

Virtual Conference Entertainment Guide

Let's have some fun!

Just because we won't be together in person this summer doesn't mean we can't have some fun! Entertainment for the Higher Things Virtual Conference will be broken into two categories:

- myHT Competitions (CC)
- Local Competitions (GC)

myHT Competitions

myHT Competitions include all participants of the Virtual Conference. They are large scale fun where groups can compete for prizes by participating in three structured opportunities. Higher Things will reward the efforts of competition winners with the coolest HT merchandise and gift cards!

myHT Talent Show

Share your talent with the Higher Things Watermarked Virtual Conference! Design an act, film it, and share your talent by uploading it to myHT (instructions coming August 1). The competition will open with the conference on August 6, 2020. Submit entries by August 15, 2020. Submissions should be under three minutes. The top three submissions will win cool HT merchandise or a gift card.

Stained Glass Window Painting -or- Chalk Art Contest

Have you seen the great photos of people painting their windows as stained glass over the quarantine? If not, Google it! Share your chalk art or stained-glass window painting with the Higher Things Watermarked Virtual Conference!

Design, create, and share a picture of your painted stained glass window or chalk drawing by uploading it to myHT (instructions coming August 1). The competition will open with the conference on August 6, 2020. Submit entries by August 15, 2020. The top three submissions will win cool HT merchandise or a gift card. There will also be a fourth prize for the best Thor art!

Note: For best stained-glass window paint results use powdered tempera paint mixed with very little water. Keep the paint thick. To this mixture add a squirt of dish soap to make the paint stick to the window. If you do not use a generous squirt of dish soap the paint may peel off the window upon drying making layering of paint unsuccessful. The soap also makes clean up easier. This project is incredibly cool, but can be messy so painting the outside of a window is wise and helps keep parents and the church trustees happy. Helpful tips include outlining artwork in black or a dark color and mixing in a bit of white paint into colored paint to help colors pop.

Shopping list: Sidewalk Chalk, and/or powdered tempera paint, dish soap, sponge brushes (these work better than regular paint brushes), painter's tape for taping off your design or making it a mosaic, and cups to hold each paint color.

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Thor's 5k

Grab your pet, your friend, or your Pastor and run, walk, or skip a 5k! Share a video with Higher Things Watermarked Virtual Conference of your group's 5K experience by uploading it to myHT (instructions coming August 1) between August 6 and 15, 2020.

Mark your 5k course, train, and do it! A training option is provided below and should be modified to your group's expertise. Have fun with this! You may dress up in your favorite tetramorph wear, dress your pet up in your favorite tetramorph, and don't forget to include leaders and your pastor!

The top three submissions for the three following prizes will win cool HT merchandise or a gift card:

1. Fastest group time (take an average from your group's times)
2. Most clever and best presence of Tetramorph(s)
3. Most clever use of the Watermarked theme

Thor's 5k Training Plan

Week 1:

Monday/Wednesday- Run 10 minutes, walk 2 minutes, run 10 minutes, walk 2 minutes.

Friday- Run 7 minutes, walk 2 minutes, run 7 minutes, walk 2 minutes.

Saturday- Run 12 minutes, walk 3 minutes, run 10 minutes, walk 2 minutes.

Week 2:

Monday/Wednesday- Run 12 minutes, walk 2 minutes, run 12 minutes, walk 3 minutes.

Friday- Run 8 minutes, walk 2 minutes, run 8 minutes, walk 2 minutes, light run 2 minutes.

Saturday- Run 12 minutes, walk 3 minutes, run 10 minutes, walk 3 minutes.

Week 3

Monday- Run 15 minutes, walk 3 minutes, run 5 minutes, walk 2 minutes.

Wednesday- Run 13 min, walk 3 minutes, run 13 minutes, walk 5 minutes.

Friday- Run 7 min, walk 2 minutes, run 7 minutes, walk 2 minutes, run 5 minutes.

Saturday- Run 20 minutes, walk 3 minutes, run 8 minutes.

Week 4

Monday- Run 15 minutes, walk 2 minutes, run 7 minutes, walk 2 minutes, run 3 minutes.

Wednesday- Run 20 minutes, walk 5 minutes.

Friday- Run 15 minutes, walk 2 minutes, run 15 minutes, walk 2 minutes.

All days not programmed are rest days. The goal is to increase the distance you can run while improving your stamina.

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Local Competitions

Local competitions are run by each individual church and can be awarded as group leaders choose. These are for fun! Everyone can choose their own Tetramorph on myHT this year (instructions coming August 1). Tetramorphs include Aquila, Bos, Leo, and Vir.

Tetramorph on a Stick

Pictures of each tetramorph and a Thor will be provided in an email on August 1st. Leader makes two copies of each Tetramorph and a SINGLE copy of Thor. Attach each Tetramorph and Thor to a stick. Hide each in super-secret places around where your group will meet for the conference. Upon direction, attendees will seek and find tetramorphs and Thor.

1. 150 points for finding your Tetramorph
2. 200 points for finding an opposing team's Tetramorph
3. 300 points for finding the Thor

Board or Card Games - Adults vs. Youth

Choose your favorite games and enjoy the fun! If you compete in games that divide into Tetramorph teams, score as follows:

1. 1st place winner earns 500 pts
2. 2nd place winner earns 300 pts
3. 3rd place winner earns 150 pts

Capture the Flag

- Teams are separated by Tetramorph.
- A center line separates each side of the playing area.
- Each side protects their flag (bean bag, bandana, buff) by tagging any opponent that crosses over the center line. A tagged player must go directly to jail.
- Jail is a location designated at the beginning of the game to hold tagged players. Tagged players are released from jail when a member of their own team makes it safely to them and tags them free. All freed players AND the player that set them free MUST go directly back to their own side. Venturing to capture the flag from jail is not allowed. Players must step both feet on to their own side before crossing over again to capture the flag.
- A point is scored when you cross over the center line, swipe the flag, and return it to your own side without being tagged.
- Because this is a game with two, not four teams, Tetramorphs may unite together to play.

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