

Cubbies Games

Game: “Beanbag and Bucket Game,” a game that will help children have fun and get to know each other and their leaders.

What you’ll need: A bucket and several beanbags. Also, a designated “standing” line.

Who will play: All Cubbies

How you play: Place a bucket about 10 feet for the “standing” line. Children try to throw beanbags in the bucket. During the game, leaders should interact with the Cubbies and work at learning the children’s name

Cool Down: Repeat 1 John 4:10-...God...loved us, and sent His Son.

Game: Alphabet Game, a game which will remind the children of the letters A and C. This game will also help children develop letter recognition.

What you’ll need: Letters written on sheets of bright construction paper. Write one letter per card. You could laminate the pages, so you can use them over and over. (Depending on the size of your group, you could do more than one alphabet set.) You will also need a bucket or empty trash can.

Who will play: All Cubbies

How you play: Line the children up around the game circle, or against a wall. Put the trash can in the center of the room. Give each child a letter (or you could give each child a couple of letters). Call out a letter. The children with that letter must run to the middle of the room and put their letter in the bucket. If most of the children do not know their letter, you could show them an example of the letter.

Cool Down: Hold up an A and ask the children to tell you about the A. Hold up a C and ask the children to tell you about the C.

Game: “Guess My Name,” a getting acquainted game that helps Cubbies understand that God made them different from one another. This game will also help them learn the names of their new friends.

What you’ll need: Cubbie Bear puppet, a photocopy of the game.

Who will play: All Cubbies

How you play: Game Director (with Cubbie Bear) sits in the circle with the children.

God made each of you. He knows how many hairs you have on your head and how many freckles you have on your nose. He knows when you are sad, and He knows when you are happy. During our game, we will find out how you are different from one another.

Look, boys and girls. Cubbie Bear is here to play our game with us. (Cubbie Bear whispers in leader’s ear.) we will play *Guess My Name*. This is what we’ll do. I’ll ask a question like, “Who can clap 10 times?” If you can do that, raise your hand. I will write your name on this paper. But first of all, I have a question to ask you. Who loved us so much, He created the big, wonderful world for us to enjoy? That’s right, God. He gave us hands to clap, feet to walk, eyes to see, and a mind to learn new and exciting things.

Cool Down: Repeat 1 John 4:8: ...God is love. Also review the Cubbies motto and key verse. Sing one or two familiar songs about God’s love. Recite the poem with the motions.

Game: “Day and Nighttime”, a game to help children associate what happens during the day and what happens at night.

What you’ll need: No special equipment.

Who will play: All Cubbies

How you play: Say: **Remember, only god can create day and night. He always was alive and always will be alive. He is everlasting.** Cubbies line up on color line.

Children imitate the leader’s actions and then tell whether it’s something they do during the day or during the night. Recognize that many of these activities could be done either during the day or night.

Brush my teeth.

Wash my face.

Get ready for bed.

Take a bath.

Play ball with a friend.

Listen to a bedtime story.

Ride to the store.

Call Grandma on the phone.

Go to cubbies.

Make m bed.

Sleep.

Eat supper.

Sweep the floor.

Go to church.

Cool Down: Seat the children in a circle. Turn off the lights and allow them to play with their flashlights, shining the beams on the walls, ceilings, leaders, and each other.

Game: “Seed and Sprouts,” a game which will help the children understand God’s creation of the plants, flowers, and trees.

What you’ll need: No special equipment.

Who will play: All Cubbies

How you play: Cubbies crouch down around the leader. When the leader says “sprout,” they jump up, hands in the air, to be seeds or flower petals. When the leader says “seed,” they crouch back down. After they get the idea, the leader “tricks” them. He or she calls, “Seed, sprout, seed, sprout, sprout, sprout, seed, etc.”

Cool Down: Talk about food that grows in garden. How many different kinds of foods can the Cubbies name? How many kinds of trees can they name?

Game: “Sun, moon, and stars,” a game which will help your Cubbies remember who created the sun, moon, and stars.

What you’ll need: Objects representing the sun, moon, and stars.

Who will play: All Cubbies

How you play: Place the “sun,” the “moon,” and the “stars” at different places around the room. When you call out “sun,” all the Cubbies run to the sun. When you call out “moon,” all the Cubbies run to the moon, and so on.

How to Handle it- If you have a large group, it may be impractical for all of the Cubbies to be running to the same spot at the same time, to solve the problem, give instructions such as these: *All the girls run to the sun. *All of the boys run to the moon. *All girls with a hair ribbon run to the stars. *All boys with white socks run to the sun. *Morgan, run to the sun. *Jasper, run to the moon. *Avery, run to the stars.

Cool Down: Sing the creation song. Review Psalm 136:3, 7-9. You could also review the first three Celebration verses-1 John 4:8, Genesis 1:1, and Ecclesiastes 3:11.

Game: “See What God Has Made,” a game that will help your Cubbies think about the different animals God has made.

What you’ll need: No supplies necessary.

Who will play: All Cubbies.

How you play: This song game is sung to the tune of “London Bridge.” The game leader sings the first verse and does the motions. The children join in, following the leader around the room, imitating his or her motions.

See the lion god has made. (Hold hands to your eyes as binoculars.)

What does the lion say? (Put hand to ear. Children respond by roaring like lions)

Sing additional verses. Some possible animals: elephant, duck, dog, cat, bird, turkey, sheep, pig, chicken, etc.

Cool Down: Recite John 1:3. Sing verses 1-4 of “God Is good” (see previous lessons). Add this new verse.

God is good,

God made the fish. Then He made the birds.

Then He saw (smile), it was good.

Then He made the animals to help us work and play.

Thank You, God (clap, clap).

Thank You, God (clap, clap).

Game: "I Can Do It Trail," a game that will help your Cubbies understand how wonderfully God made us hands to do things, eyes to see, legs to run, etc.

What you'll need: rope, a roll of masking tape a ball, a large box (the kind an appliance comes in).

Who will play: All Cubbies, divided into groups.

How you play: Cubbies must navigate the skill trail.

Obstacle #1-Jump over the rope. (A jump rope could be hung between two chairs, just one inch from the floor.)

Obstacle #2- Hop to it. Put masking tape on the floor to mark out a "hopping" path.

Obstacle #3-Crawl through it. Cut off both ends of the lard box and have children crawl through it.

Obstacle #4-Kick the ball

Obstacle #5-Skip to it. Put masking tape on the floor to make a "skipping path.

Obstacle #6-Stand on one foot.

(Be sure to remove the masking tape after club)

Option Opportunity-You don't have to include these particular obstacles. Make good use of the facilities and equipment you have to plan your own, unique Skill Trail.

Cool Down: Cubbies hold hands and form a circle with the leader in the center. The leader says, "I see someone with red hair." If a child has red hair, he or she answers, "You see me." Leader continues. "I see someone with blue socks." If you have children in your group who are capable of taking the leader's place and doing their own "I see..." allow them to do so.

Game: "Instruction Game," a game that will help your Cubbies learn what it means to follow instructions.

What you'll need: No equipment is needed for this game.

Who will play: All Cubbies

How you play: Divide your group into two teams. Give instructions to the children on each team like this. "Blue team, touch your toes, touch your nose. Red team, clap your hands, take two little steps. Blue team, smile at the Cubbie standing next to you. Red team, jump up and down four times. Blue team, hop four times, stop, hop two times, stop, shake hands with the boy or girl who is next to you."

If you have a small Cubbies group, you could give individual children instructions.

"Lindsay, clap your hands. Joshua, jump six times. Andre, take two steps backwards. Jessica, smile."

Cool Down: Ask the children to give you instructions as to how to do various activities.

*Make macaroni and cheese.

*Tie a shoe.

*Paint a picture.

*Learn a verse.

Game: “Two at a Time,” a game that will help Cubbies remember that at least two of every kind of animal entered the ark.

What you’ll need: No equipment necessary.

Who will play: All Cubbies in pairs

How you play: Choose two children at a time to hold hands and run around the circle (or across the room, depending on your facilities). Depending on the size of your club, you could have several pairs running at the same time.

Option Opportunity-Play additional games in which children are paired together. For instance, children could run around the circle, holding a blown-up balloon between their heads. Children could hold hands and skip, hop, or tiptoe around the circle.

Cool Down: Sit in a circle and allow the children to make suggestions as to what they think a bear would like for his birthday. Remind them that you promised you would have a party during Play Time and that you kept the promise. Review the definition of a promise and the verse. *Thy word is true from the beginning...*(Psalm 119:160)

Game: “Everything About Me,” a game which will reinforce the truth that God knows everything about each child.

What you’ll need: A copy of this sheet.

Who will play: All Cubbies

How you play: Children sit in a circle. Review the lesson. You should always trust God. He knows all about you. He knows exactly how to take care of you. No other person is exactly like you. Do you have freckles? God knows just how many you have. He put each freckle in place. Look at your skin. What color is it? God made the color of your hair, eyes and skin just right.

I will say something such as “I’m wearing a pony tail.” If you’re wearing a pony tail, jump up. If you aren’t wearing a pony tail, keep sitting.

How to Do It-Because many children tend to answer “yes” to any question, you would do best to suggest tangible things that you could “check” on the spot.

I...

*have freckles on my nose.

*can smile.

*have dark hair.

*have brown eyes.

*wear glasses.

*can skip around the circle.

*have blue eyes.

*have braids in my hair.

*have dimples.

*can run fast.

*can jump high.

*have a nickname.

*can count to five.

*can hop on one foot.

Cool Down: Ask each child to describe him or herself. If you have a large group, you could divide the children into their Book Time groups so each child has an opportunity to talk