



Games

Day 1

Game Option 1: 4 Corners (4 Soils)

Equipment and set up

- 4 large hula hoops all different colors

Rules:

- Tell the kids which corner is which soil—hard, thorny, rocky, good.

Everyone starts in the middle of the yard. Leader covers her eyes and counts to 10. While counting to 10, students run to a hoop. When the leader gets to 10 before looking up calls a type of soil.. All students at that hoop have to come sit in the middle. Continue until there is only one person left standing. If there are 2 people left, the rule is that you can only have one person at each hoop. Winner takes the place of the caller. If a kid does not get to a hoop by the time you get to 10, have them return to the middle

Game Option 2: Blob tag A simple and very fun variation of tag begins with two people as “It.” The goal is to run around with hands held and tag the other players. Whenever someone is tagged, they join hands as well. The only people able to tag others are the players at each end with free hands. The tagged group becomes larger and larger and able to surround the other players. The game ends when every player is part of the blob.

Variation:

- For a large group of players or players that may get carried away and make the game too crazy, try splitting the blob into groups of four or six

players as it grows. All the blobs chase the other players' blobs until every player is tagged and the game is over.

Game Option 3: Object Freeze Tag

Rules:

- <https://ministry-to-children.com/game-idea-object-freeze-tag/>
Supplies: Well defined play area, an outside field or gym would work well, Two soft objects to use for tagging (ex. 2 different color pool noodles.)
- 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.' The freezer should tag people with their object to freeze them. The un-freezer will do the opposite. After about 30 seconds, yell switch and the players must hand off their objects to whoever is closest to them. After a few turns, make sure every child gets a chance to play each role.

Day 2

Game Option 1: Sheep and Wolves (Sharks and Minnows)

Choose one child to be the “wolf” in the middle. Everyone else lines up on one side of the game area. When you say go, everyone runs to the other side. Each person the wolf tags becomes a wolf in the middle for the next run from side to side. You play the game until the wolf has caught all of the sheep. Last one tagged becomes the wolf in the middle for the next round.

Game option 2: Hide the Sheep

For this game, all the children close their eyes and count to 10 while you hide the sheep (or other farming toy)toy in the yard. You could also get a child to hide the toy.

The counters then all shout “ready or not, here we come” and all go searching for the toy. The child who finds the toy is the winner and can hide the toy in the next round.

Alternate idea: Hide the mini sheep in a large container with ping pong balls. Divide the kids into teams. In a relay race style, have the kids race down, find a sheep and race back and tag the next person. Winning team all finds sheep first.

Game Option 3: What’s the Time Mr. Wolf?

- Younger children love this game of tag. The first time kids play this tag game you may wish to have an adult or older child play Mr. Wolf. Line your players up on one side of the field with Mr. Wolf on the other side. The players call out, “What’s the time, Mr. Wolf?” If Mr. Wolf replies with a time, all of the kids take that number of steps forward. At some point, Mr. Wolf chooses to yell out, “Dinner Time!” and chases the players back to the starting point. Anyone he tags is out. You can either have the kids take turns playing Mr. Wolf or have the first person tagged do so.

Day 3

These games were chosen specifically for water day. Use this day to review what happened when the storms came to the house on the rock vs. the house on the sand. They are easy to set up and fun for all the children.

Items Needed:

- Bunch O' Balloons
- Large water bucket/ plastic container
- Water bombs
- Cones
- 2 buckets/ cups with holes in the bottom

Game option 1: Water Balloon Toss

- Have each student pair up with another student or a leader if needed.
- Have students then line up shoulder to shoulder in a line and face each other with the same length between them all.
- Once students are in the proper placement, hand out water balloons to one of the partners in each of the groups.
- Yell "go" and have the students then pass the water balloons to each other.
- If caught, then each pair will take a step back. If dropped, the partners are out and will have to wait for the other activity.
- After all groups have done step 5, repeat until only one pair is left.
- The pair that are left to the last throw are the winners.

Game Option 2: Over Under

- Split up the kids into two teams and have them stand in a line.
- Fill each bucket/ cup with the hole with water and give it to the student at the front of the line.
- Yell "go" and have the teams then pass the bucket over their heads and then under their heads.
- The team that gets to the end of the line first is the winning team.
- Depending on size of club, you may also want to think about doing a full team rotation rule.
- Full team rotation means that right when a student passes the bucket off, he will then move to the back of the line.
- The winning team here is the team that rotated through their whole team the quickest.

Game Option 3: Water Bomb Fight

- Place cones on yard to determine boundaries of where the students are allowed to go.

- Fill container with water and water bombs and place them at opposite ends of the yard.
- Divide students into teams (you can also use the teams from the over under game).
- Yell “go” and have students throw the water bombs at each other.
- No intentional headshots or private part shots.
- Stay within the boundaries.
- This game is intended to fill the remaining time of water day, so there is no true winner.

Game Option 4: Duck Duck Goose

- Use water sponges instead of tapping heads with hands. When the person squeezes out the water on the person’s head, she/he knows to get up and run. They can say drip, drip as they tap and then say DROP when they drop the sponge on their head
- Pass the Water
- Poke holes in Styrofoam cups. Children line up side by side in between the buckets full of water and the empty buckets. The line leader next to the full bucket fills the cups with the holes in them and passes them down the line. Whichever team collects the most water at the end of a given time or fills up to a predetermined line first wins.

Game Option 5: Wet sponge tag

- The person who is It has a wet sponge.
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Day 4

Game Option 1: Wrap the injured person

- Break the participants into teams of 2-4 players each.
- Each team is given one roll of toilet paper.
- Put 2 minutes on the clock (you can make this longer for younger kids).
- When the timer starts, each team uses the toilet paper roll and wraps the toilet paper around a willing participant, turning them into a bandaged person as comprehensively as they can covering the entire body.
- When the timer goes off, the “judge” determines which team covered their “patient” the most comprehensively or if you want to have the teams all vote, that works great too.

Game Option 2: Relay Races (or, repeat a game from earlier in the week that the kids really enjoyed)

Use a variety of items (balls, hula hoops, buckets) and give the teams tasks to complete one at a time from one point to the next.
