



GAME

Let It Shine

PRELUDE

SOCIAL

WORSHIP

STORY

GROUPS

HOME

OVERVIEW

In this relay race, teams will compete to be the first to have all of their tap lights on before the opposing team. They'll choose to either tap their light on or tap their opponent's light off. The first team to have all of their lights on at the same time wins!

- 2 teams of 2 students each
- 8 tap lights
- 2 tables
- 1 traffic cone or chair

WHAT YOU'LL NEED

HOW-TO

PREP

- Set up 2 tables about 20 feet apart and parallel to each other.
- Place a cone or chair at the center point between the tables.
- Place 4 tap lights lengthwise down the center of each table.

PLAY

Select two pairs of students and assign each pair a table. Explain that the goal of the game is to get all of their team's lights on.

When the game begins, players will decide to either turn one of their own lights on (by running around the cone and back to their table) or to turn off one of their opponent's lights. No matter what option they choose, each team may send only one player at a time. The game will continue until one team has all of their lights on at the same time.