

FUN NIGHT IDEAS

Clash of the Capes Night

Basic Overview:

It's a bird... it's a plane... it's a superhero night headed to your church! Clash of the Capes Night is a chance to do something super with your club. On this special night, the kids are given points for dressing like a superhero. This can include wearing things like a cape, a mask, a helmet, gloves, a utility belt, special socks or shoes. Remind the kids, however, to leave items like swords, bats, guns, knives, nun-chucks, etc. at home as these items are often used and people get injured. In addition, this night gives you a chance to do a number superhero themed competitions and games throughout your night. Opening time can have some superhero questions (based on the colors the superhero wears, the special powers they possess, or a special key phrase they use) as well as a vote and prize for the best dressed superhero (give the prize to the most creative hero, not necessarily the one who went and bought a superman costume from the store. Game time is filled with a number of special pirate themed games for you to choose from (see below). You can do this night at any point throughout the year. It is also an ideal event for the end of the year (i.e. the week before your awards ceremony).

Additional Ideas:

None

Reminder Flyer:

See the flyer and instructions on the following pages.

Remember, next week is...



CLASH OF THE CAPES NIGHT

Criminals beware...the supers are here!
Wear a superhero cape next week for clash of the capes night! Throughout the night, our heroes will compete in some special superhero competitions to earn points for their team. There will also be a prize given out for the best looking superhero.



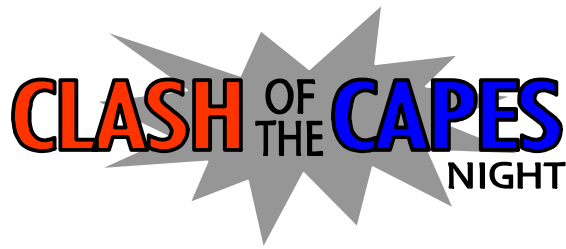
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GAME TIME - GENERAL SETUP

Locate the seven special power pages (able to fly, time travel, bullet proof, etc.) in the pages below. You will need to print off (or photocopy) enough of these papers to have double the amount of papers as you have kids in game time. For instance, if you have 10 kids in game time, you will want to have 20 of the ability papers (approximately 3 copies of each of the 7 abilities). Before the kids come into the room, lay these papers randomly in a large circle around the outside of the room or off to one side of the room (it is important to have 2-5 feet in between these papers). You are kind of setting up a large game board and these papers are like spaces the kids will move around on the game board.

When the children come into the room separate them into two teams. Using a red washable marker, write an "FL" (for Fantastic League) on the back of half of the children's hands. Using a blue washable marker, write an "AM" (for Amazing Marvels) on the back of the other half of the children's hands.

Begin by instructing the kids to pick a super power to stand next to around the room (only one child per piece of paper and try to have them not stand on top of them). Once everyone has found a power to stand beside, roll a dice or pick random numbers. After the first roll (or random number) have the kids move to the right that many papers (so if they are standing on the "bullet proof" super power paper and you roll a 2, the kids will move 2 super power papers to the right...so they'll move to "able to fly" and then stop on "turn invisible" for instance). For the second roll, have the children move to the left that many spaces. Once the kids have moved right several spaces and left several spaces, read one of the small stories from the ***SUPER STORIES*** page below. Depending on what power they are standing on, some kids will get points for their team and others will get points taken from their team.

Have everyone stay where they are, but have the leaders choose 4 kids from their team to compete in one of the special superhero themed mini-game in the center of the room. Choose a game from the ***SUPER MINI-GAMES*** pages below. At the end of the mini-game, award 5 points to the team who won the game.

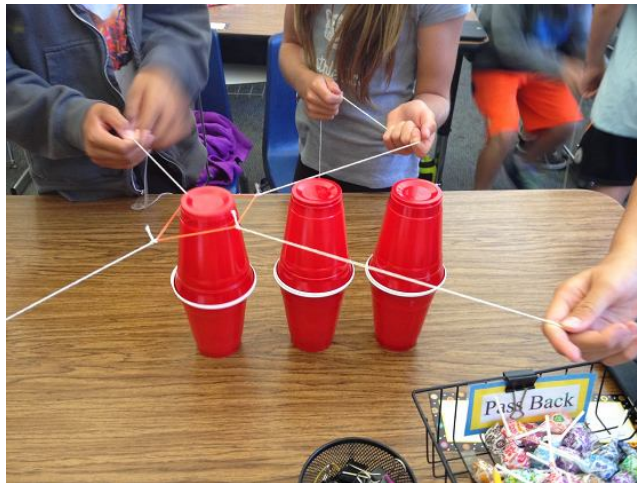
Have everyone go back to the circle and find a new special power page (able to fly, bullet proof, etc.) to stand next to. Play a second round of rolling the dice and moving right and left a certain number of spaces. Again, read a second story and award points for the person on the right power and take points from those on the wrong power and then play another mini-game. Repeat this cycle throughout your game time and then total up the points and declare a winner.

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SUPER MINI-GAMES

Each of the mini-games below have a superhero theme to them. For each game, choose 4 players from each team to compete.

- Minigame 1 – **X-RAY VISION** – (1.) Print out several copies of a word search puzzle off of the internet (Google something like “superhero word search”). Have a race to see which team can find the most words in the word search in a couple minutes. (2.) One other version of this game is to have each team race down to a pile of paper balls at the other end of the room, grab one ball, and bring it back to their line, and then the next person in line does the same thing. On each paper ball you write the name of a super hero and see which team can be the first to collect all six names.
- Minigame Idea 2 – **WEB TEAM** – This game can be played in one of two ways. (1.) You can have the 4 kids on each team work together to stack several cups using four strings that are all attached to a rubber band (see the picture below). The first team to stack all of their cups wins. (2.) Another way to play this game is to tape the rubber band around the rim of the cup. Teams will start on one end of the room. A cotton ball will be placed the teams cup and when you say go, they will run to a box (or upside down Frisbee) at the other end of the room and work together to dump the cotton ball onto the Frisbee (without touching the cups... only touching their string). They will then run back and get another cotton ball and see which team can get the most cotton balls to land on their Frisbee in a couple of minutes.



- Minigame Idea 3 – **SECRET IDENTITY** – Bring a large pair of pants, a large shirt, a hat and even a pair of glasses for each team. (1.) Set the clothes on one end of the room and have the team run down and grab one piece of clothing, bring it back, and then the next person in line runs down to grab a different piece of clothing. As each one returns, they help a designated teammate to put all the clothes on. First team to get dressed wins. (2.) Another way to play this game is to simply have one player from each team race down to the other end of the room and try to get dressed in all the clothes first.

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SUPER MINI-GAMES (Continued...)

Each of the mini-games below have a superhero theme to them. For each game, choose 4 players from each team to compete.

- Minigame idea 4 – **SHIELD SHOT** – In this game, the first player in line throws a Frisbee attempting to get it to hit a target on the wall or land in a circle on the floor. After they throw their Frisbee, they go and fetch it and run it back to the next person in line, who takes a turn throwing the Frisbee. Leaders keep track of every point their team earns. The team with the most points at the end of a couple minutes is the winner.



- Minigame idea 5 – **KRYPTONITE CAPER** – Each team is given a towel and a bean bag or ball. Two players from each team hold the towel (each player grabs two of the corners of the towel... see the picture to the right). The leader then sets the bean bag in the middle of their spread open towel. Teams work together to launch the bean bag by cradling and then opening the towel up. The team that “throws” their bean bag (the kryptonite) the farthest away wins.

CLASH OF THE CAPES NIGHT

SUPER STORIES

Story #1 – _____ (choose one of your leaders) was out walking his pet chihuahua (Killer) one cloudy day. As he sat on a bench at the dog park, suddenly, the evil Mister Twister used his powers to create a huge tornado right in the middle of the dog park. People began running and screaming. Trees, benches, and dog bones were flying everywhere. Mr. Matt jumped up and tried to get himself and killer away from the tornado, but it was coming too fast. One hero tried to save the day, but his power could do nothing to stop the tornado. Just before the tornado sucked _____ and killer up... a hero stepped in to save the day... using his super speed he rushed in, grabbed _____ and killer and ran them away from certain disaster. The hero who saved the day was the one with **super speed**. Those standing by the super speed papers raise your hand. The hero who tried to save the day, but couldn't, was the hero whose power was being **bullet proof**... being bullet proof won't help to stop a tornado... that hero needs more training. Those standing by the bullet proof papers raise your hands.

Story #2 – _____ (choose one of your leaders) decided that she was going to try something that she always wanted to do. So she climbed into a little airplane and before long she was high up in the sky. Then the side door of the plane opened and the person sitting next to her told her it was time to jump out. She stepped up to the ledge and looked down... it was a long ways down. She counted to three and jumped. Down, down, down she went faster and faster. Little did she know that the evil Professor Shears had cut the cord to her parachute the night before. When she pulled the cord to have her parachute come out...nothing happened. Again and again she tried, but still nothing happened. One hero tried to do something, but his power was useless to help her. Then someone stepped in to save the day and rescued her from splatting flat like a pancake. That hero was the hero who is **able to fly**. Those standing by the able to fly papers raise your hand. The hero who tried to save the day, but couldn't, was the hero whose power was being **Read Minds**... being able to read the mind of a parachute-less skydiver won't help... that hero needs more training. Those standing by the Read minds papers raise your hands.

Story #3 – _____ (choose a married couple of leaders) decided that they were going to go on a romantic cruise to the Caribbean Islands. They had plans to swim with the piranhas, eat snails, and ride on a blue whale... but the evil Dr. Kaboom had hidden a bomb on the cruise ship. Before any one knew it, the bomb exploded causing everyone on board to die. One hero tried to do something, but his power was useless to stop a bomb from blowing up. But someone stepped in to save the day. That hero was the hero who can **Time Travel**. The hero looked to see where the big hole was in the ship and then simply went back in time and grabbed the bomb before it blew up. Those standing by Time travel papers raise your hand. The hero who tried to save the day, but couldn't, was the hero whose power was having **Super Strength**... being super strong won't save you from a bomb... that hero needs more training. Those standing by the Super Strength papers raise your hands.



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SUPER STORIES (Continued...)

Story #4 – _____ (choose one of your leaders) was invited by the president to visit the White House. He put on his best suit and climbed into the limo that would take him to the white House. However, at that very moments, the evil Captain Plunger was talking with his minions and telling them of his secret plans to create quite a stink by making all of the toilets in white house back up and spill sewage all over. But someone stepped in to save the day. That hero was the hero who can Turn Invisible. Captain plunger had no idea that this hero was standing in the room when he shared his evil plans. Before long the hero had flushed Captain Plunger's plans down the drain. Those standing by Turn invisible papers raise your hand. Another hero was in the white house that day The hero who tried to save the day, but couldn't, was the hero whose power was having Super Strength... being super strong won't save you from a bomb... that hero needs more training. Those standing by the Super Strength papers raise your hands.

ABLE TO



FLY

TIME



TRAVEL



BULLET



PROOF



READ



MINDS



SUPER



SPEED

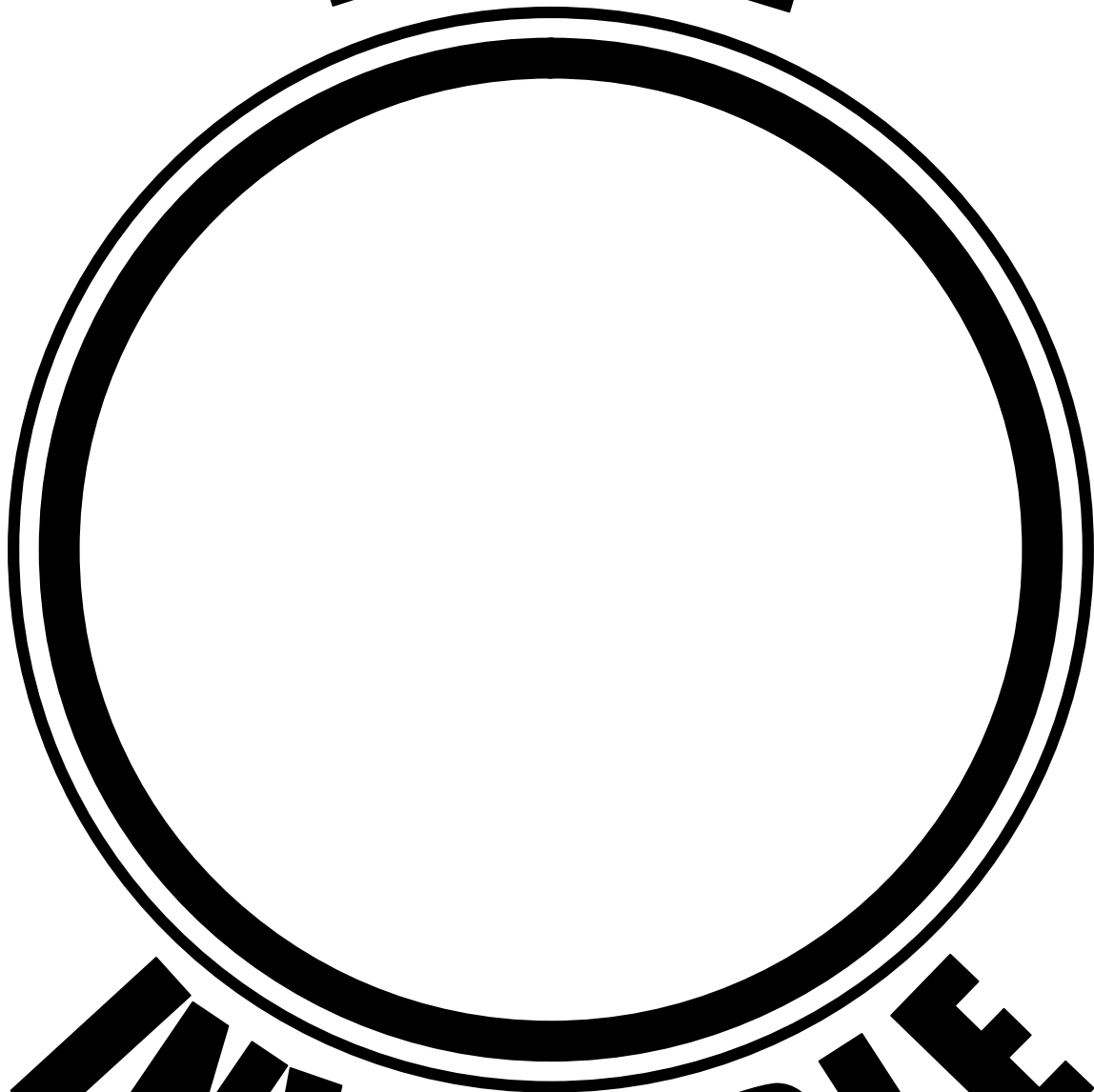
SUPER



STRENGTH



TURN



INVISIBLE