

ALLEY Summerpalooza - June 5-7, 2021

CG: Dude Perfect Filler Videos

CG: Summerpalooza SLIDE

“What’s up Alley?!?! Welcome to Summerpalooza 2021! My name is (your name) and I’m so excited to have Summerpalooza here with you all this year! Before we get started, I want to recognize some very special guests we have here in the Alley for the first time. If you are in 4th grade, and this is your first time here, we are so happy to have you! Welcome to the Alley! You’re going to love it here!

Ok. Now...let’s get started with a game called Swatter Ball! If you like Hockey, you’ll LOVE this game! Here’s how to play!

CG: Swatter Ball SLIDE w/ Game Music

Supplies Needed: Fly Swatters (1 per kid), Goals (4 per Campus) and 100 Ping Pong Balls (per Campus)

Set Up: Make sure you remove all obstacles in your room and place 2-4 Goals (depending on your number of kids) at the ends/corners of your playing area.

How to Play: Split into 2-4 Teams (depending on your amount of kids) and pass out Fly Swatters to each Kid.

GOOOOAL!: On "Go," drop all the ping pong balls into the middle of the playing area and teams will use their swatters to try to score as many shots as they can in a set amount of time. Players can either go on offense and try to score or on defense and try to protect their goal. No hitting other players or they are disqualified.

STOMPING: In the chaos of the game, players might stomp on a ping pong ball. To limit this, and make sure that all services have plenty of ping pong balls, tell players that if they step on a ping pong ball it scores a point for the other team(s).

SCORING: Teams will keep shooting the ping pong balls into their goals until a predetermined time is up or all balls are scored. The team with the most goals wins! Play as many rounds as time and interest allows.

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 do as much as possible! As Christians, our goal should be to do all that we can to enjoy Jesus and live our lives on purpose and on Mission! That’s what this video is all about. Let’s take a look at a Special Show called the Loop Show to tell us more. Let’s watch!”

CG: Lesson Video (Runtime: 14:00)

“Wow! What a cool lesson! No matter what we do this Summer, or where we go, let’s remember to keep Jesus involved! Living for Him is not pointless! 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) **NOTE: Activities will be in The Underground at Orland Park**

ACTIVITIES:

EACH CHILD GETS:

Freeze Pops - 1 per Child (at “Communion Call”)

Sunglasses - 1 per Child (as you dismiss to Activities)

\$3 Alley Cash (as each Student leaves)

1. Epic Ball

Supply: Epic Ball Pit (1 per Campus), and a Ball

How to Play: Epic Ball - is a fast paced, high energy sport played in an octagonal **pit**. The more players the better! Dubbed a kinder gentler version of dodgeball, the game is played with a soft foam **ball**, and combines the skills of dodging, striking, running, and jumping, while trying to hit opponents with a **ball** below the knees.

2. Bowling Pin Dodgeball

Supply: 20 Bowling Pins (per Campus), 10 soft foam dodgeballs (per Campus), 6 Cones to Mark zones (per Campus)

How to Play: Split your group into 2 teams. Divide your playing area into 2 zones using the cones to mark “half court”. Teams must stay in their zones. Give each team 10 bowling pins that they can place anywhere in their zone. Place the foam balls in the middle of your area. On your “Go!” Teams will race to the center, grab the foam balls, and compete to be the first team to knock over their opponent’s pins. Play as many rounds as necessary.

3. 9-Square in the Air

Supply: 9-Square Arena (1 per Campus), and a 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. Steal the Bacon

Supply: Large Hula Hoop, Bacon Item (1 set per Campus)

How to Play: Divide kids into 2 even teams. Have each team line up, shoulder to shoulder across the room from each other. Number the kids – 1 to however many kids there are. 1 leader calls out a number. The kid from each team with that number runs to the middle of the room – where an item (“bacon”) is placed inside the Hula Hoop. The goal is to grab the “bacon” and run back to their team before the other kid tags them.

5. Beat the Card

Supply: Large Deck of Cards (5 sets per Campus (in case of accidental tearing)) and Volleyballs (5 per Campus)

How to Play: A video will have been shown in the Large Group before dismissal, however, you can also visit: <https://parkviewkidsteam.com/category/alley-curriculum/> to prepare for the game.

This is a great volleyball skill-working game to practice PASSING. Students need to be in groups between 3-7 people. They get into a bump circle.

A student from each group will pick up a playing card from the deck in the middle and bring it back to their group. Whatever the card is, they have to beat the card. If its a face card they have to get 11, 12, or 13 passes in a row before the ball hits the ground (corresponding with Jack, Queen, King). If they pull a 5 they have to get 5 passes in a row.

If they beat the card, they keep it. If they don't, the card goes back into the deck. For every card they beat, they get that amount of points. They are competing to see which group can collect the most points.

RAIN GAMES ON NEXT PAGE

RAIN GAMES:

Kan-Jam

Supply: Kan-Jam Game (1 per Campus)

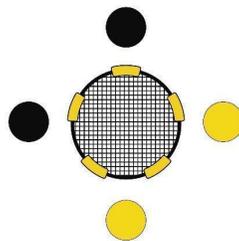
KanJam takes 7, 11, or 21 points to win (you decide). Here is a breakdown of how it works:

- **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.

Rocket Ball

Supply: Rocket Ball Game (1 per Campus)

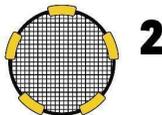
How to Play: Serving is done by bouncing the ball off the net, then play ensues as follows...



2 VS 2

Team 1 serves to Team 2 to start a point

1

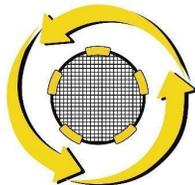


2

3

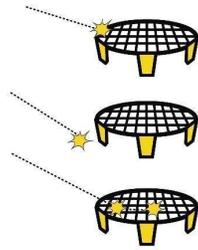
3 TOUCH

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.