

Games



Play large group games.
(25 minutes)

MATERIALS NEEDED:

- List of heroes (biblical, historical, or real-life) relevant to the previous lessons (Joseph, Moses, Elijah, Peter, John, Mary, Paul) (written or in a hat for random selection)
- (Optional) Timer to keep rounds quick
- (Optional) Small whiteboard or paper to keep track of points
- Small, soft object to act as the “hot potato” (a ball, bean bag, or stuffed toy)
- Music (this could be on a phone, speaker, or played live on an instrument)
- Prepared questions or topics (these can be based on the lesson or themed around “Heroes of the Faith”).

LARGE GROUP GAME: HERO CHARADES

Materials: A list of heroes (biblical, historical, or real-life) relevant to the previous lessons (Joseph, Moses, Elijah, Peter, John, Mary, Paul) (written or in a hat for random selection), (Optional) timer to keep rounds quick, (Optional) small whiteboard or paper to keep track of points

Object of game: Guess which hero is being portrayed

How to play: One student from the first team draws a hero’s name from the list (or hat). They must not show the name to their teammates.

If using a timer, give the actor around 1-2 minutes to act out their hero. You can adjust the time based on the group’s age or skill level. The student silently acts out clues about their hero. They can: Mimic the Hero’s Actions (for example, if they’re acting as David, they might pretend to sling a stone at Goliath); Use Props or Gestures (Encourage creativity!) (for instance, they might pretend to part the Red Sea for Moses or kneel in prayer for Daniel).

Speaking or mouthing words and pointing to people or objects in the room is not allowed. They can use their whole body to act out characteristics or stories that relate to their hero.

While the actor is performing, their team members try to guess which hero they are portraying. They can call out as many guesses as they like within the time limit. If the team guesses correctly within the time limit, they score a point. If they don’t guess correctly, no points are awarded.

After one team has had a turn, the other team sends up their actor to do the same with a new hero. Alternate between teams until everyone has had a chance to act, or until you’ve gone through all the heroes.

Encourage the adult leaders to participate.

LARGE GROUP GAME: HOT POTATO WITH A TWIST

Materials: Small, soft object to act as the “hot potato” (a ball, bean bag, or stuffed toy), music (this could be on a phone, speaker, or played live on an instrument), prepared questions or topics (these can be based on the lesson or themed around “Heroes of the Faith”).

How to play: Tell the students they will be passing the “hot potato” around the circle while music is playing. When the music stops, the person holding the hot potato will have to answer a question or share a fun fact related to the lesson. If a student gets stuck or can’t answer, allow them to either “phone a friend” (ask another student for help) or try a different question. Begin the music, and have students pass the hot potato around the circle. Encourage them to pass it quickly to add excitement. Stop the music after a short amount of time (15-30 seconds). The student holding the hot potato when the music stops must

answer a question. Read out a question or prompt to the student holding the hot potato.

Example Questions:

- “Who showed great faith by building an ark when God warned him of a flood?”
- “How did Ruth demonstrate loyalty and faithfulness?”
- “What can you do to be brave like Daniel?”

The student with the hot potato answers the question to the best of their ability.

If they answer correctly, they pass the hot potato to the next person, and the game continues. If they’re stuck, they can ask a classmate for help, or you can give them a hint to guide them. Start the music again, and the hot potato gets passed around once more. Repeat this process, stopping the music and asking questions each time.

LARGE GROUP GAME: SHARKS AND MINNOWS

Materials: None needed

Object of game: Run to the other side without getting tagged

How to play: One or two students start as “sharks” in the middle of the gym. The rest are “minnows” who line up on one side of the gym or space. When you say “go”, the minnows try to run to the other side without getting tagged by the sharks. If they get tagged, they become sharks. The game continues until one or two minnows remain.

The remaining minnows can be the sharks for the next round or choose other students to be the sharks.

LARGE GROUP GAME: DON’T LOOK BACK

Materials: None needed

Object of game: Be the team to finish running first

How to play: Divide students into teams. Designate a start line and a finish line. Students must run backwards to the finish line, return to their team, and tag the next one in line, until all have run. Repeat the race, this time with students running facing forward. When they return to tag the next one in line, they must shout, “Don’t look back!”