

**Chapter 1 : Let's Get Moving! {15 Indoor Active Games for Kids + Where to Find More!} - Growing Kids Mir**

*Every once in a while in Children's Ministry, you need to find something to do to keep kids occupied. Games can be a great option for these times. Hopefully when you do this it has something to do with the lesson at hand, but at the very least it gives children a chance to play together and.*

Games can be a great option for these times. Hopefully when you do this it has something to do with the lesson at hand, but at the very least it gives children a chance to play together and build relationships together. Oftentimes we look for newest, next greatest, most innovative thing to do with the kids. There is no harm in that, but sometimes the classics can be just as fun and just as fruitful. If so, here is a list you can keep with you, just in case you need a quick game to play. I am constantly amazed at how much kids seem to like these games even into later elementary years.

**Duck, Duck, Goose** Have the kids form a circle sitting on the floor. The tapper tries to get back to the spot vacated by the Goose before the Goose catches and tags them. The Goose becomes the tapper for the second round.

**Keep Away** Have the kids stand in a circle. Select one, or a small group of kids, to be in the middle of the circle. The kids on the outside throw a ball to other kids in the circle trying to keep the kids in the middle from intercepting the ball. If a child in the middle of the circle does get the ball, they trade places with whoever threw the ball. Whoever has the object when the music stops is out.

**Red Light, Green Light** All students line up against one wall.

**Simon Says** Kids line up in lines facing the leader in the front of the room. The leader tells kids to do things jumping jacks, turn around, touch nose, touch elbow, quack like a duck, whatever you can think of.

**Dodge Ball** There are many versions of dodge ball. Here is a great one for more confined spaces. Have the kids line up in a large circle. Put one group of kids in that area. Once a child is hit, they have to leave the game. Hits to the head do not count. Once the first inside group is eliminated or at set time intervals put a new group of kids in the center circle.

**Follow the Leader** This is a simple and fun game. Have the kids line up single file. The leader first kid in line make outrageous motions, etc. The kids behind must follow the lead of the person in front. For a competitive game, set up two lines and take players out as you notice them not following the leader.

**Parachute Game** I am always amazed by how even older elementary aged kids love this simple game. Just have the kids circle around the parachute, throw the balls in, and you can have all kinds of fun. Have them try to keep multiple balls airborne. Try to hit the ceiling. Try to have the kids roll the balls off one side of the parachute. The possibilities are endless.

**Musical Chairs** Set up a number of chairs less than the number of kids playing. For small groups use one less chair. For larger groups you might want to consider two or three less chairs. As you play music, the kids walk around the chairs. When the music stops, the kids scramble to find an empty seat and sit down. Any child left standing is out. Remove another set of chairs and start the second round with the remaining players until only one seat is left.

**Chapter 2 : 11 party games and jokes for team building | United Methodist Communications**

*When you want to have fun“just for fun”with kids, check out these 17 fun church games! Each game is great for ministry times or just at home! Each game is great for ministry times or just at home!*

A balance must be struck between two opposing forces: I know it is a crazy idea, but. Churches are working toward this and achieving it. But here comes the hard part. Small groups allow a leader to connect with kids on a face-to-face level. Group time allows them to get comfortable with a particular age group so they can ask questions and dig deeper. You can still have fun even in small group time. We play games and make crafts on occasion during our small group time. If we do something fun which we do a lot , we are going to tie the activity back to a Scripture, Bible story, or big point of the day. We get loud, we laugh, we jump; but we do it with purpose. Song, craft, game, small group, Bible story, object lesson; they all tie back in and reinforce what we are learning. We can have fun while still teaching deep spiritual truths. Use separate spaces for fun and for deep. This is not going to be possible for every church. We do not do this as much as we would like to but even the small bit of moving helps kids connect with how they are about to learn. At Grace Hills we like to change things up on a regular basis. I love this value and God is stretching me. Sometimes we change it up to Bible, fun, Bible, and then fun. This is a touchy subject, I know, but it does matter. Have it listed in a manual, online, or somewhere accessible to them. Most churches are either too far on the fun side, or too far on the serious side and both have their disadvantages. At Grace Hills , we are working hard to strike the right balance. We want our kids to have fun, but we also want to take that fun and give it purpose.

**Chapter 3 : Ten Fun Youth Group Games | Youth Group Activities, Resources for Youth Ministry**

*Fun ministry ideas to teach kids stewardship It is important for the church to help teach stewardship to children. One fun way to do this is to turn allowance money into "Bible Bucks."*

When you want to have fun just for fun with kids, check out these 17 fun church games! Each game is great for ministry times or just at home! The team then wraps a roll of duct tape around the sticky guy sticky side out. At the end of the five minutes, the leader pops the balloons one at a time with a pin as the teams count to see which team has the most! First team done wins. This is really fun if you use wet sponges, too! If a fish comes loose, the child sits down. At the end of a given time, the team with the most fish still intact wins! The object of the game is to pass water balloons down the line using only the plungers upside down. The team that moves the most balloons down their line in a given time wins! Children then use playdoh or sidewalk chalk to create or draw the stories while their teams guess which story they are representing! The children guarding the bottles must keep one foot only inside their circle at all times. If they tag the bottle snatcher, they switch places! Cover it with a knee high stocking. Wrap masking tape around the top rounded part. Roll up paper into balls and use the hanger rackets to hit the balls. You have two teams: For the ball, use the cheap beach balls that are about half as big as a basket ball. The throwers try to throw as many balls into the big pants as they can in 30 seconds from 10 feet away. This would be great fun if the kids threw wet sponges! The thrower throws the kind of frisbee with a large hole in the middle or rings from a ring toss game. The catcher holds a small toilet plunger on top of their head with the handle pointing up. The idea is to throw the most frisbees onto the plunger handle in the shortest amount of time. Have each team choose a boy representative and ask them to put on the sweatshirt. The object is to make a muscle man by blowing up, tying and stuffing as many balloons into the shirt of the guy until he is as muscular as possible. Determine the winner by a panel of judges. The first guy to break all his balloons by himself is also declared a winner. It tries to kick a ball out of the circle. The others must stop it with their hands. Tape a blown up balloon to the straw and let it go. To tape the balloon to the straw, fold up a piece of masking tape and place it on the side of the blown up balloon, being careful not to let the air out of the balloon until ready. The air pressure will make the balloon travel up the string. Let teams race their balloons. They are each given a balloon to blow up and release. They move to where their balloon is and blow it up and release it again. Object is to be the first to get outside the circle. If you use chairs, make sure the seats are facing the outside of the circle to avoid injury. Make sure the circle is large enough for all the kids to lie down in it at the same time. Begin the game by having children stand inside the circle, then toss a balloon into the air. Kids must work together to keep the balloon in the air, inside the circle. If the balloon goes outside the circle or touches the ground, the kids must all kneel on their knees and play the next round from there. Each time the balloon touches the ground or goes outside the circle, kids must assume a new position. The positions, in order, are: Our children and youth of all ages enjoy this game, and it teaches teamwork and unity. Team lines pass the hula hoop over themselves without letting go of hands. Guest article by Angela Simmons.

## Chapter 4 : Top 20 Youth Group Games - Seedbed

*These ideas were taken from Best Children's Games, ProTeacher, Frugal Mom, LiveStrong, The Source (youth ministry), Salt and Light Retreat Manual, and Boy Scout Trail. CUP CATCH: This is a fun and easy game to play and it improves the childrens' catching skills.*

Physical Activities for Every Month. I also googled around to try and find some matching posts so you could see some pictures along with the ideas. Hope it helps you in your family and ministry! Let kids run around the gym trying to grab other tails while also trying to keep their own. Designate a safety zone so kids can tuck newly acquired tails into their waistband with ease. Cone Memory Relay Race: Laminate a variety of clip art pictures, one type for each team member along with some extras. Hide the pictures under cones, buckets, or plastic bowls across the gym. Remind them to replace each cone after they have looked under it so no clip art pictures are exposed. After a team member has found their assigned clip art, they run back to tag the next team member and the game continues! Beanbags must hit each letter in correct spelling order. Patrick Day Shamrock Score: Make a poster with shamrocks on it along with a score written on each shamrock. Student throw bean bag overhand to hit a shamrock. Add up their score after three throws. Give each child a plastic or paper cup to use as a mitt. Then you make a small ball of crushed aluminum foil. Then you line the children up in a circle and they have to pass around the ball using the cups to both toss and catch the ball. If you have a large group, you can use two balls at the same time. Designate each corner of the room with a number. One kid puts his head down no peeking and the rest quickly and silently walk to one of the 4 corners while the kid counts to As the numbers dwindle, there may be a corner with no kids. No dashing at the count of 8 or 9!! The last kid up gets to be the next counter. To begin the game, all students sit in a circle. Select one person to be It. That person holds the rubber chicken. Students quickly pass the chicken around the circle. If it returns to the original holder before he or she can name five presidents of the United States, the holder is still It. Otherwise, the person holding the chicken when It finishes listing five presidents is the new It. You should prepare the topic cards for this game in advance. Topics can relate to your lesson or be general information topics. Also hide a balloon. Hide the balloon King Tribble especially well. They are all over the place and will continue to replicate unless we capture them all. We especially need to find and capture the King Tribble. The patrol that collects the most by the end of play time, wins. An extra reward for whoever brings in the King Tribble. Give each team a box of long spaghetti noodles. He passes the boxes to the next team mate who takes out a noodle, laying it end to end with the first noodle. He runs back to the starting line, passes the box onto the next team mate and the game continues. With each box pass, students must run further to lay noodles end to end. The first to have their string of noodles cross the finish line win. Divide into two teams " the Smugglers and the Coast Guard. The Smugglers go to one end of the play area while the Coast Guard go to the other. The smugglers can move the jewel from kid to kid as often as they like. The jewel must only be held in a hand, not concealed any other way. The Coast Guard chase the Smugglers trying to tag them. When a smuggler is tagged, he must immediately stop and show both open hands. He must then sit and wait for the round to end. When the smuggler with the jewel is tagged, a new round is started with teams switching sides. This game is played similar to SPUD. Give each child a name tag with a number written on it. Have the person who has 1 start with the balloon. They throw the balloon in the air and call out a number. The child with that number must catch the balloon before it touches the ground. For this game you will need 10 to 20 socks rolled up into balls. Divide the room into two equal halves, and place the socks on the line in the middle. Divide all the kids into two equal teams. When the game starts, the object of the game is to get as many socks onto the other teams side of the room before time is up. Set a timer for a 60 seconds to time the game-play. Team members must stay on their side of the room and toss the socks over to the other sides. A team member cannot hold onto a sock for more than 10 seconds before having to throw it. To make things more interesting, add in beach balls of varying sizes with the socks. Buy two different colored balloons, 25 to 50 of each for two teams of play. Use one color of balloons for one team, and another color for the other team. Designate a time period five to 10 minutes to play the game. Stolen, unpoped balloons count points each. Depending on your team, this can

be either played as a Capture the Flag style game, or just all out full contact. Have fun with this game, and make it your own! Have everyone form a big circle of chairs with the chairs facing outward. When the music stops, a caller yells out a body part. Then everyone races to touch that body part to a chair, one person per chair only. If they touch a chair before the body part is called, they are out. To speed it up, you can remove more chairs. We usually start out simple – nose, hair, left elbow, etc. The object is to be the last one left.

Chapter 5 : Children's Ministry Games: 9 Classic Group Games – calendrierdelascience.com

*The Giant Book of Games for Children's Ministry is a children's ministry resource book filled with more than giant-sized games. These children's ministry games will fill your ministry with fun and laughter!*

**Spin the Bottle** Mark an arrow on an empty plastic bottle. Kids sit in a circle with the bottle in the middle. Whoever the bottle lands on says the first word of verse. Spin again, that person says first and second words. Continue until the entire verse is said.

**Hide a Word** Use this activity with a large group. Write one word per piece of paper. Give out one piece of paper per child. The children chosen line up in front of the room not in correct verse order. The rest of the group works together to unscramble the words by telling the kids to move places. Everyone says the verse together once it is in correct order. One child from the audience chooses someone to turn around so the verse cannot be seen. Continue with one to three people being chosen to turn around each time.

**Spider Web Verse** One child holds the end of a ball of yarn and throws the ball to someone in a circle. They say the next word in the verse and throw the ball to someone else. This continues until the verse is complete and a spider web has been formed.

**Who Is?** Game Call out different scenarios: Who is wearing tennis shoes? Who has a birthday this month? Who is wearing red? Each time a scenario is called, those who fit that scenario stand and say the verse together.

**Miniature Bible Verse** Write the Bible verse as small as possible. Make copies of the verse and hide around the room. Give the kids magnifying glasses. They must search for the verse and then use the magnifying glass to read the verse.

**Bible Verse Art** Write the words randomly on a piece of paper with a dot next to each word. Make a copy for each person. Have the kids connect the words starting with the first word in the verse. When completed, color the design made.

**Hot Potato** Sit in a circle. This can be a bean bag, a potato or any small object. When the music stops, the person holding the hot potato must say the first word of the verse. The next person holding the potato when the music stops must say the first two words. Play continues until the verse is completed.

**Memory Verse Mural** Cover the table with a large sheet of paper butcher paper, bulletin board paper. Write the words to the verse around the table. Have the kids draw symbols and pictures to illustrate the verse.

**Bible Verse Slideshow** Have each child write one word from the verse on a piece of paper. Have them hold their paper up and take a picture of them making a silly face. Make a slideshow with the pictures in order having the kids practice the verse while they look at the slideshow.

**Balloon Verse Hunt** Blow up helium balloons, attaching a long string to each. Write the verse on index cards, one word per card. Attach a card to each balloon. Let the balloons go in the room. Have the kids work together to put the verse in order.

**Chapter 6 : Large Group Games - Ultimate Camp Resource**

*children's ministry leaders, we now have an email list with resources just for you. don't miss out!*

Tweet on Twitter I learned something recently: I mean really important. My church had vacation bible school two weeks ago and I was teaching the middle school class. That first night I went straight into the lesson and I got crickets and glazed eyes. One thing was apparent: I had planned a lesson along with some small activities but my quiet group ended up zooming through the lesson and I still had an hour to fill! We grabbed our snack from the kitchen and headed outside to eat it since it was a beautiful evening. We ended up playing different versions of tag, and this group of students who were shy and quiet at first, were suddenly laughing and talking. The games ended up being a major team building exercise. It helped them find things in common and get past the initial awkwardness that can come with meeting new people. They needed the games to break the ice so they could feel comfortable participating in discussions about the lesson. Now I realize games are vital to building community in youth group. So after doing some research, our team has compiled a list of the top 20 youth group games with you. I have a feeling many of these games will help you and your students this week! You can also find more games for youth leaders by downloading your free Youth Group Games! We keep these games updated based on feedback we get from youth leaders like you. So, you can always check back to look for new games. Now, here are some of the best and simple youth group games you can play this week:

**Grog** You take apart a flashlight and hide the parts throughout the play area. One kid is the Grog, which is a monster that can freeze you in place by tagging you. It was a favorite by far.

**Sardines or Christians in the Catacombs** This is the game of sardines, but explain it with the story of how the early Christians met in the catacombs, but they still increased in number. One person hides in a dark place, and then as people find them, they join in hiding, until one person remains.

**Scatterball Dodge ball with a twist.** To start, everyone must have a hand on a nerf ball. Throw the ball up in the air and everyone scatters. Somebody grabs the ball in the air or off the ground. Whoever has the ball can only take two steps. After two steps, the player must throw the ball “dodge ball style” at another player. If the ball hits a player, that player sits down right where they are. If a player is hit by the ball and catches it, then the throwing player sits down. At any time sitting players can snag the ball if it rolls by, and they can throw it at standing players trying to get them out. The game ends when only one player is standing.

**Lifesize Clue** The youth group gathers in the evening when the church is dark. They congregate in one lit room and one person goes to hide a large doll any stuffed animal will work. To make it happen, split your group into as many teams as you have supplies keeping around members in a group. Provide each group with one pack of spaghetti and one pack of large marshmallows. Teams are charged to use their supplies to build the tallest freestanding tower they can meaning that holding the tower up for measuring is against the rules. Give the groups a certain time limit during which they can construct their tower “anywhere from minutes generally works well” and give them a one-minute warning before their time up. The winning team is the one with the tallest freestanding tower, as measured by the game leader. Break any ties by having the teams move their tower across the room and measuring again, not allowing them to fix any breakages. Some teams will get creative and incorporate the spaghetti box and marshmallow bag into their structure. There is no rule against this. We just wanted to equip you with some of our best youth leader resources or keep scrolling for more fun Youth Group Games!

**Photo Scavenger Hunt** Assign points for odd items that students can find to take a picture with around the Church property or within a designated area. Get creative with your lists. The added bonus of this game is you automatically have some great photos of your students that you can put in the youth group room. You can even feature some of them as photos of the week.

**Baby Bird** Two teams of two students compete. On each team, one student acts as the mother bird and the other acts as the baby bird. The team with the most worms in their eggshell at the end of 20 seconds wins. Ties are broken via bird-calling contest. Give them an word and the team has to guess the word they drew. This would be a good ice breaker activity before a lesson if you tie in themes from the lesson into the drawings.

**Four on the Couch** The goal is to get 4 of your team onto the same couch. There must be one less seat than people in the room must have a couch; you can play three on a couch if necessary. Divide into at

least two teams and have everyone put their name in hat. But everyone should keep their names a secret. Now the person to the left of the empty seat in the room calls out a name. The person, who drew that name, now moves to the empty seat, and switches names with the person who called out the name. Now the person to the left of the new empty seat calls a name. You repeat the process. So you have to try to get to the empty the couch and call the right names to get folks on the couch. This takes some thinking but is fun and competitive in a non-athletic way. Each person should write down the names of 10 people – either famous people or people everyone in the group knows. Go around and collect them in a basket or hat. You should have quite a few names in the basket. Split into 2 or 3 teams each team having around three or four members. Pick a team to start – one member of that team gets the basket of names, picks out a name, and has to try and describe that person to the other members of his team. Once they guess correctly, pull out another name from the hat and so on. The team has one minute to go through as many names as they can. If they get stuck on a name, they can pass and move onto the next name. Move onto the next team who do the same as above. Similar to Round 1 but you can only use one word to describe the person to your group. The group will be aware of all the names in the basket from round 1 so it is easier than it sounds. Score a point per name guessed as above. Add up the scores at the end to see who wins! Keep some band aids on hand for this one just in case. Capture the Flag This one needs no explanation, but feel free to add twists. Include more than one flag, take turns having the teams play offense and defense, play with three or four teams going against each other, etc. Tug of War This is another classic, but is always a hit with youth groups. Make it extra fun by doing it once a year and utilizing interesting competitions: The key to a good match-up is to put a small number of the strongest against a large number of the weakest. For example, take a handful senior high boys and place them against 30 middle schoolers. Ultimate Duck-Duck-Goose When there are more than 50 students, this game is a lot of fun. Play duck-duck-goose as you normally would, however when a few people get tagged and they go to the middle, then they begin another game of duck-duck-goose. Everyone is in a straight line, with multiple teams doing this. First team that gets to the last person and has the correct word wins. Divide students into teams and have one student face off against another student from the other team. Play five seconds of a popular song from iTunes and have them guess. Seated Basketball This one is a favorite because it requires strategy and teamwork. The game is divided up between two teams. The goal is to get a ball into a basket. This can be a basketball hoop, but I have found it just as fun playing it with laundry baskets placed on a table. Each player has their own chair and is played in rounds. At the beginning of a round, the players have a short amount of time to place their chairs in a position. Once placed, they are not allowed to move from their spot. They then must pass the ball to each other, without it getting intercepted by the opposing team. After each round the players become more strategic and shift from focusing on offense and defense.

## Chapter 7 : 10 Fun Bible-Memory Games for Kids in Groups

*This book entitled, Fun Group Games, for Children's Ministry, arrived quickly. It has alot of illustrated games. The games are for all ages. It's a good book and I would recommend this book to churches who want more of a variety.*

Written by Vivene Grant Here are 10 fun games you can play with your youth group! Want even more youth group games and activities? This game is played in teams. When the game begins, each teams first player runs to the youth leader to get the first word and runs back to their team to draw the word. When the team has successfully guessed the word, the next player runs up to the leader and repeats the process. This is a simple biblical twist to a classic game of charades. In preparation, think of different actions to act out and write them out on separate cards. You can put them into different categories such as Bible characters, events in the Bible or Bible verses. A player will then choose a card and act it out. The other players must try to guess what they are acting out. Remember, the player cannot speak at all during the acting. A player must talk for 1 minute on a specific topic chosen by the group members. They cannot pause, repeat phrases or use fillers eg. Whilst a player is speaking, another player who thinks they have hesitated or repeated a word can challenge them. If the challenge is successful then the challenger is given a point and must continue speaking on the same subject for the remainder of the minute. If 1minute is too difficult feel free to shorten the time to 30 seconds. Write the names of different Bible characters on a Post-it note and stick it on the forehead of each person. Players then have to guess who is on their forehead by asking only yes or no questions. Whoever correctly identifies their character first is the winner. If you want to make this game a bit more competitive add a pointing system. Two players stand in the centre of the room whilst the rest of the group watches. Choose one of these players to be Jacob and the other to be his wife Rachel. The aim is for Jacob to locate and catch his wife Rachel just by following the sound of her voice. Rachel must do her best to avoid being caught. Different group members can take it in turn to play. See Genesis chapter 29 for the story of Jacob and the pursuit of his wife Rachel - this is the story behind the game. All players stand in a circle, one person is nominated as "splatter" and stands in the middle. The person in the middle then randomly points at someone and shouts "Splat! The person they point at must duck, then the two people either side of them must "splat" each other, by pointing at the other and yelling, "Splat! The last one to do so is out. This continues until there are only two active people left in the circle. The two remaining in the circle stand back to back, the person who was in the middle counts from 1 - With each number the two remaining competitors must take a step away from one another. Once the countdown has started, it cannot be stopped and the players must continue to throw the ball to one another. Whoever has the ball when it explodes is out of the game. Keep repeating this process until you are left with a winner - the last player standing. Each player is given the name of an object, a name and a place. The player has a maximum of 3 minutes to tell a story using the object, name and place. The next person in line must continue the story using the names they were given. In the end you should have created an interesting and funny story! The aim of the game is to find a Bible verse and read it out before your opponent. The youth leader will call out a scripture i. The first person to find the scripture in their Bible AND have their finger on the verse, will stand up and start saying the scripture, if they are right, they get one point. Play until you a have winner. Board Games are a great way to get everyone involved. Here are a few of my favourites to play in a group: Outburst - Bible edition.

## Chapter 8 : 17 Just-for-Fun Games for Church or Home

*Let's make children's ministry a fun environment that kids look forward to. Churches are working toward this and achieving it. You see children's ministry areas with huge slides, chalkboard walls, building blocks, goofy stage games, leaders jumping up and down and singing.*

Air Raid - 1 First begin by marking out a starting line and a finishing line Alaskan Baseball - 1 Start with 2 teams. All Over - Divide children into two equal groups. Each group should have the same Amoeba Tag - Two people are it. They hold hands and chase people. Assassin - This is a game best played in a large group. We always played it with Back to Back Tag - Two people hold hands start off as being "it. Balloon Battle - Inflate balloons and tie on a string for each team member. Band-Aid Tag - One person is "it. Barn Yard Hunt - Hide 4 different sets of different objects in a play area field, woods, Battleship - The entire playing area is broken down into different parts of a ship Belt Loop Ball - Divide the players into teams of 10 people. Each team competes with One player is leader. Blind Balloon Volleyball - Teams of four or more people line up in volleyball formation. Bom,Bom,Bom - There are two sides teams. British Bulldog - Line a group of kids up on one side of a field. Pick one person to be Burst the Balloon - The balloons are blown up and scattered on the floor. Camp Relay Race - First you have everyone count the number of letters in their first name Candyman - This game is usually played with around campers ages Capture the Flag - Divide the group into two teams; identify each by a set of arm or Car Lot - Pick a category for Car Lot i. Cat and Mouse - Everyone but two people forms a circle standing far enough away from

## Chapter 9 : Children's Church Games " calendrierdelascience.com

*Team Building Activities -- family reunion games, back to school, youth group activities Find this Pin and more on Game Ideas for Kids Ministry by Cathy Z. Peek. I would use these games to create a team mentality for students Team Building calendrierdelascience.com reunion games, back to school, youth activities.*