Lesson D – Games
(Lesson Review, Outside, and Inside)

General Game Advice

1. Prepare all your material ahead of time and be familiar with the game instructions and how to explain them to the children.
2. Explain directions clearly. Don't make the steps too complicated.
3. Demonstrate if needed.
4. Let the children walk through the game before starting the competition.
5. Discipline - If children are not following the rules, showing self-control, or showing good sportsmanship, they will need to be removed from the game or you may need to end game time.
6. Consider games that involve all the children.
7. Think about possible injuries and adjust accordingly, or choose a different game.
8. Have an instant icepack and first-aid kit on hand.
9. Leaders should participate in the game rather than standing off to the side. Never leave the game area! The best way to participate is to play the game, but if that is not feasible, leaders can be actively involved in the game by cheering on the kids, addressing potential or actual injuries, reminding the children to be quiet in order to listen to instructions, and helping the children understand and play by the rules.
10. Leaders, especially teenage leaders/helpers, may need to be reminded to let the children "win" the game and not be overly competitive, rough, or "the best".
11. Games should take a relatively small portion of your class time.
12. If your games have a spiritual message or teaching point, that's even better!

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13. Game time can be used as an intentional opportunity to build relationships with the kids, as their leaders, through encouragement and team comradery, and to encourage the kids to build relationships with each other through interaction and good sportsmanship.

14. Questions asked during lesson review games should review the content of the lesson, as well as provide introspective thought for application. Avoid YES or NO questions.

15. The teacher that teaches the lesson should write the questions and answers ahead of time for lesson review games. If another teacher is reading the questions, he needs to pay attention during the lesson to make sure the answer to the question was actually taught in the lesson so the child can respond accordingly. Otherwise, he may need to modify or omit the question based on the content of the lesson.

16. Accept/modify the child's answer, if at all possible, to encourage participation and to encourage the child.

Lesson Review Games

Most of these games are designed to be played in two teams, but you can adjust them to your group. You can assign any point value to the game. Children often like big numbers like 100-1000.

Self-Control Rule — Tell the children what self-control means: "Rejecting my wrong desires and doing what is right". Explain that we want everyone to have fun, and we do that by letting others talk when it is their turn, raising our hand and waiting to be called on, and sitting still (along with any other rules you might have). Tell the children that if they do not follow the Self-Control Rule, their team will get points taken off, but if they follow the rule they may be awarded self-control bonus points. These points can be added to their team score anytime to award good behavior. Make sure you only call on kids that following the rules and demonstrate good behavior, instead of the ones that jump up and shout out their answers.

Ka-Boom! — Write different point values on slips of paper. On two slips write the word "KA-BOOM!" When a child has the correct answer, he can draw points as many times as he would like, but if he draws the KA-BOOM! he loses all his points from that round.

Baskets and Buckets — When a child answers the question correctly, they get 100 points for their team. They will then throw a ball through a hula-hoop, for extra points, that another teacher is holding. Let them choose a level of hard, medium, or easy. Easy is holding the hula-hoop still,

medium is slowly moving it up and down, and hard is quickly moving it or slowly spinning it. You might want to assign different point values depending on the level chosen.

Another version of this game is to have different buckets for a child to throw a bean-bag or ball into after correctly answering one of the questions. Place the buckets at different positions (easy, medium, or hard) with point values based on difficulty.

Crazy Dress Up —When a child answers a review question correctly, have the child pick a dress up item that a teacher has to wear. Dress up items could include a tie, shoes, a funny/colorful shirt or jacket, a coat, gloves, funny hat, cape, gaudy necklace, etc. At the end of the game, have the children vote for the best dressed teacher.

Water Bottle Game — Have two students stand or sit opposite to each other with their hands behind their back. If the children are standing, place a table between them with a water bottle in the middle. If they are sitting, place the water bottle in between them on the floor. Make sure they can easily reach the water bottle from their positions. After asking the question, say "go", and they may try to grab the water bottle. Tell the children ahead of time that if they get the water bottle, but they do not know the answer right away or ask for the question to be repeated, the other person can try to answer the question. If that person does not know the answer, it will go to the team of the first person who grabbed the bottle. If that team cannot answer, it will go to the second person's team to answer.

Snack Reward — Place the snacks at a designated location. When a child answers a question correctly, he can get one of the snacks. Or after two children answer a question correctly, have them race to the snack item or to a certain location to be awarded a snack.

Shoe Mix Up — As the children are answering review questions, assign them to a team until all the questions have been asked or all the children have been assigned to teams. Then have them take off their shoes and place them in piles at a certain spot. When you say "go", the first child in line will run down to the pile of shoes and try to find their shoes, put them on, and then run back and tag the next person. The game continues until all the children are sitting down with their shoes on. The first team to do this wins and gets additional points.

Secret Doors — Take a file folder and cut three flaps that look like doors and label them: 1, 2, 3. On sheets of paper, write point values that will be seen once the flaps are opened. The easiest way to do this is to put the paper in the file folder, open the flaps, and write the point values. When you are ready to play the game, close the doors on your file folder and place all of

your sheets of paper with the point values in the file folder. When the child correctly answers the question, he or she can pick one of the numbers and then you will reveal the points behind the door. Then close all the doors, take out that piece of paper from the file folder, and you are ready for the next round with a new set of point values.

Band-Aid Points — Put a Band-Aid on one of three index cards. When a child correctly answers the question, he gets 100 points for their team. Then hold out the three index cards for him to pick one. If the one with the Band-Aid is picked, an additional 100 points are awarded.

Musical Questions — Count how many students are in the class. Set up that number of chairs minus one in a circle. As the music plays, have the children go around the chairs. When the music stops, they all have to find a seat. The person left without a chair must answer a review question. If the answer is correct the child stays in the game, but if the answer is not correct, the child is out and one chair is removed. Tell the children not to touch the chairs while walking around the circle to avoid fingers being smashed.

Tic-Tac-Toe — Divide the children into two teams. When a child answers a question correctly, have him place an X or O, depending on their team, on a tic-tac-toe grid. When they get three in a row, that team wins. If you have four ropes or jump ropes, you can make a large tic-tac-toe grid on the ground, and the children who answer the questions correctly can stand in a space on the grid to represent their team. They will either make an X or O with their hands or arms to signify their team.

Points/Give and Take — Place multiple point values in a bag. Let the children draw one piece of paper out of the bag to determine the point value given to their team. If you wanted, you could have another bag with pieces of paper that are labeled GIVE and TAKE. After drawing their point value, the child will draw out of this second bag. If he gets the GIVE paper, the points are given to the other team; if he gets the TAKE paper, then the points are taken for his own team. Excessive bragging and whining is not allowed. If a team displays this behavior, their points may be erased because they were not thankful for the points they got. In this case, sometimes the team with the least amount of points actually wins or no one wins at all if both teams displayed a bad attitude. This teaches children to be grateful for the things that they get and to be generous to others.

Question Jeopardy — Ahead of time write out your questions and separate them into the categories of WHO, WHAT, WHEN, WHERE, WHY, and HOW. Then assign each of your

questions point values based on their level of difficulty. Post in front of the children the point values under each of the five categories. Let the children choose which one they want to be asked and read that question. If they get it right, they get to keep those points for their team, and it is marked off the list. You do not have to ask/answer the questions in the jeopardy format. Have one question marked as BONUS. If the children answer this question right, they get a lot of bonus points (you choose the point value, but do not let them know what it is until they have answered the question). If they cannot answer the question correctly, the question and points will go to the other team.

Cheer On Your Team — When a child correctly answers a question, he or she gets to pick an action like clapping. When the next child correctly answers a question, the group will do the first action (clapping) to reward that student. The second child will then pick an action (like stomping). After the third question is answered correctly, the first two actions (clapping and stomping) are done and a third action is added. If the children do not show self-control, you could choose to remove an action.

Happy Face — Divide the children into two teams; draw two circles on a piece of paper or on a white board. Each time a child answers a question correctly they get to add something to their team's face (eye, ear, nose, mouth, teeth, tongue, freckles, hair, etc.). The team that completes the face first wins.

Favorite Outside Games/Activities

1. Chalk or bubbles
2. Parachute
    a. Everyone holds a handle and then lifts up the parachute. While the parachute is up call out a color. Whoever is holding a handle connected to that color must run underneath the parachute and find a new handle. You can hold up the parachute or pull it down to try and trap the kids.
    b. Have the kids hold the handles and then lift up the parachute. Call two names. Those kids must run under the parachute and switch places. You can hold up the parachute or pull it down to try and trap the kids.
    c. Put a ball in the middle of the parachute and let the kids shake the parachute and see how long they can keep the ball on the parachute.

d. Put a ball in the middle of the parachute. Lift the parachute up and then quickly pull down. This movement should send the ball into the air. See how high they can get the ball to go.
e. Have one child ("the mouse") go underneath the parachute and crawl around on the ground on his hands and knees. Have another child crawl around on top of the parachute ("the cat"). Shake the parachute while the "cat" is looking for the "mouse" until the "mouse" is tagged.
f. Have the kids hold the handles and then lift up the parachute. While still holding on to the handle have all the kids go underneath the parachute and sit on the edge. This will make a "mushroom" top out of the parachute.

3. Tag or Freeze Tag
4. Obstacle Course or Relay Race
    a. Children stand in a line and then pass a ball over their head, through their legs, or a combination of that to the end of the line. When the ball reaches the end of the line, that child can run to the front of the line until all the children have had a chance to be at the front of the line.
    b. Hula Hoop Relay – Children hold hands in a circle or a line. A hula hoop is placed in their hands and they have to try and get the hoop all the way to the end of the line (or through every person in the circle) by stepping through the hoop. They cannot stop holding hands. Time the group or have them race another group. Watch this YouTube clip for a video explanation - https://youtu.be/c6SbN1MK4So
5. Water Games
    a. Children stand in a line. Have a teacher, or child that is okay with getting wet, stand a few feet away from the first child in line; they are the "target". This person should stand facing the line of children. Poke a small hole through a plastic cup. The first child must dip the cup in a bucket of water and then each child must pass the cup over their head until it reaches the end of the line. The child at the back of the line runs to the front and throws the remaining water on the teacher or child standing as the "target." If playing in teams, the "target" that is the wettest at the end of the game wins.
    b. Children stand in a line. The first child dips a sponge into a bucket of water and then each child must pass the sponge over their head until it reaches the end of the line. The last child squeezes the water into another bucket at the back of the

line and then runs to the front to continue the relay. Once all the children have been in the front of the line, see how much water has been collected. If playing in teams, the team with the most water in their bucket at the end of the line wins.

6. Tug of War
7. Jump Rope
8. Frisbee
9. Soccer and Kickball
10. Hide and Seek (One teacher should always be on the lookout during the game so that you always know where the kids are.)

NOTE: DO NOT play Red Rover. Many children have been injured in that game.

Top 10 Inside Games

1. "Ring the Bell"
    a. Have the children sit in a circle with one student sitting in the middle of the circle. The child in the middle must close his eyes while the other children ring a bell and pass it around the circle. When the child in the middle, or the teacher, says "STOP", all of the children must put their hands behind their back. The child in the middle can then open his eyes to guess who has the bell.
2. Musical Chairs
3. "Snow Ball Fight!"
    a. Set out a hula hoop or a basket and have the kids throw cotton balls ("snow balls") into the hoop or basket from a certain distance. You could pretend that the cotton balls are snowballs! Points are awarded for how many "snow balls" make it into the hoop or basket.
4. "Basket Ball"
    a. Use a container and a small ball (like a ping pong ball). Set up various distances where the children must stand to try and throw the ping pong ball into the basket.
5. Obstacle Course or Relay Race
6. Limbo (use a jump rope as the limbo rod)
7. "Christmas Tree Cups"
    a. If you have 6-8 students per team, you could give the first six students a cup. When it is that student's turn, he must run from Point A to Point B and leave his

cup at Point B and return to Point A to tag the next student in line. Student #7 will not have a cup but will run down to Point B and arrange the cups into a pyramid/Christmas Tree with 3 cups on the bottom, 2 in the middle, and 1 at the top, and return to Point A to tag the next player. Student #8 runs down to undo the stack to put the cups in one tall stack. The first team to complete this relay wins.

   b. Or you could have the students alternate stacking and then unstacking the cups during the relay, instead of first carrying the cups to the other end.

8. Spoon Race
   a. Place a plastic egg on a spoon. Children must go from Point A to Point B while balancing the egg on their spoon. They must carefully pass off the egg to the next student in line without dropping it!
9. Puzzles, Board Games, or Table Activities
10. “Windy Race”
   a. Divide the class into teams. Each player has a straw and when it is their turn, the player must blow a cotton ball from Point A to Point B either on a table or on the ground. Once Point B is reached, he can pick up the cotton ball and run back to tag the next person in line.
   b. Instead of a cotton ball, you could also use a balloon that the child must keep in the air by blowing. You could do variations of this game where the child must keep the balloon in the air while moving from Point A to Point B by only using his hand(s), head, or feet if he was doing the crab walk.

Conclusion

Although games should not be the central focus of our class time, they can be a tool to bring joy to the children as they learn and fellowship with us and one another.