LIFE NIGHT OVERVIEW

RUNNING BLIND
A LOW-BUDGET SOCIAL LIFE NIGHT

GOAL

The goal of this Life Night is for the teens to get to know each other, have fun, and grow in Christian community.

ABOUT THIS LIFE NIGHT

This social Life Night begins by welcoming and praying with the teens. The Proclaim involves a series of games in which some teens are blindfolded and others are not and act as guides. The games require minimal set-up and supplies. The Break is a testimony from a Core Member on the importance of community and a large group brainstorming session on how to develop community at Life Teen. The Send encourages the teens to be intentional about living in Christian community.

ENVIRONMENT

This is a fun Life Night that requires little preparation. Before the start of the Life Night, designate where the different games will be played and gather the supplies (blindfolds, snacks, poster board and marker.)

SOCIAL MEDIA HASHTAGS: #LT_RunningBlind #WalkByFaith

TWITTER

• “Let us think of ways to motivate one another to acts of love and good works.” - Hebrews 10:24
• “We have all known the long loneliness and we have learned that the only solution is love and that love comes with community.” –Dorothy Day

• Community is no accident. It is an intentional act toward friendship that brings us closer to Christ!

AS YOU GET STARTED...

For a larger group, have all the games going on simultaneously so teams can rotate through them.

For a smaller group, play the games one at a time.

Notes:

________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
LIFE NIGHT: **RUNNING BLIND**

**GATHER**

**Welcome and Prayer (5 min)**
Gather the teens into the main meeting space. Welcome them to the Life Night and begin in prayer.

**PROCLAIM**

**“Running Blind” (40 min)**
This Life Night contains a series of games and challenges requiring some to be blindfolded and others to act as guides. The youth minister breaks the teens into teams of six. Within each group of six, two teens are blindfolded, and each blindfolded teen has two guides. A Core Member is stationed at each game to instruct the teens as they rotate through the games. Before each game, the teams are allowed to switch which two people wear the blindfolds.

**Game #1: Running Blind**
This game consists of a simple race from one side of the room to the other and back. But, each team must fulfill these requirements during the race: 1) The blindfolded teens must remain blindfolded, 2) One person must be carried, 3) There must be one “wheelbarrow” (one teen using his hands while another teen holds their legs up), and 4) All team members must remain linked or touching in some way the entire time. All team members must cross the finish line. First place winning team receives 10 points. Second place, 5 points. Third place, 1 point.

**Game #2: Blind Banquet Relay**
This game is played in a relay and the teens that are not blindfolded are “mute” or not allowed to speak. All teams gather around a basket that holds “snacks” of various kinds. Each team of six is split into two groups of three consisting of one blindfolded teen and their two, muted guides. When the Core Member says, “Go,” each group of three rushes to the basket, selects a snack, and feeds it to the blindfolded teen. Then, they return to their spot and the other half of their team repeats this. The first team to eat a total of five wins. The winning team receives 5 points. Second place, 3 points. Third place, 1 point.

Use only snacks that do not contain common allergens, such as nuts, and ask the teens of any allergies before the game begins.

**Game #3: Blind Crossing**
All teams playing this game are gathered against one wall. The rules are as follows: 1) Each team member must be carried from one wall (where they are starting) to the opposite wall, 2) Each team member is only allowed to carry someone once, and 3) After everyone is across, each team member must be carried back in the reverse order. The first team to complete this receives 15 points. Second place, 10 points. Third place, 5 points.

**Game #4: Blind Gauntlet**
This is a large group game. The youth minister gathers all the teens into the main meeting space. Half of the teams will be “attackers.” The object is for each team to cross the room without letting the two blindfolded teens get hit by dodge balls thrown by the other team attacking them. The first team to make it across wins 10 points. Second place, 5 points. Third place, 1 point. Then, the teams switch and the team that was trying to cross now attacks the other team with dodge balls.

During this game, the teens wearing blindfolds may remove their blindfolds when they are on the attacking side.

The team to collect the most points wins.
**BREAK**

**Witness (10 min)**
Invite a Core Member to share about a time when they needed to lean on their brothers and sisters and the importance of community. Encourage the Core Member to use examples from the games that demonstrate how we can learn to lean on each other and encourage each other in our faith.

**Large Group Brainstorm (10 min)**
Facilitate a large group brainstorm and discussion on how we can develop community at Life Teen. Invite a Core Member to take notes on large poster board. Use the following questions as a guide:

- How can we develop community at Life Teen?
- What can we do to create an environment of trust?
- What can we do to encourage meaningful conversation?
- What can we do to welcome newcomers?

Then, circle the top three answers for each question and encourage the teens to focus on these in the upcoming weeks. Also, display the poster in a visible location in the main meeting space.

**SEND**

**Final Prayer (10 min)**
The youth minister wraps up the Life Night with the following:

None of us can make it to Heaven alone. We all need friends and community to help guide us. We all need people who can show us how to guide others. But this doesn’t happen by accident; community is an intentional act toward friendship that moves us all closer to Christ. We have to make that choice every day. We have to reach out to our brothers and sisters, and we can’t be afraid to be the one to make the first move.

“Let us think of ways to motivate one another to acts of love and good works. And let us not neglect our meeting together, as some people do, but encourage one another, especially now that the day of his return is drawing near.” (Hebrews 10:24-25)

Mary, Mother of the Church, we ask for you intercession to help bring us closer to each other and your Son Jesus as we pray. Hail Mary....

Notes:

________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________
________________________________________________