

ALLEY Summerpalooza Large Group

June 8-9, 2019

Pre-Show: Summer Pre-Show Videos (Begin 15-Minutes before)

CG: 3 Minute Countdown

Opening Game: Hula Hoop Relay Race

Supplies Needed: 2 Hula Hoops (per Campus)

What to Say: “What’s up Alley?!?! Welcome to Summerpalooza 2019! Are you guys as excited for Summerpalooza as I am? Great! Well, my name is (your name), and I can’t wait to kick off today with some fun and excitement; Summerpalooza style! Who wants to play a game? Awesome! Well, for this game, you actually get to work together as a team to relay this hula hoop up and down our team’s line. Here’s how to play...”

What to Do: Children will line up in a straight line, and lock hands. Divide group into two teams. Each team joins hands to form a line. Loop a hula hoop over one player’s arm. Without letting go of the other player’s hands, he must step into and through the hoop so it rests on his other arm. Then he can slide it onto the next player’s arm and she must repeat the same maneuver. Whichever team can pass the hoop all the way down and back the line first, without letting go of hands, is the winner.

Variation: *Do you have a smaller number of children in your group/service? Try having the children circle up instead. See how many times they can go around the circle in a minute. Change directions, start in a different spot in the circle, etc. to keep the interest and engagement with the activity high. You could also have a hula hooping competition to see who could hula hoop the longest.*

Need to see an example? Visit: <https://parkviewkidsteam.com/category/city-curriculum/>

CG: Summerpalooza Slide w/ Game Music

After the Game...

“Many of you know that Summer is already here! And when Summer rolls around, a lot of people do all that they can to get OUTSIDE and enjoy the Sun! S-U-N. As Christians, our goal should be to do all that we can to enjoy Jesus the S-O-N (Son) of God! That’s what this video is all about. Let’s watch!”

CG: Burger Lesson Video (Runtime: 3:00)

“Wow! What a cool lesson! No matter what we do this Summer, or where we go, let’s remember to keep Jesus involved! Now, before we dismiss to all the fun activities of Summerpalooza, let’s take a minute to pray.”

PRAY: “Jesus, thank You that You make everything better. No matter what we do this Summer, help us to remember to keep You at the front and center of it all! Thank You for Summer. I pray that we would all have the best Summer possible. Thank You Jesus for loving us. We love You. Amen.”

(Dismiss to outdoor activities)

At “Communion Call”, return your students to the Alley for pick-up.

NOTE: EACH CHILD GETS: Candy Burgers - Can be handed out at any time

1. Bags

Supply: Bags Game Boards and Bean Bags (2 sets per Campus)

What to Do: Students can play, at their leisure, Bags.

SET UP

- Teammates stand directly opposite each other at opposing ends
- Each team gets 4 bags (same color) to throw per frame (round) in an underhand pitching motion
- Each team alternates throws until all bags are thrown to determine score
- Players throw from behind the front edge of the board

SCORING

- Bag on the board is 1 point
- Bag in the hole is 3 points
- FIRST TO 7,11 or 21 WINS (you decide)!
- Bags must land and stay on the board (without touching the ground) or go through the hole to score.
- Knocking an opponent's bag off the board is allowed.
- A bag that hits the ground before landing on the board surface does not count and is removed from the field of play before the next throw.

2. Freeze Pops, Limbo, and Lemonade

Supply:

One Limbo Stick (Pool Noodle),

Cups,

Lemonade

Freeze Pops

What to Do: Line students up. Allow each student to attempt to maneuver themselves to clear the height of the bar, without hitting the bar or falling to the ground themselves. Students can eat a freeze pop and drink a cup of lemonade at this station as well.

3. 9-Square in the Air

Supply: 9-Square Arena & Ball

How to Play: The person in the middle square (the king square) will serve the ball by hitting the ball up and out of their square. When the ball comes into your square simply hit the ball up and out of your square into any other square. If the ball falls into your square, you are out. If the ball is hit outside of the whole game structure, the last person who touched the ball is out. If someone double hits the ball, they are out. If someone hits the game structure, they are out. When someone gets out, they move to the back of the line. Everyone who was behind them will advance forward one square to fill-in the empty place.

4. Hula Hoop Hopscotch (Rock, Paper, Scissors Variation)

Supply:

14 – 24 Small Hula Hoops

1 Large Hula Hoop

What to Do: Split your group up into 2 teams (Boys vs. Girls is the easiest, but may not work for your particular service). Have each team line up at their designated end of the line of hula hoops. The larger hula hoop should be placed in the middle of the line, with 10-15 smaller hula hoops lined out on each side of it. On your go, the countdown video will play, and the first children in line will **hop** to one another to face off in Rock, Paper, Scissors. Paper beats Rock, Rock beats Scissors, Scissors beats Paper. The child that loses the face off returns to the end of their team's line, while the winner continues to hop and advance down the line until met again for another face off. The winning team is determined by which team is advanced furthest down their half of the line (as determined by the larger hula hoop) after a predetermined amount of time (your call).

RAIN GAME # 1

Kan-Jam

Supply: Kan-Jam Game

KanJam takes 7, 11, or 21 points to win (you decide). Here is a breakdown of how it works:

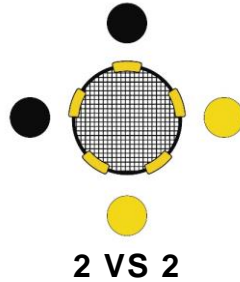
- **DINGER (1 point):** Your teammate deflects the disc to hit the kan.
- **DEUCE (2 points):** The disc throw hits the kan, unassisted by a teammate.
- **BUCKET (3 points):** Your teammate deflects the throw into the kan.
- **INSTANT WIN:** The disc throw goes into the kan through the small slot opening in the front. Game over.

RAIN GAME # 2

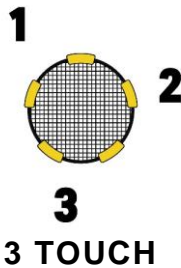
Rocket Ball

Supply: Rocket Ball Game

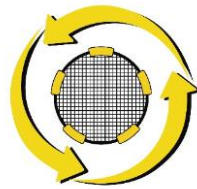
How to Play: Serving is done by bouncing the ball off the net, then play ensues as follows...



Team 1 serves to Team 2 to start a point

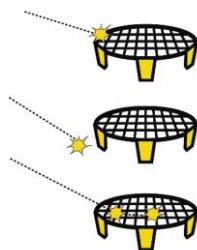


Players have up to three alternating touches to return the ball to the net



360 PLAY

After the serve, players can move or hit in any direction



SCORING

Points are scored when the ball hits the rim, the ground, or bounces more than once on the net. Play to 3, then rotate out teams so as to keep the game interesting and give students a chance to play.