

Day 1 Game: Capture the Canoe



Objective: Remember Catholic heroes of the past who went on missions by playing “Capture the Canoe”

Materials

- 4 Tall plastic buckets** for one or two groups playing at the same time
- 2 Playground cones** for one or two groups playing at the same time
- 4 Small canoe paddles or items to represent paddles** for one or two groups playing at the same time

DAY 1

Preparation:

- Collect 4 plastic buckets for one or two groups playing at the same time.
- Line up the buckets to mark the corners of a field about 20 yards wide and 50 yards long.
- Place 2 canoe paddles marked with blue and 2 more marked with red in each corner bucket, at the ends of the field. Place 2 playground cones on the sides of the field to mark the middle of the field. Or if you're in a gym, use the middle line. One side of the line is one team's playing area and another side is the other team's playing area.
- Set up this playing field for one or two groups to play against one another or for one group to divide into two teams to play against one another.

Procedure:

As children arrive at the game station tell them that the playing equipment is fun, at the game station, but they need to listen for a short time, before they play.

Gain the children's attention by showing them a canoe paddle. Explain that many missionaries used canoes to travel from place to place as they converted natives to Catholicism and built missions.

St. Isaac Jogues, paddled on lakes and rivers to explore new lands and meet the North American natives.

We are going to play a game called “Capture the Canoe.” Just as Isaac Jogues and other missionaries were called to spread the Good News of the Gospel, we are called to discover our vocations so we know our missions in life! Today, in the game station we remember



that Fr. Isaac and his exploring Fathers needed canoes and paddles to travel on Lake Huron.

The object of this game is to capture the other team's paddles located at the team's "base," and bring them safely back to your own base. If there is one group playing at the station, divide the group into two teams. If there are two groups they should play against one another.

The following are the steps for playing "Capture the Canoe" and should be explained as you walk through the playing field:

- 1) Huddle up as teams to discuss the best way to capture your opponents' paddles (point to buckets).
- 2) Most teams choose runners that head to the other team's area to capture the paddles. Guards, watching the paddles, can tag runners and put them in jail (point to the center of each team's playing areas). Guards may not hover around their own paddles, though. They need to keep at least 12-15 feet away.
- 3) Runners can be released from jail if someone from their team makes the sign of the cross and taps them on the shoulder, signifying the Grace God gives us when on missions.

Here are three strategies for running:

The Mad Dash: This move involves sending almost everyone in at once in the hopes that one person gets the paddle back safely.

Discovering the Decoy: This risky move involves sending some of your fastest players all to one side of the field. Their goal is for players not to get tagged, drawing as many guards to chase them as possible, while another player on the other side of the field quietly sneaks around to capture the paddle.

Brave Blockers: Group up with 3 or 4 other teammates, running together towards the

paddle with your fastest person in the middle and the rest of the team 4-5 feet away on either side, taking tags as "blockers." However, once a runner is tagged in their opponents' area they must stop playing and go to jail. They cannot keep blocking after they've been tagged.

WINNING: Once a team has captured one paddle and placed in their bucket that paddle is "safe" and may not be returned to the opponents. The team that captures both paddles and places them in their buckets behind their playing area is the winner.

While this is a fun game, it involves strategy. Young children (4 to 8 years old) will prefer "Missionaries and Snakes," found in the Game Station Appendix. This is also a tag game, but simple for young children in kindergarten through about second grade. Mixed ages in each group? If two groups attend the game station at the same time, divide the children to place older children in the

"Capture the Canoe" game, while younger children play "Missionaries and Snakes" game.



IOG Reminder

Tell groups if they are earning beads for being clear images of God.