

# MARSHMALLOW MADNESS



## Cup Bombers

Divide your team into two groups and send one group to each side of the room. Use tape or chair as a divider in the middle of the room. Each team has to stay on its own side throughout the game. Each team will also select one individual to be the “Cup Holder.” This person will sit in a chair about 10-15 feet away from the other team’s side with a cup on their head. The object of the game is to throw marshmallows to knock the opposing team’s cup off. Someone will need to count how many times the cup falls. Even accidental falls by the Cup Holder moving, sneezing, etc. count as a point for the opposite team. (NOTE: Either give the Cup Holders goggles or ask them to keep their eyes closed. Some may also want to cover their faces. Be sure to tell your students that the point of the game is to knock the cup off, not to throw the marshmallows as hard as they can. If a student is throwing too hard, give them one warning and then remove them from the game.)

*Spiritual Application:* Did anyone on your team decide to be a shield for the Cup Holder? How is God a shield for us? See Psalm 18:1-3.

