



GAME

Friend to the End

PRELUDE

SOCIAL

WORSHIP

STORY

GROUPS

HOME

OVERVIEW

In this racing game, each team will select a player to be sent around the room using different items and methods of movement along the way. The first team to complete the race wins!

WHAT YOU'LL NEED

- 2 teams of 3 students each
- A 6-foot wide track around the perimeter of your seating area
- Masking tape to create a start/finish line on the floor
- 2 sets of at least 4 methods of movement (We've included a list below to get you started.)

HOW-TO

PREP

- Clear a space around the perimeter of your seating area wide enough for 2 teams of 3 to race at the same time.
- Place 2 of each method of movement at each corner of your "track."
- Create a start/finish line in the front of your environment. (Note: The same line can serve as both the start and finish line.)

PLAY

Select your teams and have them stand at the starting line. Each team will designate a student who will be sent around the room during the race, and the remaining team members will help this student during the race. At each corner of the racing track, the player being sent around must switch their method of movement. The first team to cross the finish line wins!

Methods of Movement Ideas

- One teammate holds the player's arms while the other holds their legs.
- A shopping cart
- Roll the player up in a carpet and carry him/her.
- Have the player stand on an empty pizza box (or piece of cardboard) and pull them by their arms like they are water skiing.
- A small tricycle
- Push the player while they sit on a skateboard.
- Create your own!

Tip: If you don't have space for two teams to race at the same time, or you don't have two of each method of movement, use a stopwatch to time each team as they go one-at-a-time. The team with the fastest time wins.