

FUN NIGHT IDEAS

Mighty Hunter Night

Basic Overview:

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. Due to the number of things you do on this night, there is no room for a verse time or a game time (although it is really like one big game time throughout the night). Because of that, this night is ideal as an end of the year event for after you have placed your order for your awards but before your actual award's ceremony occurs.

Choose from the various events in the pages below and have a blast. Leaders and kids really get into this night!

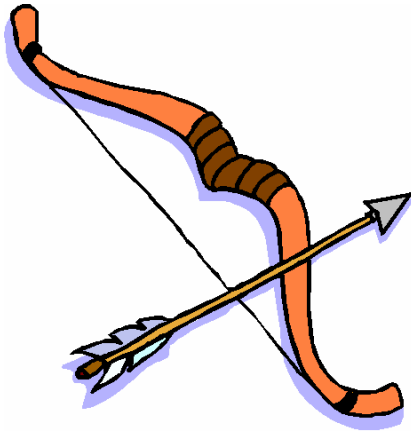
Additional Ideas:

Put up racing flags and even perhaps get some of the parents involved in this night as well.

Reminder Flyer:

See the flyer on the next page.

Remember, next week is...

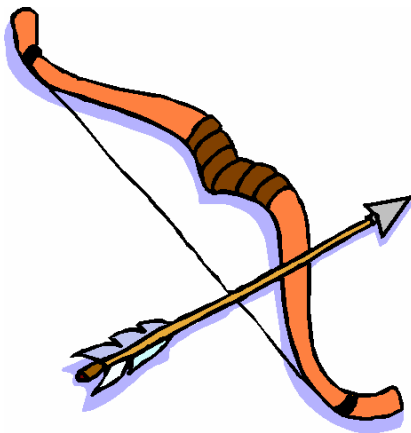


MIGHTY HUNTER NIGHT

Join our hunting party and learn all about some interesting ways that explorers hunt for their food on an Expedition. We will be having several fun filled hunting competitions for you to compete in against your classmates this coming week. Special prizes will be given to the winners of each of the different hunting events. There will not be any time to say verses this week.



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Mighty Hunter Night

Instructions sheet - for Leaders



Staffing for the Night – (this is where I need you to be)

We will be creating the following teams during opening time next week. Once we have divided up, please assist the team you are with to each of the events of the night. Leaders who are not running a station below will be helping one of the teams out below getting from station to station. The teams are as follows:

- Hunting Party #1–
 - This team is made up of half of all of the 1st-3rd graders there that night and half of the 1st-3rd grade leaders. (For example if there are 50 1st-3rd graders present that night this team would be made up of 25 of children).
- Hunting Party #2 –
 - This team is made up of the other half of the 1st-3rd graders and 1st-3rd grade leaders. (For example, again if there are 50 1st-3rd graders present that night this team would be made up of the other 25 children)
- Hunting Party #3 –
 - This team is made up of one third of all of the 4th-6th graders there that night and half of the 4th-6th grade leaders. (For example, if there are 60 4th-6th graders present that night this team would be made up of 20 of children).
- Hunting Party #4 –
 - This team is made up of one third of all of the 4th-6th graders there that night and half of the 4th-6th grade leaders. (For example, if there are 60 4th-6th graders present that night this team would be made up of 20 of children).
- Hunting Party #5 –
 - This team is made up of one third of all of the 4th-6th graders there that night and half of the 4th-6th grade leaders. (For example, if there are 60 4th-6th graders present that night this team would be made up of 20 of children).

Schedule for the Night:

	Station 1 <i>Poison Dart Station</i>	Station 2 <i>Dart Gun Station</i>	Station 3 <i>Fishing Station</i>	Station 4 <i>Balloon Slingshot Station</i>	Station 5 <i>Bow & Arrow Station</i>	Station 6 <i>Lesson and Bear Trap Station</i>
6:55 – 7:10	Opening Time / Explanation of Hunting Events – location: Gym					
7:10 - 7:20	5	4	3	-----	-----	1 and 2
7:20 – 7:30	4	3	5	-----	-----	1 and 2
7:30 – 7:40	-----	-----	-----	2	1	3, 4, and 5
7:40 – 7:50	-----	-----	-----	1	2	3, 4, and 5
7:50 – 8:00	3	2	1	4	5	-----
8:00 – 8:10	2	1	4	5	3	-----
8:10 – 8:20	1	5	2	3	4	-----
8:20 – 8:30	Awards Time – Location: Gym					
8:30 -	Dismissal – Location: Room 111					

Set-up for the Night:

- Opening Time –
 - **Location:**
 - **Leader(s) running it:**
 - **Setup:** Opening time will be done in the gym. We will either set up the bleachers (but instead of setting them up underneath the basketball hoop where they normally are, we need the three bleachers set up down the middle of the gym facing away from the parking lot) or we will just have the children sit on the floor. Everyone will start in the gym for an “opening time.” We will spend this time giving a general explanation of the hunting events and dividing the children up into teams.
 - **Items needed:** none

- Station 1 – Poison Darts Station
 - **Location:**
 - **Leader(s) running it:**
 - **Setup:** For this station we will place a number of paper plates on the floor with point values written on them. The kids will each be given a straw and three Q-tips. Each child will put the Q-tips into the end of their straw and then blow from the other end to shoot their Q-tip and try to land it on one of the plates. Total up the points each child earns with their three shots. I need a first place winner out of each group of kids that comes to your station.
 - **Items needed:** (1.) Plates (2.) Straws (3.) Q-tips (4.) Paper or notebook to keep track of scores and the names of the winners.
 - **Please clean up your event at the end of the night, bring all supplies to _____, and leave this room ready for school the next day.**

- Station 2 – Dart Gun Station
 - **Location:**
 - **Leader(s) running it:**
 - **Setup:** For this station we will use two dart guns that each have 3 darts in them. We will draw two big targets on the white board in the front of the room. The kids will fire their 3 darts in their dart gun at the board and try to score the most points they can with their 3 shots. Total up the points that each child earns. I need a first place winner out of each group of kids that comes to your station.
 - **Items needed:** (1.) Dart Guns (2.) A Marker to draw target on board (3.) Damp paper towel to help darts stick. (4.) Paper or notebook to keep track of scores and the names of the winners.
 - **Please clean up your event at the end of the night, bring all supplies to _____, and leave this room ready for school the next day.**

- Station 3 – Fishing Station
 - **Location:**
 - **Leader(s) running it:**
 - **Setup:** For this station we will use a fishing pole that has a magnet tied to the end of the string. We will place a bunch of paper plates on the floor face down that have point values written on the underside. The plates will also have a paperclip along the edge. Each child will pick whatever “fish” they want, lower the magnet down so it grabs the paperclip of and catches the “fish” they want. Whichever child catches the fish that has the highest point value written on the underside is the winner. I need a first place winner out of each group of kids that comes to your station.
 - **Items needed:** (1.) Fishing Pole (2.) Fish (plates) (3.) Paper or notebook to keep track of scores and the names of the winners.
 - **Please clean up your event at the end of the night, bring all supplies to _____, and leave this room ready for school the next day.**

- Station 4 – Giant Slingshot Station
 - **Location:**
 - **Leader(s) running it:**
 - **Setup:** For this station we will use my big 3 person slingshot/water balloon launcher and shoot water balloons at a target (large garbage can) sitting on the baseball field. The one who lands closest to the target will be the winner. Sunset is not until 8:52 p.m. so we should be fine with sunlight. I need a first place winner out of each group of kids that comes to your station.
 - **Items needed:** (1.) Slingshot (2.) Water balloons (3.) Cone or target (4.) Paper or notebook to keep track of scores and the names of the winners.
 - **Please clean up your event at the end of the night, bring all supplies to _____, and leave this room ready for school the next day.**

- Station 5 – Bow and Arrow Station
 - **Location:**
 - **Leader(s) running it:**
 - **Setup:** For this station we will use three bows and arrows and have the kids shoot and try to land closest to a target (large garbage can) in the field. Each child can fire three arrows. I need a first place winner out of each group of kids that comes to your station.
 - **Items needed:** (1.) 3 PVC Bows (2.) 14 wooden arrows (3.) A cone or target (4.) Paper or notebook to keep track of scores and the names of the winners.
 - **Please clean up your event at the end of the night, bring all supplies to _____, and leave this room ready for school the next day.**

- Station 6 – Trapping Station & Lesson
 - **Location:**
 - **Leader(s) running it:**
 - **Setup:** During the lesson, I will give each child a half sheet of paper with a bear trap picture on it and a number in the corner. During my lesson call out and say, “Traps 2, 7, 15, 21, and 23 just snapped closed, put you papers under your chair.” At the end of the lesson there will only be one trap that is still open. I will have just one winner out of each group of kids that comes to this station.
 - **Items needed:** (1.) Bear trap papers (2.) Paper or notebook to keep track of scores and the names of the winners.
 - **Please clean up your event at the end of the night, bring all supplies to _____, and leave this room ready for school the next day.**

- Awards Time
 - **Location:**
 - **Leader(s) running it:**
 - **Setup:** An award table
 - **Items needed:** Awards

- Dismissal – Same as always in room _____ – leaders staying after

Mighty Hunter Night

Lesson for Lesson Time



1 Corinthians 10:13 – There hath no temptation taken you but such as is common to man: but God is faithful, who will not suffer you to be tempted above that ye are able; but will with the temptation also make a way to escape, that ye may be able to bear it.

How many of you have ever seen one of these (hold up a mousetrap)? What would I use it for? To catch mice! So if I want to catch a mouse all I have to do is hold this here in my hand and say “here mousy, mousy, mousy” right? No, there’s a little bit more to it than that. In lesson time tonight we are going to talk about another way that a mighty hunter might hunt for food...that is by setting traps. There are many different kinds of traps used to catch animals. Animals must watch out for the traps of the hunters. The Bible says that Christians also should watch out for a trap...the trap of sin. On the board I have written two categories: “How sin can win over you” (with three T’s underneath it) and “How you can win over sin” (With 3 R’s underneath it). You choose where you want to end up.

At the end of our lesson tonight we are going to have another small hunting game/competition. I would like the leaders to pass out one of these half sheets of paper to everyone in here. You’ll notice when you get the paper that there is a picture of a big trap on it. This is a trap that is used to catch bears. You’ll also see that each page has a number in the corner. At the end of my lesson tonight I will say something like this “traps 45, 52, 63, and 99 have all snapped closed and you are trapped.” If you are holding one of those traps then you must put it on the floor under your chair. At the end the winner will be the only one whose trap is still open.

- **The Picture** – Sin works just like a hunter’s trap does.

- **How Sin Can Win Over You...**

- **Sin tricks** – (*James 1:14 ...every man is tempted, when he is drawn away of his own lust, and enticed*)
 - We all agree I can’t just say “here mousy, mousy mousy” and catch a mouse. I need to trick the mouse don’t I? What else do I need for this trap to work? (allow for answers) I need some bait! What kind of bait would be good to catch a mouse with? (allow for answers) Cheese, or maybe peanut butter. Could I use just a picture of cheese? No it has to be the real thing! So if my trap is going to work I need **bait** and then I also have to **set** the trap (demonstrate setting the trap for the kids) and I have to **set it** in a place where the mouse is going to walk by and find it and see it.
 - Eventually, the mouse will smell the bait and move in for a closer look (use a stick or straw to represent the mouse). At first the mouse would be cautious about the trap (move the end of the straw closer and closer to the trap). The bait smells and looks so good. In fact, the mouse pays more attention to the bait than to the trap. Pretty soon, its desire to take the bait becomes too strong and his concern about the strange device is overwhelmed by his appetite. The mouse decides it has to have that tasty treat...
 - **Bible Application:**
 - The Devil knows how to make sin look good, how to put in a place that will tempt us, and how to make us forget about the consequences for it.

- *Maybe you might be tempted to steal candy from a store and might think of how good it will taste...*
- *Maybe you might be tempted to lie and might think about how nice it would be to not be punished for what you just did wrong...*
- *Maybe you might be tempted to lie so that others will think did something really great and everyone will like you...*
- *Maybe you might be tempted to cheat because you think about how happy your parents will be that you got a good grade on the test...*
- *Maybe you might be tempted to say mean things to others because you think about how much better you will feel after you give that mean person what they deserve...*
- *It looks like it would be a lot know I shouldn't do that, but look at how much fun everyone seems to be having ...*
- *or like something all the cool or popular kids are doing ...*
- *or like something you can't live without having...*
- *or that nobody will know if you do it...*
- *Or that you'll only do it just this one time and never again...*
- Sin offers us something we think we really want with the promise we'll not get caught and all will be fine... it tricks us
- Just like mouse bait, sin might look good or like it is a lot of fun, but don't be tricked, it is not what it seems, it is a trap, and we'll get hurt if we take the bait.
- **Sin Traps** – (*Hebrews 12:1 -...Let us lay aside every weight, and the sin which doth so easily beset us..., 1 Tim 3:7 – ...lest he fall into reproach and the snare of the devil...*)
 - So our mouse is tricked by our bait and forgets about the trap. He only thinks about that cheese and how good it will taste. (Use a straw, pencil, or small stick and walk it up to the mouse trap trigger) He moves in and...SNAP! Look what happened with my mousetrap and my straw. This straw is not going to be getting away. Maybe it's the mouse's foot that gets caught in the trap, like the bear trap on you sheet just catches one leg of the bear. They are caught. The more they fight it, the more stuck they get in the trap.
- **Bible Application:**
 - Sin will trap us in feelings of guilt and shame that we wish we did not have and will make us do other sins to try to cover up the sin we already did. Just like a bear might try to get away from the trap but only gets more tangled up and stuck in it, one sin often tangles us up in a big mess. You only meant for it to be "just this once..." but...
 - *the lie you told, will soon mean that you have to tell another lie to cover it up.*
 - *That thing you stole, will soon mean you have to come up with a lie where you got it from.*
 - *The mean thing you say, leads to mean things being said back, which leads you to say more mean things.*
 - Most of the time sin doesn't stop with just one sin, it requires you to sin more and more to cover it up.
 - Sin also brings with it feeling of guilt and shame for what we have done.
- **Sin Trashes** – (*Numbers 32:23 – ...be sure your sin will find you out, Mark 7:23 - All these evil things come from within, and defile the man.*)

- So our mouse is now stuck in the trap. He cannot get away. He knows now how dumb it was to go after that cheese. He is stuck there until the hunter comes and decides what to do with him. For most mice, this one bad decision means they are done for.
- **Bible Application:**
 - Even just one sin has an effect on us, and just one sin might destroy our lives or our testimony for a very long time. Think about it...
 - Just one sin breaks your relationship with God...
 - Just one sin takes away your joy and peace...
 - Just one sin takes away other's trust in you...
 - Just one sin hurts your testimony...
 - Just one sin hurts your parents and the Lord...
 - Just one sin brings guilt and shame...
 - Just one sin makes it easier to do that same sin again...
 - Many people try drugs just one time and they are trapped for life, others steal one thing and later realize that they will have to go to prison for a big part of their because of something that was inside. Some sins never let you go once you start down their path.
 - Every sin has a consequence and hurts us...

Sin takes you farther than you want to go...

Sin keeps you longer than you want to stay...

Sin costs you more than you want to pay...

○ **How You Can Win Over Sin...**

- **Be Ready** – don't wait until it strikes, be prepared to take on temptation (*Eph 6:11 - Put on the whole armour of God, that ye may be able to stand against the wiles of the devil.*)
 - Pray that God will keep you away from it...
 - Memorize Bible verses that you can quote when you face temptation...
 - Have a person you can call on to ask for help when facing it...
- **Be Resisting** – (*Proverbs 1:10 - My son, if sinners entice thee, consent thou not. , James 4:7 - Submit yourselves therefore to God. Resist the devil, and he will flee from you.*)
 - When you find yourself in a tempting place...fight back. Refuse to give in...say no to temptation, remember what happens to those who give into sin... it is never what you thought it would be, it always takes you further than you wanted to go...always...pray hard that God will help you, call someone to help you...
- **Be Running** - (*2 Tim. 2:22 - Flee also youthful lusts: but follow righteousness, faith, charity, peace, with them that call on the Lord out of a pure heart.*)
 - Just like my son in the backyard when he sees a bee (scream and run across the front of the room). Flee means to get out of there. When faced with temptation the best thing to do is get away from it. The longer you stick around temptation, the harder it will be to not do it. Run from it, or think about other things, get your mind and body out of there.
- **Be Repenting** – (*1 John 1:9 - If we confess our sins, he is faithful and just to forgive us our sins, and to cleanse us from all unrighteousness.*)

- When we do fall into sin's trap, ask God's forgiveness, turn your back on the sin, don't go back to it and move on for the Lord...

It's time to see who wins our little trap game...

Everyone stand up... Now I am going to start reading trap numbers that have snapped shut. If your trap number is read it means you have been trapped and must have a seat. We'll see which person's trap stays open.

These traps are closed:

4, 9, 13, 16, 21, 26, 33, 38, 41, 49...

2, 8, 14, 18, 24, 27, 34, 36, 44, 48...

1, 5, 12, 19, 23, 29, 31, 35, 45, 50...

3, 6, 10, 15, 25, 30, 32, 37, 43, 47...

7, 17, 20, 22, 28, 39, 40, 42, 46...

Trap #11

MIGHTY HUNTER
NIGHT



MIGHTY HUNTER
NIGHT



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NIGHT



MIGHTY HUNTER
NIGHT



Mighty Hunter Night

Weapon Assembly and Instructions



Poison Dart Blow Gun -

Give each child a drinking straw and Q-tips. The child will insert the Q-tip in one end as shown to the right and then the child will blow from the other end to fire the “poison” dart out. Paper plates will be set on the floor for the child to try to land their “poison” dart on. Whichever plate the dart lands on, is how many points the child earns.



Dart Gun -

Each child will use a Nerf © or other dart gun with suction cup darts. A target can be drawn on a dry erase board, chalk board, window, etc. for the children to shoot at. Ensure that children do not horse around, or point the gun at anyone else to avoid eye injuries of any kind. Each child will fire a select number of darts at the target and points will be given based on where they hit the target.

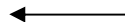
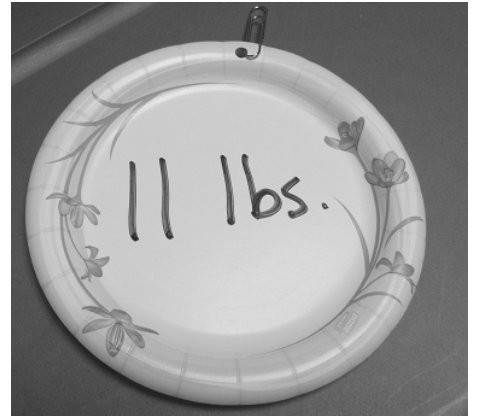
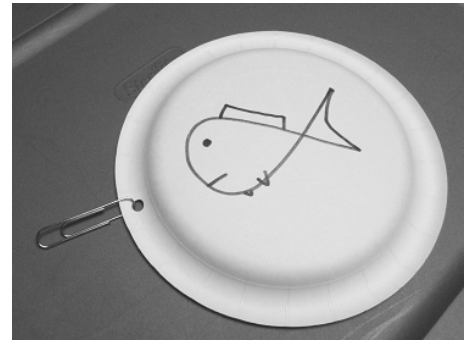


Fishing Pole -

Draw a fish on one side of a paper plate and a point value or weight on the other side of several plates as seen to the right. Punch a hole along the edge of the paper plate and run a paperclip through the hole as shown.

Create a fishing pole out of about a 4 foot section of PVC pipe. Attach a string that is about 3 feet in length to the end of the pole. Lastly tie or tape a magnet to the end of the string.

To play the competition lay all of the plates out on the floor with the fish side up. One at a time, allow the kids to use the fishing pole to hook whatever fish they want. The winner is the one who catches the heaviest fish or the one with the highest point value.



3 Man Slingshot -

As described in the instructions of the slingshot, have two leaders hold each of the legs of the slingshot. Each child will step up and grab one water balloon out of a bucket, pull the balloon back, and attempt to hit a cone or target in the parking lot or a field by your church. Whoever gets the closest to the target is the winner.

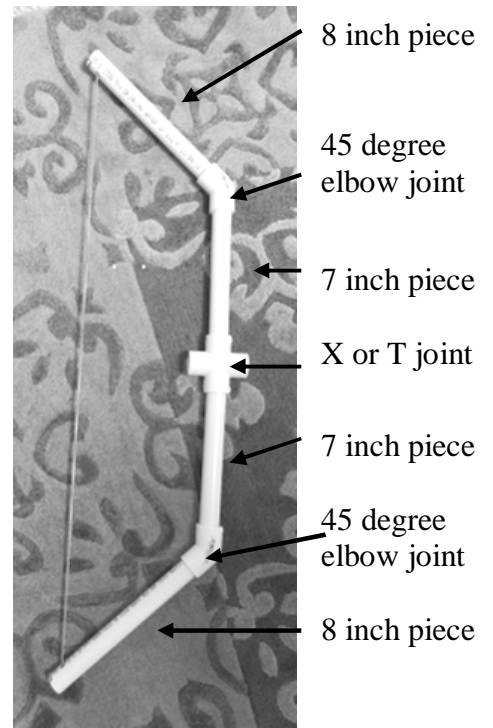
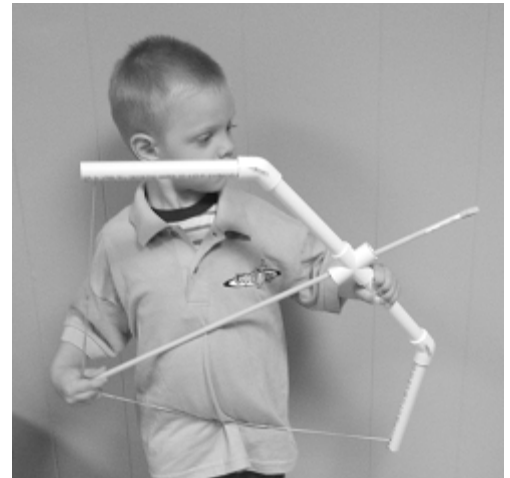


Bow and Arrow -

To create the bow, Take a ½ inch piece of PVC pipe. Cut two 8 inch pieces, and two 7 inch pieces. Assemble the pieces using elbow joint and X or T joints. Then fasten a rubber band as shown in the pictures.

To create arrows. Take a 5/16 dowel rod and cut to create arrows that are approximately 23.5 inches long (almost 2 ft). Place a pencil eraser on the tip of the arrow and use a saw or drill to cut a small groove at the base of the arrow to help it grab the rubber band better.

Children will compete by shooting arrows at a target. Ensure that children do not horse around, or point the arrow at anyone else to avoid eye injuries of any kind. The winner is the one whose arrow gets the closest to the target. The rubber bands and bows themselves should be easy enough for even a three year old to fire them.



EXPEDITIONS – Mighty Hunter Night

Name of your Station (circle one):

Poison Dart Station	Dart Gun Station	Fishing Pole Station	Giant Slingshot Station	Bow & Arrow Station	Bear Trap Station
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Hunting party #1 winner: _____
(This is half of the 1st-3rd graders)

Hunting party #2 winner: _____
(This is half of the 1st-3rd graders)

Hunting party #3 winner: _____
(This is one third of the 4th-6th graders)

Hunting party #4 winner: _____
(This is one third of the 4th-6th graders)

Hunting party #5 winner: _____
(This is one third of the 4th-6th graders)

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Hunting party #4 winner: _____
(This is one third of the 4th-6th graders)

Hunting party #5 winner: _____
(This is one third of the 4th-6th graders)

