

Company

TASTER NIGHT PROGRAMME

THE BOYS'
BRIGADE
> the adventure begins here



Company

TASTER NIGHT MINUTE TO WIN IT

It's time to take on our 'Minute to Win It' themed programme!

Each challenge looks easy, but you'll only have 60 seconds to complete it. You'll need speed, skill, and maybe a bit of luck — but most importantly, have fun. Get ready, because your minute starts... NOW!



Arrival Activity: Dodgeball

Get Learning

Ready to Go

⌚ 5 mins

Have an activity that young people can do as they arrive. This might be an easy game to drop in and out of or a challenge to complete.



Welcome!

Welcome the group to your meeting and get the night started. If you have an opening prayer or something similar, then now would be a good opportunity to do this too.



Get Active: Suck It Up!

Get Active

Preparation

⌚ 10 mins

Transfer as many Smarties as possible from the start bowl to the finish bowl within one minute, using only a straw and suction power.

- 1 Set Up:** Place one bowl of smarties in front of each player. Place an empty bowl about 30cm away. Give each player a drinks straw. This game could be played with 3 or 4 playing at the same time, or young people could take on the challenge one at a time.
- 2 Rules:** Players must transfer the smarties from one bowl into the other. They can only use the straw to move smarties. Smarties must be picked up by sucking through the straw and then being dropped into the empty other bowl. No hands, tilting bowls or blowing is allowed. Only smarties successfully placed into the finish bowl count towards the score.
- 3 Winner:** After 60 seconds, count the number of smarties in each player's bowl. The player with the most smarties transferred is the winner.



Get Active: Tripple Bounce

Get Active

Preparation

10 mins

Bounce a table tennis ball into 3 cups within 60 seconds. Each successful shot allows the player to turn that cup upside down. Completing all 3 cups in 60 seconds is a win.

- 1 Set Up:** Place 3 cups onto a flat surface (i.e. a table) about a foot or two in front of where the person will be bouncing the ball from. Give the person playing a table tennis ball. This game could be played with 3 or 4 playing at the same time, or young people could take on the challenge one at a time.
- 2 Rules:** The person playing has 60 seconds to bounce the table tennis ball into the three cups. The ball must bounce at least once on the table before entering a cup. Once the ball successfully lands in a cup, that cup can be turned upside down and is now 'complete'. The goal is to turn over all 3 cups by the end of the 60 seconds.
- 3 Winner:** The winner is either the first person to flip all three cups, or the person who managed to flip the most cups in 60 seconds (if all three have not been completed).



Get Active: Stack Attack

Get Active

Preparation

10 mins

Move the odd-coloured cup from the bottom of the stack, through the pile one cup at a time, until it returns to the bottom — all within 60 seconds!

- 1 Set Up:** Stack 12 cups together with an odd-coloured cup at the very bottom. Place the stack in front of the player(s). This game could be played as a head to head challenge between two young people, or they could take on the challenge one at a time as a timed activity.
- 2 Rules:** When the timer starts (60 seconds), the player(s) must take the top cup from the stack and move it to the bottom of the stack. This process continues, one cup at a time. The goal is to cycle all the cups through until the odd-coloured cup returns to the bottom of the stack again.
- 3 Winner:** If playing as a head to head challenge then the person to complete the challenge first (if under 60 seconds) is the winner. If playing as a timed challenge then any player who completes the challenge under 60 seconds is a winner. You could also have a competition for the person who completes the challenges in the quickest time.



Get Active: Catch Them All

Get Active

Preparation

10 mins

Flip and catch as many pencils as possible within 60 seconds, starting with one pencil and increasing the number each time.

- 1 Set Up:** Have a supply of pencils on a table, ready to play. The person(s) playing should be stood next to the table.

Activity continued on next page

- 2 **Rules:** Player(s) should start with a pencil on the back of their hand. Flick this hand upwards to launch the pencil into the air, before then attempting to catch it. If successful they can then move on to try two pencils. Only after they have been successfully caught, can the player then move on to the next number of pencils. This continues until 60 seconds is complete.
- 3 **Winner:** If playing as a head to head challenge then the player who finishes the 60 seconds on the highest numbers of pencils is the winner. If playing as a timed challenge then then score should be recorded, with the best performing player overall being crowned winner.



Get Active: Other Minute to Win it Challenges

Get Active

Preparation

20 mins

Don't want the fun to stop? Take on some more minute to win it challenges. Here are some more ideas for you to try.

- 1 **Blow it Off!** Place 10 cups on the edge of a table. Give players a balloon. Their task is to use the balloon to blow the cups off the table. How quickly can they remove all 10?
- 2 **Cup Pyramids:** Give a player 10 cups. In 60 seconds they need to stack the cups into a pyramid, before spinning on the spot and then placing the cups back into a single stack of cups. How many times can they do this in 60 seconds?
- 3 **Keep it Up:** A player should be given three balloons. On GO, they must hit all three balloons into the air. Over the next 60 seconds, they must attempt to keep all three balloons from hitting the floor (or any other surface). Only those that can keep them in the air for 60 seconds successfully complete the challenge.



Get into the Bible: 60 Seconds Bible Story

Get into the Bible

Ready to Go

15 mins

- 1 Split the group into small teams. Each team should be given a well known Bible Story. Their task is to attempt to re-tell that story in just 60 seconds. This could be as a short sketch, a quick retelling or some other way (i.e. poem, rap, song etc)
- 2 Give groups 10 minutes to come up with their 60 second retelling. Then come back together as one group, giving each team a chance to perform their 60 second retelling.



Close & Goodbye

Finish by sharing any updates or information young people need to be aware of before they leave. Let them know what you'll be doing next week, to give them something to look forward to. Close the night in prayer.

Company

WEEK TWO HOLLYWOOD

Take a trip across the pond as you travel to the home of movies, film stars & stunts.

Welcome to Hollywood, the place where movie stars are made. Use our themed programme to transport yourself to 'Tinseltown' and put your movie knowledge to the test.



Arrival Activity: 360 Defence

Get Learning

Ready to Go

5 mins

Have an activity that young people can do as they arrive. This might be an easy game to drop in and out of or a challenge to complete. The rules for '360 Defence' can be found on the Programme Hub.



Welcome!

Welcome the group to your meeting and get the night started. If you have an opening prayer or something similar, then now would be a good opportunity to do this too.



Get Learning: Hollywood A-List Mix Up

Get Learning

Preparation

15 mins

Hollywood is full of A-List celebrities, however there's been a bit of a mix up with some of their images. Can you work out who is who and unscramble the faces?

- 1 Download the '**Hollywood A-List Mix Up**' PowerPoint and display this using a projector or large TV. This can be found on the Programme Hub.
- 2 The PowerPoint shows 10 images of 'faces' of Hollywood movie stars. However, the faces have been mixed up and each image contains a split of two Hollywood stars. Individually or in small groups/pairs, can the young people identify each of the celebrities?
- 3 After each question, move on to the next slide to reveal the answer. The young person or team with the most points after all 10 faces wins.



Get Learning: The Ultimate Movie Order

Get Learning

Preparation

15 mins

Take a look at some of Hollywood's biggest movies and see if you can place them in the 'Ultimate Movie Order'.

- 1 Download and print '**The Ultimate Movie Order**' sheets, containing the six film posters (available on the Programme Hub). Cut these posters into individual cards. You'll need at least two copies of these sheets. Split into two or more teams. Each team should have a copy of the film posters.
- 2 The aim of this activity is to order the films into the correct order, based on the category that the leader calls out. For each round there will be one point for every film that is in the correct position, meaning a maximum of 6 points per round.
- 3 The ordering categories are: Oldest to newest, film length, highest grossing film and Rotten Tomatoes audience rating. The answers for these are on the downloadable sheet. The team with the most points at the end of the activity wins.



Get into the Bible: Scene 1, Take 490!

Get into the Bible

Ready to Go

15 mins

Actors often require multiple takes, to get a scene right. How many 'takes' are you willing to give the people around you to get things right, when they do wrong?

- 1 Ask the group to imagine they are a director on the set of a movie. Your actors are going to get things wrong from time to time. What happens when that happens? The director will call 'cut' and they will then move on to a second 'take', or a second chance at getting it right. If required, then this can happen over and over again, until they get it right. Movie directors don't just give second chances, they give as many as is needed.
- 2 Ask the group how good they are at giving second chances? Are they as forgiving as most film directors, giving take after take after take to get things right? Or do they have less patience, far quicker to snap, give up on people or hold grudges?
- 3 The Bible calls for us to give second chances, right? Well, it actually goes further than that. We're called to forgive people 70 x 7 times (that's a whopping 490 times!). As a group, read the Parable of the Unforgiving Servant in **Matthew 18:21 -35**. Afterwards, discuss some of the following questions:
 - In this parable who do you think the 'master' is and who is the servant? (*Master = God, Servant = us*).
 - How would you feel if you had forgiven your mate because they hadn't paid you back £100 that they owed you, but then saw them 10 minutes later having a go at someone who owed them just £1?
 - What can be the hardest thing about forgiving other people?
 - If God can forgive us time and time again, no matter what, what do you think that says about how much God wants us to forgive others?

Activity continued on next page

4 Forgiveness can be hard, but it is a huge part of what being a Christian is all about. God can only forgive us of our sins, if we too are able to forgive others of theirs. Will you be quicker to give other people a 'second take' in future, recognising God's never-ending ability to give us as many takes as we need?

5 Finish in prayer, thanking God for his commitment to forgiveness, and asking for the strength to be inspired by that forgiveness in how we interact with the people in our lives.



Get Active: The Movie Prop Cupboard

Get Active

Preparation

15 mins

Hunt around your venue, trying to find the 15 movie props and identify the film they belong to.

1 Print the '**The Movie Prop Cupboard**' clues sheet, as well as the 15 images of the props. You'll need one clue sheet per pair of young people.

2 Before the session, cut the 15 movie prop images into their individual tiles and then hide them around your meeting space. To make the activity challenging, make sure to hide them well.

3 Split the group into pairs and hand each pair a copy of the clues sheet. It has 15 boxes, giving hints to the 15 movie props that have been hidden. The group will have 15 minutes (or whatever time you allocate) to hunt around the venue looking for all the props.

4 Once a pair find a prop, they need to work out which clue it relates to on their sheet and then write the name of the prop and the film onto the sheet. Pairs should also take a photo of the prop on their phone to prove they have found it.

5 After 15 minutes bring everyone back together and go through the answers. The pair who finds the most props and correctly identifies the film it belongs to wins.



Get Active: Games & Sport

Get Active

In the Cupboard

15 mins

Fill any remaining time in your programme with some games or sports. We have lots of ideas for this on the Programme Hub. Popular games include gaga ball, four square, dodgeball and basketball



Close & Goodbye

Finish by sharing any updates or information young people need to be aware of before they leave. Let them know what you'll be doing next week, to give them something to look forward to. Close the night in prayer.

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