

GAME

True or False Cup Challenge

PRELUDE

SOCIAL

WORSHIP

STORY

GROUPS

HOME

OVERVIEW

In this game, students will answer a trivia question to determine if they get the contents of a mystery cup poured on their heads. Will they go untouched or get showered with the cup's contents? Their answers will determine their fate!

WHAT YOU'LL NEED

- 8 large plastic cups
- 8 chairs
- Confetti
- Water
- 8 true or false questions and answers (We've provided a list to get you started!)
- 8 pieces of card stock (approximately 5"x 5" sheets) or 8 small paper plates
- Paper towels for cleanup
- A tarp
- 10 middle schoolers (8 "Victims," 1 "Question-Asker," and 1 "Cup-Bearer")
- *Optional:* Epic, suspenseful music and a way to play it for everyone to hear

HOW-TO

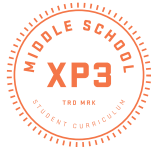
PREP

- Line up 8 chairs at the front of your environment on top of a tarp.
- Fill 4 cups with water and the other 4 with confetti.
- Behind each chair, place one of the filled cups. (Be sure to place the cups in no specific order. For example, you don't want all of the water cups behind the first 4 chairs.)
- Hide the contents of the cups by placing a piece of cardstock or small paper plate on top of each one.
- Select 8 true or false questions (and have the answers available) that "Victims" will be tasked with answering. Write them on a sheet of paper.

PLAY

Select eight students to play the "Victims" and ask them to choose a chair to sit in. Select an additional student to be the "Cup-Bearer" and another to be the "Question-Asker." The Cup-Bearer will approach each Victim, grab the cup located behind their chair, and hold it over the Victim's head. (Note: They shouldn't show anyone the contents of the cup.)

Give the Question-Asker the question and answer sheet and have them ask the first Victim the first question on the sheet. The Victim will attempt to answer the question. If they answer correctly, they're safe and the Cup-Bearer will return the cup behind the chair and move on to the next Victim. An incorrect answer will result in the Cup-Bearer pouring the contents of



GAME

True or False Cup Challenge

PRELUDE

SOCIAL

WORSHIP

STORY

GROUPS

HOME

the cup on the Victim's head. The Victim and crowd will find out together if the cup holds water or confetti! Repeat the process for each Victim.

Optional: Add epic music and slow, suspenseful pauses to build the excitement during this game!

TRUE OR FALSE QUESTION AND ANSWER IDEAS:

- An octopus has three hearts. (TRUE)
- A group of camels is known as a Caravan. (TRUE)
- Adult elephants can't jump. (TRUE)
- Horses fall asleep while standing. (TRUE)
- Lightening never strikes in the same place twice. (FALSE: It often strikes in the same place twice.)
- Adults have fewer bones than babies do. (TRUE)
- Goldfish only have a memory of three seconds. (FALSE: They can remember things for longer periods of time.)
- Humans can't breathe and swallow at the same time. (TRUE)
- Magma is the scientific name for volcano lava. (FALSE: Magma is molten rock under the earth's surface)
- The "I" in Apple products (like "iPad" and "iPhone") stands for "intellect." (FALSE: It stands for "Internet" and "Individual")
- You can get a wart by touching a toad. (FALSE: Warts are caused by viruses, not amphibians.)
- Jimmy Carter is one of the Presidents featured on Mount Rushmore. (FALSE: Mount Rushmore features Thomas Jefferson, Abraham Lincoln, Theodore Roosevelt, and George Washington.)