LINKSBOX GUIDE



LINK TO PRINTABLE

Scan this QR code to find printable of everything included. There are also weekly sign in sheets

SCAN ME

CONNECTION

It is important for your group to get to know each other and build relationships. See the Connections bookmark for an opening circle question to ask each week. piece. The first person to answer gets to decide which way to pass the talking around the circle.





WEEK 1

What is one your favorite games?



What is one your favorite snacks?





Rock, Paper, Scissors War

Battle it out to see who is the rock, paper, scissors champio group — as the losers of each mini-round cheer the remaining

Running the Activity:

Have each member of the group pair up for the first round of rock, paper, scissors. If there is an odd number, add the odd person out to another pair and have them do a quick knock-out match to form a pair. Everyone should be in pairs. Ask them to play 1 games. You should act as a referee during this time in case there are any disputes or confusions. Instruct the losers of the match to start cheering the name of the person who beat them and following that person around to their next game. Have all the winners pair up and face off against each other while the ones they beat are cheering for them. When one winner beats the other, all the people behind the losing player should start cheering for the winning player. Repeat this process in elimination, tournament style, until there are only two players left. Each should have a large group of people cheering them on from their previous wins. Let them play the final match. The game is over after one player wins the final match

ENERGIZER

Laughing and playing games are the perfect way for groups to bond. Each week there is an Energizer card with a quick and fun game to play with your group before the main activity.

WEEK 1





A medium of exchange activity is included for each week. Weeks 3 and 4 are on the same card because this will take longer to complete. A materials list and how to guide are also included.

FLIP CUP TIC TAC TOE

Game Rules

- Players must flip the cup and land it
- Players then pick a spot on the tic tac toe board
- Once a player places a cup down it can't be moved
- First one to get 3 in a row wins

WEEKLY AWARDS

Celebrating students is what keeps them coming back. Each week find students to celebrate who have been example LNKS. Each weekly award goes along with the theme of the week. See bookmarks inside.



POPPING



FOR BEING A GREAT LINK

GIFT TAGS

To go along with the weekly award you will find pre-made gift cards to attach.