

RESOURCING THE LOCAL CHURCH



FOR YOUTH & CHILDREN'S MINISTRY



Children's Game Ideas

A collection of some of the best games we've played with kids over the years

Children's Game Ideas



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Toilet Tig

This is just like Stuck in the Mud, only leaders can play it too. There is at least one person on. When someone is caught, they must stop, bend their knees and put out a straight arm. The only way they can be freed is if someone comes, crouches down in front of them like they're on the toilet, pushes their arm down, and makes a sound like a toilet flushing.

Where's my other shoe?

The leader places one shoe on the ground in front of a group of children in a line. She turns around and counts to five. When she turns back, if the shoe is no longer there, she has four attempts to guess who has her shoe by asking only yes or no questions. If she fails to win back her shoe, she can walk with a limp, or she can try with her other shoe. This time she only has three questions in which to recover her shoe, however, if she gets one, she gets both.

Chinese Laundry

Yep, this classic game.. The children are divided into teams and each team has to pick a runner. Your job is to create a list of objects that you call out. The first person to bring the object to you is the winner. Make sure you have a team sheet and have someone keeping a score.

Ideas for simple objects: show, white sock, black sock, hair ribbon, scrunchy, hair band, longest line of girls, the funniest face, the funniest joke, a 50p piece (or a coin), a brown leaf, 3 odd shoes, 2 shoelaces, a black hair, a blade of grass, a sweet, a leader etc!

Shoe Pairs

Get the children into teams and get them to take their shoes off and put them in the middle of the room randomly (or if you have a large random collection of shoes for some bizarre reason (!) you can use them). Mix them up. Each team appoints a runner. When the leader says, 'go', the runner has to find as many pairs of shoes as they can. This is done by the runner grabbing one shoe from the pile of shoes and then bringing that shoe back to their team. They have to then go back into the middle of the room (leaving the shoe with their team) and find the matching shoe. At this point, you can change the runner if you like. Have a time limit to each 'round' of finding shoes. You have to decide how many rounds to do, but do fewer rounds than there are pairs of shoes! The winning team has the most correct pairs of shoes.



Slugs

Split the group in two. Ideally you would use half a badminton court, as the markings work really well. Have half of the group stand around the outside of the court, spaced out on the two sides, facing the outside walls. The others lie down on their backs, with feet touching the inside line. They have to then push themselves across the hall using their feet. They have to keep moving the whole time, and can only go forwards. The group on the outside then lob some sponge balls over their heads, trying to hit the slugs with their pellets, but without looking (as they're facing the outside wall!)

Spaghetti Shoes

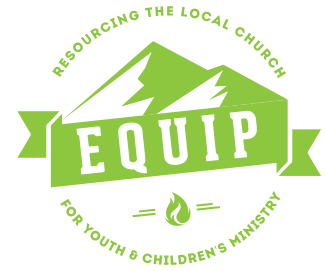
Everyone gives in one of their shoes to the leader in the middle. He then picks someone out and throws them the first shoe. She passes it to someone else, who does the same. The shoe then makes its way around the whole group until everyone has had a touch of the shoe, at which point it comes back into the leader in the middle. When subsequent shoes are introduced, each person must throw the shoe to the same person in sequence, regardless of how many shoes are in play at any one time. The leader may want to retreat to the edge of the circle for the game, to avoid airborne shoe incidents. The leader may also find it prudent to introduce each new shoe at different intervals. This is really a game that can only be played with older children, as it can get quite dangerous with a load of shoes being flung about.

Curtain Volleyball

This is just like normal volleyball, only using a curtain instead of a net, that way no-one knows where the ball is coming from next.

Musical Bears

This is just like Musical Statues, only with the rules changed slightly for those who don't like standing still. Let the chosen music play, but when it stops, call out the name of a bear, and the children have to act it out. For example: "A Koala Bear" or "A Grizzly Bear" Change the animal, then add in different actions : "an elephant playing the drums" or "a mechanic changing a tyre". By changing the actions away from statues allows for creativity as well as adding to the energy that is used up. Because the game changes so much, there is no real need to put children out, however it does afford the opportunity to celebrate some of the children. It is important that the leader has suggestions for the first couple of games so that the game can be snappy. After that, the children can suggest their own.



Forty Forty

This is really a glorified Hide & Seek. Leave one person on who counts loudly to Forty. The other children then go and find a hiding place. Once they get there, they count to forty quietly. Once they reach forty, they have to make their way back to the start without getting caught. With the time limited, no-one person can be 'on' for an extended period of time, especially good if they don't like being 'on'.

Rock/Paper/Scissors

The teams are split into two and retreat to opposite sides of the room. They decide upon a character that they are all going to perform the action for. They then all run into the middle of the room (five yards away from the other team), count to 3, then all perform the pre-determined action. This game is a lot like Rock/ Paper/ Scissors, but with different actions & phrases, choosing a key theme and characters. Examples of actions and themes could be:

Superheroes:

Superman (flying) beats Batman (flapping Batwings) beats Spiderman (firing webs) who beats Superman.

Simpsons:

Mr Burns (taps fingers saying "excellent") beats Homer (slaps forehead saying "D'oh!") beats Bart (slaps thigh saying "Don't have a cow man!") who beats Mr Burns.

Balloon Lines

Team games, using balloons. Divide everyone up into teams and have them stand in straight lines, facing forward to the front. Then each team has a balloon, which is passed to the child at the front. They then have to pass the balloon backwards down the line in different ways. Firstly, by putting the balloon over their heads. Secondly, by putting the balloon under their legs etc. Have more than one round of this. You may think of different ways to pass the balloon backwards!



TAG Rugby Games

With the Tag Rugby gear, there are a number of games that can be played that will stand on their own, or can be used as lead-ins to playing Tag Rugby.

Taggy in the Middle

Have a limited space, and use four children, three throwing, one in the middle. The aim is to complete as many passes as you can in thirty seconds. If you are caught in possession with the ball by the Taggy in the Middle, they take one of your tags, and your score goes down to zero. You start again, with the same Taggy in the Middle, until the 30 seconds is up. The person who collected the most number of Tags in the 30 seconds is the winner. Having the time restricted means that even the least athletic has only a short amount of time in the middle.

Ladders

The children line up in pairs, in the middle of the room, arms length apart, facing down the hall. The children on the left have yellow tags, whilst the others have red. The leader calls out either yellow or red. Whichever team has been called have to run and touch the wall closest to them, before the person behind them gets one of their tags. After each go, the yellows move down the hall to the next person on the red team, so that they are running against a different person each time. It is important that the children do this in pairs, otherwise it ceases to be fair.

Collect the Tags

A little like the age old game of chasees, only a bit easier to referee. If you take a tag off someone when you catch them, you are removing any shadow of doubt over whether or not someone has been caught. With more than one person on, there is less room for someone feeling they are too slow to play.

Hide & Seek Tag

You send a number of people out to collect tags. If everyone is wearing one yellow and one red tag, if you are the first person, you take the red tag (worth five points), and second you'll get the yellow (worth three points). The highest score wins.



Ball Tig (leading to Tag Rugby)

This comes in three stages:

One: Have two people on, with everyone else wearing two tags. They have to throw the sponge rugby ball at people's waist or legs, collecting a tag of the person with each hit. If they work as a team, then they can collect many more tags.

Two: Have two people on, with everyone else wearing two tags. This time they have to touch the person on the tag in question before they can remove it. Working as a team means that they can corner people, ensuring they almost always get the tags.

Three: Split everyone up into two teams, with one team wearing yellow tags, and the others red. This time, if you are the person holding the ball, you can have your tags taken, hence the need to pass the ball on as quickly as possible. For the team with the ball, the aim is to get as many passes in a row as possible.



Parachute Games

There are countless games that can be done using a parachute, with the most positive aspect of it being that there is no reason for exclusion due to lack of ability. Among the games that can be played are:

Fruit Salad

Name the children apple, orange, pear & banana. When the parachute is in the air, call out one of the fruit. Those children then swap places going under the parachute. When "Fruit Salad" is called out, everybody (except the leaders) swap places.

All Change

This is similar to Fruit Salad, with the children running through the Parachute when things that relate to them are called out. For example: "Change if you are wearing red"; "Change if you like sausages"; "Change if you remember the memory verse from last week". When the leader shouts "all change", then everyone changes.

Football

Using a sponge ball, split the group into two teams, depending on the distribution of children and leaders. Making sure that they are split with a discernable half-way line, play football. The way to score is to send the ball over the edge of the parachute on the other team's side, and preventing goals is a matter of making sure that the ball doesn't go off the edge on your side.

Rugby

Exactly the same rules as football, only with a rugby ball, as it is a funnier shape.

Hit the Roof

Using the whole group, get the children to bend over with the parachute touching the floor. Put a ball in the middle and on the count of three, if everyone jumps and snaps at the same time, the ball should fly up quite high in the air. Take three goes and see if the ball can hit the ceiling.

Duck, Duck, Goose

The rules are the same, except that everyone goes under the parachute (by making a mushroom, then everyone pulling the back of the parachute under themselves to make a seat). The person who is on goes round the outside, touching the heads of their compatriots, and when they get their goose, they run, while the goose gets out. The duck has to get round the parachute and back in to their place before the goose catches them. This can only be played three or four times as the heat under the parachute can really build up. If there is a hole in the middle of the parachute, one of the leaders may want to be a pole in the middle that holds the 'Big Top' up.