

## Games

### Pin the Party on the Pineapple

**Why:** Emphasize hospitality and welcoming as symbolized by the pineapple.

**Supplies:** Large paper pineapple, tape, small and colorful party decorations, blindfolds

**How:** Have each youth select a party decoration, like a streamer or noisemaker. Blindfold students one at a time, spin them around a couple of times, and have them tape their decoration to the pineapple. When everyone has had a turn, tell campers that the decorated pineapple represents the Great Banquet, to which everyone is invited.

### Crane Game

**Why:** Campers become familiar with traditional peace symbols.

**Supplies:** none

**How:** Play this game like the traditional “rock, paper, scissors,” but instead, rainbow (arms touching in a circle overhead) is above crane (fly like a bird), which flies over peace sign (index and middle fingers in a V). To lessen the competition, play so that no one loses or is eliminated but instead moves to a different part of the room based on their peace symbol designation.

**BTW:** Try the game once or twice in silence, other times allowing verbal communication and ask youth which version feels more peaceful and why.

### Heel Tag

**Why:** Remind campers of the story of Jacob and Esau while they expend some energy.

**Supplies:** none

**How:** Relay the Genesis 25 story of Jacob and Esau’s birth, with Jacob gripping Esau’s heel. In a confined area, have the student who is “It” touch

the heel of another youth, who then becomes “It.” To make sure the tagging of a heel is safer, require all campers to crawl on hands and knees. This puts heels within reach and slows everyone down.

### Building Bridges

**Why:** Illustrate bringing people together for the sake of peace.

**Supplies:** Set of any type building blocks—wooden blocks, Legos, Duplos, Lincoln Logs, Tinker Toys, etc.

**How:** Instruct campers to determine which gifts are needed among personnel to construct a real bridge—engineer, surveyor, steelworker, general contractor, etc. Campers decide together which camper plays each role, and then work with their determined gifts to build a bridge that connects two points. Give them time to build their bridge, playing their various roles. Invite them to imagine two regions that have been at war with each other and what other roles and gifts might be needed to truly “bridge” that conflict. The group leader may need to play the role of mediator if disagreements occur.

### Let U B U

**Why:** Build community by working together.

**Supplies:** Space where youth can comfortably lie on the floor or ground

**How:** Campers work together to create human-formed words and symbols that represent peace, welcoming, and community, either by lying down or standing up. Have them try *ubuntu*, peace sign, *aloha*, *agape*, *shalom*, *heiwa*, *sí se puede*®, and any others the group comes up with.

**BTW:** Body prayer can be a fun form of expression for younger youth. End this game with a body prayer for peace.

# Extras

## Water Works

**Why:** Practice teamwork and get wet on a hot day.

**Supplies:** Water source, rainbow-colored water balloons, bucket or tub to hold filled balloons, multicolored sidewalk chalk

**How:** Draw a rainbow arch on the pavement, about 10 feet from end to end. Divide campers into two teams, one team at each end of the rainbow. When members of both teams successfully throw a filled balloon back and forth, each person having one turn, everyone takes a step farther apart, and a larger rainbow is drawn. This continues until all balloons have been used. Once the game is over, have campers collect all the pieces of balloon, divide them by color, and use them to color a portion of the rainbow. You can take a picture of the rainbow at the end.