

NQR/WVP Partnership
2008 VBS Suggested Games

Monday: Shadrach, Meshach and Abednego remain faithful

Key Verse: Dan. 3:28ab Nebuchadnezzar said, "Blessed be the God of Shadrach, Meshach, and Abednego! He sent his angel and rescued his servants who trusted in him! They ignored the king's orders and laid their bodies on the line rather than serve or worship any god but their own.

Catch the Dragon's Tail

Big room & Outdoor game; good for picnics or big gatherings. No winner or loser.

Number of players: 10-30 kids

Playing Site: Large open area

Items needed: A bandana

Time: 15-45 minutes

Object of the game: The first person in the line tries to catch the last person in line.

All the players line up and put their hands on the waist of the person in front of them. The last person in line tucks one end of the bandana in his/her back pocket, belt, or waistband. The first person in line tries to grab the scarf.

When the "head" gets the "tail", he dons the scarf and becomes the new tail. The person second in line becomes the head.

Opposite Arm Dodgeball (using beachballs)

This game is played just like it sounds. Set up any dodgeball game that your kids like. However, make them throw with their opposite arm. It helps keep your jocks from dominating the game and also encourages the kids who are afraid of getting hit.

Fill the bottle

Required: 4 oz paper cups, 20 oz plastic pop bottles, clean bucket, finish line, sense of humor and no fear of getting wet

Set up number of teams possibly by number of people willing to get wet. On each team, one person lays on ground while holding a 20-oz plastic pop bottle on their forehead. Teammates run to bucket to fill up their 4-oz cup then they attempt to pour it into teammates pop bottle while standing over head. Then the next teammate will do the same until 20-oz bottle is filled. Once the 20-oz bottle is filled, the bottle person should run to the finish line without spilling.

(If concerned about kids getting too wet, offer garbage bags with arm holes cut out, so that the kids won't get soaked...their head can dry fairly quickly)

Tuesday: Joseph Interprets Dreams

Key Verse: Rom. 12:7 If it is serving, let him serve; if it is teaching, let him teach;

Elbow Tag

Everyone pairs up in a circle. Pick 2 people to start the game - one of them will be "it". "It" chases the other person around the room. They can go inside or outside of the circle but it's a good idea to try to keep them close to the circle.

The person being chased tries to hook arms with one of the people who is paired up. If they hook arms before they're tagged, then the person holding the opposite arm of the person who was being chased now becomes the one to be chased.

If the person who is it tags the person they are chasing, that person becomes it and tries to tag them back (think duck, duck goose).

This game has no winner but it's a blast and can be played on any time limit you want. Also, if you have someone who is having a hard time catching people, discreetly have a leader get tagged on purpose.

Sponge Pass

Outdoor or Indoor (need more towels if indoor). Simple but fun, especially on a hot day! You divide your group in rows. In front of each row place a bucket with water and a sponge. At the back place an empty bucket to collect water. When time starts running the person in the front dips the sponge and passes it to the back and the last person squeezes the water into the bucket. The row that manages to collect the most water wins.

Balloon Head Race

Required: Water Balloons

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

Wednesday: Queen Esther saves her people

Key Verse: Esther 4:14bc For if you remain silent at this time, relief and deliverance for the Jews will arise from another place, but you and your father's family will perish. And who knows but that you have come to royal position for such a time as this?"

Criss Cross

Divide into 4 teams. Send each team into a corner. The object of the game is to see which team can get to the opposite (diagonal) corner the fastest using the designated method that the leader calls out (eg. if the leader calls out "hopping," the teams must hop to the opposite corner). This will create quite a "bottleneck" or "traffic jam" in the middle each time. Keep score of which team wins each crossing. First team to 5 wins.

Good Crossing Methods:

Hopping

Wheel barrel (one person holding a partner's legs while they walk on hands)

Crab Walk

Sprint

Backwards Walk

Skipping

Crawling

River Crossing

The goal of this game is to help teach your students or leaders to work together by having them work as a team to cross a "river." First, using your gym or other space, you need a place to start from (a wall, lines in the gym, etc), the "river," and then a destination. Break them up into teams and have them race to the other side of the river. The rules are: everyone has to get across, they can only step on the "stepping-stones" and no one can touch any other part of the floor or else they all have to start over.

Paper plates work very well for the stepping-stones. If doing it on the street or sidewalk, you can use chalk to draw stepping-stone circles.

Variation – the steps, once stood on, must always have someone touching them. If someone leaves a step open, the leader takes it out of play (that is, removes the plate or whatever is being used as a stepping-stone). Using this variation, don't race, instead work on getting everyone together to make it work.

Thursday: Mary prepares to serve God

Key Verse: Luke 1:38 "I am the Lord's servant," Mary answered. "May it be to me as you have said." Then the angel left her.

Human Sculptures

Groups of 4-5 become "clay" with an "artist" to make the sculpture. Give each group a few minutes to talk about what it looks like to be the Lord's servant. The leader should announce that the group will participate in a "human clay" activity. Groups would be asked to sculpt their own interpretation or illustration of the Bible Verse – "I am the Lord's Servant." The leader should demonstrate first (to help put the players at ease, especially those who might be reluctant to act out).

Water Balloon Towel Catch

Tell students ahead of time to bring a beach towel from home for this game. Provide a few extras for those who don't have one or forget.

Split students into teams of four, giving them each a beach towel. Set them a predetermined length apart and have two from each team launch a water balloon with the beach towel. The other two must run and catch the water balloon. The team to catch the most balloons without breaking them wins.

Variation: use game parachutes instead of towels, if available.

Friday: Peter walks on water

Key Verse: **Matthew 28** "Lord, if it's you," Peter replied, "tell me to come to you on the water."

Blind Kickball

This is one of those "trust" games that you can finish up with a short Bible study on faith.

The game is simple and would work with any group of 18+. The rules are the same as kickball (3 outs/inning, foul balls, force outs, etc.). The twist is that the students play with a partner and one is blindfolded.

At bat, the seeing player kicks the ball, but the blind player runs the bases. The seeing player can run alongside and coach, but may not touch the runner. In the field, the seeing player can catch or stop the ball, but not throw or tag a runner. They CAN, however, touch their own blind partner to guide them to throw the ball or lead them to tag the runner.

Players alternate being blindfolded each inning. This game is HILARIOUS to watch! (We had an audience at the public park where we were playing.)

The Point: Trust, faith, helping each other along in our faith journeys.

Fountains of Fun

Items Needed:

- 4 buckets (two filled with water, two empty)
- 4 plastic cups, each with 3 holes punched in the side.

How to Play:

Form 2 teams of equal numbers. Have a starting line (where the filled buckets are) and a finish line (where the empty buckets are). Team members, taking turns, race to fill their empty bucket by filling their cup and racing with the cup held over their own head. They will get WET!

Game ends when 1st bucket is empty. Team with the most amount of water in the originally empty bucket wins!

You cannot plug the holes with your fingers.

To make this harder, add more holes.

Variation:

Team members pair up and must go twice to the empty bucket. They must hold hands and with cup held over the first partner's head. The second time down to the empty bucket, the cup must be held over the 2nd partner's head. Now hand it off to the next pair on your team.

Resources used....

http://www.funattic.com/game_water.htm

<http://www.thesource4ym.com/games/outdoor.asp>

Rich Swartwood's Bag of tricks (I don't know where I picked them up!)