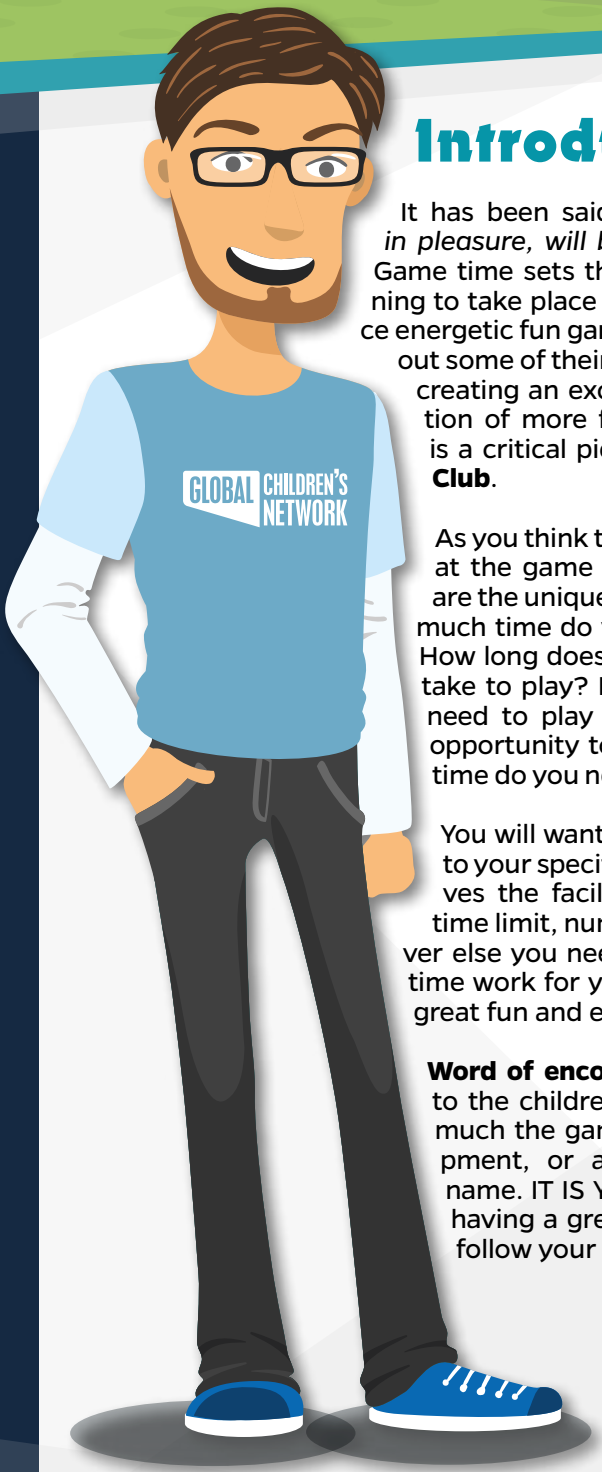
GLOBAL CHILDREN'S NETWORK

Malachi Kids Game BOOKLET



Introduction

It has been said, *"That what is learned in pleasure, will be learned full measure."* Game time sets the stage for a great learning to take place as the children experience energetic fun games. Game time helps get out some of their excess energy while also creating an excited attitude in anticipation of more fun to come. Game time is a critical piece of your **Malachi Kids Club**.

As you think through this time and look at the game suggestions below, what are the unique needs of your club? How much time do you have for game time? How long does the game(s) you choose take to play? How many times will you need to play it so all children get an opportunity to participate? How much time do you need to prepare the game?

You will want to tailor your game time to your specific needs whether it involves the facility, children, equipment, time limit, number of leaders or whatever else you need to consider. Make this time work for you! It should be a time of great fun and excitement.

Word of encouragement: You are key to the children having fun! It is not so much the games, the space, the equipment, or anything else you could name. IT IS YOU! You set the tone for having a great time! The children will follow your lead- LEAD WELL!

Instruction

This section will help new club game leaders properly lead a game time. Generally, Game time should be safe, fun, and exciting to the children. Think S.A.F.E. when you consider how to structure your Game time. While these recommendations are for the Game Leader that is running the Game time, it is good for every leader to know them too.

In order to have a great Game Time, start by assigning a leader to be the Game Leader. He or she will be the one who will lead this time. This person will be responsible for choosing the games, making all necessary preparations, and explaining the rules to the students. This person should be fun, enthusiastic, and able to lead your group well.

The remainder of the leaders will be assigned to a group or team. Their role is to support the Game Leader who is leading this time. These leaders will make sure their students understand the rules and are ready to play the game. They will also help with maintaining order and discipline while cheering on their group or team.

S stands for simple rules and space. As Game Leader running the game time, the rules need to be easy to explain, easy to learn and easy to follow. A few sentences should be all that is necessary. Remember the purpose of Game time is to play game and have fun. Sitting listening to complex rules being explained would defeat that purpose. If you are not running the Game time, be sure to listen to the rules so you can help your assigned team. It may even be good, to have the leaders demonstrate a new game for the children. Sometimes seeing a game played helps them to understand it better and quicker.

You need to consider the space as well as the number of children you have in that space. Choose games that fit your space and size of club. Game time should be safe for the children so choose games that will be safe with the space and size of your club. Think through where you will be playing games. Will it be outside? Inside? Large open area or small classroom or even a hallway? Are there any

obstacles or barriers to using the space safely? Think through how to overcome these issues so game time will be safe. How many children need to be able to participate at one time? Answers to these questions are critical in choosing games.

A stands for ages and ability. There are developmental characteristics that generally can be expected for certain ages. Know the ages of the children and what they can do before you choose your games. Try to choose games that are age appropriate for the children playing the games. If your club covers a large age span, choose various games from different age levels, so neither frustration nor boredom will be a problem. Good rule of thumb is to have children of the same age and ability compete against each other.

There are certain abilities that go with chronological ages yet children develop at different rates. Do not choose all of the games for a particular club meeting to rely on athletic ability alone. Some of your children may not be particularly good athletically yet they are smart intellectually. Mix and match games so the abilities of the various children in your club are highlighted.

F stands for fast paced. In order for game time to be fun, it needs to move along. The children do not want to be sitting and waiting. Have several games chosen and ready to go. Always have more games ready then you think you will need for that club meeting. You never know when a game will not work or the children do not like it. Be ready to change out a game for a new one if necessary. Watch to see if all the children are involved and having fun.

E Stands for enthusiasm and excitement. Game time should be loud, active, and engaging. As a leader you should be cheering on your team as well as getting the next children ready to play. Consider having the children make up a name for their team as well as a cheer. Encourage them to cheer for each other and clap. When children are not participating in that game, they should be sitting and cheering their team on.

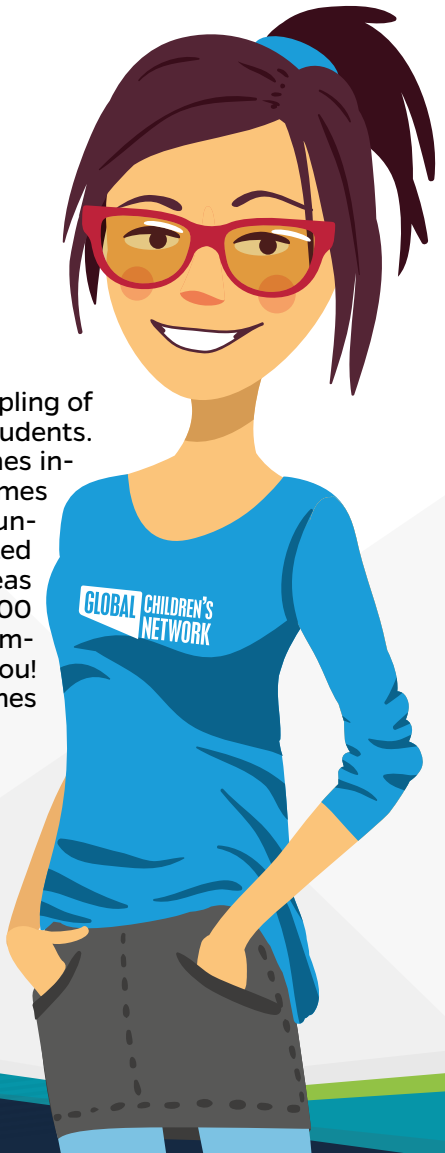
Keep track of what games they enjoy the most as well as what games they do not like. It is always good to have their favorites as back-ups in case a new game does not go as planned. Do not be afraid to use the same games every so many weeks as children love repetition. Just do not repeat the same games week in and week out.

Choose a mixture of games from low to high energy as well as low to high competition. It is always good to balance this time so all children enjoy this time. In the Idea section the games will be listed as low to high so you can choose appropriately.

One final word, be creative! Look around you – what is available that could be used to play a game. Also, universally known games can be changed slightly and add a lot of excitement. For example; mixing Simon Says with Red Light Green Light becomes God Says – where if the statement is true, you take two steps forward to the Leader {who is at the finish line} saying the statement. If the statement is false, you do not move. If you do the incorrect action, you go back to the starting line. The first one to reach the Leader is the winner. This is a great way to review the lesson material while also having fun!

Ideas

This section will include a sampling of game ideas to use with the students. There will be a mixture of games including outdoor and indoor games as well as ones to be played in undefined open areas or in limited spaces. The goal is to give ideas whether your club has 10 or 100 children in attendance. Remember make this time work for you! Adapt or modify the listed games so they work best for you.



» Limited Indoor Space

Hallway games – If you can divide them into more groups and still play safely that is fine. If not, divide into the 2 groups and change out so all children get a chance to play. Allow the others to cheer their team on while they watch and wait.

1. Over Under

-Object to pass
-Low competition

Divide the children into 2 groups. Have each group line up in a straight line, next to their side of the wall, facing forward, from tallest to shortest. Next give the first person in each line, an object like a blown up balloon, soft squishy ball, or book. The first child will pass the object over their head to the next child in line who will pass it under his legs to the next child who will pass it over her head and so forth. Each child will alternate over the head or under the legs. As each child passes the object he will sit down in his place. Play continues until the last child has the object and sits down. The first side who is sitting down wins.

Variation: start at the shortest side and play again.

Note: You could divide the groups into girls and boys if desired.
run to the back, moving forward.

2. Relay

-No equipment needed
-Medium competition

Note: be sure there is enough space in the hallway to play this game safely.

Divide the children into two groups. Have them line up next to their side of the wall but away from the wall, tallest to shortest. Have them face forward. When you say "Go," the last child in line (shortest end), will run along the left hand side of their line to the front of the line. Everyone will move back slightly. Upon reaching the front of the line, the next child will run up to the front of the line and everyone will move back slightly again. Play continues until the first child who ran is back at her starting position- the end of the line. The first team back to the starting position wins. Variation: Start with the front of the line and run to the back, moving forward.

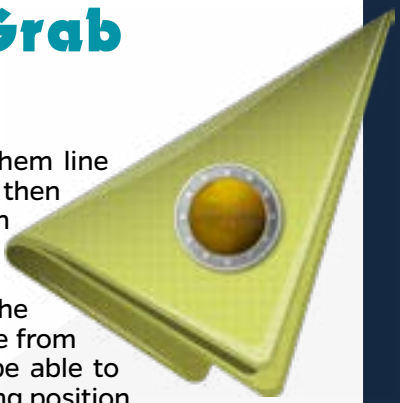
3. Cup stacking

-Need 6 unbreakable cups that can be stacked per group
-Low competition

Divide the children into two groups. Have them line up next to their side of the wall, facing forward, tallest to shortest. Give the first child in each line a cup that can be stacked on another cup. It is passed over the head all the way down their line to the last child. The last child places the cup on the ground. The next cup is passed in the same way and placed on the floor next to the other one. Play continues until all 6 cups have been passed and successfully stacked in this way – 3 cups on the floor, 2 on top of the 3 cups, 1 on the top of the 2 cups. First group to finish wins. Variation: play through twice with the second time, the cups being unstacked and passed from the back of the line to the front of the line. Each cup is restacked on the floor by the first person in the line. You can also play again changing who is the stacker at the front and back of the line.

4. Handkerchief Grab

-Coin and handkerchief
-Medium energy / competition



Divide the group into two teams. Have them line up facing each other, closely together then have them sit down. Each group should join hands. A leader stands at the front end between the two teams with a coin. Place the handkerchief in the middle between the two groups at the end of the line, opposite from where the leader is. Both teams should be able to reach it without getting up from their sitting position.

Everyone in the two teams closes their eyes except the first student in each line. The leader flips the coin until it lands on 'heads.' When the student sees that the coin lands on 'heads,' he squeezes the hand of the student next to him and so forth all the way down the line. When the last student in the line fills his hand squeezed, he reaches for the handkerchief. The team that grabs the handkerchief first wins. The last student in the line moves up to the first position and everyone moves back one space. Play until everyone gets a chance to grab the handkerchief.

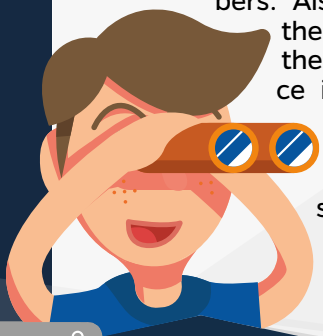
5. Eagle Eyes

-No supplies
-Low energy / medium competition

One student is selected to be the Eagle eye and will come to the front of the space/room/hallway. The others students will stand up so the Eagle eye can see each one of them. Then the Eagle eye will leave and go to a place nearby where he cannot see or hear what happens next.

Three students will be chosen to change the place where they were standing when Eagle Eye left. All others will remain where they were. Eagle Eye will be called back and try to guess which students changed their places. If he guesses correctly, he will change spots with one of them. The chosen student now becomes the Eagle eye. If the Eagle Eye does not find the three students, he is out of the game. Game continues until there is one student left.

Variation: change the number of students who change places, going up or down in numbers. Also could have them change their appearance in some way through their clothing, adding glasses, taking off a sweater, so forth.



6. Pass It On

-No supplies
-Low energy / competition
-Better with lower number of students. If you have a large number, you could divide them into groups

Have the students sit down in a line or circle. Choose a student to start with and whisper a message in his ear. He is to pass on the message to the next student by whispering it in her ear. Continue until the message has gotten all the way to the end of the line or around the circle. Have the last student share what they heard – is it the same message? Usually it is not! Note: Share that God made no mistakes through generations in the promise He passed down. There were no changes, God's promise stayed the same and always will.

Variation: divide the group into two teams or more if needed. Line them up in a long line by team, one behind the other, facing forward. The leader of each team will whisper the name of a word or object (like car, sport, food) or show the word on a piece of paper to the last student in the line. That student will write that word on the back of the student directly in front of them who will then write it on the back of the next student. Play continues until the first student in the line has had the word written on their back. That student will write that word or draw the object on a piece of paper. If it is right, that team gets a point. Play several times having different students begin at the back.

7. Story to share

-No supplies
-Low energy/competition
-Better with lower number of students. If you have a large number, you could divide them into groups

Have the students sit in a line or circle. Have a leader start a story, than a student is chosen to continue the story. After adding her sentence to the story, the next student to her right will continue to add to the story. The story is done when it returns back to the first student who added to it. Note: Could be fun to see if the students thought that is how the story would go. God has a story to share with us. It is one story – His Story! It is being completed just exactly how He wanted it.

8. Verse Write-up

-White board or paper, marker.
-Low energy/competition

Divide the group into appropriate number of teams for your size group. Have a leader for each team stand at the end of the room/space/hallway. The leader will have a white board or paper and a marker. The students will line up by teams in a straight line, tallest to shortest in height, facing their leader.

The first student in each line will run to the leader, write the first word in the chosen verse, run back, tag the next student who runs and writes the second word. Play will continue until the verse is completed. The first team done and correct will win.

9. Many words out of one word

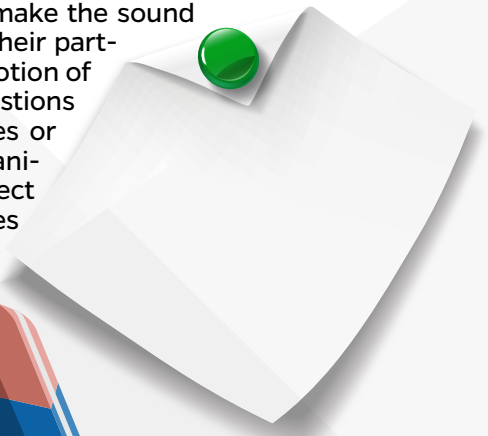
-Paper or white board, writing tool.
-Low energy / competition.
-Good game to be played sitting.

Choose a large word from the lesson like 'samaritan.' Challenge the students to come up with as many words as they can from that one word. The team or student that comes up with the most words wins.

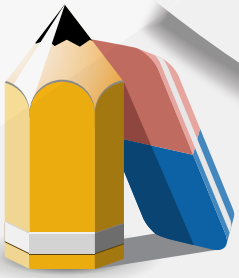
10. Which animal are you

-Paper, low energy / competition
-Prepare pieces of paper with animal names written on them
-You will need two sets of each animal

Give each student a piece of paper and instruct them to not let anyone see theirs. When you say go, they need to find the other student that has the same animal that they have. They need to find their partner animal but must do it without asking if they are the animal. For example they can only make the sound of the animal as they try to find their partner. Or they can only make the motion of the animal or they have to ask questions that can only be answered by yes or no (excluding are you a 'name of animal'?). Play several times but collect and redistribute the animal names each time.



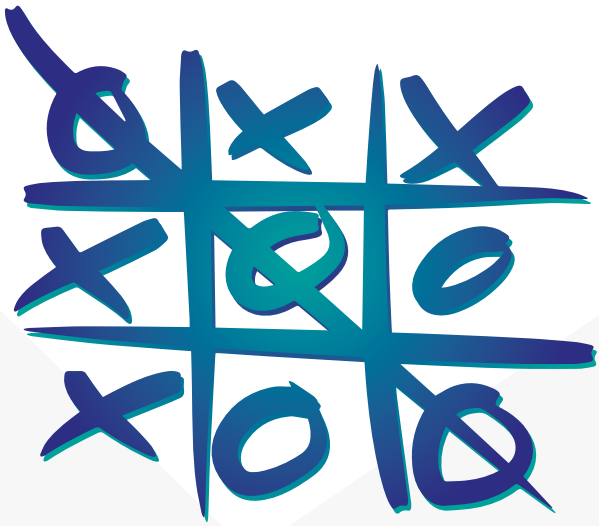
Award points by who finds their partner the fastest.



11. Human Three in a Row

-9 chairs set up in 3 rows of 3
-Low energy / competition.
-2 teams of 9 students but can be played more than once or altered to accommodate more or less number of students. If you have enough room and chairs, you could have several groups of 9 going at one time.

Divide the students into two teams of 9, lining them up tallest to shortest in height. Number them from 1-9 starting with the tallest. Team #1 will be the "X's" while team #2 will be the "O's." X team will cross their hands in front of them to make an X. The O team will connect their hands in front of them to make an O.



The Game Leader will call out a number (1-9). The two students with that number will choose a chair and sit down, being sure to make the "X" or "O" sign with their hands. The next number will be called out and those students will choose an empty chair to sit in. Play continues until one team has three students of "X" or "O" in a row horizontally, vertically, or diagonally. If no team gets three students in a row or both get three in a row at the same time, no one wins.

Note: If played outside or no chairs are available, students could sit on the floor.

Starting and finish line games – see open outdoor space games as well. You may be able to vary them to fit into your available space.

12. God Says

-No equipment needed
-Low competition

Designate a starting line at one end of the shape with a finish line at the furthest spot away from it. A leader stands at the finish line. The children stand at the starting line. The leader will say "God Says ..." and share a statement. The children will immediately decide if that statement is true. If it is something that God Says, they will move ahead two steps toward the finish line. If it is not something God Says, they should not move at all. If the children make the correct choice, they stay in that spot. If they made the wrong choice, they go back to the starting line and start again. The first child to the finish line wins. Note: Great way to review the lessons. Consider making the questions harder for the older children. It could even be a verse that they have learned.

13. Bible, Bible

The Game Leader calls out a name of a book. If the book is in the Bible, the students jump up. If the book named is not in the Bible, the students remain sitting. If the Game Director or Leader yells Bible, Bible - the students jump up and yell Bible, Bible. When a student does not do the correct action, he is out. The last student left or the team with the most students left wins. Note: Great way to teach names of Bible books as well as importance of listening closely. We need to listen closely to God's Story found in the Bible.

14. Cain, Abel

-No supplies
-Played like Red Light
-Green Light

Leader stands at front or finish line as "God." The students start across from that leader as far away as possible. When the leader turns his back, the students start moving forward to him. The leader chooses when to turn around and whether to say Cain or Abel. When the leader turns around and says Cain, the students must stop immediately. Any student who did not stop, is sent back to the starting line to begin again. The leader turns his back again. But when the leader turns around and says Abel, the students continue moving forward. Play continues with the leader turning and saying Cain or Abel until a student reaches him. The first student to "God" wins. Variation for the older students: Name things that stand for Cain's way or getting your own way like vegetable/grain offering, baptism, tithe, church attendance, being kind, so forth. If these are named, the students must stop moving forward. Name things that show Abel's way like animal blood sacrifice, faith, trust, believe, cross, so forth. Word of Caution: do not do this variation if the students do not understand this concept yet.

15. Tower of Babel

-Cups or items that can be stacked
-Low competition / energy

Students work in their teams to see how high they can stack their items without it falling. Team with the highest tower wins.

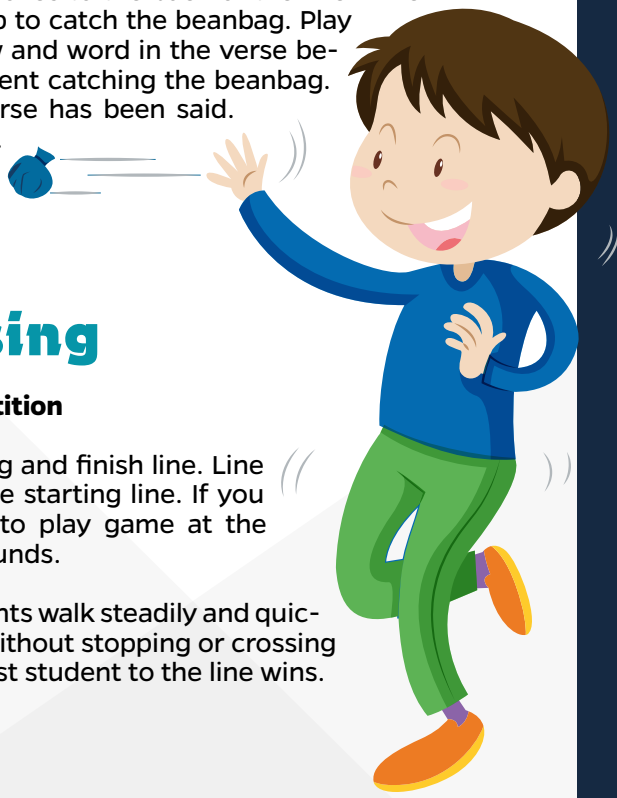
Variation: could be whose tower gets stacked the fastest. Good if you have a lot of students. It could be played with limited number of items and many times in a short period of time.

16. Verse Beanbag Relay

-Beanbag or sock filled with beans and tied off
-Medium energy / competition
-Have a beanbag / sock for each team

Divide the students into appropriate number of teams. Line them up in a straight line, tallest to shortest in height, facing forward.

The first student in each line moves forward about 15 steps (or distance that works for you) and turns around to face his team line. He has the bean bag which he tosses to the first student on the team line while saying the reference for the chosen verse. That student catches the beanbag throwing it back while saying the first word in that verse. That student moves to the back of the line while the next student moves up to catch the beanbag. Play continues with each throw and word in the verse being said and the next student catching the beanbag. Repeat until the entire verse has been said. The first team done wins. Leaders will need to help listen to the verses.



17. No crossing

-No supplies
-Medium energy / competition

Have a marked out starting and finish line. Line up the students behind the starting line. If you have too many students to play game at the same time, play several rounds.

When GO is said, the students walk steadily and quickly toward the finish line without stopping or crossing it in 60 seconds. The closest student to the line wins.

18. Steal the Bacon

-Object for center of the playing area
-High energy / competition

Divide the students in two teams. Line them up across from each other, tallest to shortest in height. Have a good distance between them. In the middle of the area, place the object. The goal of the game is to get the object before the other student.

Number the students starting at the tallest student to the last student. The Game Leader will call out a number – both students with that number (one from each team) will run into the center and try to get the object first. The object must be brought across their team line in order to count for points.

But if the student with the object gets tagged before crossing their team line, the opposing team gets the point. A student cannot be tagged prior to touching the object. Game is over when all numbers have been called. Winner is determined by which team has the most points.

Small oval, circle, rectangle shaped area – If you want to use pins to mark areas around your shape, consider using a plastic bottle filled partially with sand, dirt, or water to weigh it down. Do not make them so heavy a student could get hurt running into it. Consider marking the pins in some way to distinguish the teams. Colored electrical tape, string, or paint can be some good options.

If you want to have beanbags, consider stuffing a sock or cloth bag with sand, smooth pebbles, or other round readily available object. Beans or rice are not good options as they germinate over time.

Almost any object can be used for passing in a relay race. It just needs to be handed off safely and quickly to the next student in the relay. Newspapers and long socks have worked well. Relay games can be created quickly and explained easily. Choose an action that needs to be done such as hopping on one foot or jumping on both feet. Each player does that in the relay race. Do not make relay races just about running, add in other actions for more fun and excitement.

Games listed may suggest an item that is not available to you. Feel free to substitute items or modify the game to fit your particular situation. Be Creative!

For these games, it is best to divide the students into colored teams. Line them up tallest to shortest by height for each game unless otherwise stated. The students will sit behind their colored pin outside the playing area unless they are playing that round. A center striped pin will be in the middle of the playing area.

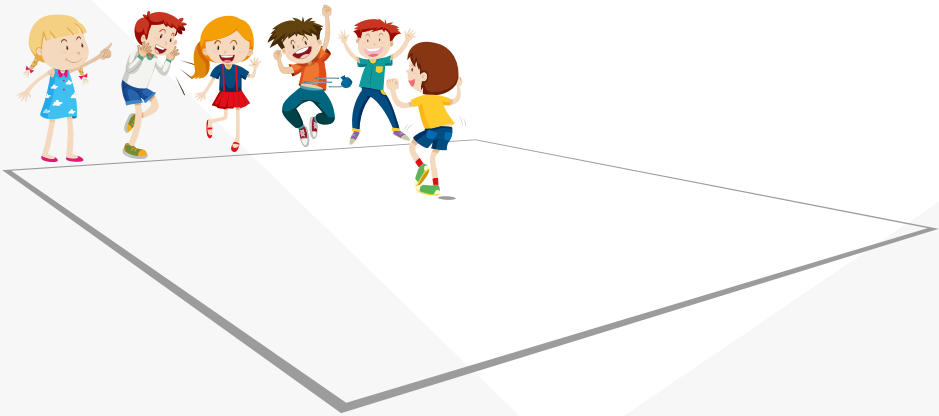
Remember some of these games could also be played with a large number of students in an open playing field.

19. Action Sprint

-Colored pins
-Medium energy / competition

1 student from each team lines up behind his colored team line/pin. When the signal is given, the students will run around the game area. While running one lap, each student will stop at each colored pin and perform an action. Actions could be touch your toe three times (red pin), Jump up and down 5 times (blue pin), say Amen 4 times (yellow), and sit down (green). After completing the lap, students run past their team pin and into the center to claim the striped pin. First student to claim the center pin wins for his team.

Note: good idea to have a leader at each spot to remind the students what action they are to perform.



20. Bean Bag Toss

-1 bean bag per team
-Medium energy / competition

Have one student per team line up across from their colored pin in the middle of the shape playing area. The rest of the team lines up in a semicircle in front of their team student. The bean bag is tossed from the student in the middle to each of his teammates who must catch it then throw it back to him again. First team done wins. Dropped beanbags have to be thrown again.

21. Father Game

-Pictures or words for Father (God), Son (Jesus), Holy Spirit, Satan (sin), Salvation.

Have the five leaders each with their word/ picture spread out across the area leaving room between each word in this way: in the middle of the area have a leader holding Salvation. In the middle top of the area have a leader holding Father (God). In the bottom right corner have a leader holding Son (Jesus). In the bottom left corner have a leader holding Holy Spirit. Outside the designated area have a leader holding Satan (sin). Show the areas to the students along with the appropriate name.

Explain to them that the Game Leader is going to call out a name and they are to run to that area. One additional rule is that if Satan is called, they run to the appropriate area but also drop down to the ground. Play a practice run to see if they understand the game. Then play again. Students are out when they run to the wrong place. The last student left or the team with the most students left wins.

Note: this game can also be played outside in a large area with lots of students.

22. Tongue, tongue, who stuck out their tongue

-No supplies
-Low energy / competition

Choose an animal that sticks out its' tongue like a lizard, snake, or frog. Let the students know which animal you choose. Designate a student as the detective.

All other students will sit in a circle with the detective student in the middle of the circle. Everyone closes their eyes. A leader will tap the head of a student selecting him to be the lizard (or snake or frog). His job is to slip his tongue out without the detective student seeing it. As students see the tongue of the lizard, they react by falling back, dead. The detective student gets three chances to guess who the lizard is.

Variation: The lizard can also pretend to be dead. This would be better for older students to add to the difficulty.

23. All places

-No supplies needed
-High competition / energy

Yell out part of the room or space for the students to run to then prior to them arriving at that area call out another area of the room or space. Continue playing for the next few minutes, repeatedly changing the area they are to run to. If you see frustration setting in, stop sooner. Talk with them that while that was frustrating and difficult for them to do, it is easy for God. He can be in all places at the same time. God is amazing!

24. Who Has It?

-Object to pass such as a sandal, shoe, sock, ball
-Low energy / competition

Have the students sit in a circle. Choose one student to be in the middle. This student sits down in the middle, closing her eyes, and covering them with her hands.

As a song is sung, the object is passed around the back of the students. When the last word is sung, that student keeps the object hidden behind his back. All other students keep their hands behind their backs as well. The student in the middle uncovers her eyes and tries to guess who has the object just by looking at the faces of the students. If she guesses correctly, she moves to the circle and the student holding the object goes into the middle. If she guesses wrong, she is in the middle for another round. After this round, if she still guesses wrong, allow her to join the circle and choose a new student to guess.

25. Tag

-No supplies needed
-High competition / energy

One student or leader can be the serpent (satan) who tries to tag others. Once a student is tagged, she helps tag others. One place in the room can be designated "The Garden" or base. If a student runs there he is safe and cannot be tagged. Sometime during this game, the Game Director or Leader will yell out "No more Base." Students now have nowhere to hide. The last student left is the winner. Variation: you can have one student or leader designated as "God." If a student runs to Him they are safe always.

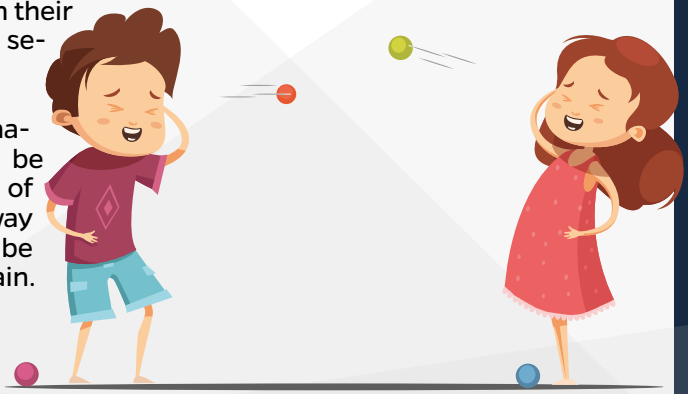
26. Who Has the Most

-Wadded up paper into a ball
-2-3x times as many pieces as you have students
-Medium energy / competition

Divide the students into two teams/groups. Divide your space into two clearly defined areas, placing one group of students in each area. If you can have a divider to define the areas that is even better. Place half the paper balls into each area.

When you say GO – each area tries to get all the paper balls into the other area. A student may only throw one paper ball at a time. Paper balls should be flying in both directions at the same time. Allow play to continue for about 2 minutes then yell STOP. Play stops with the number of paper balls counted that are in each group/team's area. The one with the least number of paper balls in their area wins. Repeat several times.

Variation: any small safe object can be thrown instead of paper balls. That way the object can be used again and again.



27. Target Practice

-Assortment of balls, balloons
-Medium energy / high competition
-Works best on a square or circle shaped area with teams spread evenly in a section of the shape

Divide your students into teams, the number depending on how many students you have (2-4). Spread them by teams across the area/shape, about 30 feet apart from each other. Place the balloon in the middle of the area. Hand out the balls so all teams have some to get started.

When you say GO, the balls are used to hit and move the balloon across into another team's area. You may want to have the team areas marked in some way to make judging easier. Only the balls are allowed to be used to hit and move the balloon.

28. Do You Know It

-Baton or item to pass like a baton
-High energy / competition

Divide the group into the appropriate number of teams. Line them up by team at a designated starting line facing across to a marked line about 30 feet away. Have them stand in a straight line tallest to shortest in height. The first student in each line will have a baton or object to pass in their hand. Line up leaders at the marked line across from the starting line – one leader per team. When you say go, the first student in each line will run to their leader, recite a verse they have memorized, and run back to the starting line passing the baton on to the next student. This student will repeat those same steps. Play continues until all the students have run. First team done wins.

Variation: no repeating of verses is allowed.

Variation: supply the leaders will a list of review questions. As each student arrives they must answer the next question. If you run out of questions before students have all run, go back and repeat questions.

29. Jump Over

-2 liter plastic bottle with small amount of water in it
-Low energy / competition

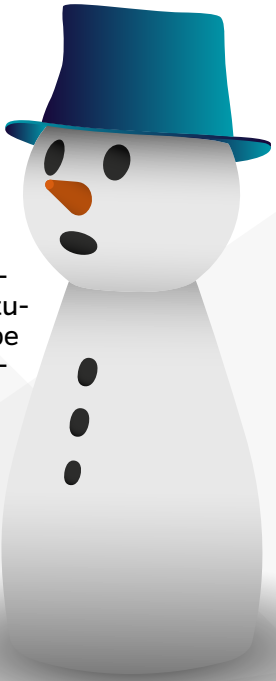
Attach the bottle to the end of a rope about nine feet long.
Space the students around your area in a circle. The leader with the bottle will stand in the middle of the circle about 7-8 feet away from the students.

The leader will swing the bottle on the rope, low around the circle. The students will jump over the bottle as it comes to them. If they are unable to jump over it and are struck by it, they are out. Play continues until one student is left.

Note: depending on the number of students you have, you may have to have several circles going at the same time.

30. Freeze Tag

-No supplies
-High competition / energy



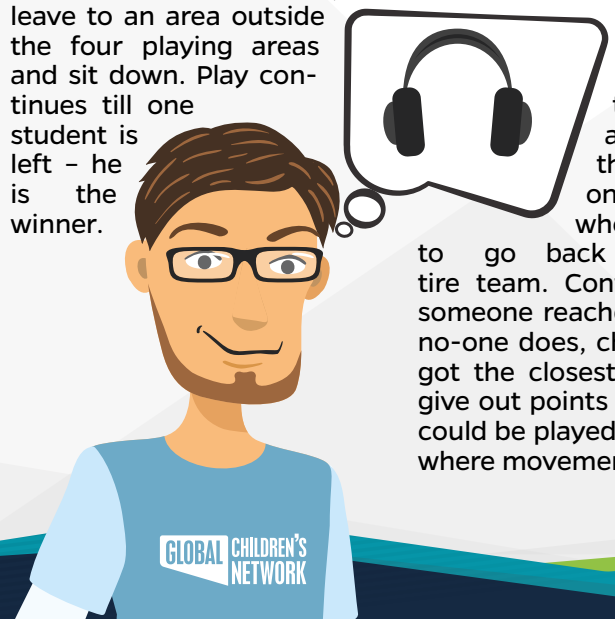
A student or leader is chosen to be the one who freezes the others. If you are touched by the freezer you are frozen in place. You cannot move. A student who has not yet been frozen can unfreeze you by touching you. The last student not frozen wins. Note: In order to be unfrozen you had to depend on someone to free you. It is the same with sin. You cannot save yourself, you need someone to free you. God sent Jesus to free us from sin.

» Open Out door Space

Some of the games listed above could be played as well in an open outdoor space so be sure to look them over as well.

31. Four areas

Designate four areas of your space. You could do this by having a leader stand in each of the four areas, calling them north, south, east, west or a landmark such as the big old tree, the rock pile, so forth. Make sure the students know what each area is called.
Choose one student to be "it." While "It" is counting to 15, all other students, are running to one of the four designated areas. At 15, "It" calls out one of the four areas and any one in that area is out. They leave to an area outside the four playing areas and sit down. Play continues till one student is left – he is the winner.



32. What's your favorite?

-No supplies
-Low energy / competition
-Prep time

Ahead of time get a list of your leaders' favorite things like food, pets, fun activities, hobbies, work, books, music, verses, so forth. Have a starting and finish line marked.
Line up the students by teams at the designated starting line. A favorite is called out. If the student thinks that is his leader's favorite he moves forward. If not, he stays still. If the student is right, he stays there. If not, he goes back three steps. Even though they are lined up as teams, they play as individuals within their team. So only those students who got it wrong need to go back steps not the entire team. Continue playing until someone reaches the finish line. If no-one does, choose the one who got the closest. Variation: Could give out points instead. This way it could be played in a room or space where movement is limited.

33. Clothespin Game

-Clothespins 1 per student or play several times with new students each time
-Better for a small to medium number of students
-High energy / competition

Students playing each have a clothespin on the back of their clothing.
When the Game Director says GO, all the students run and try to grab the clothespin off of the other students clothes. Allow play for a couple of minutes then yell STOP. Any student who has had their clothespin taken is out. Shorten the area in which they can run and play again with those who still have clothespins. Stop again, removing those who have lost their clothespins, and shortening the area again. Play until one student is left. Play several times.

34. Right Side Up or Up Side Down

-Have about 30 plastic cups (or more depending on the number of students you have)
-Medium energy / competition

Divide the number of cups in half. Spread them across the area with half being right side up and the other half upside down. Divide the group in to two teams, assigning them right side up or upside down cups.
When you say GO – the team assigned right side up will turn the upside down cups right side up. At the same time, the team assigned upside down will be turning the right side up cups upside down. After a certain amount of time, yell STOP. Both teams must stop. The team with the most cups in their direction (right side up or upside down) wins!

35. Chain relay

-No supplies
Medium energy / competition

Start with one student running from the starting spot to your designated spot (not too far away) and back. Keep adding one student at a time until all are attached together in one line going to the designated spot and back. Can do by teams or the entire group.

Note: could go along with Moses lessons – Israelites growing in numbers and being lead out of bondage by Moses.

36. Go-No

-No supplies
-High energy / competition
-Large area so students can run

Students line up at the starting line. One leader is at the finish line being Pharaoh. He will yell NO (red light). The other leader at the finish line will be Moses. He will yell GO (green light). Leaders will take turns at various intervals and yell NO or GO. If Pharaoh yells NO, the students must stop. If Moses yells GO, the students run. Do it 9 times just like the plagues in the story. Closest team or student to the finish line wins.

37. Don't Let It Fall

-Variety of objects in shape and size, can even use nature items likes sticks, rocks, so forth.
-Medium energy / competition

All students play at the same time. If you have too many for the number of objects to play at once divide into groups. All students form a circle. Every student is given an object which can be large, small, or any shape. On GO, the objects are passed to the right, all at the same time. The objects must be kept moving at all times. When a student drops an object, he leaves the game but his object stays in. As the game progresses, it gets harder and harder as the number of objects remains the same while the number of students deceases. The winner is the last student left.

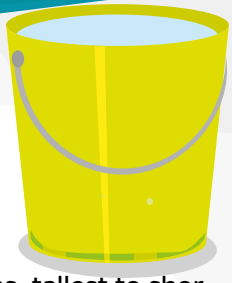
38. Sandal or shoe confusion

-Students sandals or shoes
-Medium energy / competition

Have the students remove their sandals or shoes and place them in the middle of the playing area. Mix all the shoes/sandals up well making a big pile. Divide the students into groups and line them up tallest to shortest in height by group. Number the students starting with number 1 at the tallest and finishing with the shortest student. Make sure the students remember their number.
When you call out the number, students with that number from each team, will run into the middle and retrieve both their sandals/shoes and return to their team line. Continue play until all the shoes are retrieved – the first team with their sandals/shoes on and sitting on their line wins.

Variation: When you say GO, all students can run in and find their sandals/ shoes. Do not do this if you have a lot of students. Remember safety.
You could also call several numbers at the same time which would add to the fun and confusion while still being safe.

39. Wet or dry



-Large sponges or cups
-Buckets of water
-1 with water and 1 without per team
-Low energy / medium competition

Have the students line up in a straight line by teams, tallest to shortest in height. Have them facing forward. Place the full bucket of water in front of the first student in each team line. Place the empty bucket at the end of each team line. Using a cup or a large sponge, have the first student fill it with water from the bucket. Then the student will pass it over his head to the next student and so forth down the line to the last student. The last student will empty the cup or sponge into the bucket. Then run to the front of the line with the cup/sponge and fill it from the water bucket. He will pass it over his head to the next student and so forth like before. Continue play until the first student in the line is the last one emptying the cup/sponge. The team wins that has the most water in the bucket at the end of the line. Note: While the students may have gotten wet, the Israelites did not when they crossed the Red Sea. So much more water was involved yet they did not get wet- God is amazing!

40. Red Sea, Red Sea

-Variation of Red Rover
-Red Rover game
-No supplies
-High energy / competition

Divide your group into two teams. They will line up across from each other about 30 feet apart. One team will be Moses and the Israelites while the other team will be Pharaoh and his army. Choose a team to go first. They will yell, "Red Sea, Red Sea, send [student's name on the opposite team] over." This student will run over and try to break through the chain (linked hands) of the yelling team. If the student is unable to break the chain, he joins that team. If the student does break through the chain, he captures one of the two students whose hands he broke through and brings them back to his team. Play continues until all the players are on one team or time runs out than the team with the most students wins.

Word of caution: remind students it is a game for fun and not too be too aggressive in either holding hands tightly or trying to break through the hands roughly.

41. NO Can Do Relay

-Big clothes that will fit over student's clothes
-Same number and types of pieces per team
-Medium energy / competition

Have a designated starting and finish line marked out for the students. Divide the students into necessary teams based on your numbers. Line up the students by teams in a straight line from tallest to shortest in height. Have a pile of clothes at the starting line.

Tell the students that all they have to do is to run across to the finish line. Oh, but wait a minute. There is one more thing – no, two more things - you need to know. You have to add on something before you run. Show them the clothes pile and instruct them that when it is their turn, they will need to put on the clothes before running. Tell them that this is a timed event. In other words, they must complete the race in a set amount of time. Be sure to set the time amount where they cannot accomplish it. They will still have fun trying. Cheer them on. Note: Rules of the game show we cannot do it. It is impossible, same with following God's Commandments. The Law shows us we cannot live sinless lives.

42. Can Do Relay

-No supplies
-High energy / competition

Play NO Can Do Relay game again but this time without the additions. They just run. See how many can do it this time in the stated time (same as for the NO Can Do Relay). They should all be able to do it. Note: All they need to do is run to Jesus – trust Him for salvation, not all the additions. It is faith in Jesus alone.

43. Which way do they go relay

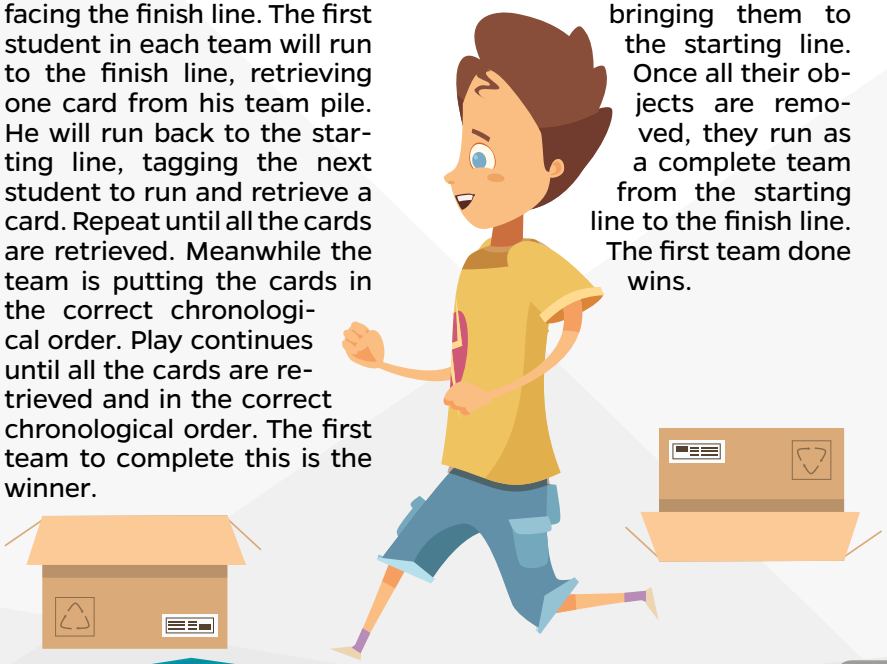
-Have the events of the previous lessons written on index cards or pictures from the previous lessons available.
-You will need one set of the written events or pictures per team
-Starting and finish line marked out for the students. Have the event/picture cards at the finish line in a pile for each team.

Line up the students at the starting line by their teams, tallest to shortest in height, facing the finish line. The first student in each team will run to the finish line, retrieving one card from his team pile. He will run back to the starting line, tagging the next student to run and retrieve a card. Repeat until all the cards are retrieved. Meanwhile the team is putting the cards in the correct chronological order. Play continues until all the cards are retrieved and in the correct chronological order. The first team to complete this is the winner.

44. Clear the Way

-Have various objects (sticks, paper, so forth) scattered across the playing area.

It is the object of the game to clear your team's area of any objects making a clear path to the finish line. Divide the students into teams. Have the playing area divided into the correct number of areas based on your number of teams. Best to divide so there are running lanes straight ahead for each team. Designate a starting and finish line.
Have the students line up in their team area at the starting line. At Go, they run and clear their path to the finish line by removing all the objects in their way, bringing them to the starting line. Once all their objects are removed, they run as a complete team from the starting line to the finish line. The first team done wins.



45. Payment for Sin Relay

-Have pictures/words on index cards that stand for things people try to use as payment for sin along with the only way to pay for sin
-Have multiple sets of each picture/word
-Designate a starting line and finish line. Have the cards at the finish line in a container.

A student from each team runs to the finish line and chooses a card from the container without looking. They run back to the starting line to their leader. The student asks, "Is this payment for sin?" The leader will look at the card and answer yes or no. If yes the team receives 10 points. If no, there are no points given. The student tags the next student on his team who runs and repeats the same steps. Play continues until all the cards are gone or all the students have run. The team with the most points wins. Variation: Make it a timed event so they must be fast. First team done the game is over. Count up each team's points and declare a winner.

46. Limited Motion Relays

-No supplies
-Medium energy/competition

Play relay games using limited motion like one-legged or hopping (lame), cross-legged and walk, hands on ankles behind legs, hooked arm with partner, and so forth. Be creative but also remember to be safe. It is harder to play when you have a handicap. Sin is our handicap and it binds us.

47. Weight of Sin relay

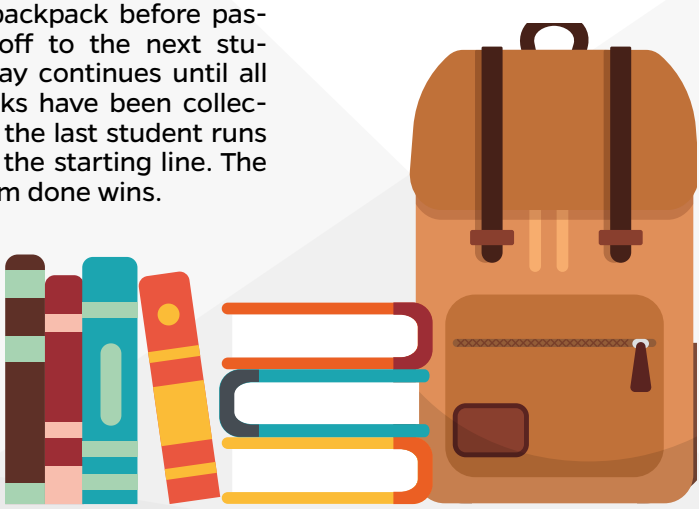
-Have a pile of books for each team and if possible a backpack that would hold them
-Medium energy / competition

Divide the students into the appropriate number of teams. Have them line up on the starting line facing the finish line, by team, tallest to shortest in height. Have a pile of books at the finish line across from each team.
The first student in each line places the backpack on, runs to the finish line, takes off backpack, adds a book then runs back to the starting line, passing off the backpack to the next student on his team. That student completes the above adding another book to the backpack before passing it off to the next student. Play continues until all the books have been collected and the last student runs back to the starting line. The first team done wins.

48. Free of sin relay

-Books in backpack from Weight of Sin relay
-Medium energy / competition

Divide the students into the appropriate number of teams. Have them line up on the starting line facing the finish line, by team, tallest to shortest in height. Have the backpack full of books at the starting line.
The first student runs to the finish line and removes a book from the backpack, leaving at the finish line. Then runs back to the starting line with the backpack handing it off to the next student. She runs to the finish line and repeats the process like above. Each lap a book is removed from the backpack and left. Play continues until all the books have been removed and the last student runs to the finish line and back. The first team done wins.



49. Create your own game

-No supplies
-Energy level and competition will depend on what is made up
-Divide the students into teams/groups for this activity

Allow the students to come up with their games, complete with name, rules and how to win. Once they have developed their game, give them time to explain and demonstrate their game. Once they have taught it to the other students, allow them to lead them in playing their new game. Give each team/group time to share their game and have the others play it. These may become some of their favorite games.

50. Ball Hunt

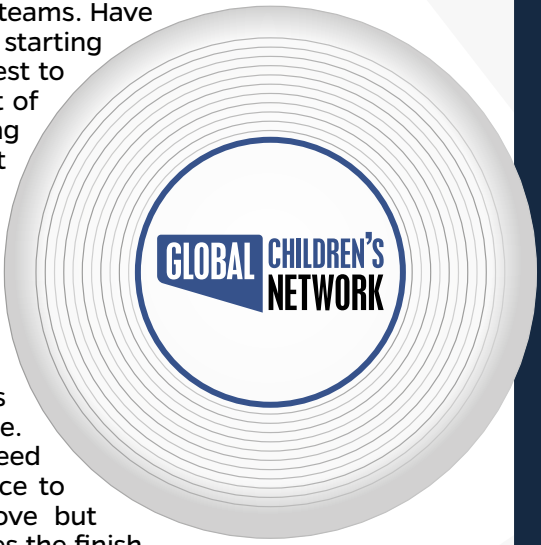
-Ball per team
-Medium energy / competition

Divide the students into their teams. Have them stand at the designated starting line, facing the finish line, tallest to shortest in height. The first student in each line kneels with their eyes closed. A ball is placed in front of them somewhere within their area on the way to the finish line. When GO is yelled, the first student in each line crawls with his eyes closed to find his ball. As soon as it is touched, he opens his eyes, picks up the ball, and runs across the finish line. First team to have the ball and be across the finish line wins. Play until each students has a turn.

Note: if a student has trouble finding the ball, a leader or second student may guide him.

51. Frisbee or throwing disc game

-One Frisbee/throwing disc per team
-High energy/competition



Divide the students into their teams. Have them stand at the designated starting line, facing the finish line, tallest to shortest in height. The object of the game is to get the throwing disc across the finish line first to win.
Give the first student in each line a Frisbee/throwing disc. When GO is yelled, the student throws the disc toward the finish line. If it does not cross, he will retrieve it and throw it again repeating this until it crosses the finish line. Play as many rounds as you need to so all students get a chance to play. Variation: Play as above but when the throwing disc crosses the finish line, the student will get it, run back to the starting line, hand it off to the next student who will repeat the above steps. Student who is done, will sit behind his line. Play continues until every student on the team has gotten the throwing disc over the finish line and is sitting behind their line.

Malachi Game Booklet
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