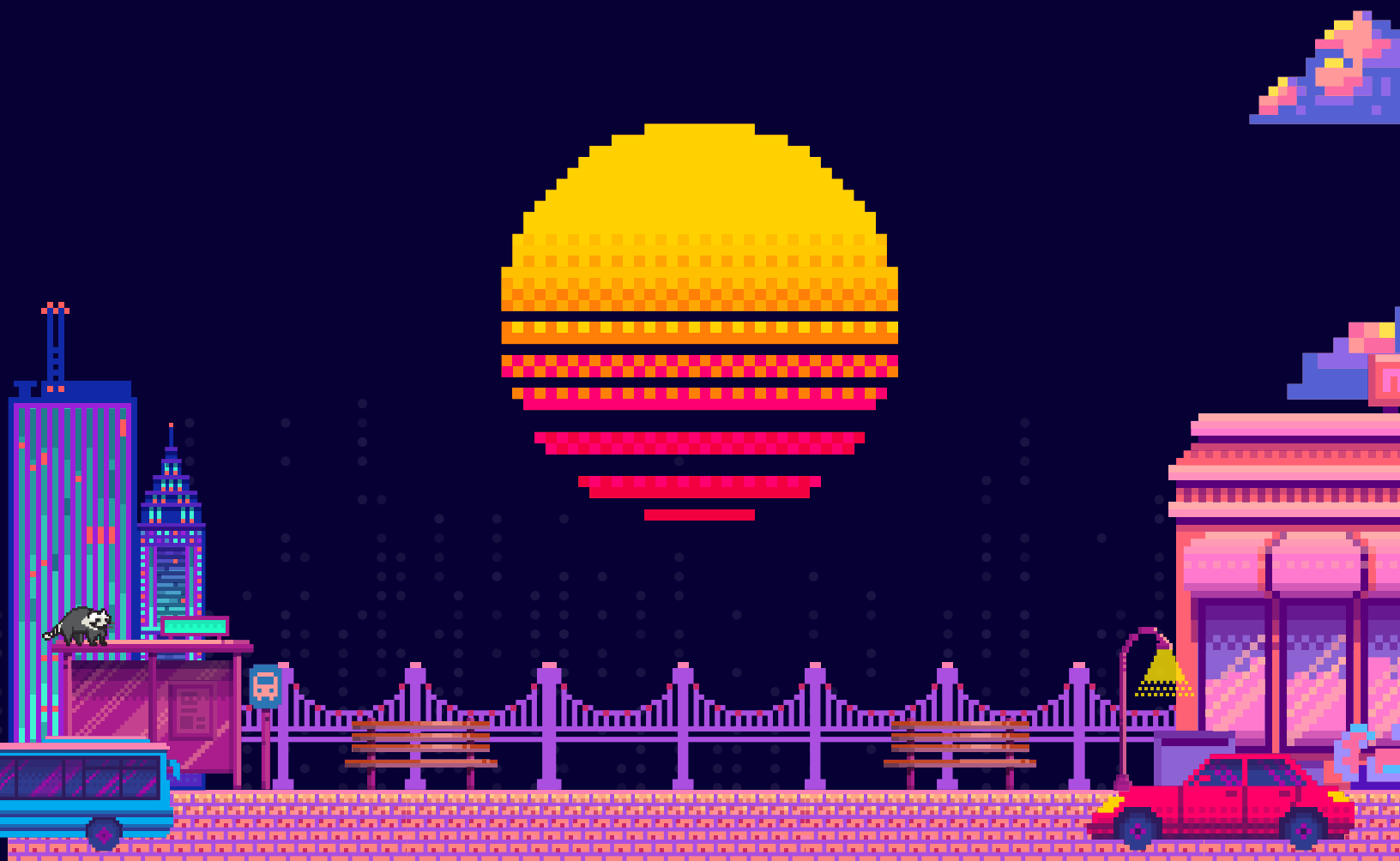


# SUMMER FEST REC GAMES

START

## 1ST - 2ND





# GAME #1: CREEPER DODGEBALL

## OBJECTIVE:

Teams play dodgeball with a twist: protect your Creeper while trying to hit the other team's Creeper! The Creeper can revive teammates, and if they get hit, game over for that team!

## HOW TO PLAY

### Setup:

- Divide kids into two teams.
- Give each team one Creeper.
- Assign 1-2 Endermen (helpers or older kids).
- Scatter soft dodgeballs around the field or gym.

### Gameplay:

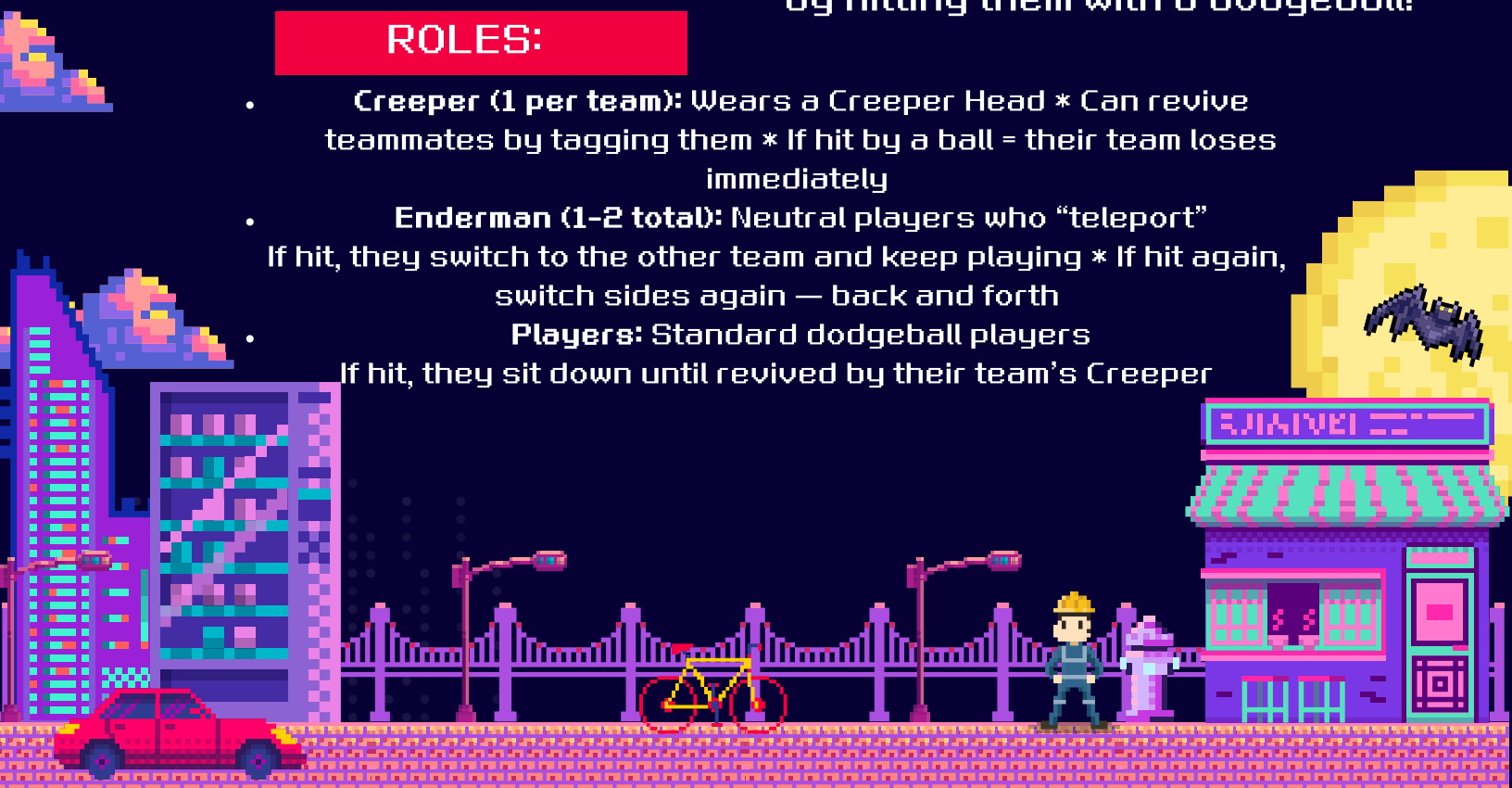
- If a player is hit: they sit down.
- The team's Creeper can run to revive them with a tag.
- Endermen switch sides every time they're hit (they never sit down).
- If the Creeper is hit with a ball, that team immediately loses.

### Winning:

- Knock out the other team's Creeper by hitting them with a dodgeball!

## ROLES:

- **Creeper (1 per team):** Wears a Creeper Head \* Can revive teammates by tagging them \* If hit by a ball = their team loses immediately
- **Enderman (1-2 total):** Neutral players who "teleport" If hit, they switch to the other team and keep playing \* If hit again, switch sides again — back and forth
- **Players:** Standard dodgeball players If hit, they sit down until revived by their team's Creeper





# GAME #2: DIAMOND DASH

## OBJECTIVE

Each small group works together in a relay-style race to collect as many diamonds as they can before time runs out.

## HOW TO PLAY

### Setup:

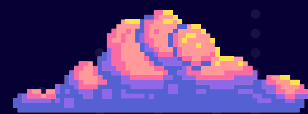
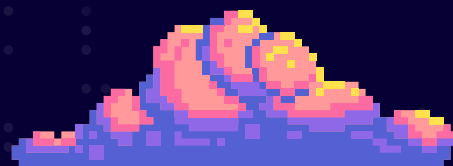
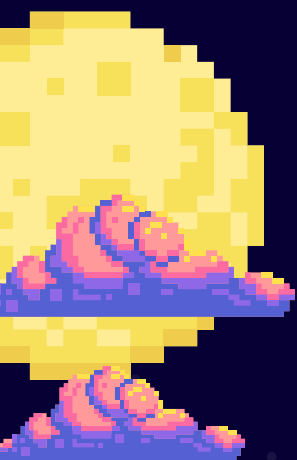
- Place a pile or bucket of diamonds (blue plastic gems, foam blocks, or paper cutouts) at a distance from each small group's starting area.
- Provide each group with an empty bucket or basket near their line to collect diamonds.

### Gameplay:

- Kids line up in their small group.
- On "GO," the first child in line runs to the diamond pile, grabs one diamond, and runs back to drop it in their group's bucket.
- Then the next child in line goes.
- Continue the relay until the timer ends or all diamonds are gone.

### Winning:

- The small group with the most diamonds in their bucket when time is up wins.
- Or just play for fun with multiple rounds!





# GAME #3: BUILD BATTLE

## OBJECTIVE

In this relay-style game, small groups race to collect magnetic blocks one at a time and work together to build the tallest or most creative structure.

## HOW TO PLAY

### Setup:

- Place magnetic blocks in a central pile across the play area.
- Each small group gets a designated build zone with a base or mat to build on.

### Gameplay:

- Kids take turns running one at a time to the block pile to grab one piece, then return to add it to their team's structure.
- The game continues in relay fashion until the timer ends or all blocks are collected.
- Encourage team collaboration — they can plan and discuss how to build as they go.

### Winning (Optional):

- You can declare a winner based on:
  - Tallest structure
  - Most creative design
  - Best teamwork
- Or just play for fun and keep the focus on collaboration and building.





# GAME #4: EMERALD THIEF

## OBJECTIVE

Teams must take turns sneaking into the center circle to steal emeralds without being tagged. The team that collects the most emeralds by the end wins!

## HOW TO PLAY

### Setup:

- Create a large circle in the center of the play area using cones, tape, or chalk.
- Place a pile of emeralds (green gems, balls, or beanbags) in the center.
- Assign 1-2 volunteers as Taggers who stand inside the circle and try to tag players.
- Each small group has a starting line a short distance away with a collection bucket.

### Gameplay:

- One child from each small group runs into the circle to grab 1 emerald and tries to return without being tagged.
- If tagged, the child drops the emerald and returns to their group empty-handed.
- Once a player returns (tagged or not), the next teammate goes.
- The game continues until all emeralds are gone or time runs out.

### Winning:

The group with the most emeralds in their bucket at the end wins!

