



Game Schedule:

Day 1:

Game Option 1: Blob tag

Rules:

- 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 2: 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

Last man standing

Equipment and set up

- 4 large hula hoops all different colors

Rules:

- 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 color. All students at that color 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.

Day 3

These games were chosen specifically for water day. Use this day to review the Encounters at the River and on the Water. They are easy to setup 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
- 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.

Day 4

Game Option 1: 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.

Game Option 2: Sharks and Minnows

- Pick one "shark" to stand in the middle. Have all the other kids as "minnows" on one side of the yard. When you say "go!" have all the kids run to the other side of the yard. If a shark tags any of the minnows, then they are now sharks. The last minnow standing wins.

Game Option 3: Red Light, Green Light