THE
GIANT
BOOK OF GAMES
FOR CHILDREN'S MINISTRY
Group
Real. Bold. Love.

Group
Loveland, Colorado
group.com

Group resources really work!

This Group resource incorporates our R.E.A.L. approach to ministry. It reinforces a growing friendship with Jesus, encourages long-term learning, and results in life transformation, because it's

Relational
Learner-to-learner interaction enhances learning and builds Christian friendships.

Experiential
What learners experience through discussion and action sticks with them up to 9 times longer than what they simply hear or read.

Applicable
The aim of Christian education is to equip learners to be both hearers and doers of God's Word.

Learner-based
Learners understand and retain more when the learning process takes into consideration how they learn best.

The Giant Book of Games for Children's Ministry

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Introduction

Games go with childhood. And they go with your children's ministry, too! When kids are playing, they're learning. They're building relationships, making discoveries, and challenging themselves physically and mentally. Games are great growth stimulators—especially when it's faith you're trying to grow!

Kids from preschoolers to preteens need play as a regular part of their daily developmental diet. If you're spiritually nourishing kids, you need this book in your back pocket. Each of the 200+ games in this book is specifically designed to deepen kids' understanding of a Bible point or concept while evoking emotion through fun and unexpected experiences. Kids will find real-life meaning in the midst of laughter and play, and they'll experience Scripture in new and memorable ways.

When kids have fun in your ministry, they want to come back. The games in this book add fun to every moment you have with them. So go ahead and start thumbing through—you'll find hundreds of games that teach kids compassion, faithfulness, gratitude, forgiveness, grace, and so much more—all while solidifying biblical learning.

In your hands you hold the perfect complement to every lesson, event, or extra five minutes you have with kids. Are you ready?

Get Set, Go!

Here's a snapshot of the different ways you can use this book to find the game you need.

TOPIC

Each game is categorized by topic. If you're looking for a specific lesson or topic, simply scan the topics in the Topic Index on page 246.

SCRIPTURE

Many games have a direct Scripture link. To find a game based on a Scripture, just go the Scripture Index on page 243.

GAME OVERVIEW

Each game provides an at-a-glance overview. This summary gives you the underlying message of the game in one sentence.

ENERGY LEVEL

Each game is categorized as Low, Medium, or High Energy Level to help you plan ahead with accurate expectations for each game. To find a game based on Energy Level, just go to the Energy Level Index on page 240.

SUPPLY LEVEL

Each game is rated as Low, Medium, or High Supply Level to best fit your needs. Games requiring between 1 and 2 supply categories are rated Low Supply Level games. Medium Supply Level games will require between 3 and 4 supply categories, and High Supply Level games call for 5+ supply categories. To find a game based on Supply Level, just go to the Supply Level Index on page 250.

AGE LEVEL

All games are categorized according to the age levels they work best with: 3 to 5; 6 to 9; and 10 to 12. The book reflects these three sections for quick look-up. Some games work with multiple age groups, reflected in the Age Level rating at the beginning of each game.

Safety First!

MAGNET WARNING

For activities with magnets, use only large magnets that can't be swallowed, and warn kids against putting a magnet anywhere near their face. A swallowed magnet is a medical emergency, so take steps to discourage kids from doing anything but the assignment with the magnets, and collect them when the activity is over.

BALLOON WARNING

Children under 8 years of age can choke or suffocate on uninflated or broken balloons. Adult supervision required. Keep uninflated balloons from children. Discard broken balloons at once. Balloons may contain latex.

ALLERGY ALERTS

Be aware that some kids have allergies to certain foods and other materials. The games in this book that include these items have an Allergy Alert symbol. Always check with parents to see whether children have allergies or dietary concerns beforehand.

The Giant Book of Games provides numerous ways to quickly find the game you need. You'll find comprehensive indexes for Energy Level, Scripture, Topic, and Supply Level.

Enjoy!

Preschool GAMES

It's true: All kids love games! But preschoolers especially love them!

Little ones delight in game-based play in a carefree, joyous way that's unique to their age group. And kids this age learn best when they engage in play and games.

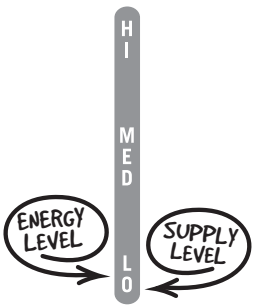
Every game in this section is designed specifically for kids ages 3 to 5. You'll find noncompetitive, faith-focused games that teach preschoolers a Bible point, and can be used in almost any setting. You'll find Scripture references to prompt little ones to begin looking at the Bible as well as discussion questions that boost kids' understanding of what they're learning and experiencing.

Let's play!

Best for
AGES 3-5

Angel Wings

Kids get to be brushed by "angel wings."



SCRIPTURE
Psalm 91:11-12

SUPPLIES
Bible, feathers

PREPARATION
none

Show kids how to lightly brush another child's forearm with a feather, and say: **Let's pretend this is what it feels like to be brushed by an angel's wing.**

Choose one-fourth to one-third of the kids to be "Angels," and have them stand at the front of the room. Give each Angel a feather.

Have the other kids lie facedown on the floor with their eyes closed and their faces hidden in the crook of their elbows.

Ask each Angel to quietly walk through the room and lightly brush a different child's forearm and then return to the front of the room and put down their feathers.

When the Angels return to the front of the room, have the other children sit up. If an Angel's wing brushed them, they can stand. Call on these kids to identify who they think brushed them. Once kids have guessed, they get to trade places with the Angel who brushed them.

Play until everyone's been brushed by an Angel's wing or until everyone's had a chance to be an Angel.

Debrief

At the end of the game, discuss the following.

- *What was it like to be brushed by an Angel's wing?*
- *What do you think angels do?*
- *In what ways do you think God's angels help us?*

Read aloud Psalm 91:11-12.

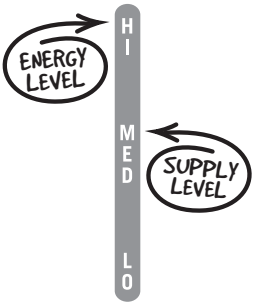
Say: **God sends angels to watch out for us. Even though we can't see them, they're "brushing" by us every day, protecting us.**

Close in prayer, thanking God for angels to keep us safe.

Best for
AGES 3-5

Esther Wrap

Kids race to see what it's like to be "queen."



SCRIPTURE
Esther 2:17-18

SUPPLIES
Bible, markers, toilet paper, bag of treats per group of four

PREPARATION
none

ALLERGY ALERT!
See page 8

Read aloud Esther 2:17-18.

Say: **The king really loved Esther. He was very kind to her like she was very kind to others. He gave her a beautiful crown and threw a big party for her. She got to wear beautiful clothing and priceless jewels. Let's play a game to imagine being Esther for a moment!**

Form teams of no more than four. Set the toilet paper, markers, and bags of candy in the center of your room. Have kids choose one person on their team who'll be "Esther."

Say: **On "Go!" your group will race to make a toilet paper crown and shawl for your Queen Esther using toilet paper and markers. As soon as Esther's crown and shawl are done, you'll sit on the floor around Esther's feet. Ready, go!**

When all the groups are done, say: **Great job! Now, the Esthers from each group can come to the center of the room and choose a bag of treats. Then take it back to your group and serve them to say "thank you" for making you look so wonderful!**

Allow time, and encourage kids to enjoy their treats.

Debrief

Afterward, discuss the following.

- *What was this game like for you?*
- *What was it like to be Esther?*
- *What was it like to have Esther serve you a treat?*

Say: **Esther lived in a place where people didn't worship God. But God worked through her to help his people. God wants us to help and serve one another whenever we can.**

TOPIC

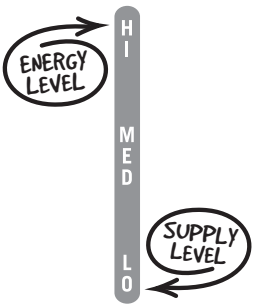
Encouragement

Best for

AGES 3-5

Group Tag

Kids discover how having good friends makes life better.



SCRIPTURE

2 Corinthians 13:11

SUPPLIES

Bible

PREPARATION

none

Say: **Let's play a game that shows it's important to encourage each other.**

Choose one child to be "It." Have It chase the other children and try to catch them. When It catches someone, It has to say something nice or encouraging to the child to keep him or her.

Once It says something nice, the caught child joins hands with It, and they both try to catch others. The person who catches a child is the one to say something nice to the child he or she catches.

Stop play when everyone is holding hands.

Debrief

At the end of the game, discuss the following.

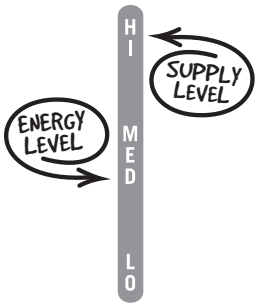
- *What was it like to catch friends with nice words?*
- *How can encouraging each other make life better?*
- *Why do you think God wants us to encourage each other?*

Read aloud 2 Corinthians 13:11. Say: **This verse tells us to encourage each other. When we're nice and encourage each other, it makes life a lot more fun.**

Best for
AGES 3-5

Friendship Fishing

Children go "fishing" for good friends.



Have kids form two groups, and give each child a piece of construction paper and a marker. Show everyone how to tear out two fish shapes from the paper. Direct one group to think about words that describe good friends and help kids write those words on their fish and draw a happy face. Ask the other group to do the same with words that describe someone who's not such a good friend and draw a frowning face.

Distribute paper clips. Help kids slide a paper clip onto the tail of their fish and place them on the bedsheet "sea" with the printed side up. Have kids sit around the sea.

Say: **We all enjoy having friends, but God wants us to choose friends who care for us. True friends make our lives more fun and enjoyable.**

Read aloud Proverbs 18:24.

Say: **This verse means that we need to carefully choose our friends, and that true friends are like family.**

Say: **Let's go fishing for friends. We'll take turns using this pretend fishing pole. Keep any fish that has the characteristic of a true friend with a happy face. Throw the other fish back into the sea.**

Have kids fish for friends. Make sure everyone gets to catch a keeper.

Debrief

Afterward, ask everyone:

- *What was easy or difficult about this game?*
- *How can you find good friends?*
- *How can you be a good friend?*

Say: **God made us so we could have friends. We may have lots of friends or a few, but we can choose friends who make our hearts happy.**

SCRIPTURE

Proverbs 18:24

SUPPLIES

Bible, construction paper, markers, metal paper clips, bedsheet, magnet, string, yardstick

PREPARATION

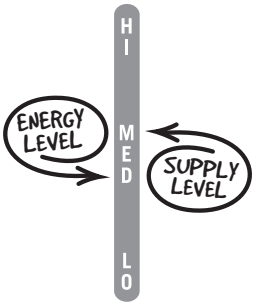
Attach a magnet to the end of a 2-foot piece of string. Tie the other end of the string onto the end of the yardstick.

MAGNET WARNING!
See page 8

Best for
AGES 3-5

Trusting God

Kids hunt for items and learn about God's provision.



SCRIPTURE

Luke 12:22-24

SUPPLIES

Bible; timer or stopwatch; winter clothes such as coats, sweaters, gloves, scarves, and so on (enough so each child will have at least one item to wear)

PREPARATION

Before children arrive, hide the winter clothes throughout your room.

Say: **God gives us what we need. Let's pretend it's very cold and we will learn about what God gives us.** Have kids close their eyes and imagine it's frigid and they're very cold and shivering. **All around this room I've hidden things God has given us to get warm. But you have to look for the items, and you only have one minute.**

Then let kids hunt for hidden coats, sweaters, gloves, and other winter wear. After time is up and kids have found the clothing, have them put on the clothes. Then read aloud Luke 12:22-24, focusing on how God provides for our needs.

Debrief

After the game, discuss the following.

- *Tell about one thing you need every day and why you need it.*
- *What does God give you to help with that need?*

Say: **Just like we were able to find the winter items to keep us warm, God provides for our needs.** As children take off the winter clothes, take turns with kids discussing ways God has met their needs.

THE GIANT Book of Games for Children's Ministry

Over 200 games!

This JAM-PACKED, CHOCK-FULL book of more than 200 games will fill your ministry with GIANT-SIZED fun and laughter! With a variety of games for preschoolers through preteens, you'll find the perfect game for every occasion!

Each of these fun-filled games is tied to a different topic with a Scripture connection and discussion to help kids understand the Bible point. You'll bring more depth and learning to topics including the Body of Christ, Salvation, Faith, Creation, Fear, Following Jesus, Trust, Forgiveness, Friendship, God's Love, Jesus' Birth and Resurrection, Grace, Prayer, Thankfulness, and so many more!

Every game includes an overview that details the game's energy level, supply level, age level, and preparation needed... so you'll be able to find the best fit for your lesson and time slot. Plus these relational, cooperative games can be used anytime... wherever they fit into your schedule or to fill an on-the-spot need!

Reinforce your lessons with these 200+ must-have games that'll help kids actually remember what they learned!

Group
Real. Bold. Love.

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