



GAME

Hula-Hoop or Drop

PRELUDE

SOCIAL

WORSHIP

STORY

GROUPS

HOME

OVERVIEW

In this all-play game, players will stand in a line and attempt to move through a hula-hoop as it moves down the line at an odd angle. A player is out of the game if they touch any part of the hula-hoop as it passes. The player who stays in the game the longest wins!

- 1 large hula-hoop
- Gaffers/masking tape to create a line on the floor
- Enough space for all of your players to stand on the line
- All of your middle schoolers
- A volunteer

WHAT YOU'LL NEED

HOW-TO

PREP

- With the tape, create a line on the floor for all of your students to stand on. (The length will be determined by the number of students you have in your ministry.)
- Place the hula-hoop near the playing area.

PLAY

Instruct all the students in your ministry to stand on the line, arm's distance away from one another and facing the same direction. Have the volunteer who's holding the hula-hoop stand about 10 feet in front of the first player in line.

When the game begins, the volunteer will put the hula-hoop at any height or angle they choose, then carry it in that same position along the length of the line. Students will be challenged to move through the hula-hoop as it comes down the line without touching the edges. Once the hula-hoop reaches the end of the line, have all of the players turn around and repeat the process going the opposite direction. If the hula-hoop carrier notices anyone touch the hula-hoop as it passes, that person is out. The player who lasts the longest wins!