



# GAME

## Once in a Melon

PRELUDE

SOCIAL

WORSHIP

STORY

GROUPS

HOME

## OVERVIEW

In this game, players will start with a playing card in their hand about 5 to 10 feet away from a halved watermelon. The player who throws their card and sticks it into the watermelon in the least amount of throws wins!

## WHAT YOU'LL NEED

- 2 to 10 players
- 1 large watermelon
- 1 large knife
- 1 small bowl to keep the watermelon in place
- 1 table
- 1 deck of playing cards
- Gaffers/masking tape to create a starting line

## HOW-TO

### PREP

- Use tape to create a starting line on the floor.
- Place a table about 5 to 10 feet away from the line.
- Cut the watermelon in half and place it in the bowl, with the cut side facing the starting line. Put the bowl with the watermelon in the middle of the table.
- Place the deck of cards near the starting line.

### PLAY

Select your players and have them stand at the starting line. Hand each player a card while they line up and ask students to memorize the card they were given. For each round, your host will yell, "3, 2, 1, throw!" and players will throw their card at the watermelon. Players will then check to see where their card landed. If no one stuck their card into the watermelon, continue playing rounds. The first player to throw and stick their card into the watermelon wins!