

**Youth Game and Activity Ideas**  
**2009 North American Mission Study for Youth**

**Bean Soup Race**

You need: a large bag of dry beans, cups (1 for each player), mixing bowls (1 for each team), pots (1 for each team)

You do: Divide students into two or three teams. Have them sit cross-legged, side by side, each team in a long row. Give each person a cup. Place a pot at the end of each team line. Place a bowl with a fairly equal amount of dry beans (3 or 4 cups) at the beginning of each team line. The players must only use one hand; have them place the other hand behind their back. The goal is to get all of the beans from the bowl into the pot. The first player scoops from the bowl and pours the beans into the next person's cup, who then pours into the next person's cup, but then turns back to see if the previous player has more beans to pass. The team to get all beans down the line into the pot first, wins. Talk about how North American missionaries use creative events to reach people for Jesus Christ. They do not work in isolation but with other people to accomplish the task. Some we learned about tonight are giving free coffee; distributing food, clothes, or blankets; hosting back-to-school events; providing VBS or Bible clubs; even manning food booths at major sporting events. These are all ways missionaries, churches, and short-term missions volunteers like you can get out in the community and make friends with people who need to hear about Jesus. Pray that your church will be active in giving and going!

**“Snowball” Roll Relay**

You need: a bag of marshmallows, cotton balls, or small balls of paper

You do: Before the session, mark a start and end line on the floor with masking tape (8 to 10 feet apart). Have students divide into two to four teams, lining up behind the start line. Give each person a marshmallow, cotton ball, or paper ball. That is his or her “snowball.” The first student on each team places his or her snowball on the start line, then when you say “Go,” rolls the snowball with his or her nose to the end line and back to the start line. When the first person has crossed the start line, the next person goes. Congratulate the team with the fastest noses! Talk about how cold it is in Alaska. Talk about how difficult it would be for missionaries to do their work without the support of churches and the AAEO. It might be like pushing a snowball with a nose, instead of using hands to sail one across the tundra. Pray for your church to be a source of strength and encouragement to North American missionaries through your giving and prayers.

**The Alaskan Wind Blows Race**

You need: a bag of balloons

You do: Before the session, mark a start and end line on the floor with masking tape (as long as possible). Have students divide into two to four teams, lining up behind the start line. Give each person a balloon. When you say “Go,” the first player turns with his or her back to the playing field and faces the team, blows up the balloon, and lets it go behind his or her back. The second player runs to where that player's balloon lands and repeats: turn facing the team, blow up the balloon, release the balloon backward. The third player repeats, until the team crosses the end

line. (You may want to instruct the teams to cross the end line and return back to the start line if your playing field is short.) Talk about how the wind blows during the Iditarod race. Tell the students that missionaries in Alaska and all over North America pray and plan carefully so they know exactly what steps to take with the people groups they want to reach. They don't just turn their back and let their efforts blow wherever; they are intentional. Pray for missionaries as they make plans and decide on ways to reach people for Jesus.

### **Icy Marble**

You need: A low-to-the-ground container (must be wide enough to allow a youth's foot to easily get in and out and move around), ice cubes or very cold water, marbles of various sizes, towels

You do:

Fill the container with ice cubes, water, and marbles. Tell youth to form a line and to each remove one sock and shoe so that one foot is barefoot. One at a time, allow the youth to put his or her foot into the icy water and try to remove as many marbles as possible within a specific time period (e.g., 20 seconds). Once the youth captures the marble with their toes, he or she should bring the marble out of the container and place it on the floor beside the container. (Place a towel or other water absorbing item beside the container on which the marbles can be placed.) After the allotted time, count the number of marbles and record that number for the youth. Continue until all have had an opportunity to play. After playing the game, remind youth that just as it was uncomfortable to play the game because of the coldness of the water, missionaries serve in places where it may be uncomfortable weather or difficult circumstances, but their desire is to share God's love wherever He places them.