

BASH 06: THE NARROW ROAD

TEAM BUILDERS

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COMPREHENSIVE RAIN PLAN

We are PREPARED!
Eventhough our prayer
is that it does not
rain!!

TEAM BUILDERS

Step by Step
instructions
for the TEAM
BUILDERS that
you chooe to do
with your
cabin.

RAIN EVENTS

Matthew 5:45

"He causes his sun to rise on the evil and the good, and sends rain on the righteous and the unrighteous"

MAKE THE MOST OF EVERY OPPORTUNITY

When the Lord decides to water his plants, we don't have to let the rain dampen our spirits! We can still make the best out of it and it all depends on our attitude. If we remain to be positive and encouraging we can still have a blast despite the weather. Most events we will be able to pull indoors but if it happens to rain during free time or other "tag games" we can substitute for one of these events.

RAIN EVENT #1:

THE GREAT EGG DROP OFF

For each group:

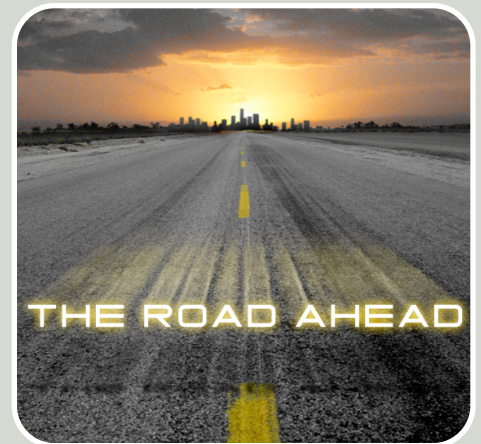
- fresh egg
- any other items for creating the egg package -
- RULE: No fluffy or soft items allowed
 - No Pillows, Clothing, Sheets, Foam, etc.

Time

- ~30-45 minutes to build package
- ~15-30 minutes for Great Egg Drop
- ~15-45 minutes cleanup & debrief

Brief Description

Small groups design an egg package to save an egg from breaking when dropped. Plus a 30 second jingle to sell their package. Followed by the Great Egg Drop Off.



RAIN EVENT #2:

BRAIN BUSTERS

For each group:

- Paper
- Pen



example:

BAN ANA =
banana split

Time

- ~15 min Set up explanation
- ~30 min Play Game
- ~15 min Tally Scores / Announce winning Cabin

Brief Description

Divide into different small groups (4-6) As a team they try to decipher the different brain teasers that come up on the screen. The team who gets the most correct wins a pizza party that night. **see www.icyfm.com for brainteaser file.**

RAIN EVENT #3:

WATCH A MOVIE

We can never go wrong with an additional movie during camp:

- Popcorn
- Bring Blankets n Stuff to field house
- Meet at the field house

Time

- ~2 Hours

Brief Description

Um...watch a movie...

RAIN EVENT #4:

WHO'S CABIN IS THIS ANYWAY

Improv at its best.

All you need is your imagination and a willingness to look silly

Brief Description

A Spinoff of the game show. We will all come down to field house and perform by cabin. Each cabin will have to come on stage and then select a category of what they want to act out. They have the choice of either bible story or everyday object (something as random as the whole group coming together to act out the function of a stapler) the cabin would then huddle and then perform the required task.

Time

- ~2 Hours.

TEAM BUILDERS

Ephesians 4:29

Do not let any unwholesome talk come out of your mouths, but only what is helpful for building others up according to their needs, that it may benefit those who listen



ENCOURAGE, ENCOURAGE

The purpose and function of team builders is building unity and confidence among the group members by complete an assigned task. It is so important that the person who is leading the group is filled with encouragement so that when the group hits a “snag” or gets stuck on a task, the leader is able to help them through it. The comments of the group leader should be positive, not corrective or demeaning.

I LOVE YA HONEY, BUT I JUST CAN'T MAKE YOU SMILE

This one helps the teens to be out of themselves and to learn each other's names if they do not know them well. All the players are seated in a circle. One person starts off as the person in the center. The center person approaches one of the people in the circle and says, “I love you honey, but I just can't make you smile.” The object is to say it in such a way that the person will smile or laugh. If the person smiles or laughs, then, s/he become the person in the center. In order to help people feel comfortable with this activity, please no overtly sexual or demeaning actions or remarks. Use your other skills to make this person to laugh or smile. Discuss: Being out of yourself, being vulnerable, importance of expressing your feelings, etc...

THROUGH THE ROOF

This one comes from the scripture in Mark 2:1-12

Divide your group into groups of 5. Have 4 people grab the corners of a sleeping bag/sheet and the other person is carried to a goal / destination. You could have two teams of 5 race for more challenge. You could also incorporate stairs to simulate going up on the roof to relate to the scripture. If you have uneven number you can add more carriers. Discuss the challenge with some points from the scripture.

TOWEL STAND

Let's get close. Everybody in the group comes together to all stand on the towel at the same time

Simply lay a towel down on the ground, you can have it full length to start. Then one by one add all the members of the cabin on the towel so that eventually everybody is standing on the towel together. Once everybody is on the towel you have them sing a song (row row row your boat, london bridge, something silly). If they can complete the song you then fold the towel in half and try again. You will be surprised at how small you can get the towel. Discuss: The importance of unity, staying close, strong bonds, etc...

TRUST WALK

This is another high trust activity. The players form a line and hold hands. Everyone in the group closes his/her eyes except for the first and last person in line. It is the job of these people to keep the entire group "safe" while on the walk. The leader takes the group on a walk, a very slow walk, and the leader's instruction must be passed down the line. The last person assists the leader by calling out feedback as to what is happening at the end of the line. This activity can be done with dyads where one person acts as the leader and the other the follower with his/her eyes closed. After a time, they two people switch roles. This can be a powerful activity for a group learning about leading and following roles in a group. Discuss: The roles of leading and following and how being a follower isn't just being passive and blindly following. Rather followers have the duty to take care of those around them. This point is illustrated by the communication of the person's needs (I need to slow down... We are in a rough spot, please stop... There is a rock right here, step over it and you are clear... There is a tree to your right, so stay on the "feel" for roots, etc.). This is especially true for teens dealing with trust issues.

KNOTS

Divide the group into smaller groups of eight to ten people. Players stand in a circle and place their hands into the center of the circle. Join hands with two different people, neither of whom are standing next to you. A human knot is born! The goal is to untie the knot without letting go of hands. Be sure to be respectful of your neighbors! What you do may not be the best for them, so check it out before you work it out. Classic Team Builder, Discuss: importance of communication, working together!

STAND - UP

Try this one in pairs first, then groups of three, then fours and work up to the entire group. Sit on the ground, back-to-back, knees bent and elbows locked. Try to stand up without falling down. For the large group, sit as tightly packed as possible and work in unison! Importance of cooperation, working together, communication, ect...

YURT CIRCLE

Players stand in a circle, facing in, holding hands, and shoulder-to-shoulder. Starting with one player, have the group count off by two's (1,2,1,2,1,2 etc.). Be sure that no 1's or 2's are standing next to one another. Each player places his/her feet closely together. On the count of three the 1's lean forward and the 2's back. The group is supported by the "cantilever" action of the opposing forces between the 1's and 2's. Players need to keep their arms and legs straight. Don't let go of hands. At first, only lean a little and increase the angle of the lean with each "creation" of the yurt circle. On the next count of three the 1's lean backward and the 2's lean forward. Go slowly and mirror your two neighbors movements. This will allow for maximum support offered to each person. It is really a cool feeling to create and change the yurt circle. Discuss: How we all influence each other in one way or another, how we can hold each other up, helping each other, leaning and relying on each other, etc...