Four Minutes to Win It (YW Value Style)

Keep Up the Good Works (Yellow) - Bag of Mr. Goodbars
Each team will be given 10 balloons that are blown up and say, “Good Works” on them. All team members must work together to keep the 10 balloons in the air the longest.

Blind Faith Toss (White) - Bag of Marshmallows
Teams must divide in half, one half will be blindfolded while the other half is left unblindfolded and given cups. Teams will line up in a straight line so that only two people (one blindfolded and one unblindfolded) from each team will be playing at any given moment. Blindfolded teammate will throw marshmallows toward the unblindfolded teammate, and the not blindfolded teammate will have to catch one of the marshmallows in their cup. Once they catch one, that “pair” is done. If they go through their entire cup of marshmallows without catching one, they rotate to the back of the line and try again later. Team is finished once each pair catches a marshmallow.

Discovering Your Divine Nature (blue) - Blue pop rocks
Each team will be given a set of colored balloons (different color for each team) that have words from the YW manual definition of divine nature - “I have inherited divine qualities, which I will strive to develop.” Each team must blow up their balloons enough to pop them, get the words out from inside the balloon and put together the phrase in the correct order.

Remember Your Individual Worth (red) - 100 grand bars
Telephone game where they have to pass a phrase around the entire team by whispering in telephone style. Have to get the phrase exactly to the leader at the end. If they get it wrong, have to continue going until they get it right.

The Word of Knowledge (green) - Bag of Smarties
Teams will be given a list of scriptures that contain a common word among all of the scriptures. Teams will have to look up all of the scriptures and as a team come up with the common word among the scriptures.

Choose the Right Choice or Accountability (Orange) - “Gum packs”
Players race to find the right “choice,” by picking a cup out of 50 “choice” cups turned upside down. Under cup there is either a note that says, “The Right” or “Accountability.” On the “Accountability” cards, there is something they must do before they can continue searching such as doing five jumping jacks, singing a silly song, etc. If teammate does not feel comfortable doing the accountability task, they can get help from their team. First team to find the “right choice” wins.

Hold Tight to your Integrity (Purple) - Purple chocolates
Girls grab hands in the middle, making sure not to grab hands of the person right next to you. Teams must race to untangle their group first without letting go of hands, etc.

Stay on the Path to Virtue (Gold - entire team) - Bag of Rolos
Each team will be given a stack of paper plates that includes 1 more than the number of people on the team. The team must get from the starting line to a finish line that says “Virtue” by just stepping on the paper plates. Fastest team to make it the virtue line wins.

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