

Mission Possible

Supplies

The following is a list of possible supplies. Read through the directions, then choose those you'd like to use.

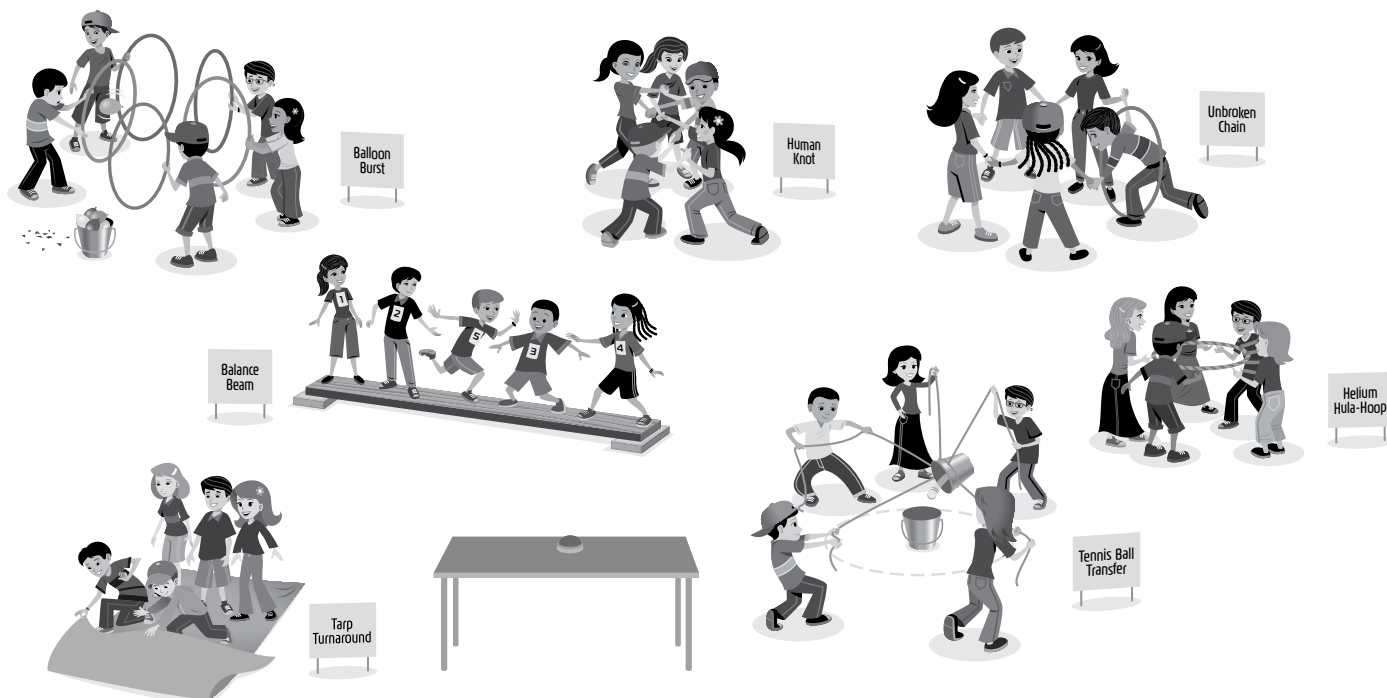
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| ☐ Game Mission Instructions | ☐ Balloons, 1 per team (plus extras) |
| ☐ Game Mission Signs | ☐ Laundry basket or bucket |
| ☐ Table or chair | ☐ 10 tennis balls |
| ☐ Buzzer | ☐ 2 buckets (5-gallon size) |
| ☐ 7 yard signs (18 x 12 inches) | ☐ Rope |
| ☐ Optional: 7 manila envelopes | ☐ Jump ropes, 1 per person on a team |
| ☐ 7–10 Hula-Hoops (1 per person on a team + 2 if using all stations) | ☐ Optional: Smooth rocks to weigh down tarp, sheets of paper, chalk, field tape or rope, colored bandanas or jerseys |
| ☐ Tarp, blanket, sheet, or plastic tablecloth | |
| ☐ Wood beam or painter's tape | |

Prep

- Print the [Game Mission Signs](#) and tape each one to the wall or to a yard sign to label each station.
- Print the [Game Mission Instructions](#). Tape them to the wall or yard signs. Another option is to put them inside unsealed manila envelopes and place each one next to the corresponding challenge.
- To ensure that no team has to wait for an open station, set up more stations than you have teams.
- Set up the table or chair and place the buzzer on it.
- Gather supplies and set up as follows:

Mission 1: Tarp Turnaround

- Place a tarp, blanket, sheet, or plastic tablecloth on the ground.
- If it is a windy day, weigh the tarp down with smooth rocks.



Mission 2: Balance Beam

- Lay down a wood beam or make a tape line on the floor.
- Optional: To make it easier, write the players' numbers on sheets of paper for them to hold.

Mission 3: Balloon Burst

- Blow up one balloon for each team (have extras in case they pop too soon). Place balloons in the laundry basket or bucket.
- Place Hula-Hoops, one per person on a team, on the ground next to the laundry basket or bucket.

Mission 4: Human Knot

- No prep.

Mission 5: Unbroken Chain

- Place one Hula-Hoop on the ground.

Mission 6: Helium Hula-Hoop

- Place one Hula-Hoop on the ground.

Mission 7: Tennis Ball Transfer

- Fill a 5-gallon bucket with 10 tennis balls. Tie a rope around the bucket. Tie jump ropes, one per person on a team, to that rope.
- Place an empty 5-gallon bucket nearby.
- Mark a circle around the buckets with chalk, field tape, or rope.

Teaching Tie-In

Congratulations, cadets! Today is your graduation day. But before we can promote you to junior agents, you must pass your final. Your grade is based on how many challenges you can complete as a team. We will be watching your ability to work together, your skills in communication, and your attitude. God wants you to take his message of salvation to the world, and you can't do that with a selfish attitude. When you receive Jesus as your Savior, you become a child of God and part of a team called the body of Christ. Every believer in the past and the present all around the world is part of the one family of God. God wants his children to work together as one body and one team to spread his truth.

Remember that with God, every mission is possible. He always gives you what you need to complete the missions he gives you. Now, get out there and make your leaders proud!

Class Time Directions

1. Divide the group into equal teams of 5–8 players.
2. Explain the goal of each station so that players can see how to start each mission. Do not reveal the particulars. You want it to be a challenge.

3. To start each mission, one teammate must read the instructions aloud. The team must complete all the instructions before moving on to the next station.
4. **Tarp Turnaround:** Your whole team must stand on the tarp. Without anyone stepping off, turn the tarp completely upside down. Your mission is complete when the entire tarp is lying flat on the ground.
5. **Balance Beam:** Everyone must stand on the beam/tape line. Give each person on the team a number, starting with one. Reverse your order without falling/stepping off the beam/tape line. If anyone falls/steps off, start over.
6. **Balloon Burst:** Stand in a circle. Each person must grab a Hula-Hoop and hold it up. Pass the balloon through each Hula-Hoop all the way around the circle twice. After completing two circuits, pop the balloon to finish your mission.
7. **Human Knot:** Stand in a circle. Grab the hand of someone across from you. With your other hand, grab the hand of someone else. Without letting go, untangle yourselves so that each team member is standing in between the two people they are holding hands with.
8. **Unbroken Chain:** Stand in a circle and hold hands, with the Hula-Hoop resting between two people (over their clasped hands). Pass the Hula-Hoop all the way around the circle twice without letting go.
9. **Helium Hula-Hoop:** Stand in a circle. Using only one finger each, your whole team must hold the Hula-Hoop at shoulder height. Without anyone letting their finger leave the hoop, lower the hoop to the ground. If at any time someone does not have their finger touching the hoop, you must start over. Your mission is complete when the Hula-Hoop is on the ground.
10. **Tennis Ball Transfer:** Each person must grab one rope. Pull on the ropes as a team to lift the bucket and transfer the balls to the empty bucket. If any balls fall out, set everything back up and start again. You may not step inside the circle. Your mission is complete when you've successfully transferred all 10 balls.
11. After completing a mission, teams can move to any open station. They don't have to go in any order.
12. Teams must complete all missions (depending on time) before racing to "HQ" (the table/chair) to hit the buzzer.
13. The first team to hit the buzzer wins. To recognize more winners, play until second and third place teams hit the buzzer. If you run out of time, the team with the most completed challenges wins.

Tip Corner

Encourage team spirit by giving each team a name (e.g., Thunder Squad, Wolf Pack, Shadow Brigade, Delta Force). Designate with colored bandanas or jerseys.