

# Just Add Water Summer Games

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## Summer Games

### JUMP OR DIVE

A classic pool game fun for crazy participants but slightly more entertaining for the onlookers. Must have a pool with a diving board and is large enough for people to dive into. Whoever wants to play lines up outside the pool.

Going one at a time, the player must get a running start and get a good bounce off the board. Then, at the last second, the leader either yells JUMP or DIVE.

The player must quickly react and make the necessary adjustments. It begins to get hilarious when players start anticipating the call and try to adjust but end up with very painful belly flops.

One way to keep the game moving is to have elimination.

**For added fun:** Yell JUMP or DIVE just a little too late!

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### **KING OF THE TUBE**

Pool game where teams compete for best time. Each team selects a champion who can stay on a tube the longest.

One at a time, a champion sits in a tube, and when the timer starts, the opposite teams all try to tip over the champion **WITHOUT TOUCHING HIM**, only the tube.

Time each champion, see who stays on the longest.

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### AIR MATTRESS PILE UP

Inflate an air mattress and see how many kids can stand up straight on it in the water without falling over. For more fun, do not inflate it all the way. You could also give a prize to the person who stays on the longest, etc. If you have a fairly small group, you can have everyone play, and if your group is larger, then use this as an up-front game.

**Safety Note:** Have adult spotters around the pool. Don't allow pushing. Also, avoid using a small pool, where students have a chance of falling into the side of the pool.

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### POOL CHANGE DROP

Dump between \$20 & \$100 in change (depending on the number of students & your budget!) in a pool. At the whistle everyone jumps in and goes crazy trying to collect as much as possible.

You can do so many variations of this with tokens, toys, sea shells, items worth more points, etc.

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### DIVING BOARD PIG

Line up kids behind the diving board. Just like the basketball game "PIG" (or HORSE) the first person says what they are going to try to do. If they do it the next person has to do the same dive, flip, or whatever they did. If they also do it correctly then the next person has to do it as well. As soon as someone messes up they get a letter and then the next person in line calls what they are going to attempt. This continues until all but one person is eliminated by spelling "PIG".

**Rule:** You can only use the same dive once per game. (Otherwise you will have one person just keep doing the same double flip that no one else can do.)

Pick a judge or vote to decide if they get a letter or not.

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### **BUMPER BOATS**

Have about 5-6 sturdy tubes (or small, donut shaped flotation devices) – “Bumper Boats” – for as many players as you have in the pool (more for a lake). This is like “Bumper Cars” at a fair or carnival, only in water. Tell students to kick off the sides of the pool and try to knock as many people off their “boat” as possible. Last one floating wins.

Announce the no brainer: no hitting, scratching, pulling hair, biting, decapitating, etc.

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### **POOL BATTLESHIP**

Players separate into two teams. Then, the competitors must build a large “ship” out of several floats, noodles, and/or tubes, etc. The groups can also build home bases, so that they can take turns getting to the other side - which is easier if you have large teams.

Next, the two teams try to get to the other end of the pool without falling into the water, or being tagged by a member of the other team, while staying on their “ship”. (To make it more interesting, allow the players to use water guns and noodles to attack the other team.)



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### **WATERBOTTLE UNDERWATER**

A small group of kids stand in the shallow end of the pool, and is each given 1 bottle of water. They then have to take off the cap and stick the top of the bottle in their mouths. When you say GO, they go underwater and try to drink the whole bottle of water. The first person to drink their water and go to the surface wins!

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### **WATER BALL**

You can play this game like Dodge Ball or have wars using boxes as forts. Get a bunch of pool water balls (the kind that are super absorbent or use water balloons. Water balls save time and can be used over. Fill buckets with water and give each team a bunch of balls or one ball each. Keep them far enough apart that it won't hurt and tell them no head shots. When a player is hit, they are out.

**Variations:** You can also use this setting for a great game of Capture the Flag.

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### BATTLESHIP AND SUBMARINES

Divide the group into two teams. Each team has a “base” against the wall of the pool, opposite each other. When the game starts, the battleship team comes off the wall and taunts the submarines into chasing them. The submarines push off when ready, **swimming underwater** and tries to touch/tag the battleships before the battleships reach base. If the sub is successful, the battleship switches sides (and the sub gets a free walk/swim back). If the sub is unsuccessful, the sub must swim back to its side. However, if the sub has to come up for air and the battleship splashes the sub, then the sub switches sides! The point of the game is to try and get everyone on your team.

Have fun, but be safe!

**Variation:** For advanced swimmers and to make it harder, the battleships can grab the foot of the retreating sub, hoping to make them come up for air, but be careful, if the sub has enough air, they can turn around and touch the battleship, capturing them!

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