

GAME | THE GOLDEN SCEPTER



Theme: Esther's Story (Esther 4-5)

Esther was brave and waited for the king to hold out his golden scepter so she could help her people. In this tag game, crew leaders are the kings, and you'll have to be quick and smart to gather food for a banquet! When you're frozen, the scepter can set you free—just like Esther's courage made a difference. You were made for a purpose too!

Purpose: Campers get the chance to burn off some energy in this high pace game while working together as a team to achieve their goal.

Instructions

Esther had to wait for the king to extend his scepter before speaking. The Crew leaders are the "Kings" holding a golden pool noodle (the scepter). Other players run around the designated play space trying to gather scattered food pieces as they prepare for the banquet. Each crew/team has their own collection bucket where they are trying to bring the

food items over to. Meanwhile "Haman's Guards" (taggers) try to freeze them. If a player is tagged with a piece of food in their hands, they will give it to the 'tagger'. Taggers cannot 'guard' their food buckets, they must be moving around the floor. If the king touches a frozen player with the scepter, they are free to move again! Crews can steal food from other teams' baskets as well. Every 4 minutes the 'taggers' are switched out with other campers (ensuring that there are an even number of taggers per crew/team at a time to keep it fair- also allowing 1 minute for a quick water break as it will be a lot of running). Once new taggers have been decided and students have been given their 1-minute break, they will be presented with a group challenge from the list below. The two crews will compete, and the crew that is successful will receive an additional 10 pieces of food for their basket. Challenges should last about 5 minutes to give campers a break from running. Once a challenge has been completed, teams will return to game play. At the end of the game time, crews will count how many food articles they were able to gather. The team with the most wins.

Supplies

- 500+ plastic food toy items
- 2 Wooden Baskets
- 2 Golden Scepters
- 4 Sashes for the Guards
- Fruit flash cards (10 fruits x3 decks)
- Fabric/box to cover flash card pattern
- Break the Code letter cards
- Trivia Questions

GO THE DISTANCE!

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Challenges

Esther's Secret

Teams are shown a pattern of fruit flash cards (Bombershay: 10 items, Parlando: 8 items, Olio: 6 items) for 10 seconds, then must recreate the list in order from memory—representing Esther keeping her identity secret. The crew that gets the correct order first wins that round. Crews will play 3-5 rounds and the crew with the most wins gets the additional 10 pieces of fruit.

Break The Code

Teams will be given small pieces of cut out paper with letters on them that they have to unscramble (5 rounds). The winner of the most rounds wins the extra fruit pieces. Words to unscramble:

Bombershay: Mordecai, Esther, Xerxes, Banquet, Scepter

Parlando: Esther, Haman, Persia, Courage, Prayer

Olio: Queen, Table, Food, Hope, Brave

Test Your Knowledge

Teams answer 12 quick trivia questions about the story of Esther. The first team to raise their hand and answer correctly gets the point. The team with the most correct answers wins the additional 10 fruit pieces.

1. Who was Esther's cousin who raised her?

- A) Haman
- B) Mordecai
- C) King Xerxes
- D) Ezra

Correct Answer: B) Mordecai

2. What was Esther chosen to become?

- A) Queen of Persia
- B) Princess of Israel
- C) Chief servant
- D) Prophetess

Correct Answer: A) Queen of Persia

3. What was the name of the king who chose Esther as queen?

- A) Nebuchadnezzar
- B) Darius
- C) Xerxes
- D) Artaxerxes

Correct Answer: C) Xerxes

4. What was Esther's big secret at the beginning of the story?

- A) She was a baker
- B) She couldn't read
- C) She was Jewish
- D) She wanted to leave the palace

Correct Answer: C) She was Jewish

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5. Why did Haman get angry at Mordecai?

- A) Mordecai spilled his drink
- B) Mordecai didn't bow down to him
- C) Mordecai wanted to be king
- D) Mordecai stole his crown

Correct Answer: B)

Mordecai didn't bow down to him

6. What evil plan did Haman make?

- A) To take over the palace
- B) To get rid of all the servants
- C) To destroy the Jewish people
- D) To fire the queen

Correct Answer: C)

To destroy the Jewish people

7. What did Mordecai ask Esther to do?

- A) Leave the palace
- B) Become queen
- C) Talk to the king to save her people
- D) Hide in the temple

Correct Answer: C)

**Talk to the king
to save her people**

8. Why was Esther scared to go to the king?

- A) She didn't know what to say
- B) She could only go if she was invited
- C) The king had left the palace
- D) She was too young

**Correct Answer: B) She could only go
if she was invited**

9. What did Esther ask the Jewish people to do before she went to the king?

- A) Give her advice
- B) Fast and pray
- C) Make signs
- D) Leave the city

Correct Answer: B) Fast and pray

10. What did the king do when Esther came into his court?

- A) Sent her away
- B) Gave her a crown
- C) Threw her in prison
- D) Held out his golden scepter

Correct Answer: D)

Held out his golden scepter

11. What did Esther invite the king and Haman to?

- A) A feast
- B) A parade
- C) A wedding
- D) A royal race

Correct Answer: A) A feast

12. How many feasts did Esther have with the king and Haman?

- A) One
- B) Two
- C) Three
- D) Four

Correct Answer: B) Two

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Adaptations: Between the sections, crew leaders may decide to give their campers more frequent breaks based on need. For the trivia challenge, Bombershay may not present the multiple choice to start- see if the campers know that answers without it.

****Weather Substitutes:**

If it is a rainy day or a particularly hot day, game should be played in the gym and have dance move to Prop Shop for the morning.

GO THE DISTANCE!