

# NQR/WVP Partnership

## 2007 VBS Games Proposal

Theme: "Living Water/ Agua Viva"

Central Verse: "Out of a believer's heart shall flow rivers of living water." John 7:38

### Recreation: Monday

*Noah prepares for the flood, Genesis 6:11-22*

*(Optional expanded verses- Genesis 7:11-12, 8:6-13, 9:8-16)*

*In this story, God uses water to teach us about being obedient.*

*Memory verse: Noah did everything just as God commanded him. Genesis 6:22 (NIV)*

- ❖ Arky, Arky - Get all the "animals" into the "ark" with this mind-bending action game.

Show the kids these motions, which they'll use to play a game.

- Bird - place hands under arms and flap twice.
- Fish - place palms together and make a swimming motion with hands.
- Mammal - use one hand to fan face, to demonstrate that you are warm-blooded as all mammals are.
- Reptile - move one arm to make an "s."

Designate an area to be the "ark." Have children form two equal teams and line up along two opposite walls. Stand in the center of the room, and instruct the first person in each line to run to you. Have those two children count to three together. On three, have both children simultaneously make one of the four signs. If the signs match, have children proceed to the ark. If the signs don't match, have children run back to their lines, tag the next child, and go to the end of their lines. If the first two players get to go to the ark, the second two players may run to you as soon as the first two reach the ark.

- ❖ Animals in the Ark

Designate an area as the ark and have children form two equal teams and place each team at opposite walls. Designate a line that is equal distance from both teams. On the line, place stuffed animals (beanie babies) or other things we might find on the ark. On each team, ask the children to number off beginning with 1. The leader will call a number. When a child's number is called, they must run to the center, select an item, and take to the ark. They must do this before being tagged by the other child who has their same number. If the child is tagged, they must place their item back in the center and return to their team. The leader continues to call out numbers in no particular order. The game is finished when all items have been placed in the ark. This is a version of the game, "Steal the Bacon."

### Recreation: Tuesday

*Moses strikes the rock, gives water to Israelites, Exodus 17:1-7*

*In this story, God uses water to teach us about trusting in God's care.*

*Memory verse: God made streams come out of the rock and caused waters to flow down like rivers. Psalm 78:16 (NRSV)*

❖ Musical Sponge

Supplies: Large sponge, blindfolds, chairs, cd player with music

Say: Today we learn how God uses water to teach us about trusting in God's care. Our game today will encourage you to practice trust in a whole new way! This game is like musical chairs, but with a few changes.

Use the same number of chairs as there are players. As the player circle the chairs, they hold onto the shoulders of the person in front of them. They are all blindfolded. Before the music stops, the leader places a wet sponge on one of the chairs. The unfortunate player who sits on the wet sponge when the music stops (or the whistle blows) is out.

❖ Water Balloon Toss

Supplies: Water balloons

Ask each child to find a partner and have them line up facing their partner. Just like an egg toss, hand the water balloon to one person. That person tosses the water balloon to their partner and both kids take one step back and continue. The pair who keep their water balloon intact the longest wins. If you have time, have the kids switch partners.

Recreation: Wednesday

*Jonah is swallowed up by a fish, Jonah 1:1-17 and 2:10*

*(optional expanded verses- Jonah 2:1-10)*

*In this story, God uses water to teach us about repenting.*

*Memory verse: "The time has come," he said. "The kingdom of God is near. Repent and believe the good news!" Mark 1:15 (NIV)*

❖ Water Balloon Blanket Toss

Supplies: 2-4 large blankets, water balloons

Split kids into teams of two (or four if you have a lot), giving them each a blanket. Set them a predetermined length apart and have each team launch a water balloon with the blanket. The other team must run and catch the water balloon. The team to catch the most balloons without breaking them wins.

❖ Parachute games

Big Ball Parachute - Have the group take the parachute and place a ball on it. Throw the ball up in the air and try and catch it.

Trading Spaces - Give everyone in the group a number and have the group hold on to the parachute. Have them raise the parachute high above their head and then someone call out two numbers. The two, whose numbers were called, will let go of the parachute and trade spaces quickly before the parachute comes down on them. If the parachute comes down and they have not arrived, then they are out.

#### Recreation: Thursday

*Jesus meets the Samaritan woman at the well, John 4:5-30 & 39-42*

*(optional expanded verses- John 4:31-38)*

*In this story, God uses water to teach us about receiving new life.*

*Memory verse: But those who drink of the water that I will give will never be thirsty. The water that I will give will become in them a spring of water gushing up to eternal life. John 4:14 (NRSV)*

#### ❖ Balloon Sweep

Supplies: Balloons, 2-4 brooms, cone or chair

In this relay players maneuver a balloon around a goal and back using a broom, sweeping the balloon along the floor. It's much harder than you think. Run small groups of players for each relay.

#### ❖ Balloon Pop Relay

Supplies: Balloons, chairs

Teams line up single file at a starting line. Place a chair for each team about 30 feet away. Give each child an inflated balloon. One at a time, kids run to the chair, pick up a filled balloon, pop it by sitting on it, and run back to the end of the team line. First team to pop all of its balloons wins.

#### Recreation: Friday

*The disciples catch fish after listening to Jesus, John 21:1-14*

*In this story, God uses water to teach us about having and sharing our faith.*

*Memory verse: And Jesus said to them, "Follow me and I will make you fish for people." Mark 1:17 (NRSV)*

#### ❖ Blob Tag

This game is a normal game of tag with an added twist. When "it" tags someone, the person becomes part of "it." Then the two of them must run hand in hand and catch their next victim who will join them. Last one caught by the "Blob" is the winner!

- ❖ **On The Shore; Cross The Sea** - Challenge your kids' listening skills with this fast-paced jumping game.

Use masking tape to mark a line on the floor in the middle of your classroom. Say: As the Israelites stood on the shore of the Red Sea, they had a choice to make. Would they obey God and cross the sea, or would they stand on the shore and wait for the Egyptians to come? Today we're going to play a game that reminds us of this bible story. The line on the floor marks the boundary between the sea and the shore. Everyone should stand on the left side of the line now, and we'll call this the shore. When I say, "Cross the sea," everyone should jump to the other side. When I say, "On the shore," everyone should jump back to the left side. Pay close attention because just as in the game Simon Says, you jump over the line only when I say the phrases exactly the way I just said them. That's "On the shore" and "Cross the sea."

As you play the game, keep the kids on their toes by using phrases such as "In the shore," "On the sea," "Out to sea," or "Come to shore." Vary the pace and volume of your instructions for fun.

**Games were compiled from:**

Just Add Kids: Games for Children's Ministry by Group Publishing

The Ultimate Book of Preteen Games by Group Publishing

Games for Youth Group by Youthspecialties

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