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INTRODUCTION

Kids love to play! But should playing games be part of the precious time you have to teach? Absolutely!

Kids remember what they do, so games are a perfect way to emphasize and help them remember the important Bible truths you teach.

That's why we've taken 110 of the best game ideas from Children's Ministry Magazine and put them all into one easy-to-use book. Gleaned from issues spanning the last 10 years, these creative games are not only fun to play, but easy to lead.

Children's ministry experts from all over the country have contributed these game ideas, so we know they work! A helpful index makes it possible to search by Scripture reference, and games are grouped in sections according to activity level. So finding the perfect game to play will be—well, child's play!

Use this collection of best game ideas:

- to plan games for your next special event,
- to fill in the gaps of your curriculum,
- as an instant resource when you need an instant game,
- to offer as a resource to help volunteers in their planning of events, and
- as an emergency resource when you need a fun and easy game idea.

Keep this book handy—you'll use it often! It's a game lifesaver for Sunday school, children's church, midweek programs, vacation Bible school, and camps.

Now go play!

ANGER BUBBLES



WHAT YOU'LL NEED:

You'll need dishwashing liquid, a straw for each person, and 2 large bowls filled with water.



FOR EXTRA IMPACT:

- Read aloud **James 1:20**, and ask: Why do you think anger doesn't bring a "righteous life that God desires"? What would God have us do?
- Read aloud **Proverbs 15:1** and ask: How does a gentle answer turn away anger?
- Have kids mix paint with a small amount of water and bubble bath in a container and then use their straw to blow air into the mixture to create bubbles. Have kids write on a piece of paper, "Be quick to listen, slow to speak and slow to become angry"—James 1:19." Kids can then place the paper over the bubbles to make a bubbly print.

Kids learn how quickly anger can bubble over.

DIRECTIONS

Form two groups. Designate one group as Group 1 and the other group as Group 2. Give each person a straw.

Say: Let's pretend this dishwashing liquid is "anger." I'm dropping one drop of anger in each bowl. Group 1, blow as quickly as you can to produce lots of bubbles. Group 2, blow as slowly as you can to produce the least number of bubbles.

Continue the game until bubbles are about to overflow the "quick-blowing" bowl. Exchange groups and repeat the game.

Read aloud **James 1:19**. Ask: What happened when you blew quickly? How was that bowl like or unlike someone who is quick to anger? What happened when you blew slowly? How is that like or unlike someone who is slow to anger? What happens when we quickly lose our temper? What makes you angry? What helps you keep from getting angry quickly?



THIS IS A SAMPLE
The number of pages is limited.

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