

FUN NIGHTS

Group 1 – Fun Nights (Things You Wear):

- **Alphabet Outfit Night** - *(This night is just an idea and has not been tested out yet)* This night could work in two ways: The kids will choose a letter and wear as many items as possible which start with that letter. (For example, if you choose "S," you might wear a shirt, scarf, sandals, sunvisor, striped shorts, etc.) or you can wait until opening time and choose a letter and give points to anyone who has something that starts with that letter on.
- **American Patriot Night** - On American Patriot Night the children are encouraged to wear red, white, and blue. They must have on all three colors to get credit. Additional points can be given for any item of clothing (or lapel pin) that is worn that has an American Flag on it.
- **Backwards Night** - On Backwards Night, the children are encouraged to put on their clothes backwards. They can wear their shoes on the wrong feet, pants, shirts, and hat backwards.
- **Bandages, Bumps, and Bruises Night** – On Bandages, Bumps, and Bruises Night, the children are encouraged to fake an injury and come all bandaged up to Expeditions. Those who have some sort of band-aid, sling, cast (made from toilet paper), ace bandage wrap, crutches, cane, or any other kind of bandage will earn extra points for their class. You can also give out a special prize to the person that has the most faked injuries.
- **Color Coordinated Night** - On Color Coordinated Night, the children want to wear clothing containing as many colors as they can. In opening time, you'll put the names of eight colors (yellow, blue, red, green, orange, purple, black, and white) into a hat and then draw one color out. Points will be given for every piece of clothing that has that color on it.
- **Copy Commander Night** - On Copy Commander night, the children are allowed to choose only one of three possible fun nights (Backwards night, Inside Out night, and Mismatch Madness Night) and wear the item that it describes. The goal is to try to pick the same one that the commander picks and come dressed in the same way as the commander is dressed! The most points will be given for those who copy the commander and wear their clothes the same way the commander does.
- **Crazy Hat Night** - On Crazy Hat Night, the children are encouraged to wear big crazy hats. Encourage the children to attach anything they like to the hats (i.e. balloons, paper, strings, etc.) Extra points can be given for any crazy hats and a prize for the craziest hat of all.
- **Double Trouble Night** – *(This night is just an idea and has not been tested out yet)* On this night, the children would try to be a twin with someone else in their class or with a leader or your commander. Expeditions shirts obviously do not count, but they should try to do their hair the same way, wear the same hat, wear the same gloves, glasses, shoes, jewelry, or other items.

- **Fan-tastic Fan-atic Night** - On Fan-tastic Fan-atic Night, the children earn extra points by wearing team logos. These can include shirts, hats, pants, socks that have teams logos on them. Logos can be from professional teams, their school team, summer city team or any other sports team name on them.
- **Fan-tastic Fan-atic Night/All-Star Challenge Night** - This particular night combines two of our fun nights together into one night (All-Star Challenge Night & Fan-tastic Fanatic Night). The children are encouraged to Show Their Spirit by wearing their favorite team's logo, jersey, hat, pants etc. They are also going to Show Their Skill by attempting to score like the pros by shooting basketballs, putting golf balls, shooting hockey pucks, throwing footballs and baseballs and rolling bowling balls. The kids will aim to score the most points in each event to be named the All-Star Champion.
- **Fuzzy Face Night** – On Fuzzy Faces Night, the children are encouraged to wear a mustache or a beard on their faces. They can make their mustache or beard out of paper or hair, buy one from a costume store, or even draw one on themselves using a washable marker. Points will be given to everyone who has a fuzzy face. A special prize can be given for the craziest looking mustache or beard if you wish.
- **Giant Night** - On Giant Night, the children wear something giant. Examples of this could be a parent's shoes, a dad's shirt, a large hat, or a giant pair of gloves. The children wear their normal uniforms as well, but bring these items over the top of their uniform.
- **Goofy Glasses Night** - On Goofy Glasses Night the children are encouraged to wear glasses. Encourage them to attach string, stickers, paper, balloons, etc. to the glasses. The goofiest glasses will get a prize.
- **Green Machine Night** – *(This night is just an idea and has not been tested out yet) On this night the children are encouraged to wear green. Give out points for how many green items they wear. This night would coincide well with spring time.*
- **Guess Right, Dress Right Night** - On Guess Right, Dress Right Night, the children are allowed to choose only one of six possible fun nights and wear the item that it describes. The following week you will see if they guessed right and dressed right for it. In opening time, you'll put all six of these fun nights into a hat and then draw a fun night out. Points will be given for those who guessed right and dressed right for the night.
- **Inside Out Night** - On inside out night, the children need to wear their normal uniform, but must turn their shirt, pants, skirt, hat or socks inside out. You can give additional points for each additional item that is worn inside out.
- **Marvelous Mask Night** – On Marvelous Mask Night, the children are encouraged to wear a mask that covers all or part of their face to Expeditions. Encourage the children to create a mask out of paper, cardboard, cloth, wood, stickers, etc. It is important to remind the children that no gory, bloody, or scary masks will be allowed to be worn. Give out a prize for the most marvelous mask worn.
- **Messed Up Night** – *(This night is just an idea and has not been tested out yet) This night would combine some of our other dress nights into one.*

Children can wear their clothes backwards, inside out, or miss matched. They can come with their hair messed up as well. Challenges on this night will include messy games like hunting for tootsie rolls in chocolate pudding with no hands, shaving a balloon without popping it, etc.

- **Messy Dress Guess Night** - On Messy Dress Guess night, the children are allowed to choose only one of three possible fun nights (Backwards night, Inside Out night, and Mismatch Madness Night) and wear the item that it describes. The following week you will see if they guessed right for it. In opening time, you'll put all three of these fun nights into a hat and then draw a fun night out. Points will be given for those who made the right messy dress guess for the night.
- **Mismatch Madness Night** – On Mismatch Madness Night, the children are encouraged to wear clothes that do not match. Everyone will earn extra points for wearing styles that do not go together (like a formal button up shirt and sweat pants or shorts over your pants), patterns that do not go together (like polka dots, stripes, and flower prints), colors that do not go together, or for wearing two types and colors of socks or two different types and colors of shoes.
- **Mitten Mania Night** - On Mitten Mania Night, the children are encouraged to wear boxing gloves, batting gloves, mittens, rubber gloves, latex gloves, hockey gloves, winter gloves or any other gloves that they can think of. Both hands must have a glove on them to count. It is best to do this night during early fall, or later spring at a time when the children won't already be wearing gloves to church.
- **One-Half Night** – One-Half Night is done halfway through the year to celebrate the children making it to the halfway point! On this night, the children can earn points for dressing half of their body one way and the other half the other way. Some examples of how to dress could include: wearing a sandal on their right foot and a tennis shoe on their left foot, rolling up the pant leg on their right leg and leaving the left pant leg down, painting the right half of their face blue and the left half red, combing one half of their hair and not the other, etc. Give a prize to the child with the most creative one-half outfit! Special prizes can also be given to those who are halfway through their books.
- **Radiant Royalty Night** – On Radiant Royalty Night, the children are encouraged to make a crown and wear it to Expeditions. Encourage the children to create their crown out of paper, cardboard, cloth, wood, stickers, etc. Take a vote from your leaders at who has on the most radiant crown and give that child a prize.
- **Radiant Royalty Night/Greedy Gold Miners Night** - This particular night combines two of our fun nights together into one night (Radiant Royalty Night & Greedy Gold Miners Night). The children are encouraged to wear a King's Crown that they make or bring along with them. The children will also be competing to find the King's Jewels. For each page that gets signed off, the children earn one chance to reach into a paper bag and grab a Skittle out without looking. Those who find a valuable red ruby (i.e. a red skittle) earn a

special prize. The more pages you complete, the better chance of winning a king's ransom.

- **Shoe Switcheroo Night** - On Shoe Switcheroo Night the children are encouraged to wear two different shoes. Try to encourage the children to bring the other regular shoe for game time. Extra points can be given for any extra silly, or crazy shoes.
- **Silly Sock Night** - On Silly Sock Night, the children are encouraged to wear any color sock except plain white. Socks can be red, blue, pink, orange, striped, or Polka-dotted. Extra points can be given for any extra silly socks like those with individual toes in them or multiple pairs of different socks.
- **Splendid Scarf Night** - On Splendid Scarf Night, the children are encouraged to bring a scarf with them to Expeditions. Scarves can be made out of wool, balloons, foam noodles, strings, tin foil, cardboard, socks, etc. As long as the child has a scarf on, they will earn points for their team! A special prize can be given for the most creative scarf.
- **Strange Shoe Night** – On Strange Shoe night, the children are encouraged to create their own shoes or wear shoes they would not normally wear. Three points will be given to anyone who designs their own shoes (out of boxes, bottles, paper plates, plastic cups, cardboard, etc.). Two points will be given to anyone who wears unusual shoes (like flippers, bedtime slippers, high heels, flip flops, water shoes, etc. One point will be given to anyone who is wearing two different shoes. There will also be a special award given out for the strangest shoes!
- **Wacky Tie Night** - On Wacky Tie Night the children are encouraged to wear any kind of neck tie that they can think of. Extra points will be given for wacky ties and a prize is normally given for the wackiest tie.
- **Wear Wars Night (Glasses & Socks)** - On Wear Wars Night, the children are allowed to choose only one of two possible fun nights (Goofy Glasses Night or Silly Socks Night) and wear the item that it describes. The following week you will see if they guessed right for it. In opening time, you'll put both of these fun nights into a hat and then draw a fun night out. Points will be given for those who made the right guess for the night.
- **Wear Wars Night (Gloves & Ties)** - On Wear Wars Night, the children are allowed to choose only one of two possible fun nights (Mitten Mania Night or Wacky Ties Night) and wear the item that it describes. The following week you will see if they guessed right for it. In opening time, you'll put both of these fun nights into a hat and then draw a fun night out. Points will be given for those who made the right guess for the night.
- **Wear Wars Night (Hats & Shoes)** - On Wear Wars Night, the children are allowed to choose only one of two possible fun nights (Crazy Hat Night or Shoe Switcheroo Night) and wear the item that it describes. The following week you will see if they guessed right for it. In opening time, you'll put both of these fun nights into a hat and then draw a fun night out. Points will be given for those who made the right guess for the night.
- **Wear Wars Night (Inside Out & Backwards)** - On Wear Wars Night, the children are allowed to choose only one of two possible fun nights (Inside-out

Night or Backwards Night) and wear the item that it describes. The following week you will see if they guessed right for it. In opening time, you'll put both of these fun nights into a hat and then draw a fun night out. Points will be given for those who made the right guess for the night.

- **Which Weather Night** - On Which Weather Night, the children are allowed to choose to dress for one of two kinds of weather (Summer or Winter) and wear the items that it describes. The following week you will see if they guessed correctly and dressed right for it. In opening time, you'll put both of these fun nights into a hat and then draw one of these types of weather out. Points will be given for those who guessed correctly for the night.
- **Winter Dress Guess Night** - On Winter Dress Guess night, the children are allowed to choose only one of three possible fun nights (Mitten Mania Night, Splendid Scarf Night, or Crazy Hat) and wear the item that it describes. The following week you will see if they guessed right for it. In opening time, you'll put all three of these fun nights into a hat and then draw a fun night out. Points will be given for those who made the right winter dress guess for the night.

Group 2 – Fun Nights (Things You Bring With You):

- **Battle of the Bands Night** – On Battle of the Bands Night, the children are encouraged to bring a rubber band with them to Expeditions. Measure to see who brought the biggest and smallest rubber bands to Expeditions with them and award points to everyone who brings a rubber band with them to Expeditions. Throughout the night, the kids will compete in various rubber band themed challenges and events.
- **Fabulous Flyers Night** – On Fabulous Flyers Night, the children are encouraged to make a paper airplane and bring it with them to Expeditions. The kids are welcome to check out books or look on the internet at home to find the best designs for their planes. At some point in the night have a competition to see whose plane will fly the straightest and farthest and also have your leaders choose a plane with the best look (best color and design overall).
- **Flashlight Night** - Flashlight Night is the same as every other night, except the lights are off! Children are all encouraged to say their verses, play game time, and listen to the lesson with only flashlights. It is best to do this night in the fall before daylight savings occurs. Bring a flashlight and one for a friend.
- **Nifty Noisemakers Night** - On Nifty Noisemakers Night, the children are encouraged to bring something with them that makes noise to Expeditions. Noisemakers can range from whistles, kazoos, shakers (paper plates, cups, or jugs filled with rice or pennies), drums (made from pots and pans, buckets, trash can lids, etc), horns, bells, air-horns, gadgets/noisemakers from the party or New Year's Eve sections of a store, or any kind of musical instrument that the child might play in school. Special prizes can be given for the noisiest noisemaker, the noisiest class or group of noisemakers, and also most creative/homemade noisemaker.

- **Plan Your Escape Night** - This particular night combines two of our fun nights together into one night (Flashlight Night & Open Door Night). The children are encouraged to bring a flashlight with them to Expeditions as all of the lights will be turned off tonight. In addition, the children will be competing to see if they can find their way out of an escape room. Each classroom will receive a game card that has three rooms (a red room, a blue room, and green room). Each of those three rooms has 4 doors for the children to choose from. Only one of the doors in each room is unlocked and that the goal is to find all three unlocked doors and be able to exit from the escape room. Prizes are given to the children who pick all three unlocked doors on the game card.
- **Stuffed Safari Night (Africa)** - On Stuffed Safari Night, the children are encouraged to bring a stuffed animal with them to Expeditions. Special points are given for specific animals that relate to the place you are exploring on your Expedition for the year. Prizes are also given out for the biggest stuffed animal, the smallest stuffed animal, etc (see the flyer for the specific competition).
- **Stuffed Safari Night (China)** - On Stuffed Safari Night, the children are encouraged to bring a stuffed animal with them to Expeditions. Special points are given for specific animals that relate to the place you are exploring on your Expedition for the year. Prizes are also given out for the biggest stuffed animal, the smallest stuffed animal, etc (see the flyer for the specific competition).
- **Stuffed Safari Night (England)** - On Stuffed Safari Night, the children are encouraged to bring a stuffed animal with them to Expeditions. Special points are given for specific animals that relate to the place you are exploring on your Expedition for the year. Prizes are also given out for the biggest stuffed animal, the smallest stuffed animal, etc (see the flyer for the specific competition).
- **Stuffed Safari Night (Burma)** - On Stuffed Safari Night, the children are encouraged to bring a stuffed animal with them to Expeditions. Special points are given for specific animals that relate to the place you are exploring on your Expedition for the year. Prizes are also given out for the biggest stuffed animal, the smallest stuffed animal, etc (see the flyer for the specific competition).
- **Stuffed Safari Night (India)** - On Stuffed Safari Night, the children are encouraged to bring a stuffed animal with them to Expeditions. Special points are given for specific animals that relate to the place you are exploring on your Expedition for the year. Prizes are also given out for the biggest stuffed animal, the smallest stuffed animal, etc (see the flyer for the specific competition).
- **Stuffed Safari Night (Vanuatu)** - On Stuffed Safari Night, the children are encouraged to bring a stuffed animal with them to Expeditions. Special points are given for specific animals that relate to the place you are exploring on your Expedition for the year. Prizes are also given out for the biggest stuffed

animal, the smallest stuffed animal, etc (see the flyer for the specific competition).

- **Up, Up & Away Night** - This particular night combines two of our fun nights together into one night (Fabulous Flyers Night & First Class Night). The children are encouraged to make a paper airplane and bring it with them to Expeditions. The children will also be competing to pick the right seat on an airplane. For each page that gets signed off, the children earn one chance to choose an open seat on the plane. Those who choose the right seat earn a special prize. The more pages you complete, the better chance of picking the correct seat on the airplane.

Group 3 – Fun Nights (Group Competitions):

- **A Merry Little Christmas Night –** A Merry Little Christmas Night is a fun Christmas trivia game night designed to test everyone's Christmas knowledge on Christmas Bible questions, Christmas tradition questions, Christmas food questions, Christmas movie questions, and Christmas songs and carols questions.
- **Board Game Bout Night** - *(This night is just an idea and has not been tested out yet) On this night you will set up a number of board games to be played simultaneously in game time. When you blow the whistle have the kids rotate to another game. In this way the team works together to win the most of the board games by picking up where their teammate left off. This night could also include a life size game of checkers, monopoly, or clue for everyone to participate in.*
- **Clash of the Capes Night** – it's a bird... it's a plane! Clash of the Capes Night is a night that is filled with super heroes. The children will dress like super hero (with capes, masks, utility belts, gloves, etc.), act like super heroes and play a number of super hero themed games all throughout the night.
- **Game Show Extravaganza Night (1st edition)** - Game Show Extravaganza Night is a night filled with trivia questions and fun challenges. Each event is based off of a popular television game show, but also includes a special spin on the game shows that allows for all of your children to participate. Have everyone put their thinking caps on, and get their final answer ready, because this is one night when useless trivia knowledge might actually be worth something.
- **Game Show Extravaganza Night (2nd edition)** – The same great night as the original Game Show Extravaganza Night, but with all new questions and game ideas to keep things exciting. Once again, have everyone put their thinking caps on, and get their final answer ready, because this is one night when useless trivia knowledge might actually be worth something.
- **Game Show Extravaganza Night (3rd edition)** – The same great night as the original Game Show Extravaganza Night, but with all new questions and game ideas to keep things exciting. Once again, have everyone put their

thinking caps on, and get their final answer ready, because this is one night when useless trivia knowledge might actually be worth something.

- **Game Show Extravaganza Night (4th edition)** – The same great night as the original Game Show Extravaganza Night, but with all new questions and game ideas to keep things exciting. Once again, have everyone put their thinking caps on, and get their final answer ready, because this is one night when useless trivia knowledge might actually be worth something.
- **Game Show Extravaganza Night (5th edition)** – *(This night is just an idea and has not been tested out yet). The same great night as the original Game Show Extravaganza Night, but with all new questions and game ideas to keep things exciting. Once again, have everyone put their thinking caps on, and get their final answer ready, because this is one night when useless trivia knowledge might actually be worth something.*
- **Mystery Night** – The basic idea behind this night is that it is a mystery what will be occurring. Plan to do one of the fun nights on this page, but do not tell the kids what it is and make sure it is something they will enjoy. Of course you want to plan a night where they do not have to bring any items in with them.
- **Perceptive Detective Night** – Something was taken out of the missionary's suitcase?! Will your team of super sleuths be able to figure out what was stolen, who took it, and where it is hiding right now? Perceptive Detective Night will send your kids and leaders around your church as detectives to unravel clues. One clue leads to another. The goal is to solve all the clues and be back in the game room first.
- **Picture This Night** – How well do you really know your church building? This fun night is designed to send you kids and leaders on an exciting photo scavenger hunt around the church in search of various items. The goal is to find various objects and items around the church property and take a picture of your group standing next to them. Leaders will use their own cell phones to take pictures of the kids. You can find the items in any order you choose. See who can find the most before the time is up!
- **Picture This Night (Double Take Edition)** – How well do you really know your church building? This fun night is designed to send you kids and leaders on an exciting photo scavenger hunt around the church in search of various items. The goal is to find various objects and items (two at a time) around the church property and take a picture of your group standing next to them. Leaders will use their own cell phones to take pictures of the kids. After both items on the clue cards are found, members of the team run and grab another clue card and find those items next. See who can find the most before the time is up!
- **Reindeer Games Night (1st edition)** – Reindeer Games Night is a night filled with Christmas trivia questions and fun challenges. Each event is based off of a popular television game show, but also includes a special spin on the game shows that allows for all of your children to participate. Have everyone put their thinking caps on, and get their final answer ready, because this is one night we Ho-Ho-Hope to see you there!

- **Scurvy Scalawags Night** – Aaargh! Scurvy Scalawags night is a night that is filled with all things piratey. The children will dress like pirates (with patches, hooks, etc.), talk like pirates, and play a number of pirate themed games all throughout the night.
- **Silent Night** - Silent Night is a Christmas Fun Night with a play off of the Christmas Carol "Silent Night." Each child is given a triangular piece of paper at the beginning of the night. The point is for them to not talk at all or make a sound with their mouth throughout the night (including game time). If they talk their leader tears one corner off of their "triangle." If they continue to talk, they continue to lose corners. At the end of the night the children get pieces of candy based on the number of corners that they still have left on their triangles.
- **Speed Dial Night** - *(This night is just an idea and has not been tested out yet)* On this night, send the children and leaders around the church using various clues to places where cell phones or land lines have been placed for them. Their goal is to solve the clue and find the phone and use it to call your cell phone to get the next clue. The goal is to be the first one to make it through the clues.
- **Toilet Paper Tussle Night** - *(This night is just an idea and has not been tested out yet)* This night is filled with toilet paper themed games like Toilet Brush Hockey, Toilet Basketball Relay, Toilet Paper Bowling, Toilet Paper Gift Wrap, Snowball Fight, Toilet Paper Over Under, and Mummy Wrap.
- **Where's Waldo Night** - *(This night is just an idea and has not been tested out yet)* On this night, send the children and leaders around the church and have them locate puzzle pieces which form a Where's Waldo picture. To obtain the puzzle pieces, they must find the leader that is being described by the clues who are standing in various places around the church. Once they find the leader, he or she will give them a puzzle piece and clues about the next leader for them to find. The first team who collects all the pieces and finds Waldo on their puzzle wins.
- **Your Number Is Up Night** - Your Number is Up Night is a fun night filled with a whole bunch of different ways to play the game of BINGO. You will compete all throughout the night in a boys versus girls competition to see which team can get the most wins on their BINGO cards. There are five different types of BINGO games in this night: Pick Me BINGO (opening time), By the Book BINGO (book time), It's a Match BINGO (game time), Find the Row BINGO (game time), Better Pick Right BINGO (game time) and Right Place BINGO (game time). We'll find out which team picks all the right boxes.

Group 4 – Fun Nights (Encouraging Book Completion):

- **Bingo Box Night** – Bingo Box Night is designed to get the children to say extra verses and complete extra pages in their books. For each page that gets signed off, the child gets to choose one bingo square on the card. There is only one square that is the right one, and everyone in the class keeps

saying verses in the hopes that one of the squares that they chose is the right one. At the end of the night, all the children meet in a central room and a leader picks out a letter card and a number card (such as C and 3). The child from each classroom whose name is written in that square (C3) gets a prize.

- **Caller ID Night** – Caller ID Night is designed to get the kids to complete a bunch of checkpoints and verses from their books. The idea is based off of radio or TV competitions in which "the 100th caller will get a prize." The overall idea on how it works is that each time a child gets a page signed off in their book, their leader will text the child's initials and grade number to the commander. The commander will be getting texts from a number of classrooms during book time and will award a prize to the 10th, 17th, 26th, 34th, etc. text that he receives.
- **Crack the Code Night** – Crack the Code Night is designed to get the children to say extra verses and complete extra pages in their books. For each page that gets signed off, the child gets to choose a combination to a lock on a treasure chest. There is only one right combination, and everyone in the class keeps saying verses in the hopes that one of the combinations that they get is the one that opens the lock. At the end of the night, all the children meet in a central room and the true combination is revealed. Those who have that combination get to take a prize out of the chest.
- **First Class Night** – First Class Night is designed to get the children to say extra verses and complete extra pages in their books. For each page that gets signed off, the child gets to choose a seat on an airplane. There are 56 open seats on the airplane, but only one is the right seat, and everyone in the class keeps saying verses in the hopes that they will pick that seat. At the end of the night, all the children meet in a central room and the winning seat is revealed. Those who chose that seat get to take a prize out of the chest.
- **Greedy Gold Miners Night** - Greedy Gold Miners Night is designed to get the children to say extra verses and complete extra pages in their books. For each page that gets signed off, the children earn one chance to reach into a paper bag and grab a Skittle out without looking. Those who find a valuable golden nugget (i.e. a yellow skittle) earn a special prize. The more pages you complete, the better chance you have of striking it rich.
- **Greedy Gold Miners Night/Radiant Royalty Night** - This particular night combines two of our fun nights together into one night(Radiant Royalty Night & Greedy Gold Miners Night). The children are encouraged to wear a King's Crown that they make or bring along with them. The children will also be competing to find the King's Jewels. For each page that gets signed off, the children earn one chance to reach into a paper bag and grab a Skittle out without looking. Those who find a valuable red ruby (i.e. a red skittle) earn a special prize. The more pages you complete, the better chance of winning a king's ransom.
- **Last Chance Night** – Last Chance Night is a special last chance night for the kids to complete as many pages in their books as they can. This night should be done on the last night the children are allowed to complete pages out of their books. On this special night tell the kids there will be a special prize for

the child who completes the most pages out of their book. Remind them of “World Records” set in previous years (For instance see if anyone can beat the record of 16 checkpoints that was set at your church the year before, or which class can say a combined 45 checkpoints to beat the record from the year before). On this special night you can also offer that the kids can stay back and miss game time in order to get more pages completed.

- **On the Spot Night** – On the Spot Night is designed to get the kids to complete a bunch of checkpoints and verses from their books. How it works is that one of your leaders (preferably your commander) will use a washable marker and cover themselves in spots before Expeditions. Each checkpoint that the child completes out of their books will earn them a chance to take one guess as to how many spots they think the leader has on them. The ones who guess correctly or closest will get a prize at the end of the night.
- **Open Door Night** – Open Door Night is designed to get the children to say extra verses and complete extra pages in their books. Each classroom will receive a game card that has three rooms (a red room, a blue room, and green room). Each of those three rooms has 4 doors for the children to choose from. Remind the children that only one of the doors in each room is unlocked and that the goal is to find all three unlocked doors and be able to exit from the escape room. Each time a child completes a checkpoint in their book, they get to choose one door from each of the three rooms and have their leader write their choices next to their name on the answer sheet. At the end of the night, all the children meet in a central room and the three unlocked doors are revealed. Those who chose those doors get to take a prize out of the chest.
- **Peculiar Pet Night** – Peculiar Pet Night is designed to get the children to say extra verses and complete extra pages in their books. For each page that gets signed off, the child gets to choose one animal on the animal card. There is only one peculiar pet that is the right one, and everyone in the class keeps saying verses in the hopes that one of the pets that they chose is the right one. At the end of the night, all the children meet in a central room and the peculiar pet is revealed. Those who chose the right pet get a prize.
- **Pick a Card Night** – Pick a Card Night is designed to get the children to say extra verses and complete extra pages in their books. At the start one large playing card is hidden in an envelope in each room. For each page that gets signed off, the child gets to choose one of 40 playing cards on the game sheet to write their initials on. At the end of book time, the leader will pull the larger card out of the envelope and see which child chose that card on the game sheet. That child (or children) that chose the right card will be given a prize.
- **Punch Out Night** – Punch Out Night is designed to get the kids to complete a bunch of checkpoints and verses from their books. How it works is that each child is given a punch card at the beginning of book time. The punch card has the numbers 1-40 along the edges of it. Each checkpoint that the child completes lets them choose one number for their leader to punch out with a hole puncher. At the end of book time, the leader will pull out a secret

envelope and read off the winning numbers. The children get a prize for every number they punched out correctly.

- **Ship Shape Night** – Ship Shape Night is designed to get the children to say extra verses and complete extra pages in their books. For each page that gets signed off, the child gets to choose one shipping box on the card. There is only one box that is the right one, and everyone in the class keeps saying verses in the hopes that one of the boxes that they chose is the right one. At the end of the night, all the children meet in a central room and the right box is revealed. Those who chose the right box get a prize.
- **Spotted Fever Outbreak Night** - Spotted Fever Outbreak Night is designed to get the children to say extra verses and complete extra pages in their books. An outbreak of spotted fever has overtaken your church. In order to get rid of these spots, the children in your class have to complete pages out of their books. Each page they complete earns them a spotted fever pill (a skittle) and allows them to get rid of one spot. Have a competition to see which class can get rid of the most spots.
- **Square One Night** – Square One Night is designed to get the children to say extra verses and complete extra pages in their books. For each page that gets signed off, the child gets to choose one square on the card. There is only one square that is the right one, and everyone in the class keeps saying verses in the hopes that one of the squares that they chose is the right one. At the end of the night, all the children meet in a central room and a leader picks out two number cards (such as 4 and 3) or rolls two dice. The child from each classroom whose name is written in that square (row 4, column 3) gets a prize.
- **Ticket Master Night** – Ticket Master Night is designed to get the children to say extra verses and complete extra pages in their books. For each page that gets signed off, the children get to write their name on a ticket and turn it in to the commander. At the end of the night, all the children meet in a central room and tickets are pulled from a box. Those whose name is read off of their ticket get a prize.
- **That's the Ticket Night** - That's the Ticket Night is designed to get the children to say extra verses and complete extra pages in their books. For each page that gets signed off, the children earn one raffle ticket. At the end of the night, all the children meet in a central room and the tickets are chosen. Those whose ticket number matches the winning number get a prize.
- **Treasure Chest Quest Night** - Treasure Chest Quest Night is designed to get the children to say extra verses and complete extra pages in their books. For each page that gets signed off, the child gets to choose one key. There is only one key that opens the lock, and everyone in the class keeps saying verses in the hopes that one of the keys that they chose is the one that opens the lock. At the end of the night, all the children meet in a central room and the true key is revealed. Those who chose the right key get to take a prize out of the chest.

Group 5 – Fun Nights (End of the Year Events):

- **All-Star Challenge Night** – All-Star Challenge Night is a special night of athletic ability. On this night kids will attempt to score like the pros by shooting basketballs, putting golf balls, shooting hockey pucks, throwing footballs and baseballs and kicking soccer balls. The kids will aim to score the most points in each event to be named the All-Star Champion. It is an ideal event for the end of the year the week before your awards ceremony.
- **All-Star Challenge Night/Fan-tastic Fan-atic Night** - This particular night combines two of our fun nights together into one night (All-Star Challenge Night & Fan-tastic Fanatic Night). The children are encouraged to Show Their Spirit by wearing their favorite team's logo, jersey, hat, pants etc. They are also going to Show Their Skill by attempting to score like the pros by shooting basketballs, putting golf balls, shooting hockey pucks, throwing footballs and baseballs and kicking soccer balls. The kids will aim to score the most points in each event to be named the All-Star Champion.
- **Big Little Car Race Night** - The Big Little Car Race Night is night of racing. Each child brings a Matchbox or Hot Wheels car in from home and competes in various racing events throughout the night. It is an ideal event for the end of the year the week before your awards ceremony.
- **Life-Size Board Game Night** – Life-Size Board Game Night takes some the fun board games that kids are used to playing at home and makes them larger than life allowing the kids to actually be the pieces of the game board. The Life-size Board Games you'll play include: Guess who, Yahtzee, Battleship, Rock...Paper...Scissors, Scrabble, Hungry Hippos, and Cootie.
- **Mighty Hunter Night** – Mighty Hunter Night is a night of hunting. On an Expedition soldiers need food. People all over the world have learned to hunt in different ways. This fun night makes a competition out of shooting arrows, water balloons, Q-tips, darts, and also includes some fishing and trapping competitions as well. It is an ideal event for the end of the year the week before your awards ceremony.
- **Odd Olympics Night** – *(This night is just an idea and has not been tested out yet) The Odd Olympics Night is night for champions. However you won't be competing in usual Olympic events, but instead will transform Olympic events into fun and silly almost hillbilly type of competitions that the kids are sure to enjoy. It is an ideal event for the end of the year the week before your awards ceremony.*
- **Putter Nonsense Night** – On Putter Nonsense Night, the children will compete in various putt-putt golf type of games using unusual kinds of clubs and hitting unusual kinds of golf balls. The goal of the night is work with your team mates to get the highest score possible on all of the events.

Group 6 – Fun Nights (Missions & Expedition Review):

- **Backtrack Blitz Night (England)** – Backtrack Blitz Night is a fun trivia game show type of night designed to go back and review the ground you have

covered on your Expedition. Review question topics include: the missionary that the kids learned about in their books, facts about the country they learned about, facts about the wildlife that they learned about in their books and wildlife lessons, and the missionary from your church that your children wrote letters to, prayed for and collected an offering for in your Missions Participation lessons.

- **Backtrack Blitz Night (Burma)** – This night will work exactly like all the other Backtrack Blitz Nights except that all the questions will be specific to the Burma Expedition.
- **Backtrack Blitz Night (India)** – This night will work exactly like all the other Backtrack Blitz Nights except that all the questions will be specific to the India Expedition.
- **Backtrack Blitz Night (Vanuatu)** – This night will work exactly like all the other Backtrack Blitz Nights except that all the questions will be specific to the Vanuatu Expedition.
- **Backtrack Blitz Night (Africa)** – This night will work exactly like all the other Backtrack Blitz Nights except that all the questions will be specific to the Africa Expedition.
- **Backtrack Blitz Night (China)** – This night will work exactly like all the other Backtrack Blitz Nights except that all the questions will be specific to the China Expedition.
- **Interact - Missions Participation Night** - This night is one night of three to go along with one of the three lessons on missions participation. After the lesson on this night encourage the children to go home and write a letter to a missionary in your church. See how many children can bring fliers back and award either by class or individuals for participation.
- **Intercede - Missions Participation Night** - This night is the second night of three to go along with one of the three lessons on missions participation. After the lesson on this night encourage the children to go home and pray two times for a missionary in your church. See how many children can bring back the other part to this flier signed by their parents that says that they prayed. Award either by class or individuals for participation.
- **Invest - Missions Participation Night** - This night is the third night of three to go along with one of the three lessons on missions participation. After the lesson on this night encourage the children to go home and bring in a coin offering to give to a missionary in your church. See how many children can bring coins and have a class competition for the class who brings the most in.
- **Rewind Night (England)** – England Rewind Night is a fun trivia game show type of night designed to go back and review the ground you have covered on your Expedition. Review question topics include: the missionary that the kids learned about in their books, facts about the country they learned about, facts about the wildlife that they learned about in their books and wildlife lessons, and the missionary from your church that your children wrote letters to, prayed for and collected an offering for in your Missions Participation lessons.
- **Rewind Night (Burma)** – This night will work exactly like all the other Rewind Nights except that all the questions will be specific to the Burma Expedition.

- **Rewind Night (Vanuatu)** – This night will work exactly like all the other Rewind Nights except that all the questions will be specific to the Vanuatu Expedition.
- **Rewind Night (India)** – This night will work exactly like all the other Rewind Nights except that all the questions will be specific to the India Expedition.
- **Rewind Night (Africa)** – This night will work exactly like all the other Rewind Nights except that all the questions will be specific to the Africa Expedition.
- **Rewind Night (China)** – This night will work exactly like all the other Rewind Nights except that all the questions will be specific to the China Expedition.

MORE COMING SOON...

