

UNLOCKED

FREE TIME

GAME GUIDE

PARKVIEW CHRISTIAN CHURCH

SUPERSTART!

FEBRUARY 26TH, 2022

Note: Before beginning below activities, split your entire group into 4 equally numbered Teams. Give each member of each Team a colored wristband. Teams will be competing in the SuperStart Olympics!

Game 1: Back to Back

Game Description: Back-to-Back is a relationship building trust game. Partners stand back-to-back and work together to try to get into a seated position without using their hands. Once seated, they try to get back up. Then move onto bigger groups and really watch the fun begin! Groups of 4, 6, or even more!

1. Partners stand back-to-back. On your signal, they work together to sit down, *without using hands*. Then stand back up, *without using hands*.
2. Move to groups of 4 and try the same thing (not as easy)!
3. Move to even bigger groups!

Award the 1st Team that was able to sit down and stand up, with their ENTIRE Team, a point. Play as many rounds as necessary to give away a good amount of points and get the Olympics started!

Game 2: Hoop Pass

Equipment: Hula Hoop (1 per Team)

Game Description: Team-building game. Each Team holds hands in a circle or line and passes a hula hoop from player to player without breaking the chain-link. Not as easy as it sounds! Team vs. Team. Award points for each time a Team completes a full lap around the entire Team!

Game 3: Steal the Bacon

Equipment: Bacon Toys (3)

Game Description: Steal The Bacon is a classic game. Two teams face off with the goal of trying to earn points each round by stealing the bacon in the middle and bringing it back to their own team without getting tagged. There is room for variation in this game as you see fit. Have FUN!

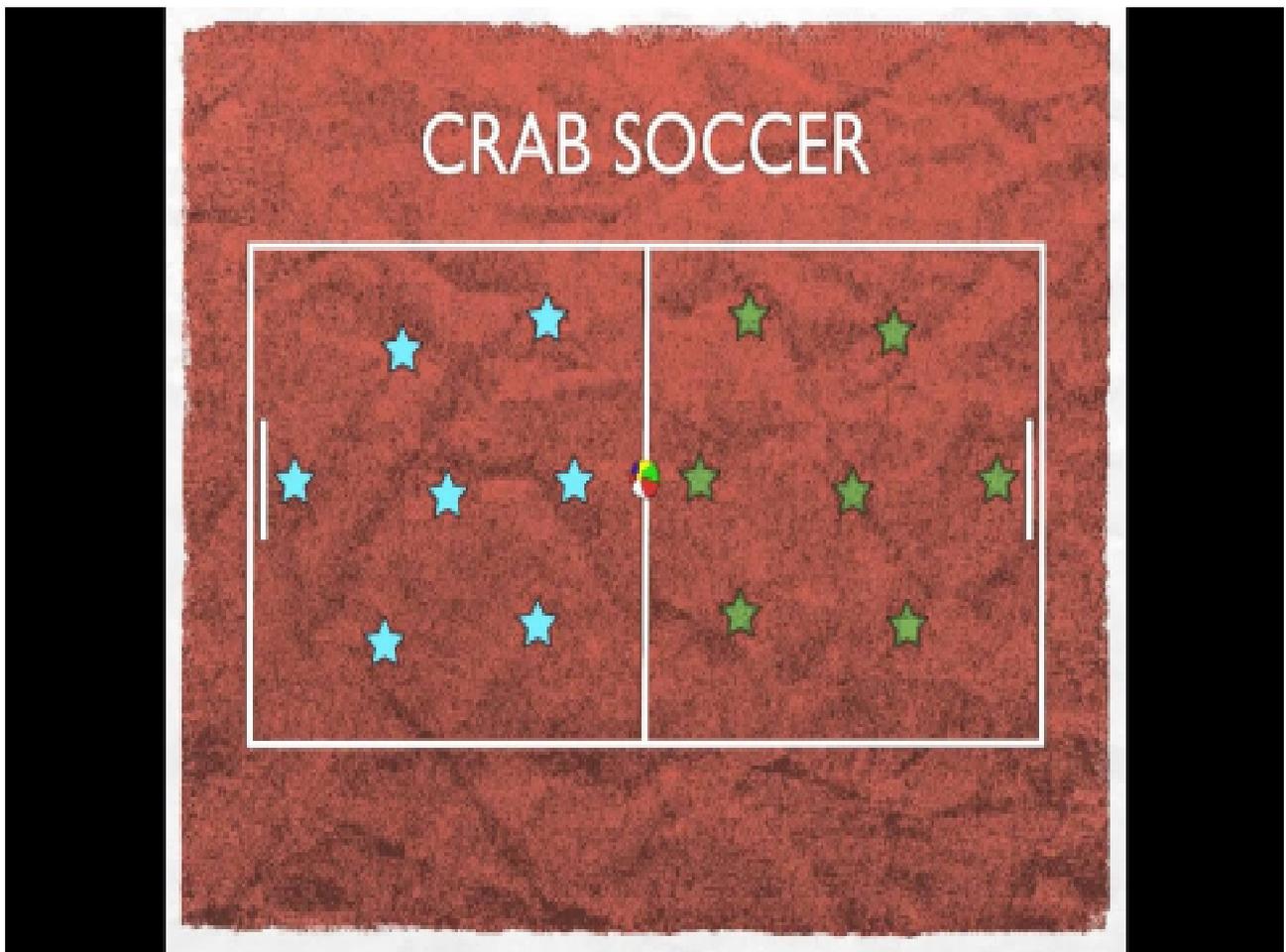
1. Form 2 even lines standing across from each other.
2. Place a flag (bacon) in the middle of the two teams.
3. Players on both teams must be numbered off at first...1...2...3...4...5...etc 4. When a number is called out, the students of that number will attempt to run to the middle, grab the bacon, and bring it back to their team to score a point.
5. For example, if the number '3' is called, then the number 3's from each team hustle to the middle to grab the bacon.
6. If the player who grabs it gets tagged by the other player before making it back home, then the tagger earns the point.
7. Play until a certain number of points (20, 25, 50, etc.), or as time and interest allows.



Game 4: Crab Soccer

Equipment: Large Exercise Balls (10)

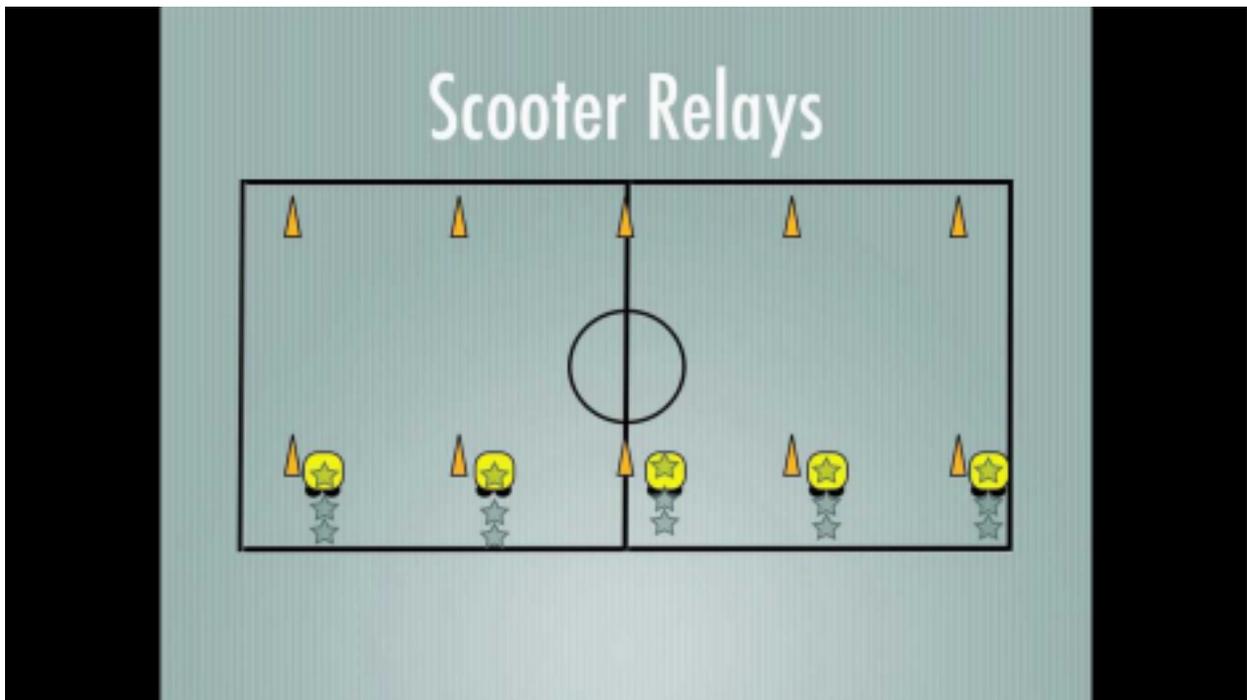
Game Description: Crab soccer is basically a game of soccer. But using exercise balls. Split your 4 Teams into 2 Large Teams. Player must be doing the crab walk to move around! Play to a certain amount of Goals. Change up the Team pairings as time and interest allows.



Game 5: Scooter Relays

Equipment: Scooters (6), and Disc Cones (1 Large Stack)

Game Description: Scooter Relays is self-explanatory. Students race on scooter boards around cones in a relay-style game. Lots of ways to add variation (backwards, forwards, hands on boards and running, etc.). Have FUN!

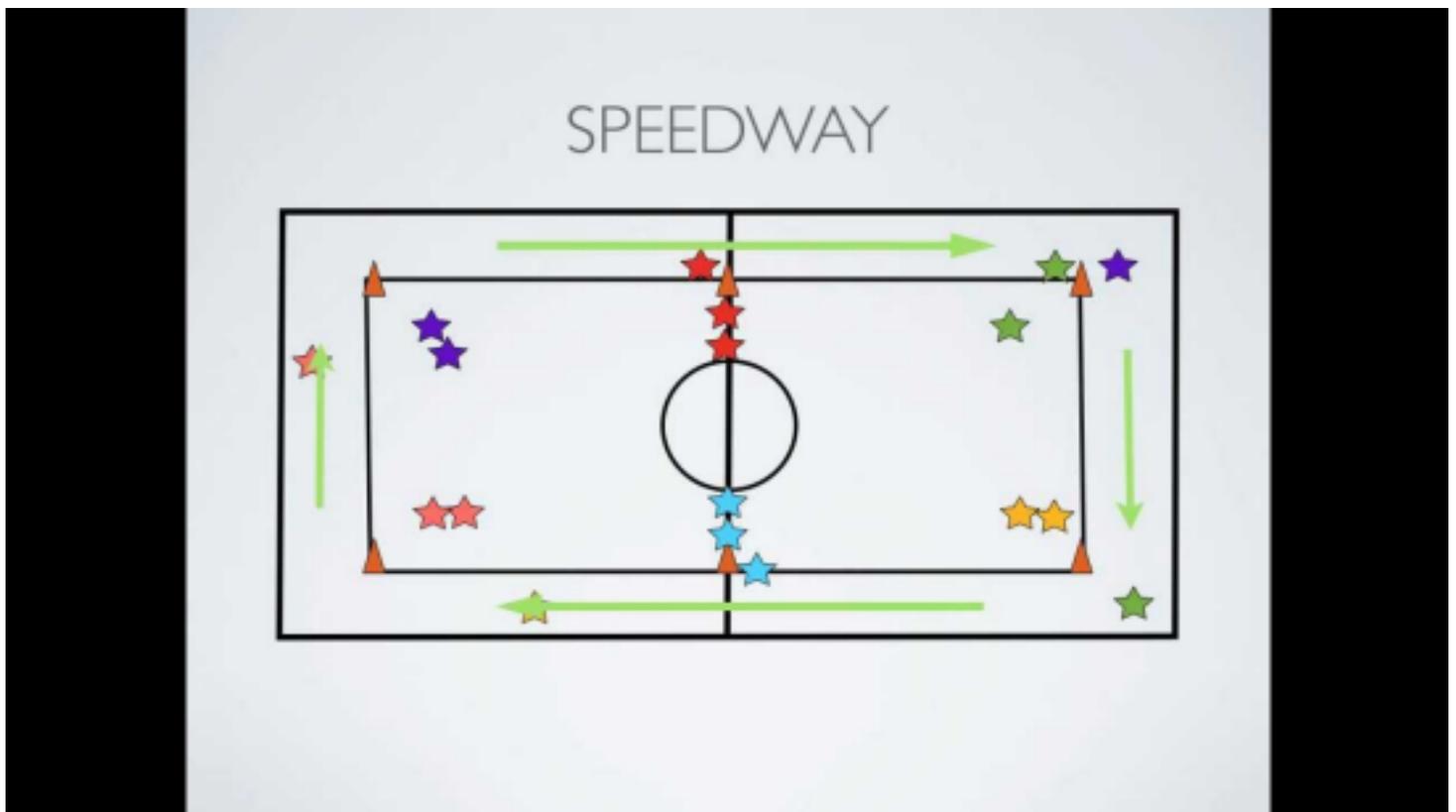


Game 6: Scooter Speedway

Equipment: 6 Scooters and Disc Cones (1 Large Stack)

Game Description: Teams will scooter race on the Speedway, with players on each team taking turns cruising laps. A unique relay-style idea to bodies moving. This is a continuous motion game with lots of room for variations.

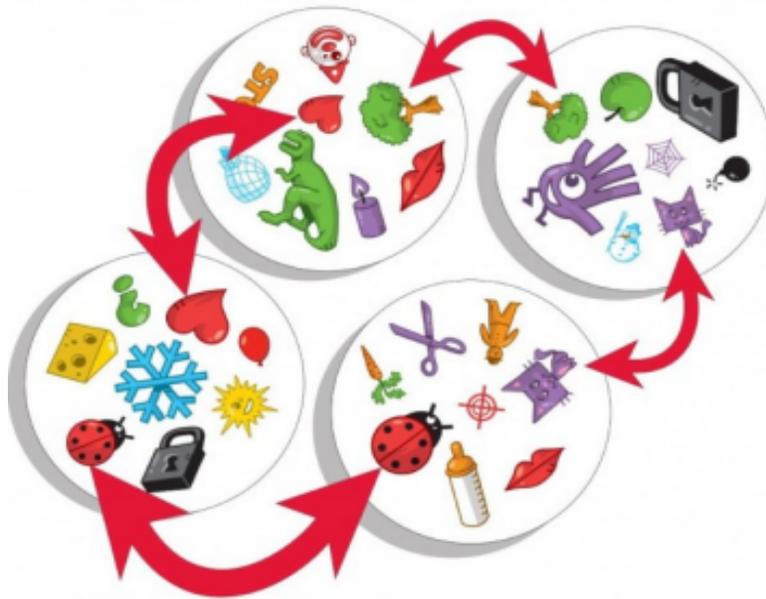
1. Create the race-track and teams in the room as shown below.
2. First person on each team sits down on their scooter and onto the track, waiting for the start signal.
3. Choose a direction for the players to race their laps.
4. On go, the players race on their scooters ONE LAP and upon returning, high five the next player in line who then goes.
5. Game continues on for a determined time, laps, or score system of your choice.



EXTRA TIME: Biggest Fan

Equipment: 2 decks of “Spot It” cards. Hand out one card to each player. Since a Spot it deck only has 55 cards you will need to get another set if you have more than 55 competitors.

Participants will pair up. Upon finding someone, get face-to-face and players exchange names. Both players will have one card behind their back. To duel, they must say together, “Spot It!” At the same time, each person will then reveal the symbols on their cards. The goal is to see who can find the matching symbol first. The first one to call out the correct matching symbol wins. When the winner is confirmed, losing players follow the winner around cheering for them (still keeping their cards in hand). Winners look for someone else to contend with. Game is over, when there is one final winner with a large group of his/her “Biggest Fans”. Play as many rounds as time and interest allows.



MEDAL CEREMONY:

Upon completion of the SuperStart! Olympics, tally the scores, and award Gold, Silver, Bronze and Aluminum to 1st, 2nd, 3rd and 4th place winners. Take a picture of each Team all together accordingly.