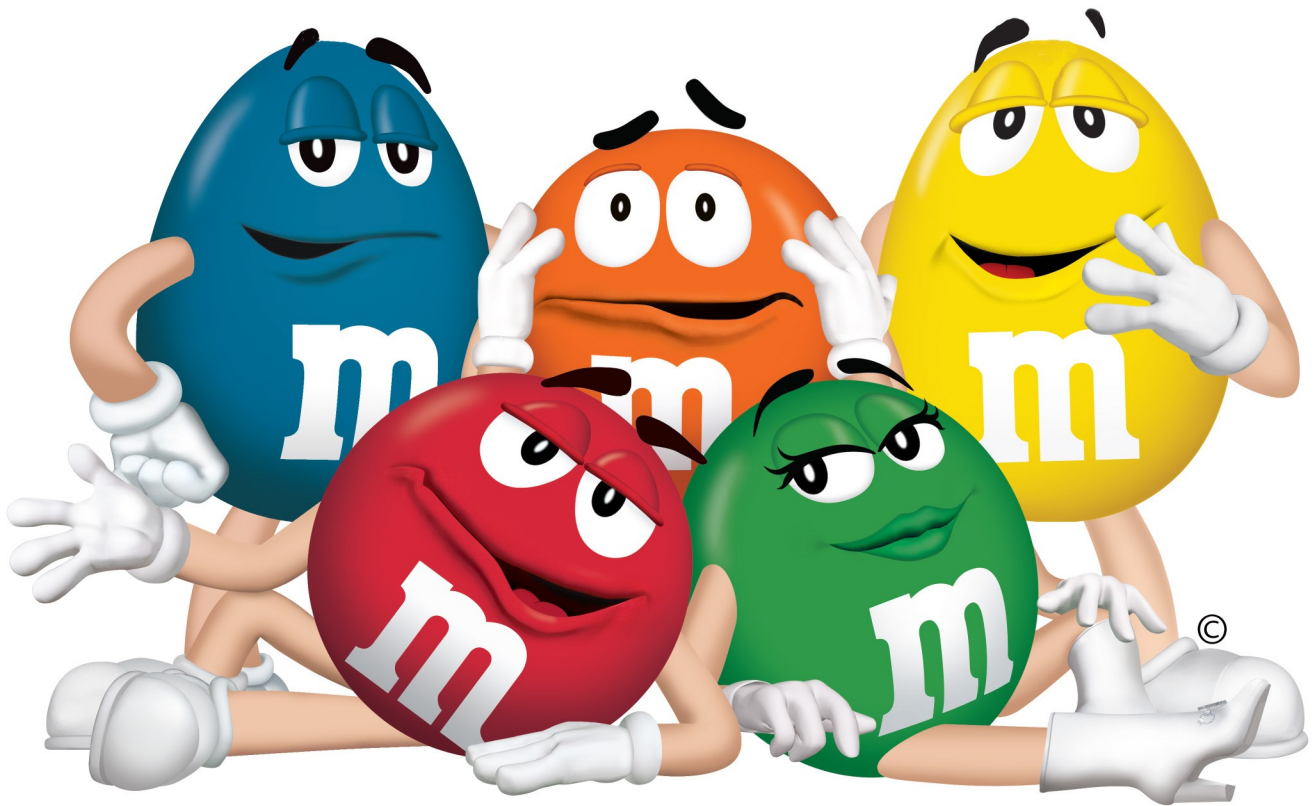


Awana Theme Nights Game Book



Many of these game ideas have come from clubbers, leaders and Awana workers from all over Ohio....Enjoy them as much as we have and feel free to pass them on to other clubs.

All Tired Out Night - Play games with tires and inner tubes.

- Various relays rolling tires around the circle.
- Throw bean bags or balls into tires laying in center square. Make each tire worth different point amounts.
- Place clubbers on their circle from shortest to tallest and number clubbers. Place 5-6 inner tubes in center of circle, marking one with tape or make it a different color. This one is worth more points. Call number and corresponding clubbers run in and gather as many inner tubes as possible and return to line. Count up points and continue until everyone has had a turn.
- Run laps with inner tubes around waist.
- Lay tires out "army style" and have them run through the course.

Alphabet Night- Clubbers choose a letter and dress with as many things as they can that begin with their letter.

- Use "Alphabets" cereal or "Scrabble" Cheese-Its. Clubbers run a lap and come into center and grab a handful of "letters". After each clubber gets a handful, the team works together to form as many words as they can using the letters grabbed by the team. Designate a specific time frame. Count words for each team.
- Call out a specific letter and have teams lie on floor and make the letter using whole team's bodies.
- Use a marker and put one letter on the bottom of each clubbers feet. Call out a word and see which team can put their feet in the correct order to spell the word first.
- Have each team choose a letter. See how many words they can come up with to correspond to a specific theme. For example, how many fruits can you name using your letter? How about states, animals, foods, colors, cities, etc.
- Make a giant word search and see which team can complete it first.

Apple Night -

- Bob for apples.
- Use apples for bowling balls and knock down pins, empty water or juice bottles, etc.
- Use apples in place of bean bag for toss games.
- Stack 4 apples. They must stack one atop another and remain balanced for at least 5 seconds.
- Hang apples from ceiling and have clubbers try to take a bite out of the apple without using their hands.

Big Foot Night -

- Run a relay using giant foam feet with rope handles (like the "stilt cans" we used as kids).
- See how few feet your team can have touching the ground in a given period of time. For example, if there are 6 players on your team, there are 12 feet touching the ground. If each player lifts a foot, there are now six on the ground. If a clubber picks up another, that eliminates another foot and so on...be creative.
- Run a relay using giant slippers or swimming flippers. Everyone takes off their shoes before the game begins. Player 1 runs a lap with the slippers or flippers and passes to the next player and so on until the whole team plays.
- Have clubbers take off shoes and socks. Draw a letter on the bottom of each clubbers foot. Call out a word and have the clubbers put their feet in the correct order to spell the word. (If you don't want to write on their feet, use post it notes on the bottoms of their shoes and play the same way.
- Use Co-Op-A-Walks (laps with 2-4 people) or Giant foam feet hockey sticks for additional games (maneuver ball around circle with the hockey sticks- available from S&S worldwide).

Book Night - Clubbers bring their favorite book to club.

- Have clubbers run around the circle balancing book(s) on their heads.
- First player runs lap with book. Next player takes first book and adds his own and runs a lap. Next clubber takes first two books plus his own and runs lap. Continue until last person runs lap with entire team's books.
- Make sure each clubber has a book. Call out a word and see which team can find that word in one of their books first.
- Lay books out in center square. Throw bean bags and try to land on books. Give each book a point value. Stack of books might be worth more than single book on floor.
- Lay books end to end and see which team can make the longest line.

Boot Camp Night - Clubbers dress in boot camp attire; camo, fatigues, sweats and t-shirts.

- Set up an obstacle course with various exercises. Time clubbers for fastest time.
- Army crawl, tire obstacle, hurdles, "mud hole" jump, over a wall, etc.
- Time clubbers at various physical fitness tests. How many sit ups, push ups, crunches, etc. in 30 seconds.
- Ups and Downs - You need 20 cones spread throughout the room. Place 10 cones upright and 10 cones on their sides. Assign 2 color teams to be "ups" and 2 color teams to be "downs". At the blow of the whistle, each team tries to either set up or lay down all the cones. At the end of a set time frame (30 second, 1 minute, etc.) blow the whistle and count cones in each position. Winner is team with the most in their assigned position.
- Relays with various articles of "army" clothing. Big boots, heavy coat, hats, etc.

Camp Out Night - Clubbers come dressed in camping attire.

- Tent building - use 4 small tents and have clubbers see which team can put up their tent fastest.
- Feed the bears - In advance, make a large cardboard bear's head with a big opening for the mouth (or one for each team). Run a regular relay and have clubbers throw plastic food or empty cans and see which team can feed their bear the most food.
- Run a potato sack relay using sleeping bags or use kids' lanterns in place of batons.
- Have clubbers run a relay using tongs and hot dogs. Hold the hot dog in the tongs and run a lap. Pass off to next player until all clubbers have played.
- Give each clubber a strip of bug stickers then it's every bug for himself! The aim of the game is to "bite" someone by putting a sticker on their back without them noticing. At the end of the club night, the clubber (or leader) with the least amount of stickers on their back is declared the "champion bug". The clubber with the most stickers gets a box of band-aids.

Candy Cane Night - Clubbers dress in red and white for the night.

- Use candy canes instead of batons for relays
- Use large plastic candy canes as "targets". Place candy cane in a can filled with rice, corn, beans, etc to make it stand up. Throw rings or hoops and try to ring the candy cane.
- Use giant candy cane in place of pool noodle for team relay. First person runs lap with candy cane. Second person joins first and both run lap holding candy cane. Third joins in on next lap and so on until whole team runs last lap while holding the candy cane.
- Use various colors of candy canes and lay them out on the floor in the center square. Assign each flavor/color point values. Line up team along white circle, shortest to tallest and number them starting with shortest. Call out a number and blow the whistle. On the whistle, clubbers run to center and grab as many candy canes as they can and bring them back across circle. Count up points and move on to next number until each player has had a turn.
- Use jumbo candy canes (without hooks). Place cane between knees of first player and have them pass it to the next person without using their hands. Pass candy cane down the line until the last person gets the candy cane then runs a lap and goes in for the center pin.

Clown Night - Clubbers come dressed as clowns.

- Run relay wearing jumbo clown shoes.
- Relays riding tricycles around the circle.
- Clubbers run lap and get one piece of clown outfit from center. Take back and dress leader with the article. For example, bow ties, rubber nose, curly wig, big shoes, gloves, etc. First team to "dress" their leader wins.
- How many clowns (clubbers) can you fit in the car (hula hoop)
- Draw or paint a clown face on a balloon (as a team, each clubber does a certain feature) without popping the balloon.

Crazy Sock Night -

- Sock Mania - How many socks can you put on one foot? Line up clubbers on their circle from shortest to tallest and assign each a number starting with the shortest. Place a pile of socks in the center of the circle. Call out a number and each clubber with that number runs to the center and has 10 seconds to put on as many pairs of socks as they can. Blow the whistle at the end of 10 seconds and clubbers go back to their line. Have leaders count socks and assign points. Continue until each number has been called.
- Sock Hunt - You'll need a pair of socks for each clubber. Before game time, take one sock from each pair and hide it. Then at game time, give each clubber a sock and have them find the hidden sock that matches. The first team to find all their matches is the winner.
- You will need lots of sock and several familiar toys or foods. Place an object in the bottom of each sock and put the socks in laundry basket. Do this for each color line and make sure all objects are the same for each team. Have clubbers run a relay and go into the center for a sock. Clubbers must reach in and identify the object without looking. The first team to identify all their objects correctly is the winner.
- Fold several pairs of socks into "balls". Give each clubber a "ball". Run a regular relay. When clubbers get back to their color lines, they try to throw their "sock balls" into a center laundry basket. The team that gets the most pairs in is the winner.
- Have each clubber put a pair of socks on their hands. Have them open a piece of candy (kisses) with the socks on their hands and eat it. When they have swallowed, they can run their lap. Continue until each player has unwrapped and eaten their candy and run a lap.

Easter Extravaganza -

- Run a typical relay having clubbers balancing an egg on a spoon. Pass to next player and so on until the entire team goes. To make things more interesting, set up a few obstacles (cones, step stool, tunnel, etc.) in their path before the relay begins.
- You will need several different types, colors, and designs of plastic easter eggs. Place half of each egg in a large bin in the center of the circle and pass out the other half, one to each clubber. Run a relay where clubbers run a lap, go into the center, and find the other half of their egg. When they find it, they return to their line and the next player goes. Continue until each team finds all of their matches.
- Fill lots of plastic eggs with red, blue, green, yellow candies. Clubbers run a relay and go to the center and grab an egg. Do not open egg and return to color line. Player 2 does the same and so on. When the entire team has an egg, crack them open and count how many candies are your team's color. The team with the most, wins.
- Place 1 large plastic egg in each team's color in the center square and 1 large gold (or any color other than Awana colors). Line clubbers up from shortest to tallest on their circle and number them starting with the shortest. Call out a number and each clubber with that number runs into the center and grabs as many eggs as they can. Your own colored egg is worth 10, the center gold worth 20 and all other colors worth 5. Add up points and replace. Play continues until all numbers have been called.
- Each clubber will need 2 plastic eggs. Player 1 runs a lap with his 2 eggs and passes them to player 2 who then runs a lap with player 1's two eggs and his own 2 eggs. He then passes his 4 eggs to player 3 who runs a lap and so on. Play continues until the last player has run a lap with the entire team's eggs in his arms.

Fruit of the Spirit Night - each clubber brings a piece of fruit for snack (fruit salad) or games.

- Use pineapples in place of circle pins. Use apples or oranges in place of bean bags.
- Pass the Banana - first player places banana between knees. At whistle, first player passes banana to second player using only knees. NO hands. Continue to pass the banana down the line until the last player gets it and runs into center for pin.
- Each player has a piece of fruit. First player runs a lap with their fruit then passes it to the next person. Second player runs lap with both pieces of fruit then passes to third. Third player runs with 3 pieces and so on until last player runs lap with all the team's fruit.
- Have group sit in a circle. Make sure each seat is clearly marked-- use chairs or mark places with tape. "Number" people off, but instead of saying, "one, two, three, four, five" say "apple, banana, orange, kiwi, peach" or whatever fruit you like. The more people you have, the more groups you may want. The last person is "It" and stands in the center of the circle. "The person in the middle" yells out a fruit name. Everyone with that name must exchange seats with someone else with that name. "The person in the middle" tries to take one of the empty chairs before they are all taken. Whoever is left without a chair is "It". Rather than yelling a fruit name, "The person in the middle" may yell "Upset The Fruit Basket." Everyone must change seats. Who ever is left is "It"
- Run relay balancing a piece of fruit on head. Can you balance 2 pieces on your head??

Giant Night - Clubbers dress in large clothes.

- Run relays using carpet rolls (cardboard tubes in center of carpet roll) instead of batons. Use a longer length to run a relay with the whole team at once. With each lap, add another player to roll until the entire team is holding the roll on the last lap.
- Use bed pillows instead of bean bags. Run relay balancing pillow on head. Use pillow instead of bean bag for bean bag relay. (One clubber in center triangle, rest of team on circle. Center person throws "bean bag" to first person who throws it back. Then to next person on down the line until last person gets a turn)
- Use giant inflatable or plastic pins for circle pins and inside pins. Use jumbo pins as targets to bowl over.
- Use giant beach balls for relays and variations of regular games.
- Use a giant die to roll. Red team must roll a 3 before they can run their lap, Blue a 4, Green a 5, and Yellow a 6. Each player must continue to roll until their number comes up then they can run their lap. Continue with each player until entire team goes.

Great Affliction Night - Clubbers come with band-aids, ace bandages, braces, crutches, etc.

- Have clubbers run a regular relay, but with a “broken leg”. Clubbers can crawl, roll, hop, or whatever they choose, but they can only use 1 leg to do so. If you can get enough sets of crutches, you can use those as well.
- Play a relay with a “broken arm”. Put clubbers arm in a sling and give them a large beach ball (or other item that may be large and hard to do with one arm) to carry. They must run a lap with the beach ball, but can only use one arm to do so. When they get back to their line, put the sling on the next player and continue until each clubber as a turn.
- Give each team a roll of toilet paper. Have clubbers wrap their leader in “gauze” (toilet paper). The first team to completely use their roll of toilet paper wins.
- Print off 4 pictures (one for each team) of a “wounded knee” from clipart and place on an easel in the center of the circle. Pair off player in groups of 2. Blindfold one player and give them a band-aid. The second player guides them around the circle and takes them into the center where player 1 tries to put the band-aid on the “wound” with the verbal instructions of player 2. When the band-aid is placed, they return to the line and 2 more players go. Trade off “jobs” and play until each has had a turn putting the band-aid on the “knee”
- Use tarps or blankets for each team. One clubber (the wounded) lies on the tarp while 2 other clubbers drag him around the circle and back to their diagonal. A new clubber and puller repeat the process until everyone has been drug around the circle.

Hawaiian Luau Night - Clubbers come dressed in Hawaiian outfits, beach attire (NO swimsuits)

- Use beach balls, beach towels, buckets and shovels, shells, leis, and big beach hats for games. Set up pineapples for pins. Use coconuts for balls. Hula hoops and sponges will also afford fun games.
- Play Hawaiian music and play the limbo.
- Hula hoop relay - Have each team stand in a line, holding hands. Place a hula hoop in front of each line. When you say, "Go!" the first child in each line bends over and picks up the hula hoop without letting go of his or her teammate's hand. Each child should then pass the hula hoop over his or her head and shoulders, step through, and pass it on to the arm of the next player in line while staying connected. If the children become disconnected, they must start over.
- Beach relay - You will need 4 of several types of beachwear (sunglasses, Hawaiian shirt, floppy hat, leis, grass skirts, swim shorts, etc.). Place one of each item into a beach bag. The first player in each line should remove all of the items from his beach bag, put them on, run to the beach/lawn chair, sit down on the chair, stand back up, run back to his line, remove all of the items, put them back into the beach bag, and hand the bag to the next player in line. Play continues until all of the players on one team have completed the relay
- Beach ball pass - The first clubber runs a lap while batting a beach ball into the air. Players may use any part of their bodies (i.e. hands, feet, head) to keep the ball in the air, but they may not hold the ball or let it touch the ground. If a player holds or drops the ball they must pick it up and toss it in the air before continuing forward. Player 1 passes the beach ball to player 2 and so on until the entire team has made it around the circle.

Hershey Kiss Night -

- Each clubber will need a Hershey kiss and you will need a piece of poster board for each team. Player one runs a lap and goes into the center poster board, unwraps the kiss and uses the pointed end to write their first name on the poster board. When they have written their name, they eat the rest and return to their line where the next player goes. Continue until the entire team's names are on the poster board.
- You will need 1 pair of large mittens or oven mits for each team and enough kisses for each clubber to have one. Player 1 must unwrap the kiss while wearing the mittens, eat the kiss, and run a lap. The mittens are passed to the next player that does the same and so on until the entire team has gone.
- Each team needs two bowls: one empty bowl and one bowl full of Hershey Kisses. Set the bowl of Hershey Kisses before them with the empty bowl in the center of the circle. Give each team member their own plastic spoon and instruct clubbers to transfer the Hershey Kisses from one bowl to the other with their spoons. You can require the students to have the spoons in their mouth which is much harder than just using the spoon in your hands. The team that gets all their Hershey Kisses transferred first wins.
- You will need several bags of Hershey kisses. Place red, blue, green, and yellow circle dot stickers on the bottoms of each and randomly place on a small table in the center of the circle. Player 1 runs a lap and goes into the center to find a kiss with his team's color on the bottom. When he finds it, he returns to his team and the next player goes. Play continues until each team has found 10 kisses with their team's color.
- Each clubber needs 2 kisses. Play a typical relay. Clubbers run a lap and come back to their diagonal where they toss their kisses into a bucket into the center of the circle. The team that gets the most in wins.

Lights Out Night - Clubbers bring flashlights and dress in glow "attire"

- Use rope lights to lay out the Awana circle, team lines and diagonals. Play all games with lights out and the Awana floor lit. Use glow sticks or push (tap) lights for pins.
- Run regular relays using glow sticks or flash lights for batons.
- Use light up balls. Run a relay, have players run lap then try to throw their balls into a light up hula hoop laying in the center of the game circle. If ball rolls out, clubber must retrieve it and try again until it stays in hula hoop. Retrieve ball and pass to next teammate. Game continues until each clubber has made the ball stay in the hula hoop.
- Place glow bracelets around the neck of the color pins. Have clubbers run a relay with a light up ball. When they come back to their diagonal, have them bowl the ball to knock down their pin in the center (the glow bracelet will help clubbers find their pin in the center).
- Use glow necklaces to form glowing hoops. Place pins or other lighted target in center of circle. Players run a relay and try to throw their hoop around the target in the middle. They can either keep trying until they ring the target, or just retrieve and pass off to the next player. Play until all clubbers have had a turn.

M & M Madness -

- You will need lots of bottle caps and a few bags of M&M's. Place a small table in the center of the room and place a lot of red, blue, green, and yellow M&M's on the table. Cover each with a bottle cap. Run a regular relay. Clubbers run a lap, come into the center table and try to find their team color M&M. When they do, they must show their leader before eating it. Play continues until each member has played.
- Each team will need a bowl of M&M's, an empty bowl, and a baby spoon. Run a typical relay. Player 1 scoops up some M&M's and runs to the center to place them in the empty bowl. Player 2 does likewise and so on. Play continues until the team's entire bowl of M&M's has been transferred.
- Prepare a large bucket or tub of dried beans and RBGY M&M's mixed in. Clubbers play a relay where they run a lap and come to the center to dig for their team's color of M&M. First team to get 10 of their team color wins.
- You will need a small bowl of M&M's, and empty bowl and enough straws for each clubber. Run a relay. Player 1 runs a lap then comes into the center and picks up a straw. Using only the straw, clubbers must move 1 M&M from the full bowl to the empty bowl. Use the straw to suck an M&M to the bottom of the straw to create a suction that will allow you to move the M&M. The first team that has moved 10 M&M's wins.
- You will need 4 brown paper lunch sacks (or any sack you can't see thru will do), some skittles and some M&M's. Place a mixture of skittles and M&M's in each bag. Player 1 reaches into the bag and tries to grab an M&M (NO peeking). If he pulls an M&M he runs one lap but if he pulls a skittle, he runs 2. Play until the entire team has had a turn.

Marshmallow Mash Night -

- Use large marshmallows. Each clubber is given a marshmallow. This is done relay style - each clubber must lick the end of their marshmallow and stick it to their forehead and run a lap around the circle. If the marshmallow falls off, the must pick it up, re-lick and re-stick...and continue until all players have played.
- Use regular sized marshmallows. Each player must eat and swallow a marshmallow before running their lap. Do this relay style until everyone on the team has played.
- Fill a large bucket full of regular sized marshmallows. Add a package of different shaped marshmallows. Have clubbers run a lap, come into center and find an odd shape in the bucket of regular marshmallows. Play continues until the team as a specified number of odd shaped marshmallows.
- Use a general relay where clubbers run a lap and go into the center. Have a target set up in the middle square with various point values. Clubbers throw marshmallows and accumulate points based on what area they hit.
- You will need mini marshmallows, straws for each clubber, and various bowls or cups. The first player runs a lap, comes into center and uses the straw to pick up (by sucking on one end of the straw and creating a suction on the marshmallow) and transfer a marshmallow from one bowl or cup to another. Play continues until the team has moved all the marshmallows from one bowl into the other.

Name That Food Night -

- Place various fruits and vegetables in brown paper bags. Have clubbers run a lap and choose a bag. Reach into the bag and guess the food based completely on touch - no peeking. Once they guess the correct food, they run back to their line and the next player goes. Play continues until every food has been correctly identified.
- Play a game of "I can eat that food in ? bites." One clubber from each team "faces off" and determines how many bites they can eat a particular food in. (plays like the game show "Name that Tune") If he or she eats the food in the number of bites they "bid", they are awarded the points. If unable, the other teams gain the points.
- Play relay similar to first game, but have clubbers guess foods based on smell or taste alone.
- Have a relay where each clubber adds the needed ingredients for a cookie recipe. The first team to complete their batter wins. Bake the cookies and eat them for snack later in the night or the following week.
- Make several cards with the letters of popular foods scrambled up. Clubbers run a lap and grab a card. They must unscramble the letters to correctly identify the food before the next player goes. Play until all the words have been unscrambled. You could also vary this game by putting only one letter per card and when the whole team has all their letters, they use all their letters to figure out the name of the food.

Nautical Night - Clubbers come dressed in nautical clothing.

- Play shipwrecked. Label each color line as "port", "starboard", "bow" and "stern". The center square is the "life boat". Call out a direction and clubbers must run to the appropriate area. When you yell "shipwreck" all clubbers must gather inside the center square. When you call out "man overboard", clubbers lay down on the floor outside of the center square (life boat). The last player to get to each area called is eliminated.
- Place a Life Ring in the center of the circle. Players run a regular relay and go to the center where they try to toss lifesavers into the center Life Ring. Points are given for each lifesaver that lands in the life ring.
- You will need 4 life preservers, jackets or life rings. Play a relay where the first clubber puts on the life preserver, runs a lap, takes it off and passes to the next clubber. Player 2 puts on preserver and runs a lap. Continue until all player have run a lap with the preserver on.
- Use a life ring or inflatable inner tube. Clubbers line up on their color line. The first clubber puts the life ring over their head and slides it down the length of their body and steps out of it and passes it to the next player. Each player puts their body thru the inner tube and passes it to the next. Play continues until the entire team has "passed through" the inner tube.
- You will need 4 cloth bags stuffed with fabric, a ball, old shoe, etc. and tied to the end of a length of rope (anchor). Place a large bin in the center of the circle. Clubbers run a relay with thier "anchor" then try to throw the "anchor" into the bucket. If they miss, they pull it back and try again. When they make it, they run to the center, grab the anchor and pass it to the next person. Play until each player has had a chance to throw the "anchor"

Noodle Night -

- Noodling around - each player needs a spaghetti noodle (uncooked). Clubbers run to the middle of the circle to a table that has penne noodles laid out on it. The object is to place the long spaghetti noodle in the mouth and scoop up 6 penne noodles onto the strand of spaghetti with no hands and without breaking the spaghetti noodle. Once the clubber gets 6 penne on his spaghetti, he runs back and the next player goes. Play continues until everyone has had a turn or a specific number of clubbers have gone.
- Boil 2-4 boxes of spaghetti noodle and lightly coat with cooking spray or oil to keep the noodles from sticking together. Place red, blue, green, and yellow fishing lures (worms) into a large bucket with the spaghetti. Clubbers run a regular relay and into the center to dig in the buck of spaghetti to find their team's colored worms. The first team that has all 6 (or however many you choose to put in the bucket) wins.
- You will need a box of spaghetti for each team. Assign a leader from each team to sit in a chair. Clubbers must stick as many strands of spaghetti in their leaders hair as they can in a given amount of time. The noodles must remain whole and cannot break and the noodles must stay without holding them in. Hints: Leaders with ponytails, thick, or curly hair work best.
- Run a regular relay but instead of using a baton, use a spaghetti noodle. Through the course of the relay, the noodle cannot break or the team is disqualified or must start over with a new noodle (whichever you choose.)
- Each team will need several spaghetti noodles and marshmallows or gumdrops. Have each team work to build a tower out of the noodles and gumdrops. Set a specific amount of time and specify that the tower must stand on it's own. After the set time, see which team has built the tallest tower.

Pajama Jam - clubbers come dressed in their favorite pair of pajamas.

- Run a regular relay using a large bulky pair of slippers (the big animal or character shaped). Run a lap, pass the slippers to the next player and continue until the entire team has played.
- Use sleeping bags or pillow cases for potato sacks and have clubbers jump around the circle. Do this relay style.
- Play a regular relay but have clubbers gather everything from the center of the circle that they will need to tuck their leader into bed. The first player may grab the pajama top, the next the pants, and so on. Items to put in center would be a pair of men's pajamas, pillow, sleeping bag, slippers, and teddy bear. As each clubber returns to their color line, the leader puts on or uses each item appropriately. The first team whose leader is dressed and in the sleeping bag, head on pillow and holding the teddy bear wins.
- Use a bed sheet or blanket in place of a parachute and play games as you would with a parachute.
- Use pillow instead of a bean bag for the bean bag relay. One player stands in center triangle while the other teammates line up on their circle. The center person throws the pillow to player 1 who then throws it back to the center. Then pillow is thrown to player 2 and back to the center and so on until everyone has thrown. When the center person gets the pillow back for the last time, he runs out around his color pin then back to the center for the pin.

Popcorn Night -

- Each clubber needs a plastic spoon. Line clubbers up on their color line and give the first person 6 kernels of popcorn. Players must pass all 6 kernels down the line using only the spoons and one at a time. If the kernel falls, clubbers may pick it up and put it back on the spoon, but this is the only time hands may be used. When the last player has all the kernels, he runs into the center for the pin.
- Run a regular relay style with spoons and popcorn balls. Clubbers place a popcorn ball on the spoon and must run a lap balancing the popcorn ball on the spoon. If the ball falls, clubbers must stop and replace it before going on. Play continues until whole team goes.
- Fill a large bucket full of popped popcorn. Hide various items in each team's color in the large bucket or use colored popcorn in each team's color. Clubbers run a lap and come into the center to dig for their color items in the popcorn. Continue with each clubber until the team has found all or a designated number of items.
- Play a regular relay. Each clubber needs a popcorn ball. In the center of the circle, place a large popcorn box (made from cardboard box, paint white and use red tape for stripes). Clubbers run a lap and come back to a designated spot to try to throw their popcorn ball into the popcorn box. The first team with all in wins or the team with the most in wins, whichever way you choose to play.
- This can be a messy game, but we only do it once a year so have fun. Give each team a large bowl of popcorn at their start line. Place an empty bowl in the center triangle. The first player scoops up some popcorn on a scoop and runs a lap and dumps their popcorn in the center bowl. Player 1 passes scoop to player 2 who does the same and so on. Play continues until the team's center bowl is full and overflowing.

Penny Night - Clubbers bring pennies for their Awana missionary (or other local charity or cause)

- Run a regular relay. Each clubber needs 3 pennies and you will need a large penny (print off clipart of penny or piggy bank and cut out). Place penny or pig target on floor in the center of the circle. Player 1 runs a lap and comes into the center to a designated area and tosses his 3 pennies (one at a time) and tries to land them on the target. After he tosses all 3, he returns to his line and player 2 goes. Play continues until entire team goes. Have a leader keep track of how many land on the target for each team. Team with most on target wins.
- Give each team a large amount of pennies. Allot teams a certain amount of time to stack their pennies as high as they can without knocking down the tower or holding it in any way. The team with the tallest tower at the end of the time period wins.
- You will need 1 penny for each clubber and a bucket for each team. Player 1 starts at the diagonal with his penny on the top of his shoe. At the whistle, player 1 "runs" around the circle, balancing the penny on his shoe. If the penny falls off, he may pick it up and put it back before continuing. When he gets back to his color line, he must put the penny in the bucket by lifting his foot and dropping it in. No Hands! When the penny is in the bucket, the next player goes. Play continues until all pennies are in the team's bucket.
- You will need a bucket of water, a quarter, and several pennies for each team. Fill each bucket about 2/3 full with water and place a quarter in the bottom (center) of each bucket. Players run a lap and try to drop their penny onto the quarter in the bucket of water. Play continues until the first team completely covers the quarter with their pennies.
- This game could get messy. Fill 4 fishbowls with flour and mix in several pennies. Clubbers must run to the middle, feel thru the flour and find a penny and go back to their line. Player 2 does the same; continue until all players have gone. You can also set a time limit (like 15-20 seconds) and have clubbers dig out as many as they can find. The team with the most pennies at the end of the game wins.

Potato Night -

- Play a game of hot potato with real potatoes or you can find the musical versions at most stores in the game isle.
- Run a potato sack relay (if you don't have potato sacks, use pillow cases and paint the word "Potatoes" across the front).
- Have clubbers bowl using potatoes. The fun comes when the potato is not perfectly round and tends not to roll in a straight line.
- Use real potatoes and parts from Mr. Potato Head games. Play in a regular relay where each clubber runs a lap, goes into the center and gets a piece for their potato, and comes back to their line to add a piece to the team's potato head (use plastic body if desired instead of real potatoes).
- Each clubber needs a potato. Player 1 runs a lap with their potato and passes it to player 2. Player 2 runs a lap with both player 1's potato as well as his own and then passes both to player 3. Player 3 runs with all 3 and so on until the last clubber runs a lap with the entire team's potatoes. The last player takes all the potatoes into the center and puts them in a bucket (or wheel barrow, etc.)

Snowball Night -

- Use newsprint (end rolls with no ink) to wad up and make snowballs. Stockpile lots. Have a "snowball" fight. Color against color, leaders against clubbers, etc.
- Use "to go" Styrofoam containers (square sized) to make "ice blocks". Give each team so much time to create their "ice blocks" and build an fort (igloo). Give each team a pile of "snowballs (from above game) and give clubbers a certain amount of time to bombard each others forts. The fort that has the most "ice blocks" left in their fort wins.
- You will need 4 small snow shovels and several snowballs (you can use rolled up paper, Styrofoam balls, or popcorn balls for the snowballs). The first player runs a lap balancing the snowball in the snow shovel. The second player takes the shovel and adds his snowball and runs a lap. The third does the same and so on until the last person is runs a lap with the entire teams' snowballs on the shovel. When he gets back to his line, he goes in and dumps the snowballs in a pail.
- Place 5 "snowballs" in the center of the circle, one snowball should be marked or a different size; it goes in the middle. Line clubbers up on their circle from shortest to tallest. Number clubbers starting with the shortest. Call out a number (or two at a time) and those clubbers run in and grab as many snowballs as they can and take them back across their line. Count up points, replace snowballs and repeat. Play continues until all the numbers have been called.
- Play a version of "hot potato" with cold snowballs. If it is not winter, use an ice pack or freeze a giant ice cube and use that instead of the potato.

Toilet Paper Night -

- You will need 4 toilet seats to use as targets. Each team needs several rolls of toilet paper. Run a typical relay and have clubbers try to throw their roll of toilet paper thru the toilet seat (set on a small laundry basket or 5 gallon bucket). Keep trying until you get it in, retrieve roll and pass it to the next player. Continue until entire team has played.
- Give clubbers several rolls of toilet paper and have them use the complete rolls to wrap their leader. The first team to use all their toilet paper wins.
- You will need several unused plungers. Have clubbers bowl over the plungers by rolling their toilet paper like a bowling ball. Reset plunger(s) for each clubber.
- You will need one roll of toilet paper per clubber. Player 1 runs a lap with their roll and passes to player 2. Player 2 stacks his roll on player 1's and balances the rolls as he runs a lap. Player 3 adds his roll to the stack (stacked 3 high) and runs a lap. Continue until the last player makes a lap with the entire teams' rolls stacked on top of each other.
- Each team needs a roll of toilet paper. Player 1 unrolls their roll of toilet paper on the floor as they work their way around the circle. Try not to break the toilet paper. Player 2 continues around, followed by player 3, etc. The first team to completely unroll their roll of toilet paper wins.

Treasure Hunt Night -

- Hide keys to padlocks around the game room. Mark keys with each team's color. Clubbers must find their color keys and try to unlock their team's padlock. The first team to unlock their padlock wins.
- You will need a treasure chest and several plastic coins. Have clubbers run a regular relay. Each clubber runs a lap then goes to the center to throw their piece of treasure into the chest. The team that throws the most into the chest wins.
- Create a large treasure map to place on the floor in the center of the circle. Have clubbers toss plastic coins on the map. Have each section of the map worth different point values. If coin lands on "x", it is worth the most. If it lands in the water, it might not be worth as much. Keep track of each teams' points. The team with the most points wins.

- ☉ “Hide” several leaders throughout the church. Give clubbers a series of clues to help them find their leader. The first team to decipher the clues and find their leader wins.
- ☉ Fill a small pool with dried beans, soybeans, rice, etc. Bury different kinds of “treasure” (enough of each for each team) in the chest. Give each team a list of the items to find. Run a regular relay with each clubber running a lap and going into the center to dig for buried treasure. The first team to “dig up” each item on the list wins.

Twin Night - Clubbers bring a friend and dress as twins.

- ☉ Play a three-legged race relay.
- ☉ You will need a balloon for each team (and possibly a spare for each). The first two clubbers put the balloon between them and run a lap around the circle. Clubbers may not use their hands to support the balloon during their lap. Hands may only be used to retrieve the balloon if it falls and to pass it to the next team. The first team whose team’s pairs have all completed a lap is the winner.
- ☉ Have clubbers start in groups of two people. Have the pair sit on the floor back to back. Clubbers need to bend their knees and link elbows. On the count of three they try to stand up. It may take a few tries before the group is successful! When they have stood up, have them sit back down and add another clubber to the group. Repeat the same procedure, then add a fourth clubber and so on until the entire team is linked and able to stand up.
- ☉ Do a wheelbarrow race. Pair off clubbers. Have one clubber be the wheelbarrow and the other, picks up their partners’ legs and “pushes” the wheelbarrow. The first team around the circle and crossing their diagonal wins. Repeat with as many pairs as you have.
- ☉ Run a regular relay, but have clubbers run in pairs holding an object (baton, pool noodle, seasonal object).