

Awana Fun Fair—Highlands Community Descriptions and Directions

Set-up time: 3-4 hours for two people
Decorations: 1 hour, one to two people

Map of game layout for the gym

Prizes needed: Stickers
Candy
Prizes/toys from Oriental Trading
Typically we'll put a small prize and a big prize on each table.

Games Directions:

—CUPCAKE WALK—

Floor markers
Cards for drawing a winner
Music or flag (in the noisy gym, a flag can work better for telling kids to stop on a number)
Ziplocks (for taking cupcake home)
Cupcakes



—FRISBEE TOSS—

Four Frisbees: red, blue, green, yellow
Object: to throw each frisbee through it's own color flap



—HOOSEGOW (Jail) —

~Sherriff and Deputy, dressed appropriately
Tape crepe paper strips to door jamb
Kids earn tickets at a game booth
They use the tickets to "throw" their friends in the Hoosegow
Length of stay: 1-2 minutes



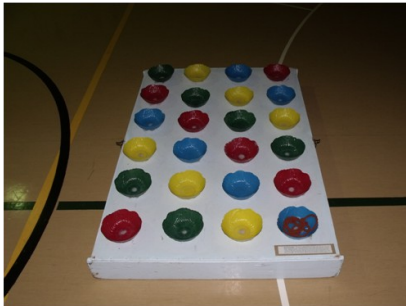
—BULL'S EYE—

Throw the soccer ball into the basket to win a big prize



—WHAT'S YOUR COLOR?—

Clubber tries to throw the disk into the bowl of their color team. If they get it in their color bowl, they win a big prize, if not, they win a small prize



—RESCUE THE RAFT—

Place "rafts" in a plastic tub with water.
Clubbers chooses one "raft", leader picks it up
If it has a yellow dot on the bottom, clubber wins a big prize, no yellow dot wins a small prize



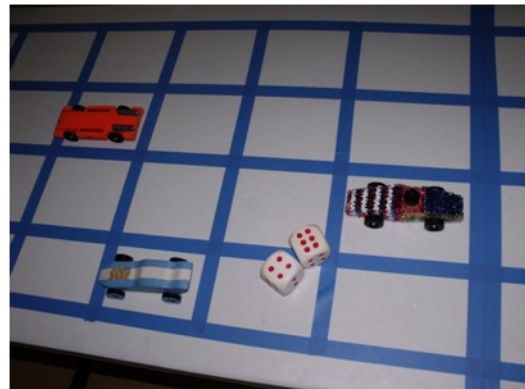
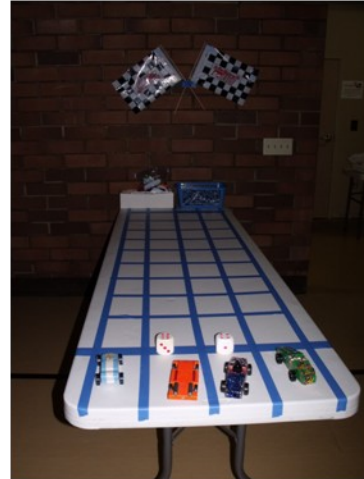
**Water tub missing from photo

—GRAND PRIX RACE—

Four Grand Prix Cars
Two big dice
Table, marked out with four race lanes
Flags for decoration

How to Play:

Clubbers choose their car. They take turns rolling one dice and moving their car that number. The first one to cross the finish line wins a big prize, other players win a small prize



—FACE PAINTING BOOTH—

Leaders paint small pictures on clubbers faces

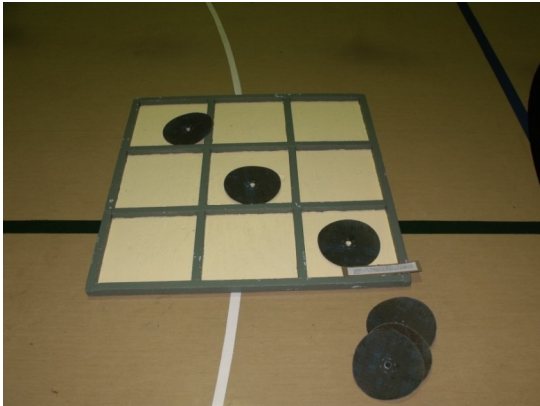
PERFECTION

Take all the pieces off the board
Set the Perfection game timer to 30 seconds
Clubbers race individually against the clock to place all the pieces in the proper place
If a clubber beats the timer, they win a big prize; if they don't place all the pieces, they win a small prize



TIC TAC TOE

6 sanding discs
Clubbers try to throw the discs to make three in a row



SPIN THE WHEEL

Clubbers spin the arm and win the prize that is in the quarter the arm lands on.



POT SHOT

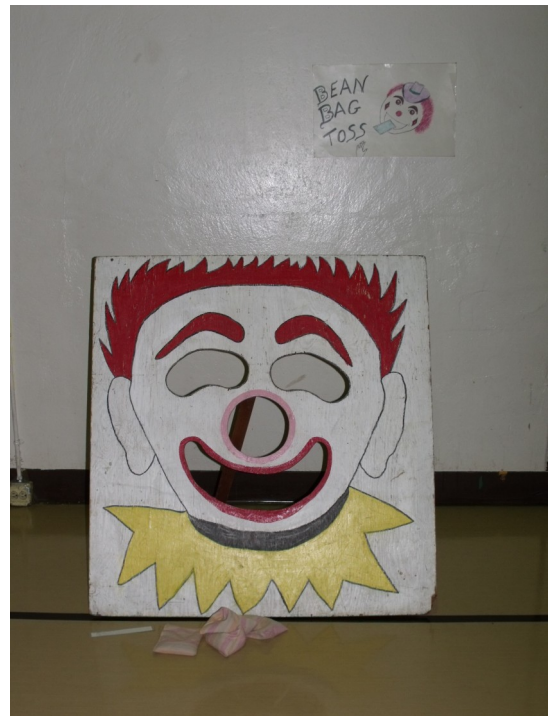
Turn Table with cups
4 ping pong balls

Turn on the turn table.
Clubbers try to throw a ball into the cup while it's spinning



BEAN BAG TOSS

4 Bean bags
Throw the bean bags through the holes



—SUCKER RING ‘EM—

Tootsie Pop suckers

Throw the rings and try to catch a lollipop.



—BEAN BAG SAFARI—

4 Bean bags in animal shapes

Clubbers try to throw the “animals” through the holes



—FOOTBALL THROW—

3 Nerf footballs

Clubbers have three chances to throw a football through one of the tires



—FISHING BOOTH—

—MINI GOLF—

3 golf balls and a putter

Clubber has three putts to get a hole in one

