

Games Ideas

Beach Ball Bounce

Supplies: Two different color beach ball. (Alternately you can mark one with a sharpie with smile faces or Bible Verses)

Each ball should be different colors or look different some way. Blow up the beach balls and show them to the children. Show which ball represents the girls team and which the boys team. Tell kids the object is to see who can keep their ball from touching the ground longest while standing in one spot. Kids cannot move other than their hands. Kids can only touch the ball belonging to their team. There is no real way to declare a winner or even oversee this game but kids find it hysterical. Play this game outdoors if your sanctuary has chandeliers or expensive equipment in it.

Cat and Mouse

This fun game is good for outdoors or indoors if you have enough space. Select someone to become the "Mouse" and someone to be the "Cat." Have the rest of the class form a circle while holding hands. Instruct the kids that no matter what they have to remain holding hands. The "Mouse" goes inside the circle and the "Cat" goes outside the circle. The "Mouse" goes in and out of the circle under the players arms while the "Cat" tries to tag him. The "Cat" cannot go in the circle. When the "Mouse" gets tagged he becomes the new "Cat" and the first "Cat" joins the children. Another child gets to be the Mouse. You could change the names of the two main players to David and Goliath if you like.

Relay Games

Supplies: Whatever you have available; We used hula hoops, plastic cones, balls, & bubbles with wands

Directions: Leader spins each child 5 times. Each child must hula hoop for 10 seconds, stand behind the cone line and shoot a ball into the bucket, blow five wands of bubbles, complete 10 jumping jacks, and then run back to the start line and tag the next team member.

Object Freeze Tag

Supplies: Well defined play area, an outside field or gym would work well, Two soft objects to use for tagging, A whistle (optional)

Show the kids the boundaries and instruct them to stay within during the game. Designate one child as the 'freezer' and another as the 'un-freezer.' Blow the whistle to start the game. The freezer should tag people with their object to freeze them. The un-freezer will do the opposite. After about 30 seconds, blow the whistle and the players must hand off their objects to whoever is closest to them. After a few turns makes sure ever child gets a chance to play each role.

Captain Midnight

Supplies: Just a marked off playing area.

Street Reach | Week 8

Have all the kids make a line at one end of the field/gym/open area. They all should be facing you while you are at the other end. Turn your back to them and have one child ask, "Captain Midnight, what time is it?" Tell them a time. For instance, if you say, "3 o'clock," then all children take three steps. If you say "10 o'clock" they take 10 steps. As the kids take their steps, have the same child ask again. Then give them an answer. Continue this process.

At some point, depending on the size of your playing area, you will need to end things so you will scream "MIDNIGHT!!!" after they ask you what time it is. It is at this point that chaos ensues. After screaming "midnight" or better yet, while you scream it, turn around and chase after the kids as they scurry back to the starting line. They will go absolutely bonkers. Make sure you call "midnight" before a child gets to you. Their goal is to be the first to tag you. Therefore, expect some children to take large steps and even cheat a little. Therefore, it is perfectly acceptable to turn your head a few times and check the progress.

As you run, tag as many kids as you can. Those kids are then out. Keep playing until there is one child left. That child then gets to take over your job as the caller if you so choose to relinquish that duty. A good tip is to tag both young and old kids equally. In other words, don't always tag the slowest or youngest first. You should be faster than the majority of your kids therefore you should be able to tag who you want. This creates more fun and an unexpectedness of who will be tagged as they run back to the line.

Fishers of Men

This game is tag with a twist. Half the kids line up along one wall and the other half line up against the opposite wall. One kid is chosen to be "It" and stands in the middle of the room. On your signal, both sides try to run across the room to the other side without getting tagged. The kid who is "It" tries to tag as many as they can. If a kid gets tagged, they join the kid originally dubbed "It" and a new round begins. The game ends when all the kids that started along the walls have been tagged. NOTE: This can easily be adapted to work outside.

Kangaroo Hop

This game can be indoors, outdoors, played with individuals, or with teams! The kids must try to be the first to hop across the room like a kangaroo. But here's the catch: They have to hold a tennis ball (or any other ball you have) between their knees the whole time!

Obstacle Course

This one is limited only by your imagination. Set up a fun obstacle course. Use hula hoops, traffic cones, and whatever else you have at your disposal to lay out a course or track. Set whatever rules you want (perhaps the kids have to kick a ball or balance something on their heads through the course) and let the kids go crazy!

Hula Hoop Lasso

This one is sort of like ring toss, but way more active!

Street Reach | Week 8

Grab 4-6 hoola hoops and tie about 6ft of rope or yarn to each one. Toss several balls into the middle of your area (the balls can be a variety of sizes) and hand out the hoola hoops. Have the kids stand in a circle around the edge of where the balls are. Each kid must try to toss their hoola hoop around a ball, then pull the ball to them using the string. The kid with the most balls wins.

Games involving balls (any size) are fun. The kids also love running games – like relay races, etc.

Set up a bowling ball situation with plastic “pins”.

Tag is always an old standby.

Dodge Ball is fun, but only if a very soft ball is used.

If your church has a parachute that would be ideal.

Water games don't work well, as there is not access to running water at the sites.