



kids around the world™



KIDStory™

KIDStory Club Game Book



Welcome to the KIDStory Game Book

The streets will be filled with boys and girls playing.

Zechariah 8:5

Playing games and having fun is universal. No matter where you are, all kids around the world love to play! Through games, children form strong relationships, making friends with other kids and with their KIDStory Club leaders. They know they belong to a loving community with leaders who care for them and model Jesus Christ. Because KIDStory Clubs are so much fun, kids want to come back each week, inviting their friends to join them. This is why FUN is a Core Essential for every aspect of KIDStory.

This resource is a sampling of games and activities designed to create that KIDStory Club environment where kids want to come. What you will discover in this handbook

are:

- A variety of ideas for different games depending on the age and number of children, the space you have available and the number of helpers you may have.

- Games that take little preparation time
- Very little or no resources are needed.
- Step-by-step instructions for all the games and activities.
- Activities that work inside or outside, with bigger or smaller groups, and definitely provide fun for the kids and leaders.

Try different ones out. See which games the children enjoy most where everyone can participate. Create an environment like Jesus did where everyone is welcomed and leaves blessed - where more kids are walking in the love of Jesus.



kids around the world®

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Game Ideas

- **All Together:** These are games in which everybody can participate. There are no teams. In some of these games, players are eliminated leaving one or two winners. Other games have no winners, just the fun of playing! This section includes 'icebreaker' games, which are good for introducing leaders and children to each other, especially if members are new.
- **In a Circle:** Circle games are those games where you begin with all players in a circle. Depending on the game, they may be facing outwards or inwards, sitting down or standing up.
- **Playing in Circles:** The players need to understand that even when they are 'out', they are not to leave the circle until the game is over (unless specifically directed), as this frequently makes it impossible for the remaining players to continue the game!
- **In Groups:** Most of the group games are played with children in teams each seated in semi-circle in a different corner of the playing area.
- **Relay Races:** Relays are made up of two or more teams of the same number of players, playing in parallel. (For example four teams of ten players each.) Each player on the team takes their turn in the activity until all have played. Normally the teams need to line up in a straight line to start and finish the game.
- **Two Teams:** These games involve only two teams playing in opposition against each other. The leader keeps the score.
- **Parachute / Bed Sheet:** These games use a parachute or a large bed sheet for the children to gather around.
- **Balls:** Every culture has a ball of some sort that you can use to play these games.

All Together Games

Number Off

Have the group either walking around in a certain area or simply stand. Then call out a number (that number usually depends on the size of the group). Whatever that number is will be the size of group they will put themselves into. If they are left without a group they then sit out.

Catch Out

Children gather in an area which is clearly marked out with chairs, or a marked area on the floor. Designate one person to be a catcher who could be a leader or a child. With the children on one side of the room, blow the whistle and the children have to cross to the other side without being caught by the catcher. When there, they wait for the whistle to cross back again. Those caught join the catcher in the middle and help to catch others. If children hold back for a long time before trying to cross, you can add a rule that the last one to leave is also out. Winner is the last one in.

Chain Chase

The players are to scatter themselves all around the area. One person is chosen to catch others. When he manages to touch a person, they hold hands and together, they try to catch another. Then they have three in the chain. When they catch the next person they split the 4 into two 2's. You cannot touch someone unless you are holding hands with your partner(s). The winner is the last person to be caught. A variation, though more difficult, is to let the chain keep growing instead of splitting up into two's. This can be great fun but sometimes difficult for the person on the end who sometimes has to travel at high speed!

The Invisible Obstacle Course

This warm-up activity is part creativity and part physical fitness. A volunteer in each small group is selected to begin the activity. Each group will create an imaginary obstacle course, with group members crawling, jumping, running, and helping each other through the obstacles they encounter. After each element, leadership changes and another member of the group describes their obstacle and helps the members of their group navigate over, under, through, or around it. In the process, a variety of obstacles can be encountered by the group (climbing a giant marshmallow mountain, for example), creativity and leadership are explored, and most importantly, the group is warmed-up, energized, and ready for the day.

Hunt the Object

The leader shows the children an object and explains it is going to be placed somewhere in the room, but not under anything or hidden out of sight. The children then hide their faces in their hands while the leader places the object somewhere. The children are told they can start looking for it and the leader helps them by telling them whether they are near the object (hot), or not (cold). They may need to indicate whether they need to look high or low, behind or in front of something. The child who finds it can then place it in a different place, while the others hide their faces again. The winner is whoever finds the object first. A variation is to have one person leave the room and for the leader to select one person in the room who is to be “caught.” Bring the first child back into the room and the rest of the children yell out “HOT” or “COLD” if they are moving closer or further away from the child who is to be “caught.” The game ends when the child finds the one who was to be caught.

I Spy

The leader begins by saying, ‘i spy with my little eye a t-shirt’. The children have to guess which t-shirt it is. Then the child who discovers it has his turn and tells the leader what he is choosing for the others to guess. The leader then helps him give the right clue. if the children know their colors, that can be one of the categories. For example ‘i spy with my little eye, something red’. The winner is the child who discovers the item.

Jerusalem Jericho

The leader will call out random words and the children must listen very carefully to what is said. if the name Jerusalem is mentioned, the children are to bow at the waist. if Jericho is mentioned, they are to march in place. Anyone who bows on hearing Jericho or does not bow for Jerusalem is ‘out’. it is important that the children react immediately when they hear the name and any hesitation or correction means they are out. The winner is the one who is last to be caught. A variation to trick the young people by bowing at the wrong name. He could also use other names like Jeremiah or Jeremoth which are similar to Jericho and Jerusalem.

Simon Says

The children are standing in front of the leader giving some space for some movement. The children are to respond to what the leader says only when he says: “Simon Says to do” If the leader does not say Simon Says (Or Jesus Says) the children are no to move. If they do or they do the wrong action being spoken, they must sit down.

Portraits

Choose one child to go outside the room. The other children choose the name of a famous person or fictional character, well known to all. Call in the other child, who has to guess the name of the character by asking questions to the different children, one at a time. The questions can only be answered by 'yes' or 'no' and he or she can ask as many questions as needed. He or she can then have up to three guesses at the identity. Then another player goes out and another character is chosen.

Traffic Light

All the children start on one side of the room with their hand on the wall. The leader explains that he will call out one of three colors: Green will be where they are now. Yellow will be in the middle of the room, and they must quickly move to the middle. Red will be the opposite side of the room, in which case they have to run all the way to the other side. The last one or two children to get to the correct position will be out. When half the children are left, add another 'call' which is 'switch'. This simply means that the place for red and green change. So if they are at the green wall and the leader says 'switch green' they run to the opposite wall because the wall they are at has suddenly become red. The winner is the last person to stay in.

What am I Doing?

Three people are chosen to leave the room. Those left in the room decide on an incident in life that can be acted out (bathing the baby, frying an egg, changing a car tire, starting and driving a car, etc.). The first person is invited back into the room and someone acts out the incident to them without using any words. That person has to try and guess what is happening and acts it out to the second person when he comes in and he, in turn, to the 3rd person who then has to say what has been acted.

The Laughing Game

The objective of this game is to get everyone to laugh while you cannot laugh yourself. Have everyone sit in a circle facing each other. When it is someone's turn, they have to say or act something out to get everyone else to laugh. If you laugh then you are out until the next round. Last person to not laugh wins the game. This game is as fun as you make it.

Circle Games

Circle Tag Game

Two children outside the circle start running slowly in a clockwise direction. They run until the designated leader taps a pair of hands being held in the circle. Those two people then start running in a counter-clockwise direction while the original pair are running in a clockwise direction. The first pair back to home, the open space, is safe and the other pair now go in a clockwise direction looking for another pair to take their place.

Fishing Net

Half of the children are the fish, the other half form the net. get those who are the net into a tight circle and whisper a secret number to them, or signal the number using your fingers. When they know the number, they stand in a circle, holding hands high. The leader tells them that when he or she calls the secret number, those who are the net will lower their arms quickly to close the net around the fish inside. Meanwhile, the fish run in and out of the net continuously, under the arms of those who are the net. (they cannot stay outside the net just 'to be safe') The leader calls different numbers until the secret number is called. Those fish trapped inside the net become part of the net and a new number is chosen and the game continues. Change over so that those who were the net to begin with, have a turn at being the fish. The winner is the last fish to be caught.

Fizz Buzz

Starting with number one, each player takes turns to say the next number, 1, 2, 3, 4. Instead of saying 5, the next player must say 'fizz'. Then the counting continues, 6, 7, 8. All the numbers that are a multiple of 5 (such as 10, 15, 20, 25, 30, 35 etc) must be replaced by 'fizz'. The player who makes a mistake is out. The winner is the last person in.

Knots

Everyone stands facing each other in their circle. All raise their left hand and take the left hand of someone else across from them. Now raise their right hand and take the right hand of a different person in the circle. They must not hold the hands of the same person or the person next to them. When you give the word, they must try and untangle themselves, (without letting go of their hands at any time) and open out into a larger circle. Some may end up with their backs to the rest of the group. They must not let go of the others' hands at any time during the activity, though they may adjust their grip. The winner is the first team to unravel their circle.

Elephant Game

Define the actions for “pilot” and “safari.” When the game leader points to a player and says “pilot,” the player pantomimes as an airplane pilot and the players next to her pantomime the plane. The player pointed to forms goggles by forming circles with her hands around her eyes. The person to her left puts his left arm horizontal to the floor as a wing. The person on the right puts his right arm out to the right as a wing. When the game leader points to a player and says, “safari,” the players pantomime an elephant. The person he points to will touch his nose with his right hand and insert his left arm through the loop made with his right arm, making his arm look like the trunk of an elephant. (A simpler way would be to have him put his right shoulder to his nose while stretching out his right arm.) The person to his left puts his left hand on his left hip, making the elephant’s left ear. The person on the right puts his right hand on his right hip, making the elephant’s right ear. The game leader may walk around the room, pointing to the children and either saying “pilot” or “safari,” and then counts aloud to 3. If the one pointed to and the one on his left and right respond correctly (as defined) by the count of 3, they have survived the “adventure” and stay in the game. If any of the three do not take the proper stance by the count of 3, then that group is out.

Duck, Duck, Goose

Have the children sit in a circle. One person is “it” and goes around the circle gently touching each child on the head saying “duck” (or whatever might be appropriate for the culture you are in.) When he taps one child and says, “goose,” that person gets up and chases the other child around the circle trying to tag him before he gets to the empty spot where the child was sitting. If the “it” person makes it to the empty spot and sits before being tagged then the “goosed” person becomes “it.” If you have a squirt bottle, a variation can be the person who is ‘it’ has a squirt bottle with water in it. As they go around, when they say squirt, they squirt the water on the person’s head.

Hot Potato

Get everyone in a circle. Have someone play the guitar or CD while passing a bean bag or other object around the circle. When the music stops, (or you say “Stop”) the person who has the object is out of the game. The winner is the last person left.

Group Games

Maple Leaf Dice

This game is best played in a group of about 6-8 people. Each player is given a sheet of paper. Players are in a circle with a pair of dice and a pen in the center. Choose a player to begin rolling the dice. Each player rolls only once in order to get a 1 or a 6. If a 1 or 6 is not rolled, the player has to pass the dice to the next player. When a player rolls a 1 or 6, the player picks up the pen and starts to write numbers from 1 to 100 on his or her paper. After the last player rolls and begins to write, the next player immediately picks up the dice and tries to roll a 1 or 6. The play continues around the circle until the next player rolls a 1 or 6. That player takes the pen from the person writing and then tries to write the numbers from 1 to 100 on his or her own paper. The winner of the game is the first person to reach 100 “legibly!”

Musical Chairs

Secure small rugs or sheets or paper around the floor in a circle so they will not slip. Use one less rug than the number of children. Use a piano or tape deck to play music. Players line up in a circle, each one next to a rug. When the music plays, children walk in a single line around the circle. When the music stops, children stand or sit inside the circle. Remove one rug and continue to play, removing one rug with each eliminated child until only two players and one rug is left. The two remaining children are the winners.

Something Similar

The players situate themselves as above using chairs. The person in the middle of the circle says something true about himself or herself, looking for someone who is similar. For example, he might say, “ I have two brothers, or “ I like to play soccer,” or “ I have never visited the capital city.” Everyone in the circle who is similar has to move to a different chair. The person in the middle tries to sit in an empty chair. You can say something that will cause almost everyone to change places, such as “I’m wearing shoes today.” The person who doesn’t find a place now has to think of something to say to find someone similar.

One line story:

Give the students a starting sentence (It was a rainy day in Mumbai.) The next child comes up with the next sentence, and it goes around the class (or group).

Draw It

You will need blank paper and pen or pencil for each team or if outside, stick and sand to draw in. Form four teams in different corners of the playing area. (Four to eight people per team is ideal.) A leader stands in the centre of the room with a list of objects to be drawn. The objects must be simple for young children, eg: house, man, lady, tree, sun, moon, snake, bird. For older children they can be more challenging! The game starts by each group sending one person out to the leader who whispers to all four at the same time what they are to draw. (This is the only time they are told the object at the same time). The children run back to their groups and start drawing the object. They may not speak nor write numbers or letters or words, nor act any of it out. When someone guesses correctly what is being drawn, the next person in the team runs out and tells the leader what was drawn. The leader checks the list and gives out the next object to be drawn and so on until a team reaches the end. The winner is the first team to draw and correctly guess all items on the leader's list wins. A variation is to have the children act it out rather than draw.

Find it, Bring It

Have the children get into four groups. The leader calls out an item for the groups to bring to him or her. (some examples: someone wearing red, a shoe, a sock, a blade of grass, the biggest person carried out by the rest of the team, two shoes tied together, piece of paper, leaf of a tree, a 10 year old boy, a coin, someone's hair-band, a leader etc.) The first person to reach the leader with the item scores a point for their team. Then the next item is called for, and so on. The winner is the team with the highest score.

Cell Phone

Line everyone up. Think of a phrase that goes along with the lesson of the day and whisper it in the first person's ear. They then whisper to the next and so on down the line. See what phrase you end up with versus what was started.

Got Your Back

People pair up and sit back-to-back. Have them interlock their arms and then try to stand up together. It takes cooperation and teamwork to make it work. Try doing 4 people after they have succeeded with 2.

Stinky Feet

Everyone takes off their shoes and places them in the center and the shoes get jumbled up. Time yourself and see how long it takes for everyone to find their shoes and get them on.

Laugh A Lot (Make sure it is okay for children to touch each other this way before playing)
Everyone lies next to one another. The first person lays their hand on the stomach of the person next to them and says: “Ha”. That person then puts their hand on the person next to them and says: “Ha, Ha.” The next person does the same except says three “ha-ha’s.” If a player laughs out of turn or not the right number of laughs, they are out of the game.

Squirrels and Trees

This is a great non-competitive icebreaker. To get started, divide the group into small groups of three people. (any that are left over, will be ready to find a place when the action begins) two people of the three will join hands leaving a space between them. They are the tree. The third person, who occupies the space between the joined hands of the two forming the tree, is the squirrel.

The game leader shouts:

1. “Squirrel to your trees” the person who is the squirrel must leave his tree and look for a new pair that forms a tree and get into the tree by going under their joined hands into the space between them. The ones who are the trees stand still in their places.
2. “Trees to your squirrels” the pair holding hands as the tree must leave their squirrel and look for another squirrel to shelter between them. All the squirrels must stand still in their places.
3. “Fire in the forest” all the initial groups of three are dissolved and each of the participants must form new groups of three with new partners, (two forming a tree and one the squirrel in between them.)

Snatch the Hat

A hat is needed for this game. Give the hat to one player. Once it is on his head, he may not touch it. At the “go” signal, all the other players chase the one wearing the hat and try to snatch it from his head. When someone does, all players should “freeze” and count to five slowly while the player with the hat puts it on and runs away. At the end of the game, give a prize to the ones who wore the hat the longest, or had it on the most times.

Relay Games

Bible Quiz

You will need a list of questions and someone to keep score. Form 2 to 4 teams, sitting in rows, youngest at the front, oldest at the back. The first person in each team is asked the first question. The first one to raise their hand can answer. If they get it right, they score a point for their team. The next question goes to the second in each team, and so on. Make sure the stories you choose questions from have been covered recently in your teaching. The winner is the team with the highest score.

Chain Run

You will need 4 place markers (could be a chair or a leader) Have the children get into four equal teams with the smallest at the front, tallest at the back (maximum ten in a team). At the word 'GO' the first player runs round a marker and back to the end of the team. As he passes, he touches the next one (who then starts running) while he returns to the end of the team. The game stops when the first runner is back at the front of the team. For some variation, try running backwards; hopping or skipping. try carrying an item with you and passing it on before the next one runs. Another variation is when the first person is running back to their line, instead of going to the end, they grab the hand of the next person and they run it together. When they return they get the next person and so on till their entire team is joined together and they run around the marker and back. returns to the

Right Order

Have the teams arrange themselves into the correct alphabetical order in terms of first names. John, Andrew, Peter etc. should move to an order of Andrew, John, Peter etc. When the team has done this they should sit down. The winner the first team with everyone in the right order. A variation can be using the month of birth or the family name etc.

Two Step Relay

Mark starting line and turning line. Each player goes to the turning line and returns using two different steps; one each way. They could run up, and skip back, run backwards going and hop back, etc.

Stick Relay

Have someone at the other end, holding the stick upright. Participants must run down to the stick, touch their head to it, go around 3 times and run back. The idea is not to get so dizzy that you can't run back to the starting line quickly.

Two Team Games

Doves and Eagles

Mark three parallel lines, one down the center of the play area and two along opposite sides of the area to mark safety zones. Teams line up on either side of the center line, facing each other. One team is named Doves, and the other is the Eagles. If the leader calls "Doves," that team must turn and run back to its safety zone with the Eagles in pursuit. If an Eagle tags a Dove, the tagged player changes teams and becomes an Eagle. If the game leader calls "Eagles," the Eagles must run to their safety zone while the Doves try to tag them. When all players are tagged or in the safety zone, the game leader calls them back to the center of the room. Play continues as long as interest is maintained or until all members are eliminated.

Quick Switch Chase

Usually played in a hall, this game requires 2 even teams. 1 team kneels down in a line through the middle of the room, ensuring there is plenty of space for people to run around them. They must kneel in a pattern of 1 player facing one way, then the next facing the other way. The other team needs to run around the group of players in the middle. 1 player from the kneeling team is chosen to be "it". They must chase the other team around - if they tag a player, that player then sits out. At any stage, the "it" player may touch a kneeling player on the back and swap with them. The kneeling player must go out the way they are facing and the "it" player must touch them from behind.

Cap Snatcher

You will need a cap or cloth. From two teams of equal numbers standing in straight lines. Number them off 1, 2, 3, etc. Each child lines up across from the child who has their number on the opposite team. When the leader calls a number, players with that number rush towards the cap and try to bring it back to their line without being touched by the other player. The player who succeeds earns one point for the team. However, if the player is touched by the opponent while holding the cap, the point is lost to the other team. Players return to their place in the line and another number is called. The winner is the team to get 10 points first.

Parachute/Bed Sheet Games

Waves

Everyone securely holds the parachute around the edges. Call for small and big waves to be made.

Cat & Mouse

Make waves. One person is designated to be the cat and other is the mouse. The cat tries to catch the mouse while crawling under the parachute. The mouse is safe if it reaches the other side.

Backwards

Everyone holds on tightly to the parachute and when you say so, everyone leans backwards.

Chase

Divide the group into two teams. Throw two different balls onto the parachute, one designated for each team. Try to get the other team's ball to be thrown off the parachute.

Change Places

Number the children 1, 2, 3, etc. Do the waves from above. When reaching the pinnacle of a large wave, call out 2 numbers. They must exchange places before the parachute comes all the way down.

Swap

This is a variation of *Change Places*. Number the children around the circle, say one to six. Lift the chute and on the third go shout a number, these children then have to swap places under the canopy before it falls to earth. They need to be told to head for gaps, keep their eyes open and try to avoid bumping into one another. Make sure that those who remain around the edge allow the canopy to fall rather than pulling it down hard.

Fleas

Several of the small balls are placed on the parachute. Try to get all the fleas to jump higher and higher by waving the parachute higher.

The Snatcher

Everyone sits on the ground (feet stretched out underneath the parachute) holding onto the parachute. One person plays an animal crawling underneath the parachute as it is being moved up and down. When they pull on one person's feet and drags them into the inner circle, then that person becomes the snatcher and tries to drag others into the center. A variation is to have someone on the outside be a lifeguard and try to keep the person from being pulled under by the snatcher.

Fruit Salad:

Instead of giving out numbers, each person is randomly given the name of a piece of fruit. (Maybe give 4 options of fruits and the people become which of those are their favorite fruit.) When you call out a fruit, each person must go under the parachute and exchange places with another person. When you yell out: "Fruit Salad," everyone must exchange places.

Bouncing Balls

The canopy is held taut at chest height with 2 or 3 balls on the surface. Have 3 or 4 children sitting underneath the canopy try to knock the balls off while the others are moving the parachute up and down.

Merry Go Round

Turn the body so that the chute is held with only one hand. Walk, hop, jump, skip around holding the chute. It looks like a merry-go-round.

Balls

Hot Stuff

Everyone circles up. A ball is passed or tossed as fast as possible from one person to another. When the leader says STOP, the person holding the ball must sit down. An option is to have several balls going at the same time.

In The Middle

A leader is in the middle of the playing field. By tossing the ball at the person, the group tries to trick the leader and tag him out. Several balls could be used in this game as well. If the person in the middle catches the ball, they are still safe.



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