



# A PICTURE'S WORTH 1,000 DARES

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## A PICTURE'S WORTH 1,000 DARES

### THE SET-UP

You don't know what you'll get with this game of chance! Students play "photographer" by taking shots at a screen of moving images. The resulting photos reveal whether the students get to act out a dare or receive a prize.

#### WHAT YOU'LL NEED

- **A cell phone**
- **A list of dares and prizes** (ideas are below!)
- **A screen or laptop**
- **The screen image template provided**
- **Any items** you will need to complete the dares and give prizes
- **5 - 10 students**

### THE HOW-TO

#### DARE/PRIZE IDEAS

##### DARES

Get a clown makeover  
Do the chicken dance  
Eat a mystery food  
Do 25 jumping jacks  
Talk in a British accent for the rest of the day  
Peel a banana using just your feet  
In 30 seconds, make the person to your left laugh  
Draw a fake mustache on your face with lipstick  
Eat a mouthful of crackers and try to whistle  
Let everyone in your small group style your hair

##### PRIZES

Candy shower  
Random item from the supply closet  
Giant candy bar

#### PREP

- Choose a list of dares and prizes
- Create an image for each dare and prize, using the template we've provided in your download folder. You can save these images as .JPGs and place them into your presentation software (ProPresenter, Power Point, etc.), or you might want to create a looping video of the images rotating at a rapid-fire pace.
- Recruit a volunteer (if needed) to start and stop your image reel for each player.

#### PLAY

Start your video loop or have someone quickly click through your series of images. (These should move rapidly - they should show up, but not be easily read.) As the images are scrolling, a student should take a picture of the screen on the provided cell phone and do whatever shows up in the picture.