

Game Supply List

DAY 1

JUMPIN' FOR JESUS

- 1 jump rope per team
- 1 utility ball per team (7–8.5 inches)
- 2 buckets per team, 1 filled with water
- 1 plastic cup per team
- 1 toy hoop per team
- Cones, rope, or tape to mark start and finish lines

AUSSIE RULES

- Soccer ball
- 8 extra large cones, buckets, or PVC pipe or pool noodles with stakes (to mark goalposts)
- Bandanas, jerseys, or wristbands to denote teams
- Cones, tape, or rope to mark boundary lines

DAY 2

PS139 OBSTACLE COURSE

For one course:

- 1 jump rope
- 3–4 tires or other large stackable items
- 20 cones
- 2 buckets or bowls
- Small plastic animals (or other small items) to fill 1 bucket (2 animals per player)
- 1 or more pairs of tongs
- 1 wooden board (4 or more feet long)
- 1 toy hoop
- 1 limbo kit (or use a stick and have a leader hold it)
- Streamers, string, or tape (at least 15 feet worth)
- Cones, rope, or tape for start and finish lines

REEF THIEF

- Balls of any size (as many as possible)
- Pool noodles for half the players (can be half a pool noodle per person)
- Baby pool

DAY 3

KING OF THE COURT

- 1–2 lightweight balls
- Cones, tape, or rope to mark boundary lines

LET ME HELP YOU

- Sets of matching (safe) sports equipment for each team, such as toy hoops, balls, beanbags, wiffle ball bats, cones, badminton rackets, etc.
- Cones, rope, or tape to mark start and finish lines

DAY 4

SMYLE! KICKBALL

- 1 kickball, gator skin 8.5-inch ball, or larger ball that is light to medium weight
- 4 bases

ANIMAL PAL DASH

- Toy hoops, 1 for every two players
- Blindfolds, 1 per player
- Pool noodles, 1 per player
- Cones for start and finish lines

DAY 5

TEAMWORK TOWERS

- Toy hoops, 1 per team
- Supplies to build with, such as blocks, cups, pool noodles, LEGO®, DUPLO®, cones, boxes, small chairs, etc., 1 set of supplies per team
- Tape measure to measure towers
- Cones, tape, or rope to mark boundary lines

DINGO FENCE

- Balls of any size (as many as you can find)
- Optional: pool noodles cut into fourths, thirds, or halves
- Cones to mark throwing line