obstacles to create a new path

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