

SUPER SUIT

An Edge Social Night of Card Games

GOAL

The goal of this Edge Night is for the youth to have fun and build community while competing in card game-themed activities.

GATHER

Youth freely move between tables of simple card games to kick off the session and greet new peers and core members.

PROCLAIM + BREAK

Youth are separated into varied small groups to play familiar card games with a twist.

SEND

Youth offer a prayer of gratitude for the time spent playing games in their community and for the friendships they have formed at Edge.

BONUS MATERIAL

Social Nights offer a unique opportunity for core members to connect with middle schoolers and middle schoolers with one another.

Share the following excerpt from a blog post available on lifeteen.com with your core members to equip them to take an intentional approach to connecting with middle schoolers.

The Four Necessities for Reaching Middle Schoolers

By Jill Bagshaw

Every adult who works with middle schoolers is going straight to heaven. So, if this is you, please accept an extended standing ovation because you are a hero. I felt God calling me to venture into the deep, so I joined an Edge core team. It has been a surprisingly incredible journey to accompany middle school youth. It is a joy to walk a MILE in the shoes of a sixth, seventh, or eighth-grader. Here are four tips I have learned for reaching middle schoolers.

Meet

Be attentive to the middle schoolers' energy and match it. When you approach a quieter, more reserved youth, do not begin the interaction with too much enthusiasm. It will make her shrink back, and you will lose relevance. Instead, note her demeanor, vocal tone, and eye contact and match them. On the other hand, if an extroverted middle schooler is holding court, you will need to match his charisma – without overshadowing it – to gain credibility.

Invite

Once you have their attention, quickly build a good rapport. Trust is necessary for a favorable response when you invite a middle schooler to behave a certain way or think deeper.

Listen

Middle schoolers spend a lot of time listening to information at school, so be patient when they display signs of underdeveloped conversational skills. Some youth may be unnerved sitting across from an adult. They may be more comfortable talking while doing an activity, such as sketching, playing cornhole, or making a prayer bead string. Great conversations can happen while you sit beside the youth and join him in an activity. You can model good social cues and eventually the youth will develop their own.

Enjoy

Middle schoolers are goofy, funny, and usually highly receptive to people they trust. It is beautiful when youth endeavor to live a life for Christ. Show the joy of the Gospel by having fun with middle schoolers! Find the humor in their jokes, celebrate their victories, and invest in their successes. Leading a middle schooler closer to Christ is an incredible privilege, and there is plenty of fun to be had along the way. Enjoy the journey!

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PREP

Collect all materials needed for the Edge Night.

SETUP

Display giant playing cards of varying numbers and suits on the walls. Decorate tables with black and red tablecloths. Consider creating a “photo op” corner with a playing card cutout where youth can place their face in a face card (king, queen, jack, joker).

Create a presentation space at one end of the room where the youth can sit comfortably on the floor. Set up a projector and a projector screen.

Use cones to mark start and finish lines in the widest part of the room, at least 50 feet apart.

Set up round tables with chairs in the remaining space, one table for each small group and one chair per person. On each table, set up a different card game or card-based board game. Choose games your youth love to play, or take suggestions from the list below:

Suggested card games:

- Decks of standard playing cards for Old Maid, Go Fish, Golf, etc.
- Phase 10
- Mad Gab
- Memory
- Sorry!
- Candy Land
- Play Nine
- Taco Cat Goat Cheese Pizza Card Game

Test all audio-visual elements of the Edge Night.

Project the environment image and play the “ES - Unsuspecting Hero” Spotify playlist as the youth enter.

SUPPLIES

Prepare the following supplies:

Gather

- A variety of card and board games, one per small group

Proclaim + Break

- ☐ Oversized deck of cards
- ☐ Cones
- ☐ Deck of standard playing cards, one per small group
- ☐ Scotch tape
- ☐ Metal or plastic spoons, one per person
- ☐ Deck of Uno cards, one per small group

NOTES

CORE ASSIGNMENTS AND NOTES

This youth minister worksheet provides writing space to detail core member assignments and notes specific to running this Edge Night. Write the names of core members assigned to the roles listed.

Highlights:

- Make sure all youth are engaged in games or conversation throughout the Social Night.
- Allow the youth to be competitive, but do not permit trash-talking or belittling others.

Setup: _____

Opening Prayer: _____

Gather - Free Play

- Games Table Leaders (one per table): _____
- Spoon Hiders (2): _____

Proclaim + Break - Suit Derby, Ultimate Spoons, Spicy Uno

- Suit Derby Leader: _____
- Ultimate Spoons Leader: _____
- Spicy Uno Leader: _____

Send - Prayer of Gratitude

- Leader: _____

Parking Lot: _____

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GATHER

Introduction (5 min)

Welcome the youth and introduce those who are there for the first time. Invite the preselected core member to begin in prayer. Give a brief overview of the Edge Night topic, using the following as an example:

Every hero needs a super suit — if you are looking for one, this deck of cards has four of them! We have a “full house,” so it is time to shuffle up and deal a winning hand of card games!

The preselected core members hiding spoons during the Gather should count the number of youth present for the Social Night and hide that number of spoons.

Free Play (15 min)

Invite youth to join and play one of the variety of card and board games at tables throughout the room. Core members at each table will help facilitate the games and foster conversation between players. Youth can rotate to different games after rounds, if desired. Ensure all youth are engaged in a game or conversation during this time.

Suggestion

Project clips or scenes from superhero movies while the teens are playing games.

PROCLAIM + BREAK

Suit Derby (10 min)

Gather the youth at one end of the room in a line shoulder-to-shoulder, facing the finish line. The goal is for players to reach the finish line. Players move based on cards drawn from the oversized deck of cards. Each number and suit in the deck represents who can move and the different ways the players can move.

- Hearts = One regular step
- Diamonds = One half-step
- Clubs = One two-footed hop
- Spades = One leap

- Ace = All players
- Jack, Queen, or King = All 8th-grade youth
- Eight, Nine, or Ten = All 7th-grade youth
- Five, Six, or Seven = All 6th-grade youth
- Two, Three, or Four = All core members
- Joker = All players take two leaps

Ensure all players understand which cards apply to them and practice with a few selected cards. To start the game, the leader reveals the first card from the deck. The players affected by that card move forward toward the finish line. For example, if the eight of clubs is drawn, all 7th-grade youth take one two-footed hop closer to the finish line.

Every fifth card drawn is an “obstacle,” and those players must make their move backward instead of forward. The leader goes through the deck of cards as many times as needed, until the first player(s) reach the finish line.

Suggestion

Project the list of numbers and suits to help players remember. Keep the energy high by making each turn of the card suspenseful and encouraging the youth to cheer along.

Ultimate Spoons (20 min)

Divide into small groups of six to eight players and one core member. Give each small group a deck of cards. Explain the rules:

1. The core member is the dealer and starting player. Each player receives four cards facedown to begin. The remaining cards are stacked facedown next to the dealer.
2. The dealer begins the game by picking up a card from the deck. They quickly choose to keep or pass the card. If they keep the card, they must pass another card from their hand to the player on their left. Each player may only have four cards in their hand at a time.
3. The round continues as each player determines whether to keep their new card or pass it along. The player to the right of the dealer creates a discard pile.
4. When a player has collected four cards of the same suit (all hearts, diamonds, spades, or clubs), they lay their cards face up and run to find a spoon hidden in the room.
5. The remaining players must all get up and rush to find a hidden spoon as well.
6. The last player to find a spoon receives a consequence that must be completed before starting the next round. Sample consequences include performing pushups or jumping jacks, singing "I'm a Little Teapot," high-fiving someone they do not know, etc.
7. To start a new round, players take their spoons and hide them in the room before dealing cards. Spoons must be hidden at least ten feet from their chair.

Continue playing as time allows.

Suggestion

Play upbeat popular music during this game!

Spicy Uno (20 min)

Change up the small groups by allowing each youth to pick a buddy from their current group and go with them to a new table of players. Provide each new group with a deck of Uno cards. Play Uno according to the standard rules. Before the first round, the leader adds an additional rules that apply to specific cards. After five minutes, add an additional rule for the players to follow in the next round. Add another rule after ten minutes of playing. Use the example rules below or invent your own:

- Trading Zeros: If you play a zero, you can trade your hand with any other player.
- Silent Sevens: If a seven is played, everyone must be silent until another seven is played. Anyone who talks must draw a card.
- Slap Six: When a six is played, all players must slap the deck. The last person to slap

picks up the entire discard pile and puts it in their hand.

- **Stack Draw Two and Draw Four cards:** If someone plays a Draw Two on you and you have one in your hand, you can play it, and the next person has to Draw Four. This can continue in succession until someone doesn't have a Draw Two.
- **Asking for Help:** If a player is unable to play, they can request "help" from another player. Anyone can give them a card facedown; however, the card they give does not have to be helpful. If the player who asked for help takes a card, they must keep it.
- **Jinx:** If you have the exact same card (color and number) in your hand that was previously played, you can play out of turn, but you must lay it down before the next person plays.

Suggestion

Consider displaying the added rules on the projector.

SEND

Prayer of Gratitude (5 min)

Gather the youth together and conclude the session in prayer, using the following as an example:

We are grateful to God for the opportunity to join in fun and games with our Edge community. Just as a deck of cards is incomplete without even one card, we know that we are indispensable members of our community and of God's family. God, help us to see the ways each person at Edge reflects you.

Conclude the prayer with an Our Father.

Dismiss the core members preassigned to parking lot safety.

Make announcements related to your program.

Dismiss the youth.

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