



# DISCOVERING GOD'S TREASURE: WHO I AM IN CHRIST

## Unit 2 Large Group Games

### Large Group Games 20 to 25 Minutes

Prepare for one or two large group games each week. You may play one game for the entire time or several games in sequence.

#### Hula Hoop Hoorah

**Materials:** Hula hoops, one per team of six to nine players

**How to Play:** Divide children into equally sized teams of six to nine players each. Instruct the team to form a circle facing inward and holding hands. Give a hula hoop to each team and instruct each team to find a starting point for the hula hoop by placing it around two linked arms of players anywhere in the circle. On the signal “go,” players must attempt to pass through the hula hoop and get it all the way around the circle back to the starting point. No one can break the chain at any time, they must remain holding the hands of the players on each side of them. The first team to get the hula hoop all the way around the circle is the winner! Play multiple rounds.

#### Glowstick Relay

**Materials:** Glow sticks, one per team of six to eight players

**How to Play:** Divide students into relay teams of six to eight players and have them line up in their teams. Then, send half of the team to the opposite side of the gym or playing area, with all teams lined up equal distances apart. The first player from the beginning side will run carrying a glow stick to their teammate who is first in the line across the playing area from them. They will pass the glow stick and run to sit down at the end of that line. The teams will run passing the glow stick back and forth until their whole team of players on both sides are seated. The first team to finish wins. Play a couple of rounds.

#### Keep It Up!

**Materials:** Inflated balloons, one per group of six to eight players

**How to play:** Divide children into teams of six to eight players. Each team should form a circle with players facing inward and holding hands. Give each team an inflated balloon and on the signal

“go,” all teams must keep their balloon from touching the ground until the leader yells “stop.” Players may use any part of their body to hit the balloon except their hands—they must hold hands with the person on each side of them. Give a point to every team that keeps their balloon from touching the ground for each “round.” Play as many rounds as you like. For an added element of fun, play music during play!

### Everyone's It

**Materials Needed:** None

**How the Game Is Played:** This game is very much like a game of regular tag except that, true to the name, everyone is IT. On the “go” signal, all players run around trying to tag everyone else and to avoid being tagged themselves. Once tagged, a player must sit down immediately. The last one standing is the winner.

### Alligator Race

**Materials:** None

**How to Play:** Divide students into teams of five to ten players and have each team stand in a line. All the players should place their hands on the shoulders of the player in front of them, and then crouch down to form an “alligator.” Establish a set point where each “alligator” must race to and then back. They can't break the alligator chain! The first team to make it to the finish line and back wins the round.

### Human Foosball

**Materials Needed:** A large beach ball

**How to Play:** This is a game that works well in indoor spaces, and for groups of twenty to sixty children. Set two goals at opposite ends of the room. The goal could be as simple as the wall itself, or you could use chairs or cones or whatever is available to designate a goal. Now divide the children into two teams. Everyone on one will need a partner from the opposing team. All the children will now sit down back-to-back with their partner and all bottoms on the floor (i.e., not standing or kneeling). The first team will all be facing toward one goal, and the opposing team will all be facing the opposite direction (the other goal). The object of the game is to score by getting the beach ball into the goal. Children may use their hands, arms, heads or any part of their body to hit the ball toward their goal, but they may not move from where they are seated. The team scoring the most points wins.

### P-O-W-E-R Shuffle Race

**Materials:** One “Power Shuffle Card Set” per team of eight students

*One Power Shuffle Card Set = 5 index cards with the letters P-O-W-E-R spelled out one per card*

**How to Play:** Divide students into even teams of approximately eight and have each team form a line. You will need one Power Shuffle Card set per team prepared in advance. Mix up all the letters from every set together and place them face down randomly all over the floor over your playing area.

To play, the first player from each team runs to find one of the letters from the word to spell out P-O-W-E-R. They should find the P first, then the O, and so on in order. Each player can turn over one letter per turn. If it's not the correct letter, they need to turn it back over and run back to their team, tagging the next player to go. If they find the correct letter, they take it back to their team and tag off to the next player in line. Have each team lay the letters out on the ground as they collect each one and begin to spell out the word P-O-W-E-R. Play continues like this until all teams complete the word.

### Can You See the Leader?

**Materials:** None

**How to Play:** Have all the students sit in a circle facing each other and choose one student to be the “guesser” and leave the room or close their eyes while you select another student in the circle to be the “leader.” The student who has left the circle should not know who the leader is. The leader can choose any clapping rhythm or motion with their hands and all the students in the circle should follow (e.g. snapping fingers, clapping hands, ground, lap, etc.). The leader should change up the motion at least once every 20-30 seconds. (If not, you should say “change” signaling the switch needs to happen.) Meanwhile, the guesser should watch all the players in the circle and try to guess who the leader is. After the leader is guessed correctly or revealed, choose two new students to be the leader and the guesser.