



## Kick-off Party

**(To edit, you will need to make your own copy: click on File, then Make a Copy.)**

The plan does not follow a typical club format but is designed to be a fun and energy-filled party atmosphere. Choose which activities and games you believe will work best with your club. The Kick-off Party plans include: activities, crafts, and contests below to create your own Kick-off Party!

**Goals:** Children get to know their leaders, have fun, and are encouraged to invite their friends to club.

### Materials

- A paper lunch bag (preferably white), one for each child
- Coloring supplies, one box per group\*
- Supplies for Minute-To-Win-It games (see ideas below)
- A bag of individually wrapped candy for prizes, one per game station
- A timing device (a phone can work), one per game station

**Special note:** Your kick-off party day is a great opportunity to recruit special event volunteers to help out for the day and run one of the game stations. The more volunteers you have for this, the more fun the day will be for the kids.

### Welcome and Opening Activities (10-15 minutes)

You may or may not already have your children assigned to small groups today - today's program doesn't require it. The welcome and opening activities can be done in small groups or in a large group with leaders spread out among the children.

### Small Group Session 1

If you choose to make small groups check children in as they arrive, take attendance and provide a snack. While they are eating snacks, leaders can ask children to share "highs" and "lows" (the best and worst things that happened to them this week.)

Give children a paper lunch bag and coloring supplies. Instruct them to write their name on the bag and then decorate it. They will use these bags to collect candy prizes later in the day.

## **Large Group Time** (15-20 minutes)

Welcome the children, introduce the leaders, and explain the purpose of the Crossroads program. Introduce the Crossroads Code of Conduct and set expectations for behavior and use of the space for club (where/when to go for bathroom, water, etc.)

**Say: This year at Crossroads, we'll be going through a series called "I Wonder." We'll be asking questions that everyone has and looking to find the answers together. We'll be hearing a lot and discover the reality of God's presence, his boundless love for us, and the pivotal role of Jesus as the only way to salvation through faith in him.**

**Today, to get started we're going to be doing a fun activity that has to do with building things.**

- **Who likes building things?** (Take volunteer responses.)

Introduce the large group team building game below.

## **Rubber Band Cup Stacking Challenge**

Divide children into groups of 5-8 players in each group. Mixed ages work best.

Each group should receive the following supplies:

- 15 large plastic cups
- A rubber band
- String or twine, cut into strings with one end tied to the rubber band (the number of string should be equal to the number of players in the group)

When you signal "go," groups will attempt to complete the challenge of stacking the 15 cups into a pyramid shape. The challenge is that they may not touch the cups with their hands; instead each player holds on of the strings attached to the rubber band, and the team works together to expand the rubber band and use it to grab and move the cups.

The group that successfully builds a pyramid with the cups, or the group with the most progress made when the leader signals the end of the game wins.

Explain how the rest of the day will work. Leaders will be stationed around the space with different building themed Minute-To-Win-It games. Children will carry their decorated paper bags around as they choose a station to play.

If they complete the designated challenge in a minute, they receive a piece of candy to put in their bags. Children will visit the games and play each one as many times as they'd like.

### **Carnival Style “Minute-To-Win-It” Games (45-60 minutes)**

Choose from any of the following ideas and set up as many stations as you are able with the leaders you have.

#### **Sticky Towers**

Two or more children may compete at the same time. Each player is given an equal number of toothpicks and mini marshmallows. They are timed one minute to see who can build the tallest standing tower.

#### **Block Sorting**

Players must sort a bowl or bin full of Lego ® , Duplo ® , or other multi-colored building blocks into groups by color.

#### **Stack Attack**

Players must stack 36 cups in a pyramid and then back down into a single stack.

#### **Build a Word**

Using various pipe cleaners, challenge players to form their name within one minute. Adjust the difficulty level for older children and give them other words to build.  
Breakfast Scramble

To set up, you will need to cut the front of a cereal box into pieces (8-16 pieces depending on how challenging you want it to be.) Players have to reassemble the puzzle within a minute.

#### **Paper Airplane Building Contest**

Two to four children have one minute to build a paper airplane and see who's goes the farthest.

#### **Card Towers**

Two to four children compete to see who can build the highest tower of index cards that remains standing after the one minute is up.

### **The Nutstacker**

Using a chopstick and approximately 8-10 metal nuts (available in the hardware section of a store), children try to stack the nuts in a straight tower. Works best on a flat surface like a table.

### **Suck it Up**

Using a straw, players must suck the smarties off a paper to pick them up and try to arrange them in a stack.

### **Closing** (5-10 minutes)

Call all the children together.

- **Did you have fun today?**

**We will be back here every week on \_\_\_\_\_ (day of the week.) Not every week will be like this, but we will learn exciting stories, play lots of games and have fun with our friends and leaders!**

- **Do you have any friends who should be here?**

Distribute extra flyers so they can invite friends. If you have a lot of capacity to grow the number of children in your club, consider offering a group incentive such as “If we get 5 new kids here next week, we’ll have an ice cream party.”

Provide instructions to the group on your check out process so that everyone dismissed in a safe and efficient manner. Close the group in prayer.

# Kick-Off Party Additional Activities

## An Outdoor Scavenger Hunt

Ask students to form groups of two or three. Give each group a scavenger hunt list (see Handout 1) and a pencil to draw an X over the items they were able to find. You may want to set a timer and ask students to find the most items they can in a set amount of time OR you may continue the game until a group finds all the items on the list. If you are in a large outdoor space, designate boundaries so that all students remain in your eyesight during the scavenger hunt.

## Create-Your-Own Bingo Board Game

### Materials:

- Handout 2, one printed copy per student
- Handout 3, one copy per student and one extra copy for the caller
- A set of coloring utensils for students to share (crayons, markers or colored pencils)
- A handful of M&M® candies per student
- A bowl of small prizes or individually-wrapped candy

Before the party: Print a copy of Handout 3, cut them out and place the slips of paper into a hat. These images will be drawn by the caller, an adult volunteer or your co-captain, who will announce which image students can cover with their M&M® candies during the game.

Before playing the game, students will create their own bingo board. Give each student a blank bingo card (a copy of Handout 2). Using the list in handout 3, students will select twenty four items of their choice from the list and will draw each one in a square of their bingo board. They can select whichever twenty four items they would like and can place them in the squares in no particular order. Some students may want to write what the item is below their image. When students finish creating their bingo board, give each of them a handful of M&M® candies to use as markers for their board.

When students are ready to begin the game, ask the caller to begin drawing the items from the hat one-at-a-time and announcing the item to the group. If students have that item on their board, instruct them to place an M&M® on that space. Students can call a bingo when they cover up five images diagonally, across or down. Keep some individually-wrapped candies or small prizes on hand for the students who call a bingo.

# Handout 1: Outdoor Scavenger Hunt!

<p><b>An acorn</b></p> 	<p><b>A spider web</b></p> 	<p><b>An airplane</b></p> 
<p><b>A bird on a branch</b></p> 	<p><b>A bug</b></p> 	<p><b>A flat rock</b></p> 
<p><b>A squirrel</b></p> 	<p><b>A multi-colored leaf</b></p> 	<p><b>A bird's nest</b></p> 
<p><b>A winged seed</b></p> 	<p><b>A weed or flower</b></p> 	<p><b>A tree that is still green</b></p> 

## Handout 2: Game Board Template

		<b>FREE SPACE</b>		

## **Handout 3: List of Items**

1. A hat
2. A blackbird
3. A candle
4. Squirrel
5. Hot Cocoa
6. Candy
7. A sweater
8. Boots
9. A bicycle
10. A tractor
11. A spider web
12. Candy corn
13. Popcorn
14. A sunflower
15. A basket
16. An acorn
17. A pumpkin
18. A tree
19. A leaf
20. Caramel apple
21. Pie
22. A campfire