



### No Prep Games

**Camouflage:** This game is hide and seek but the "IT" must stand in one spot in the middle of the room and count to 10. The players use objects in the room to hide behind. Players are out if IT visually spots them or their clothing. This works best in a room with lots of tables, chairs, large trash cans, etc.

**Quiet Game with Game Changers:** Quiet game is played like the traditional quiet game except add two (more if your group is large) Game Changers. The Game Changers will go around and make funny faces ask silly questions trying to get the kids to laugh or talk. Choose Game Changers who would have trouble being quiet. This helps them be successful too!

**Sleeping Fishes with Game Changers:** A different quiet game. Although the name is sleeping fishes the kids should keep their eyes open. In this game children hold their hands up next to their faces with thumbs pointed out looking like fins and make a fish face with their mouth. Choose one or two game changers that go around trying to find kids moving, blinking, talking or laughing.

**Silent Copycat:** The leader announces that everyone will play silent copycat, then places a finger on their nose, or another body part. Allow children to notice what's being done and join the game. Then the leader goes through a succession of moves for the kids to follow. For example: Hands on shoulders; Hand on head; Touch toes; Hand on tummy; Touch knees; Twirl in a circle; Hands on ears; Hands on hips; Touch eyes; Hop on one foot. Variation: Go faster to make the game more challenging. If they are not silent, they are out!

### Preschool Games

**Bubbles:** Always great for preschoolers.

**Head and Shoulders Knees and Toes:** There's a couple of versions of this. Go with what you know.

**Hokey Pokey:** A fun easy way to get some wiggles out activity.

**Move and Freeze:** Play upbeat music. Kids move(dance) until you stop music and say "freeze." Have kids freeze as Bible story character, an animal, etc.

**UNO Action (Remove the Wild Cards):** Choose movements for each color such as: Red – Hop; Yellow – Stomp; Green – Twirl; Blue - Touch Elbows to Opposite Knees. Kids take turns flipping over cards. Color designates action and number repetitions. Examples: Yellow 2 means stomp twice and red 8 hop eight times. All move each time. Reverse cards still flip the order. Skips still skip a turn. Draw Two, that lucky player draws two more cards and completes the actions as the rest cheer him/her on. (Write down the actions to remember them. Switch the actions up the next time you play! Let the kids pick new ones.)

**What's Missing:** Gather objects from the Bible Story, decorations or just random. Have them study the objects. Cover with cloth (depending on size of objects: bandana, parachute, pillowcase, etc.) while you remove one. Have them guess what's missing. For younger preschoolers just cover one item and have them guess which one it is.

### No Prep not so quiet games

**10:** Start with two teams having 6 to 8 people. Each person can say up to three numbers (i.e. 1, or 1,2 or 1,2,3, 4 or 4,5 or 4,5,6 - depending on what number the person before them stopped on. (First person say one, the second say two, the third say three. It is up to them how many numbers they say up to a total of three.) Numbers continue until someone has to say 10. They are out and can go form a new group. Play can continue until only one person is left.

**Point and Look:** Start with six kids gathered around an object on the floor. The object can be anything! The kids point to the object when you say Point! When you say Look! the kids will point to someone in the group and look at them. If two kids point at one another they are out and can go start a new group. If no one is pointing at anyone else, the game starts again with Point to the object on the floor and then Look.

**Rock, Paper, Scissors:** Traditional game where rock breaks scissors, paper covers rock, scissors cut paper. If you want to use it as a reinforcement of the lesson, think about the characters, or objects in the lesson that you might be able to substitute for rock, paper, & scissors.

**Simon Says:** All should know how to play. Try to include Bible story related motions.

**Thumb Wrestling:** Most everyone knows how to thumb wrestle. Remind kids but this is not a real war. We're not trying to hurt anyone, and they need to play kindly and safely. If you want to use this as a reminder of the lesson of the day, here are poems to start the thumb wrestling rather than the traditional 1, 2, 3, 4 I declare a Thumb War.

Day 1 – Don't be afraid. Just follow Me! And count your fishes – 1, 2, 3!

Day 2 – Walk on water. Across the Sea, Come to Jesus – 1, 2, 3!

Day 3 – Peter denies, Rooster crows! Jesus forgives, Peter's restored!

Day 4 – Healing happens, walk & leap! Repent from sin, Peter boldly speaks.

Day 5 – Cornelius heard Peter's call – Jesus is Lord of one and all!

### Extra Prep Games

**Bingo:** Print your own set here: <https://www.dltk-kids.com/cards/bingo>

**Obstacle Course:** Create a course that retells/reviews the Bible story. Possibly make a part of your decorations and update the course for each days lesson.

**Scavenger Hunt:** Make it Bible story or theme related as easy or hard as your group needs.

**Thinking Box:** Gather random items in a large plastic tub or box. (Such as: vase, phone, tri-fold yardstick, plastic cup, gauze & bandages, rope, wire, safety pin, gloves, tools, etc.). Ask kids to pull an item out of the box. Then ask how this item relates to the Bible lesson.

## SHARING THE GOSPEL with a Game Twist

### **Charles Blondin Story - a Picture of Faith** (Have human wheelbarrow races before the story)

Can you imagine a tightrope stretched over a quarter of a mile across Niagara Falls? The thundering sound of the pounding water drowning out all other sounds as you watch a man step onto the rope and walk across! He walked 160 feet above the falls several times back and forth between Canada and the United States as huge crowds on both sides looked on with shock and awe.

On July 15, 1859, Blondin walked backward across the tightrope to Canada and returned pushing a wheelbarrow. The story is told that after pushing a wheelbarrow across while blindfolded that Blondin asked for some audience participation. He had proven that he could do it as the crowds had watched and "Oooohed" and "Aaaaahed!". He asked his audience, "Do you believe I can carry a person across in this wheelbarrow?" Of course, the crowd shouted that yes, they believed! It was then that Blondin posed the question - "Who will get in the wheelbarrow?" Of course...none did.

The crowd had watched his daring feats. They said they believed, but their actions proved they truly didn't. Our faith should be lived out in our actions.

### Low Prep

**Cookie Challenge (check for allergies):** You may use as many kids as you like. Each person lays on their back on the floor. They may raise their head but cannot use their hands. Place a cookie on each person's forehead. They must move the cookie to their mouth without using hands. If cookie is dropped, they pick it up and start again. The winner is the first to get the cookie to their mouth.

**High/Low:** Create a stack of cards numbered 1-50 (or less. Depends on size of group) Mix them up but start with 1. If they think the next card is higher, stand up or lower, sit down. Wrong answers are out. As kids get out, pool them into a new group & play a different game.

**Hot Potato:** This is the traditional one: If you get caught with the potato you are out. UNLESS you can say the Bible verse, name a character from the story, say the motto, etc. - to stay in the game.

**Paper Airplanes:** Have kids write notes of encouragement to others in the class (no names), then fold and launch. Kids read messages, then launch again.

**Snowball:** Use recycled paper or new white paper for kids to make snowballs. Divide the room into two groups leaving a 4-foot-wide dead zone in the middle where kids are not allowed. After they form snowballs, have them throw the snowballs back-and-forth between one another for a minute. The one with the least number of snowballs is the winner, losers pick up all the snowballs. OR set two trash buckets at the front and see which team can add the most snowballs, they are the winner! Either way. All the snowballs are picked up & room is clean.

**Tic Tac Toe:** Have paper / pencils for kids to play the regular way. OR, have a HUMAN tic tac toe. Make a large tic tac toe board on the floor with tape. You need two teams with 4-5 players. Play the same as paper, on each team's turn they add a person to a spot. OR - instead of filling a spot they can remove one of the other team's members. Still just one move. Add a team member or remove the other team's member.

### Bible Story Related

**Cross the Sea:** Gather cardboard pieces, rug remnants, poster board, or construction paper; enough for most of the kids. Divide into even groups. Each group will cross from one side of the sea (room) to the other only standing on the pieces. Each group should have less pieces than kids. First team to successfully move their team across as a group is the winner. Great for team building.

**Mystery Socks:** Use fun clean, dry socks - used is okay! Place objects about the lesson in the socks. Kids feel the object through the socks without peeking, trying to guess what it is.

**Night at the Museum with Game Changers:** This is a statue game with a twist. There are four different positions that kids can take.

1. Peter standing like he's trying to climb out of the boat.
2. Peter walking on the water trying to maintain balance.
3. Peter holding his nose with one hand and the other reaching for Jesus.
4. Disciples sitting in the boat scared.

The kids move from one frozen statue to the next in any order. One or two Game Changers watch and try to catch them changing positions. The one that can change the most number of times, without being caught and doing all positions is the winner. Change up positions for different Bible Stories.

**Pictionary:** Write things, places or people from the Bible Story on index cards. Kids take turns selecting a card and drawing on paper or whiteboard with everyone trying to guess what it is in one minute. Can be done in teams.

**Telephone:** Divide large groups into two smaller ones. Whisper a phrase into the first child's ear. Do not repeat. Each child takes the phrase they heard and passes it on to the next person. The last person shares what they heard. With multiple groups hold the responses until all are finished.

Use short phrases from the day's Bible story, characters, or theme.

## SHARING THE GOSPEL with a Game Twist

### Folded Paper Cross / Just Want to be Happy

(Give each student their own paper to fold)

A guy was talking to his friend and told him how much he wanted to be happy. His friend said, build a boat, learn how to sail it, and travel the world. You will see so many beautiful ports, visit exotic locations and see the sun rise over the beautiful water. So he built the boat. (Take the top left corner of the paper and fold down at an angle, making the top and the right side of the paper line up together. There should be a sharp point on the right side.) He sailed that boat around everywhere and saw so many beautiful sights, met wonderful people, but still wasn't happy.

Then he met another friend. This one said, you need to have a place to stay. Build yourself a house. Fill it with all the wonderful things you want to do. (Ask everyone what would you put in your house? Respond to answers. Share what you might add to your house. Fold down the right corner to touch the left side. Top will be pointed like a roof.) The man loved his house! So many things to do. Pool, movie room, game room, all the things he wanted. Huge house, lots of land, but still he found himself alone - not happy.

His 3rd friend said you need to be able to go fast! Build yourself a plane! Fly up into the sky. See the world, and the continents. See how the earth begins to curve. The patterns made by mountains and oceans and deserts. So he bought a plane, and he was able to fly way up high in the sky! He could go from place to place so very fast! (Fold the house in 1/2, and the sides of the house fold down to create wings. Show how the plane flies all around.)

But going fast, flying high, traveling the world - nothing made him happy. He met a 4th friend and told him all about how he felt and what he was trying to do. (This is where you have to tear off the folded down parts of the wings and unfold the paper +at the same time you finish the story.)



**This last friend told him what you really need to be happy is to make friends with Jesus!**