

SOAKED



THEMED PROGRAMME



AIM

A programme centred around water games and challenges. These games will not only get you soaking wet, but they will also put your teamwork and problem solving skills to the test. A perfect programme for a warm summer's night.

ACTIVITIES

-  **The Leaky Pipe**
-  **Remove Your Shoes**
-  **Pass the Parcel**
-  **SOAK Up the Bible**
-  **Gutter Relay**
-  **The Dizzy Waiter**

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» INTRODUCTION

Water games are a fun activity for a hot summer's day.

These activities have all been designed to be played outdoors. You'll need a water source nearby to help provide the water needed for each activity.

Leaders should ensure the space and equipment used for this programme is safe and appropriate, paying particular attention to any slippery floors and keeping water away from electric.

? DID YOU KNOW?

- Monkeys and elephants are known to splash each other with water in a playful way. It helps them to cool each other down too.
- Water fights form part of Easter Monday celebrations in some part of eastern Europe, particularly in Poland.
- The world record for the largest water gun fight is with 3,874 people taking part.
- The world's largest water balloon fight involved 8,957 people.



GET LEARNING: PROBLEM SOLVING THE LEAKY PIPE

- 1 For this activity you'll need a large plastic tube that is roughly 2 metres long and ideally fixed to a board, so it is free standing. A soil pipe or drain pipe works well for this. These can be found in DIY stores.
- 2 Drill roughly 20 holes around the tube. Some holes should be large and others reasonably small. Place a table tennis ball in the bottom of the tube.
- 3 Young people are challenged to work as a team to float the table tennis ball out of the tube, using water. One member should fill the tube up with water using a small bucket whilst the rest of the team need to cover all of the holes in the pipe, to stop the water escaping. Make the activity more challenging by having the water source a number of metres away or by drilling holes in the bucket too.
- 4 This activity could be done as one large team or you could split into two or more teams and time each group to see who completes the task in the quickest time.



GET LEARNING: PROBLEM SOLVING REMOVE YOUR SHOES

- 1 This activity works best with 4 – 6 people taking part at a time.
- 2 Sit the group on the floor around a bucket of water and explain that their task is to lift the bucket into the air, using just their feet. All team members must have both feet on the bucket.
- 3 Once the bucket is in the air explain that the real task is for each team member is to remove their shoes, whilst keeping the bucket of water in the air. If the bucket falls, the challenge is over.
- 4 Young people must decide how best to remove their shoes, deciding as a team what tactics they will use to complete the challenge successfully.
- 5 If working with a large group, time how long each team takes. The team that completes the challenge in the shortest amount of time win.



GET ACTIVE: PLAYING GAMES

PASS THE PARCEL

- 1 Sit / stand the group in a circle, reasonably close to each other.
- 2 Have a bucket of water ready to go. The bucket needs to be big enough to hold a reasonable amount of water, but still light enough that young people can easily pass it to each other.
- 3 Play some music. Whilst the music is playing young people should carefully pass the bucket around the circle, trying not to splash too much water out of the bucket as they go.
- 4 When the music stops, the person holding the bucket is out of the game. However, before they can leave the circle, they must tip the whole bucket of cold water over their head.
- 5 Continue playing, getting one additional person out each time. If playing with a large group, have a couple of buckets in play for each round.
- 6 When you only have two people left, they should pass the bucket between themselves, but do a complete 360° turn with the bucket before passing it on.
- 7 The last person standing is the winner. You could reward that person by tipping a large bucket of water over their head!



GET INTO THE BIBLE: MY BIBLE ADVENTURE

SOAK UP THE BIBLE

Learn a simple technique to help explore the meaning behind the words when you read the Bible.

- 1 Reading the Bible is an important part of being a Christian, however it can seem a bit daunting. How should you approach it? What should I do after reading a passage? How does this impact my life?
- 2 Share the below SOAK method of reading the Bible with your young people, helping to give them a 4-step process they can follow when they read the Bible.

S – Scripture: Pick a verse / verses in the passage that really stand out to you.

O – Observation: What stands out to you? What have you noticed? Identify two or three observations that you think are important.

A – Application: How does this apply to your life? What is the verse saying to you?

K – Kneel: Pray to God asking for his guidance to help you apply this Bible passage to your life.

- 3 This method could be done in a young person's head or they could spend some time writing down their thoughts and prayer in a journal.
- 4 Challenge the group to apply this method to a bible passage now. Give them a few minutes to write down their SOAK thoughts and then ask if anyone would like to share theirs.



GET ACTIVE: PLAYING GAMES

GUTTER RELAY

- 1 Split into teams of roughly 4-5 per team. Each team member, except one, will need a small piece of gutter roughly 50-100cm long.
- 2 Place a bucket of water, with a small cup, at one end of the playing area. Place an empty bucket a short distance away (the distance should be roughly 1-2 metres further than the total length of gutter the team have to use). The team should position themselves between the two buckets, holding a piece of gutter each.
- 3 On 'Go', one member of the team (the one without a piece of gutter) can fill the cup with water from the bucket and tip it into the first piece of gutter. This person must stand behind the bucket at all times. The rest of the team must then carefully try and arrange their gutters so the water can flow along each piece of gutter and into the empty bucket, trying not to spill much water along the way.
- 4 Continue the activity for a set period of time. After the time is up measure how much water made it into the empty bucket.
- 5 After each team has had a go at the challenge, compare the results. The team that managed to transfer the most water into the empty bucket is the winner.



GET ACTIVE: PLAYING GAMES

THE DIZZY WAITER

- 1 Split the group into 2-4 teams. Each team will need a tray with 10-12 cups of water on it.
- 2 This activity will see one person in the team compete at a time.
- 3 On 'GO', the person playing for each team will need to spin around for 30 seconds, making them dizzy.
- 4 Once the 30 seconds are up the dizzy player must then attempt to pick up the tray of cups and carefully carry them a short distance (i.e. 10 metres) before then carefully placing the tray back down on the floor. Make the game more difficult by adding some simple obstacles along the way or by spraying them with a hose.
- 5 The person that manages to keep the most water in their cups wins a point for their team.
- 6 Fill the cups back up and continue playing, allowing each person in the team to have a go.
- 7 The team with the most points at the end of the activity win.

