

# Nerf Challenge

## Session Set Up

- Set up an activity area ensuring disco lights are on, smoke machine is on and music is playing (where available)
- Display the blasters in an inviting way.
- Dress up in camouflage and wear goggles.
- Allow participants to 'camouflage' their faces with face paints as they arrive.

## Session Introduction and Welcome Activities

- Introduce the activity to the participants and find out if anyone has tried this before.
- Do a warm up activity with the participants:
- **Splat:** One person stands in the middle of a circle made by the rest of the group. This person must point at other individuals and say "Splat". The "Splatted" individual must crouch down and the two team members on either side of the person crouching must turn towards each other, point and shout "splat" at each other. The slower of the two is out and sits down, whilst the game continues.

## Practical Content

- **Blaster Intro:** Show the group their goggles and instruct them to put them on – you must ensure that you have checked them before the group use a Nerf Blaster. Show the group a Nerf Blaster and briefly explain how to operate it, including safety aspects and the fact that they shouldn't cover the Nerf Bullet when the Nerf Blaster is loaded, where to point the Nerf Blaster, etc. Explain that you are going to start by doing some target practice and then play a few tournaments.
- **Target Practice:** Ensuring all guests are wearing their goggles, give each person a Nerf Blaster and allow them to practice shooting at a variety of targets, for example hula hoops hanging from the ceiling. During this time ensure you are moving around the activity area and giving instruction as to how the group can improve – i.e. checking they are holding the Blaster appropriately, etc. Allow the group to explore the activity area and show them where they can duck down, hide out, etc.
- **Team Event:** Split the group into two teams, allocate each team a 'base camp'. Ensure the group understand that they are not allowed to use their Nerf Blasters from inside their base, but must instead move into the activity area to 'battle'. If they are hit, then they must return to base. Give a set time limit and the team with the highest number of points wins at the end.
- **Individual Event:** Play an individual game, starting each player from a different area of the activity area. Give points for the number of other players eliminated (by hitting them with a Nerf Bullet) or for the amount of time that a player remains in the game (i.e. 10 points per 10 seconds or similar). Explain that in this event, the person with the highest number of points will win the game.
- **Capture the Flag:** Give each team a flag to erect just outside their base, once erected and placed, a team cannot touch their own flag. When the game commences each team must try and get the opposing team's flag back to their base. If at any point a player is hit with a Nerf Bullet, they must point their blaster to the floor and return to their own base. Once they have done this, they can return and rejoin the game. If a participant is hit with a flag in hand, they must place the flag on the floor when they were hit and return to their base. Play until one team has successfully captured the flag.

- **Protect the VIP:** Each team must nominate a VIP in their group who they must protect and hide throughout the duration of the game. The team whose VIP has the highest number of points at the end of the game wins.
- **Convoy :** One team must make it from point A to point B and arrive at their destination with the highest team score possible. The opposing team must position themselves throughout the activity zone and try and hit the convoy as many times as possible, gaining a set number of points each time they do. Switch roles after the first team has completed the route and the team with highest score wins.
- **Quick draw:** Pair the participants up and get them to stand back to back. As you count the participants must take a step away from the each other. Build up the tension with each count but at some point, shout 'DRAW' – the participants must turn and blast their opponent, the first one to get a hit wins the quick draw. A tournament/ladder/round robin can be played.

## Review

- Ask the group what their favorite activity was during the session, and finish the session by playing this game one more time.
- Upsell the next activity for this age group.