



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

## Unit 3 Large Group Games

### Large Group Games 20 to 25 Minutes

Prepare one to three large group games each week. You may play one game for the entire time or several games in sequence. Click on the title of each game for a video explanation of how to play.

#### Beach Ball Boogie

**Materials:** A beach ball and two laundry baskets, boxes or basketball hoops

**How to Play:** Divide students into two teams. Place a laundry basket or box to serve as goals on either side of the playing area (or use basketball hoops if you are in a gym that has them). Teams try to score goals by passing the beach ball to another player without letting it touch the ground. Players may pass the beach ball to each other, but they may not run while they pass. If the ball hits the ground, it is given to the other team.

#### Crab Soccer Tournament

**Materials:** One dodgeball and four cones

**How to Play:** Two teams will play each other while two teams rest. There will be three, three-minute running clock games. To set up, place two cones about 15 feet apart against the back wall behind the baseline on each side of the gym. To score a goal, a team must hit the wall between the cones at a height of not more than five feet off the floor. The two teams will play using the dodge ball. Normal soccer rules (e.g., no hands) apply, but all players must “crab walk” for the entire three minutes. Assign points for each goal, and take away points for penalties such as “hand balls.” After the first two teams have played, let the other two teams play. Then the two winning teams will play each other for a championship round.

#### Clumps Tag

**Materials:** None

**How to Play:** Designate two students to be IT. All the other students will run around the room trying to avoid being tagged. They can avoid being tagged in one of two ways: outrunning IT, or linking arms to form a group of the indicated number of students. For example, say, “The number is three,” and all the students who are in “clumps” (groups of students with arms linked) of three will be safe from being tagged. Keep changing the designated number as the game progresses. The game ends when all students have been tagged.

### Guard Your Line

**Materials:** A dodgeball

**How to Play:** Divide the students into two teams. Have each of the two teams stand on opposite baselines of the gym. Have the players on each team number off from one to however many students there are. In the middle of the gym, place a dodgeball. The game leader will call a number (or two or three numbers), and the players with this (these) number(s) will run out to the middle of the gym and try to kick the ball across the opposing team's line.

### Fruit Basket Upset

**Materials:** None

**How to play:** Each player will be assigned to be one of the following five fruits—apple, peach, pear, orange, or mango. Then have each team go to one of the four corners of the gym. Choose two people to be IT. The ITs will stand in the middle of the gym. Call out one of the five fruits. Those people who are that fruit will have to run to the opposite corner (diagonally) of the gym. While they are running, the ITs will try to tag them. If they get tagged, they are out, and will become another IT. The leader may call any fruit or may call “Fruit Basket Upset,” and then all the fruits run. The leader may also call two or more specific fruits (e.g., apple and orange).

### Forgiveness Freeze Tag

**Materials:** None

**How to Play:** Play in a gym or outdoor area. Choose one to three students to be “IT.” When anyone who is “IT” tags someone, the player is frozen. Other players can unfreeze them by tagging them. When players unfreeze a tagged person, they must say “God’s forgiveness frees you!” Game ends when everyone is frozen or the leader may end the game when most of the students are frozen. Choose new students to be “IT” and play another round.

### Secret Dancer

**Materials Needed:** A device that can play music

**How to play:** Choose one student to leave the room or close their eyes. They will be the guesser. When that student leaves the room or has their eyes closed, select a student to be the “secret dancer.” That student will incorporate dance moves into the song, and the rest of the group has to imitate their dance moves. Once the music has started and the dancing begins, the guesser returns to the group (or opens their eyes) and tries to guess who the secret dancer is. Once the guesser correctly identifies the secret dancer, select a different student to be the guesser and the secret dancer.