

Spokes Relay

Principle 3: Always Finish What You Start
Principle 5: Be Tough, But Fair
Principle 7: Ride for the Brand

Group Size: **Materials:**

12+ participants

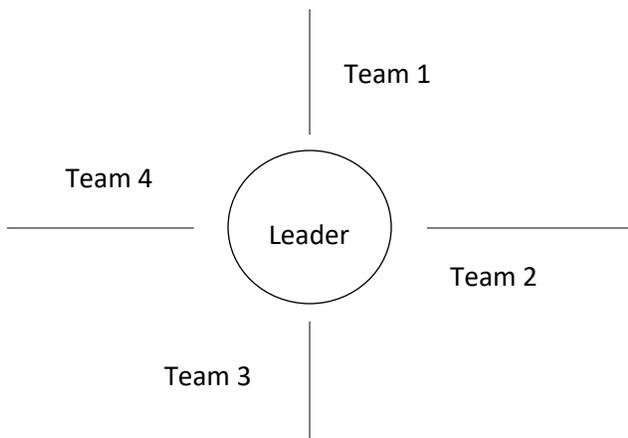
* Just Kids!

Objective:

Members will participate in a competition that requires them to work together to reach the leader and encourage their teammates to gain as many points as possible.

Activity:

1. The leader of the game will stand in the middle of the room.
2. The group of members will be divided into 4 equal teams and each team member given a number (1 to however many are on each team total). If there is an unequal number of members, someone on each team will have two numbers.
3. The team members will stand in numbered order, making a cross with the 4 teams, and the leader in the middle ... like spokes on a wheel.
4. The leader shouts out a number and the person in each line with that number leaves their line, runs 1 lap around the outside of all the teams.
5. When they get back to their team's line, they must crawl through the legs of their teammates and the first one to touch the leader's foot gets a point for their team.
6. The game can go on as long as time allows, and the team with the most points wins!



Discussion:

- What was difficult about this game?
- What was easy about this game?
- How did it feel to win? To not win?
- What made your team successful or not?
- How does this activity represent "Always Finish What You Start?"

Life Application & Purpose :

- Why is it important to "Always Finish What You Start?"
- What other things do you want to finish in your future?
- How do you encourage others in your life to finish what they start?
- What Principle do you feel you displayed in this activity?
- Any others? Why that one?
- What does that Principle look like in your life?
- Tell me about a time when ...