



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

## Unit 4 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.

#### Shepherd Tag

**Materials:** None

**How to Play:** Choose one student to be the Shepherd and stand in the middle of the playing area. The rest of the students should line up on opposite sides of the playing area behind a designated boundary (about half the students on each side). When the Shepherd calls the sheep by shouting “Come sheep!” all the students on both sides must run to the opposite side. Any players who are tagged by the Shepherd become part of the herd and will help the Shepherd tag players in the next round. The last student or small group of students remaining are the winners.

#### Color Relay

**Materials:** A colorful object to use as a relay wand (bandana, rainbow stick, etc.), one per team

**How to Play:** Divide students into teams and line them up on one side of the room in their teams. Give each team their colored relay wand. The first player from each team must run to the other side of the room, touch the wall or cross a designated line, and return back to their team, passing the colored relay wand to the next player. Play continues until each team member has gone. The first team to finish wins. Continue playing until all teams have finished.

#### Sharks and Minnows

**Materials:** None

**How to Play:** Choose one volunteer student to be the “shark.” The rest of the players are “minnows” and should line up on one side of the gym or playing area. When the “shark” yells “1 . . . 2 . . . 3 . . . all the minnows cross the sea,” all the players must run across the playing area to the opposite side. The “shark” should try to tag as many “minnows” as possible before they reach safety on the other side. Any “minnow” who has been tagged becomes a shark and assists in tagging

remaining “minnows” as they cross the sea. Play continues until one player is left, or a small number of players who can be declared the winners. An alternative option is for the leader to call groups at a time to cross the sea, such as all the kids in a certain grade, everyone wearing blue, etc.

### Dead Ant

**Materials:** None

**How to Play:** Choose one player to be “it” and try to tag other players. When “it” tags someone, the tagged player becomes a “dead ant” and they must lay down on their back with both arms and legs sticking up in the air. Other untagged players may choose to help bring the dead ant back to life. To do so, four people must tag one limb simultaneously. Optional rule: Once someone has become a “dead ant” three times, they become “it.” In this version you might allow multiple people to be “it” at the same time. Play for a set amount of time and then choose a new player to be “it.”

### Savior Dodgeball

**Materials:** Six foam dodgeballs

**How to Play:** To play dodgeball, you will need a basketball court or an outdoor playing area with boundary markers for sidelines and a center line dividing the two teams. Divide the students into two teams, one for each side of the playing area. Place six dodgeballs on the centerline, which students may race to grab when the game begins. The goal is to throw the balls to hit players on the opposing team, keeping in line with the following rules:

1. You are out if you step over the centerline or out of bounds.
2. You are out if a ball hits your body (NO balls allowed to hit above the chest)
3. You are out if someone catches a ball you threw.
4. You are safe if you are hit by a ball that has bounced off the floor, wall, or another player first.
5. You may block balls with a ball in your hand, but if you drop the ball while trying to block, you are out.

If the game comes down to one player per side, they have ten seconds to hit each other out; if not, “Showdown” comes into effect. The game is paused, each player gets two balls, two balls are lined up at the ends of the centerline, and the centerline is dissolved. The first player to get the other player out wins.

To turn regular dodgeball into “Savior Dodgeball”, designate one “Savior” per team. The person who is “Out/dead” sits down with arms raised. The “Savior” can grasp the hands of the “Out/Dead” and drag the person across the back line for the team – the person is then “In/Alive” and may resume play. The “Savior” cannot become “Out/dead” for they live forever.

### Storm Chasers

**Materials:** Four or five sheets of newspaper (may substitute with sheets of poster board)

**How the Game Is Played:** Before the game begins, spread out four or five sheets of newspaper around the playing area. The sheets of newspaper will be boats. Choose two students to be the “storm” (IT), and all the rest of the students will try to stay safe from the storm. The storm will chase everyone and try to tag them. If a player tagged, they have “fallen into the sea” and must lie down on their back with arms and legs extended into the air doing swimming motions. When a player has fallen into the sea, four other safe players may rescue her. Each of the safe players will grab an arm or a leg and drag the player onto a boat. As soon as four safe players grab onto the drowning player, all five players are safe from being tagged by the storm. Once the five players make it to the boat, the drowning player is saved, and all five players may stay safely on the boat for no longer than five seconds. The game ends when all the players have been tagged. At this point, choose two new players to be the storm (IT) and play again.