



GAME

Head Spins

OVERVIEW

Teams will race to finish a list of funny challenges before their competitors. The catch? They have to complete each challenge while dizzy! The team who finishes all of their challenges first wins!

WHAT YOU'LL NEED

- 2 baseball bats (Pool noodles will work, too!)
- 2 cups of water
- 2 Twinkies or snack cakes
- 2 smart phones
- A list of challenges (We've provided some ideas to get you started!)
- 2 students to play "Announcers"
- 2 students to play "Spinners"
- Optional: Prizes for the winning team

HOW-TO

PREP

- Gather the supplies for your challenges and create two identical lists of challenges.
- Place one set of items (a bat, cup of water, Twinkie, smart phone) in front of your audience and another set about 15 feet away.
- Safety Tip: We recommend that you don't do this game on stage, as students could fall off when completing the challenges.

PLAY

Select two pairs of students from the audience. Ask each team to stand behind a set of items in front of the audience. Have them designate one "Spinner" and one "Announcer" per team. Give each Announcer a list of challenges and instruct them to keep the list hidden from the Spinner. On your, "Go!" the Spinner will put their head on a baseball bat, place the bat on the floor, and spin

around in a circle 10 times. When they've completed their spins, the Announcer will call out the first challenge on their list for the Spinner to complete. After the Spinner successfully completes the challenge, they'll spin 10 more times and try the next challenge. The first team to finish all of their challenges wins!

Challenge Ideas:

- Water Pour – Pour a cup of water into their partner's mouth.
- Shoe Tie – Tie your shoes together and walk across the room and back.
- Chow Down – Unwrap and eat a Twinkie or snack cake.
- Sing-A-Long – Sing the chorus to the first song that comes to mind.
- Send-A-Text – Find a dizzy emoji and text it to your Small Group Leader.