

Game: Relay Race Craze

*For this game, the skeleton of the game will be given. There will be a bank of activities that range in low prep to high prep depending on your available resources. Feel free to pick from the activities/tasks that would work best with your ministry.

Equipment Needed: Items listed below based on the activities you choose

Space: Large group space or a designated room

Set Up: Have each station set up with its necessary equipment and a volunteer to help move along the players.

People Needed: Groups of 10!

Game Play:

- Divide players into teams of 10. This could be by grade, by gender and grade, or altered altogether to best fit your group. Keep in mind, for this to be a relay, you will need there to be multiple teams.
- Around your designated space, there will be 5 stations set-up with a different activity at each station.
- When the game host says, GO, each team will send 2 players to each station.
- Every team's 2 players at station 1 will begin. But only at station 1.
- Once each team's players at station 1 complete the task they run to the next station and tag their 2 team members at Station 2.
- Then the players who were at tagged Station 2 begin their task while the players who were at station 1 cheer them on.
- Once these players complete the station 2 task, the four players run to station 3 and tag their teammates. The station 3 pair begin their task.
- Play continues in this order until the team completes station 5.
- Then the whole team runs back to the starting line and completes the final station together.
- The first team to complete every station including the final station and is sitting down wins!

Options for stations:

- 20 jumping jacks
- 10 jump ropes
- 5 pushups
- Wheelbarrow race (need: 5ft down and back)
- Beat your partner in rock paper scissors
- Hoola Hoop for 5 seconds (Need: depending on how many teams- need 2 per team at the station)
- Have 1 deck of cards scattered at your station. Task: Each pair must come and find 4 of a kind and give them to your station leader. (Need: one deck of playing cards)
- Bowling: Use 5-6 bowling pins and have the pair roll a strike. Before moving on, they must set back up the pins for the next pair. (Need: 5-6 bowling pins and a gator ball)
- Dizzy bat- Each camper must spin around with their head touching a pool noodle 8 times.
- Sing Jesus loves me once
- Etc. create stations as you see fit with resources and student's interests
- FINAL STATION: *Optional*
 - Could be a race to the finish line. The first team back the starting line with their team seated is the winner.
 - Final Station could be a word scramble or activity where the whole team must work together. First team to complete this station wins!