YOUTH CHALLENGES · GRADES 6–12

Mission Possible

Your mission, should you choose to accept it...

GROUP

Inspired by the famous Mission: Impossible movies, Mission Possible turns giving into a real-life team challenge. Your team will move from station to station completing acts of giving around your school or community while trying to avoid the Agents along the way. Complete your missions, collect your Mission Stamps and avoid getting caught. The team with the highest score wins.

It's part community service, part leadership challenge and part spy game.

STEP 1 Build your team

Mission Possible can work with one class, a youth group, or hundreds of participants. Break into teams. Smaller groups might have 5–6 people per team. Larger events could have up to 12 people per team.

CREATE YOUR TEAM NAME

Every great mission team needs a name.

OUR TEAM NAME _____

OUR TEAM MEMBERS _____

_____

_____

_____

_____

_____

_____

_____

_____

CHOOSE THE AGENTS

Choose a group of youth or team leaders to become the Interceptors, Secret Agents or Mission Agents. Their job is to move around the game area and try to spot or tag teams as they travel between missions. Every time a team gets caught, they earn an X.

THE AGENTS _____

_____

_____

_____

_____

_____

_____

_____

_____

YOUR MISSION

Complete the missions. Collect the stamps. Avoid the Agents. Create some good.

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Create the missions.

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STEP 2 What good could you do?

Create 4–6 giving missions that teams can complete around your school or community. Your missions should be realistic, safe and possible to complete during your event. Think about ways your missions could support:

PEOPLE	ANIMALS	THE PLANET

NEED SOME INSPIRATION? Here are four ideas to get you started.

Kind parking tickets

Create positive-message "parking tickets" and place them on parked cars where permission allows. Instead of a fine, drivers discover an unexpected message designed to make their day.

Plant some good

Create a seed-planting station. Plant seeds in small pots to grow, give away, or add to an approved school or community space.

Community clean-up

Choose an approved area and complete a quick clean-up mission. Collect litter, sort what can be recycled, and leave the space better than you found it.

Thank-you mission

Create appreciation notes and deliver them to people who help your school or community. Think about bus drivers, firefighters, librarians, crossing guards, school staff, community workers or others who rarely get thanked.

NOW CREATE YOUR OWN Create four missions, or up to six for a larger event.

MISSION 1 _____

MISSION 2 _____

MISSION 3 _____

MISSION 4 _____

MISSION 5 _____

MISSION 6 _____

WORTH REMEMBERING

The best missions fit your community. Look around. What could your team do that would actually make a difference?

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Build the operation.

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STEP 3 Turn your ideas into an event

Now turn your mission ideas into a game your teams can actually play. For each mission, decide what happens at the station, where it happens, what materials you need, whether you need permission or a community partner, and who will run it.

Mission	Location	Materials	Permission / partner	Who's responsible

STEP 4 Bring in your community

Build your team beyond your team.

Local businesses, nonprofits, community foundations, schools, police or fire departments, community centres and other organizations may be able to provide a location, materials, volunteers, expertise or other support.

WHO COULD WE ASK?

WHAT COULD WE ASK THEM FOR?

WHO WILL REACH OUT?

STEP 5 Plan the game

Set the game rules before Mission Possible begins.

- [ ] How many teams will participate?
- [ ] How many people will be on each team?
- [ ] How many missions must each team complete?
- [ ] Who will be the Agents?
- [ ] Where will each team start?
- [ ] How long will teams have to finish?
- [ ] What prize or recognition will the winning team receive?

PLANNING NOTE

For larger events, start teams at different stations so everyone isn't trying to complete the same mission at once.

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Mission Possible

The rules of the game.

GROUP

STEP 6 How to play

Each team receives a Mission Card before the game begins. Your goal is to complete every giving mission while avoiding the Agents.

Complete a mission

Finish the activity at a station and receive:

✓ 1 Mission Stamp

Get caught

If an Agent spots or tags your team while you are travelling between missions, your team receives:

✗ 1 Intercept

Keep moving

Once a mission is complete, move to your next station without getting caught.

Complete them all

Teams must attempt every assigned mission. You can't skip a giving mission just to protect your score.

CALCULATE YOUR SCORE At the end:

MISSION STAMPS − INTERCEPTS = FINAL SCORE

Example: 6 Mission Stamps − 2 Intercepts = Final Score of 4

WINNING THE MISSION

The team with the highest final score wins. If two teams have the same score, use fewest Intercepts as the first tie-breaker. If the teams are still tied, the fastest completion time is the second tie-breaker.

AGENT RULES

The spy part should make the game fun, not unsafe. No pushing, grabbing, blocking, dangerous hiding, running into streets, entering restricted areas or doing anything that could put someone at risk.

Agents should spot or lightly tag teams according to the rules established by the event leaders. The giving missions always come first.

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Mission Possible

Mission accomplished.

GROUP

STEP 7 Mission Debrief

You completed the missions. Now look at what your team actually accomplished.

MISSIONS COMPLETED	TOTAL TEAM VOLUNTEER HOURS	PEOPLE INVOLVED OR REACHED	ACTS OF GIVING COMPLETED	OTHER IMPACT WE CAN MEASURE

THE DEBRIEF Take a few minutes to look back as a team.

Which mission created the biggest response?

What was your team's best moment?

What went wrong, and how did your team adapt?

What did your team do well together?

What leadership skills did you use?

If you created Mission Possible again, what would you change?

TRACK YOUR IMPACT

Add your team's acts of giving and volunteer time to the 365give Impact Tracker and become part of our collective global impact.

MISSION ACCOMPLISHED.

You didn't just play the game. You used your time, ideas and teamwork to make a difference.

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Mission Possible

The Mission Card. Print one for every team, then cut along the dashed line.

GROUP

TOP SECRET — MISSION POSSIBLE

MISSION POSSIBLE

TEAM CODE NAME _____

YOUR MISSION

Complete every station. Collect your Mission Stamps. Avoid the Agents.

Mission	Mission stamp ✓
Mission 1	☐
Mission 2	☐
Mission 3	☐
Mission 4	☐
Mission 5	☐
Mission 6	☐

INTERCEPTS

Every time your team is caught by an Agent, add one X.

☐ ☐ ☐ ☐ ☐ ☐

MISSION STAMPS	INTERCEPTS	FINAL SCORE	MISSION COMPLETE TIME
_____	_____	_____	_____

DO GOOD. STAY SHARP. DON'T GET CAUGHT.

Cut along the dashed border. One card per team.