

## ***Mission: Possible*** Intergenerational Event

A fun intergenerational event that promotes the endless possibilities to use our talents to serve God and others.

### Objectives:

- To provide the opportunity for multiple generations to interact with each other and build relationships.
- To expose members of the congregation to different ministries within the church.
- To encourage people to wonder about how they can use their talents to serve God and others and think outside the box.



### Overview:

This event is set up in the format of carrying out a secret agent mission. Originally designed for Rally Day, it can be used at any time of year. Participants in teams follow clues to stations hosted by various ministry teams and then try their hand at unique challenges at each station. Because of the different types of challenges, participants will be able to appreciate the different skills people have and how their team is stronger because of the variety of talents.

Ministry teams are encouraged to put out materials related to their ministry at their tables and provide giveaways.

It can be as simple or as elaborate as you wish to make it by adding stations and layering on “atmosphere” and decorations. For example, our church videotaped a member of our congregation as God orally delivering (off camera) the **Mission: Possible** to our pastor. The video was shown at the beginning of the event to the entire group.

Time Frame: 45 – 90 minutes

### Materials Needed:

#### *Things to make:*

Signs for ministry tables

Initial instruction packets “Mission Assignment” (sample included)

“Next Stop” clues (samples included)

Name badges inserts or adhesive badges (sample included)

Directions for games for the table hosts

Cipher message and cipher (Try a Morse Code or a Reverse Alphabet cipher)

Bible Riddles Handout (included)

Bible verse cards for each ministry table (samples included)

Publicity Postcard (sample included)

*Items needed (on-hand, to purchase or to borrow):*

Envelopes for clues  
Gallon Ziploc bags for Evidence Bags  
Badge paper or adhesive name tags  
Magnifying glasses (available from Oriental Trading)  
Remote control car and small traffic cones  
Ring toss game  
Building materials that can stack  
Deck of cards or matching game  
Drums and drumsticks  
Red yarn and several chairs for “Laser” Maze  
Mission: Impossible Music (download)  
Tables for each Station

Set-up:

1. Determine the ministries that will be involved, activities, and the order you want people to go to the different stations. A sample is below. See separate activity descriptions.

Station Table	Mission Activity	Next Station
Technology	Decoding Cipher	Congregational Life
Congregational Life	Tower Building	Faith Formation
Faith Formation	Bible Riddles	Giving
Giving	Ring Toss	Outreach
Outreach	Drive Test	Older Adult Ministry
Older Adult Ministry	Match Game	Property
Property	“Laser” Maze	Worship
Worship	Drum Pattern Recall	Technology

2. Make up envelopes with an initial clue card (samples provided) and a magnifying glass for each team. (Be sure to send different teams to different stations to begin!) Label the envelopes with “Mission Assignment” tag. Teams also receive a Ziploc Bag with “Evidence Bag” tags. Teams will collect bible verse cards from each of the stations to put in their evidence bags. Each team will have 4-6 people so you’ll need enough envelopes/Ziploc bags to cover however many teams you think you will have.
3. For each station, prepare 1) instructions for the activity and supplies, 2) bible verse cards for station hosts to hand out to the team after the activity is completed and 3) small envelopes with the “Next Clue” inside. The “Next Clue” cards will be all the same for each team to keep it simple. Example: anyone

coming to the Technology table would get a “Next Clue” card that sends them to Congregational Life.

### Outline of Activities:

1. Gather all participants together and introduce the activity.
2. Separate people into teams of 4-6, making sure to have multiple generations on teams. (Hint: Have people self-identify themselves in a specific generation through the use of stickers, with a different color or shape for each generation.)
3. Hand out to each team Mission Assignment envelope which includes the first clue and an Evidence Bag. Have them read the first clue and then go to the appropriate station. After completing the task at each station, they will be given another clue to continue their “mission.”
4. Sample Activity Descriptions:
  - Decoding Cypher: Choose a bible verse or part of your mission statement and turn it into a coded message using either Morse Code or a Reverse Alphabet Cypher.
  - Tower Building: Choose your materials and have people build towers (it could be paper cups, playing cards, Jenga pieces, etc. but they should not be interlocking).
  - Bible Riddles: see handout – we had teams choose which ones they wanted to complete.
  - Ring Toss: Use whatever you have on hand and set the guidelines including a line from which people need to throw (consider different ones depending on age)
  - Drive Test: Set up a driving test for a remote-control car with traffic cones.
  - Match Game: Use any deck of cards or a memory game that someone has to lay out a grid of cards.
  - “Laser” Maze: Take 4 or more chairs and set them apart from each other so that a person can easily pass between them. String red yarn between them to make a maze that people will need to step through to get from one side to another without touching the yarn (and not tripping!)
  - Drum Pattern Recall: Have the host beat a drum pattern and someone from the team needs to repeat the pattern. You can make this simple or complicated depending on the participant.
5. Once they are through the stations, they can return to the beginning “Mission Control” and receive a “Mission Completed” card and refreshments (or some other prize.)

Note: There is a lot of preparation, but once the activity begins, it runs very easily. Watch for the smiles and laughter! This is a good opportunity to get others involved to help with prep work, set-up, hosting, and take-down.

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