

The
Encyclopedia
of

Bible Games

for
CHILDREN'S
MINISTRY

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 Encyclopedia of Bible Games for Children's Ministry

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Introduction

Games are great—they get kids involved, build relationships, and make coming to church fun.

But you have so little time with your children...do you *really* want to spend it playing games?

Absolutely—because every game you find here reinforces a Bible truth, explores a Bible principle, and cements Bible learning. Your kids will have fun learning Bible stories and Bible themes!

The Encyclopedia of Bible Games for Children's Ministry includes fun, non-competitive Bible games for holidays, icebreakers, group builders, road trips, total silence, and those wild 'n' wacky times. In short, Bible games for any occasion...any energy level...and nearly any Bible story!

Use the helpful indexes to find the perfect game to complement your Bible lesson. You can search by Scripture reference, the game's energy level (low, medium, or high), or by the name of the game. It's easy to find the perfect game for your group to enjoy!

Keep this book handy—you'll use it often! It's a game-time lifesaver for Sunday school, midweek programs and clubs, camps, retreats, road trips, and seasonal programs.

Get ready to have some fun!

How to adapt games for your unique situation

Have a small group?

No problem! Most games that call for groups can be played by individuals, or by having your entire class work together as one group. We've built in flexibility so you can play it by ear when you see how many kids show up.

Want to modify games to fit your kids' abilities?

It's easy! If you have younger children, give them added advantages—a head start, shorter or smaller goals, or bonus points awarded right up front. With older kids, give them added challenges—announce they have to play blindfolded, hopping on one foot, or with one hand behind their backs. For a group of mixed ages, it's OK to use *both* these strategies in order to even up the game for all the children to enjoy.

Have space limitations?

See a game that sounds great to play outdoors but you only have a small indoor space? Consider having the children crawl on their knees or walk like crabs instead of running, and you can play most any game indoors.

Two game-safety considerations

A few of these games use food. It's important to know if any of the children you work with has a dangerous food allergy—consult with parents about allergies their children may have. Also be sure to carefully read food labels, as hidden ingredients can cause allergy-related problems.

Some games use blindfolds. Please use only *clean* blindfolds. Be sure the blindfolds have been washed since the last time your kids used them to prevent the spread of eye infections, and that the blindfolds weren't once used to wipe up food spills or as shop rags.

Feel free to get creative about using dish towels, bandannas, scarves, and neckties for blindfolds—but please make sure they're clean!

Section

Bible Story Games

*Bible lessons boring? No way! Not with these
great games that correlate with major Bible stories!*

ABCs of Creation

(God Creates the World)

Genesis 1:1–2:3

Energy Level

Low Energy

This game will help your kids be creative in thinking about the things that God created.

Supply List

none needed

The Game

Have the children sit down in a circle. Then say: **Today we'll think about things that God created using the letters of the alphabet as our guide. I will begin the game by saying, "God created the earth and he made Adam." The person next to me will then say, "God created the earth and he made Adam and**

[something that starts with the letter B]." We'll keep going around the circle, repeating the things that God made for each letter, and adding one more for the next. If you get stuck, the rest of us will help you.

If you have more than twenty-six children, divide the class into smaller groups so that each child will get to say something for a letter of the alphabet. If you have fewer than twenty-six children, each child can take as many turns as needed to complete the entire alphabet.

Post-Game Discussion Questions

After playing this game, discuss these questions with your students:

- **How does it feel to know that God created so many different things? Why?**
- **What do you think was the most amazing thing God created? Why?**
- **How can we thank God for his creation?**

Say: **Let's close in prayer and thank God for all the wonderful things he created.**

Name Tag

(God Creates
Adam and Eve)

Genesis 2:4-22

Energy Level

High Energy

This game will help your kids appreciate the value and presence of every individual in your group—as they explore the story of Adam and Eve.

Supply List

none needed

The Game

Greet and gather your group, and say: **When you spend time with people, you get to know them better. God spent time each day with Adam and Eve, and he knew all their special qualities. Let's spend some time getting to know *each other*. When your turn comes, please give your name and describe something special about yourself. Listen carefully—you may need to know this information!** Explain that it's easier to remember someone's name if you know something about him or her. Start by introducing yourself, so the

kids have an example to follow.

Once everyone has been introduced, say: **We're going to play chain tag with a twist.** Explain that as people are tagged by whoever is "It," they join hands with the chain of captives and help tag others.

Say: **Here's the twist:** In order to keep someone you have tagged, you must say that person's name and declare his or her special quality. For example, if I'm "It" and I touch Samantha, I grab her hand and say real loud, "This is Samantha and she was born in Alabama."

If the taggers fail to introduce you accurately, you can introduce yourself again. Next time you're tagged, we'll definitely remember your name!

Post-Game Discussion Questions

After playing this game, ask your students to sit down in groups of three and discuss:

- What did you learn about the people in our group?
- Why did God create Adam and Eve? How were they special?
- Why did God create *you*? How did God make *you* special?

Say: **God creates each person with special and unique qualities. He takes the time to know us, and he appreciates our differences.**

Silent Snake Tag

(Adam and Eve Sin)

Genesis 3:1-24

Energy Level

Low Energy

This game will help your students practice listening for “trouble” and staying away from it.

Supply List

- classroom table
- two clean cloth blindfolds
- piece of fruit (real, artificial, or cut from construction paper)

Adam and Eve both should have stayed away from that snake. Let’s play a game where you listen carefully for the “snake” and try not to get caught.

Choose two volunteers to begin, one as the snake and one as Adam (if a boy) or Eve (if a girl). Blindfold both, and give the fruit to the snake. Both players should stand touching the table on opposite sides.

The child playing the snake will sneak around the table trying to tag “Adam” or “Eve” with the fruit, while the child playing Adam or Eve listens carefully to hear when the snake is coming and moves away. Both players must keep at least one hand on the table at all times. They may change direction at any time but may not crawl over or under the table. The kids watching will impersonate the sound of other animals that might have been in the Garden of Eden. Allow kids to select their own animals to mimic.

Set a time limit, such as thirty seconds, to play. The first round ends when the snake tags Adam or Eve or time runs out. Then choose two different kids to play. If you have a large group, set up multiple tables at which to play.

The Game

Remove any chairs from around the table. Then have the kids stand in a big circle around the table far enough back so that no one can touch the table. Say: **The snake tricked Adam and Eve into doing something wrong. He was sneaky and tried to cause trouble!**

Post-Game Discussion Questions

After playing this game, ask your students to sit in small groups and discuss:

- Was it easy or hard to stay away from trouble in this game? Why?
- How is that like real life? How is it different?
- Why do you think it's important

to try to stay away from trouble or temptation?

- What kinds of things would help us say no to temptation?

Say: If we stay alert and watch out for temptation each day, we'll be better prepared to recognize it and stay away!



THIS IS A SAMPLE
The number of pages is limited.

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