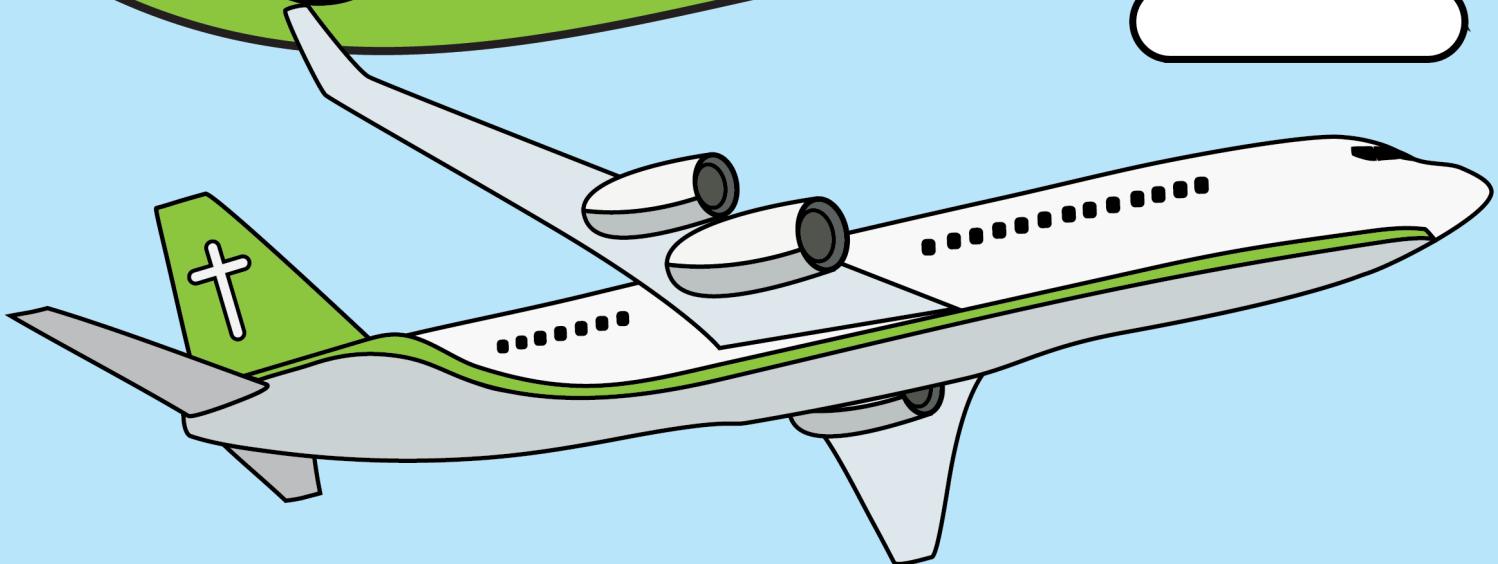




**WELCOME
TO THE**

GAMES

STATION



Day 1

Theme: Get Onboard: What is prayer?

Virtue: Responsibility (*doing a job with great care and attention: being reliable and dependable*)

WELCOME ABOARD!

Theme Connection:

Flying can make us think of prayer. Just like the pilot directs the plane to where it should go, prayer gives direction to our lives. God is our pilot and when we pray to Him, He guides our life. This game is a great warm up and helps teach us responsibility in following commands.

Activity:

1. The games leader is your pilot today, and you are all passengers who will follow the pilot's commands.
2. The pilot will call out the commands in any random order.
3. As the passengers become more familiar with the commands, the pilot can call them out more quickly.
The quicker it goes, the more fun it is.

For older children: In the second round, choose someone else to be the pilot!

“Welcome aboard Cat.Chat Airlines! My name is Captain _____

I will be your pilot for today’s flight heading to (*name a city in your destination country of the day*)
I have some special commands you must follow on today’s flight.”

Make sure kids and leaders practice each action/command.

1. When I call out, “**Meet and greet**”, you can shake hands with your neighbours and say hello.
2. When I call out **Buckle-up!** I need all of you passengers to sit on the floor, and pretend to buckle up your belt while saying, “Click”!
3. **Takeoff:** Run around like airplanes, making airplane noises! “Good job!”
4. **First class traveller:** Lay on your back with your hands behind your head and relax!
5. **Turbulence:** Get up and spin around in circles, waving your hands in the air!
6. **Falling suitcases:** Duck down with your hands covering the back of your head.
7. **Prepare for emergency landing:** Lay down on your stomach with your arms stretched out.
8. **Emergency Exit:** Run on the spot really fast!
9. **Parachute:** Jump as high as you can!
10. **Jet lag!** Sleep standing up and snore really loud!



PACKING THE SUITCASE

Theme Connection:

We're traveling on a Radical Ride and we need to pack important things into our suitcases. We also have to be fast because our plane is leaving soon. Don't forget to pack your Bible and your rosary! Packing your own suitcase also teaches responsibility, which is our virtue of the day!

You'll Need:

- Small suitcase (1/team)
- A box of 10-15 different items (1/team)
(*Clothes, books, brush, rosary, Bible, hairspray, water bottle, shoes, etc.*)

Activity:

Determine a start and finish line.

Place each team's suitcase on the starting line and their box of items directly across on the finish line.

1. Divide into equal teams of three or four players.
2. Teams must line up on the starting line.
3. The first player from each team will grab the suitcase and run to your team box of travel items.
4. Choose only one item to put into the suitcase, zip it up, and run back to pass the suitcase to the next player on your team.
5. The second player on your team must continue to pack another item into the suitcase, run back, and pass it to the next player. This continues until all the items are packed in the suitcase.
6. The first team to finish packing their items wins.

If time allows, you may switch up the teams and play a second round.



**“Pray as though everything depended on God.
Work as though everything depended on you”**
St. Augustine

NOODLE HOCKEY

Theme Connection:

No trip to Canada or the USA would be complete without a fun game of hockey. We'll play Noodle Hockey, a creative version of this popular sport.

You'll Need:

- 3-4 small, soft balls
- 2 mini hockey nets (*or 4 traffic cones*)
- Oven mitts (*1/team*)
- Pool noodles (*1/child*)
- (*Opt.*) Whistle

Set up:

- Purchase pool noodles in two different colors.
- Cut the pool noodles in half. (*Half-noodling is easier on the budget.*)

Activity:

1. Divide into two teams. *For very large groups, you may want set up two games.*
2. Choose a goalie to guard your net. The goalie will get to use oven mitts and a pool noodle.
3. The goal of the game is to get the ball into the other team's net.
Have three or more balls in the game at one time.
4. Once a team scores, the whistle is blown and the players line up to face-off again.
5. No hitting each other with the noodles and no kicking or holding the ball. If a player doesn't follow the rules, that player has to spend one minute in a penalty box on the sidelines.
6. The team with the most goals after 5-10 minutes wins.
Have a leader keep score for each team.



PASSPORT

Theme Connection:

Let's travel the world together on a Radical Ride.
As we get onboard Cat.Chat Airlines, we can't forget our passports!



Ages: 4 to 6

You'll Need:

- 1 Passport (*old government passport or VBS passport*)
- Chairs (*one for every player, with the exception of the pilot*)
If you don't have chairs, use objects such as cardboard or small mats to use as "chairs".

Set up:

- Arrange chairs in rows 3 feet apart with a 5 ft. wide aisle in the middle.
Ex. If you're playing with 10 players, arrange the chairs in rows of two with an aisle in between. Make sure that there is plenty of room between the rows for children to get up and move around.

Activity:

1. One person will be the pilot.
2. Everyone else can take a seat on the plane. *There should be no empty seats left.*
3. The pilot will run around the plane while holding the passport.
4. With his free hand, the pilot will grab a passenger's hand and continue running in and out of the aisles, and around the games area until the passenger with a free hand decides to pick another passenger to join the chain. The 3rd passenger will grab a 4th passenger and so on.
5. When the pilot decides to drop his passport, everyone must run and find a seat, including the pilot. One person will be left without a seat and that person will be the next pilot.
6. The pilot picks up the passport and begins collecting a chain of passengers again.

I WANT YOUR AUTOGRAPH

Ages: 7 and up

You'll need:

- I Want Your Autograph game sheets (*download*)
- Pencils (*1/child*)

Activity:

1. Everyone will get a pencil and a game sheet.
2. Each of you will go around and try to get an autograph from at least 10 different people that best fits the description of each box. *The number of autographs will vary depending on the age and size of your group.*
Ex. Jimmy has been to Mexico, so Joey asks him to sign the box asking for someone who has been to Mexico.

