

“Disciples Treasure Hunt / Discípulos Buscando Tesoros”
2009 VBS Blitz
Games

Monday

Steal the FlingSock (bacon) (General game)

To make the fling sock – take either panty hose or tube sock and insert tennis ball. Tie off the ball with either a knot or small string.

Pick a referee, then divide into two teams. Line up about 20 feet across from each other and spread out about three to four feet apart. The FlingSock is placed in the center of the play area. Have each team count off so that each player has a number - one, two, three and so on. You can even pick topics like wolves, foxes, bears, etc.

The referee will start the game by calling out one set like number one. From both teams a player will come out and try to steal the FlingSock without being tagged. The first one to grab the FlingSock and get back across his/her line without being tagged by the other player earns a point. If you are tagged while stealing the other team receives the point. Play up to 20 - 25 points.

Bucket Brigade (water game)

Required: 2 water bottles per team and small (bathroom size) paper cups
Players: Small to large groups

Divide into teams of 5 to 10 players. Each team will be given two water bottles, one full and the other empty. Each player will receive one cup. The teams line up front to back in a row sitting on the floor. The person in front will hold the full water bottle and the last person on the team will have the empty water bottle. On go, the first person in line will pour water into his cup and then without turning pour his cup of water into the cup of the player behind him. Each player will pour his cup of water into the cup of the next player. The last player will then pour his cup of water into the water bottle. As soon as the first player passes his water he can refill the cup and start passing again. They will continue until all the water is out of the first bottle. The team with the most water in the bottle at the back of the line is the winner.

Spoon Water Relay (water game)

Required: Tablespoons (for adults), large serving spoons (for children) - 1 per team; 1 bucket per team, 1 large can per team (juice can works), water
Players: Medium to large groups

Divide your players into teams of 6-10. Place a bucket of water at one end of the field and the jar or can about 10 feet away (20 feet for adults). Each team lines up behind the bucket of water. The first person takes the spoon, fills it with water, and empties it into the jar or can. He then runs back to the line and hands the spoon to the next player. The first team to fill their jar or can wins!

Tuesday

Body Jump Relay (general game)

Required: 6 players per team

Players: Medium to large groups

Each team will have the players lie down on the ground, face up, fanned out in a circle with their heads facing the middle of the circle. On go, the first person from each circle, gets up and runs around the circle jumping over the other team members. Once around he will lie back down and the #2 person will do the same. Then you keep playing until all the players have completed the task. The first team to complete the cycle is the winner. For added fun and excitement with youth groups, a blindfold can be passed to the player that is getting up. They can half walk and crawl around the circle with members instructing them where to go.

Ice Fishing (water game)

Required: Roasting pan, ice cubes, and marbles, towels to dry feet

Players: Small to medium groups

Fill a roasting pan with ice and then put marbles in it. You can break the kids up into teams and then have each person on the team come and try to “fish” out one of the marbles with their bare feet. The first team done wins. You’ll really like watching everyone’s expressions when they stick their feet in the ice

Balloon Race

Required: Small balloons, shaving cream and plastic knives

Players: Small to large groups

Each player is given a balloon coated with shaving cream. At the same time, all players must shave their balloon with out popping it. The player who does this first wins!

Jump Rope Water Splash (water game)

Required: Jump rope, plastic cups, and water

Players: Small to large groups

Give each child a plastic or paper cup full of water. While two players twirl a large jump rope, jumpers one by one are to attempt three consecutive jumps. They are to do this while holding onto their cup of water and trying to do let any water spill. The child that has the most water left is the winner. You can keep playing until only one person has water left in their cup.

Wednesday

Balloon Head Race (general game/water game)

Required: Balloons

Players: Small to large groups

Organize players so that they're into pairs and each team receives a partially inflated balloon. When the game starts, teams must race to a finish line carrying a balloon between their heads, remember don't use your hands. On hot days try it with water balloons or through a sprinkler. You can even try an obstacle course.

Ping-Pong Relay (general game/water game)

Required: Buckets and ping-pong balls or small water balloons

Players: Small to large groups

For each team, have one bucket and five ping-pong balls. The object is to have players one at a time, run barefoot down the course to where bucket and five ping-pong balls are on the ground. They are to sit on the ground and using only their feet, pick up the ping-pong balls and put them into the bucket. Once they have all the balls into the bucket, they are to dump them out, run back to the team and have the next person do the same. The first team with everyone completing the task is the winner. You could try water bombs instead of ping-pong balls.

Snake Tag

Players: Small to large groups

Start out with three to four in a group. Try to get as many groups as possible and leave a person as "it". Have the members of each group attach together by holding onto the waist of the person in front of them to form a snake. The person in front is the head and the person in back is the tail. To start, the person that is "it" must catch the tail of one of the snakes and attached to it. If he is successful, the head must come off and he is now "it". You are to twist and turn your snake to keep from losing your head.

Thursday

Duck, Duck, Squirt (water game)

Required: Squirt gun and clean bucket of water

Players: Small to medium groups

All players sit or stand in a circle. Pick a person to be it. They are to go around the circle like Duck, Duck, Goose but they say " Duck, Duck, Squirt". They then squirt a player and the chase begins. The "squirter" is to run around the circle and back to players position without getting tagged by the person that was squirted.

Blob Tag

Required: Large play area

Players: Medium to large groups

You start this tag game with two people as the blob. They have to lock their arms together and cannot come apart. Once the blob tags someone, they become part of the blob and add to the end. The blob becomes bigger and bigger. Only the ends of the blob can tag someone, so players can run through the blob, if possible without getting tagged.

Sponge Toss Contest (water game)

Required: Large car sponges, large containers of water, receiving buckets, warm weather

Players: Small to large groups

Divide up into teams. You can have as many teams as you have equipment. Each team forms a line with teammates a little more than an arms length away from each other. At one end of the line is a large container of water with large sponges in it. The other end has a small bucket, which you could mark with a fill line where you want the finish point to be or just fill to the top. When signaled to start, teams are to race. The person at the large container is to throw a sponge to next teammate and that person to the next until it reaches the end of the line. The last person is to squeeze the sponge out and then run to the start of the line, dip the sponge in the large container and pass to next person. If sponge is dropped while being passed, it is to be thrown back to the start of the line and you are to continue again. After full rotation of line, meaning everyone has taken sponge out of large container and passed, the team with the most collected water is the winner.

Friday

Clothes Pin Tag

Required: Clothes pins and rope

Players: Large groups

Mark off a play area of at least 40ft by 40ft by putting rope on the ground. All players are to receive 5 clothes pins, pinned the back of their shirts. Have them all spread out around the edge of the rope before starting. The object is to try to capture clothes pins from someone else's back without losing yours. If you capture a clothes pin you are to go down on one knee while pinning it on your back. While you are on one knee, no one can take a clothes pin from you. If you go out of bounds you lose a clothes pin. There is no pushing and you can only touch clothes pins, no touching or pulling clothes or the body. Any violators will lose one clothes pin to victim. The person with the most clothes pins in the allowed time you choose wins. You can play teams and the team with the most is the winner also.

Shoulder Grip/Memory Verse (water game)

Required: Balloons or water balloons

Players: Small to large groups

Set up 2 teams, you need one person on each team to be the "middle man". They stand at the other end of the room across from their team and can move about to help teammates. Put a balloon in-between the shoulders of 2 teammates and have them run down to the other end and back. The balloon carriers are not allowed to touch balloon with their hands, only the "middle man", at the other end can. The "middle man" (which can touch the balloon), can put the balloon back between shoulders if it falls to the ground. When they return to the starting line they then pass off the balloon. First team to finish wins.

You can also use this game as a memory verse game. As each 2 teammates finish across the line, before they hand off the balloon to the next 2, they must say a memory verse. Hope you have fun. You can make this creative by using a ball or water balloon. Just do what the kids like the best, they are the ones that have to get wet or just have a good time.

Over/Under Game (water game)

Required: Buckets of water, sponges, pitchers

Players: Small to large groups

Divide the group into two teams. Have them form a single file line facing the persons head next to them. At the head of each line put a bucket of water. At the other end put a pitcher with a line drawn on it. Give a sponge to the person at the head of the line where the water bucket is. That person has to dip the sponge in the water to soak in as much water as they can. They have to then pass the soaking wet sponge over their head to the person behind who then passes the sponge to the person behind them through their legs. The sponge makes its way back over the head of one person and between the legs of the next till it gets to the person standing next to the pitcher. That person must squeeze whatever water is left into the pitcher and run the sponge back up to the head of the line. When this occurs, everybody moves back one position and the person who was at the back of the line now is at the head of the line. Continue process till the pitcher is filled to line. Fun game on a hot day.