



Awana™

**AWANA
GAME BOOK**



AWANA GAME BOOK

Awana International
1 East Bode Road
Streamwood, Illinois 60107-6658
U.S.A.

www.awana.org
InternationalProgram@awana.org

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Introduction

Our hope at Awana Clubs International is that all children and youth throughout the world will come to know, love, and serve the Lord Jesus Christ. What do these children around the world have in common? They all love to play games! Playing games and having fun is one of the main reasons kids love to come to Awana. During Game Time, clubbers become energized to earn points for ability, good behavior, and teamwork. Because the games are so fun, kids want to come back each week, and they even invite their friends! How does Game Time happen, you wonder? Let's start at the beginning so that *all* of your questions get answered ...

What is Awana?

Awana is a Bible-based ministry that provides clubs and programs for children and youth. More than 100 countries around the world have the Awana ministry. The name **Awana** comes from the first letters of **A**pproved **W**orkmen **A**re **N**ot **A**shamed, taken from 2 Timothy 2:15: *Be diligent to present yourself approved to God, a worker who does not need to be ashamed, rightly dividing the word of truth.* Any local church that has signed the Awana ministry agreement can receive training and use the Awana program.

There are two fundamental purposes of Awana. One is to reach as many boys and girls as possible with the gospel of Christ and eventually bring the whole family into the church. The second purpose of Awana is to challenge and train boys and girls and their leaders to serve Christ. Awana prepares both clubbers and leaders—through leadership, service, and witnessing—to accept the responsibility of spreading the gospel worldwide.

What is Game Time?

Awana clubs have three segments: Game Time, Handbook Time, and Council Time. Game Time is the club segment in which clubbers play fun and exciting games, often using the unique Awana Game Square. Game Time works together with the other two segments of Handbook Time and Council Time by attracting boys and girls from the local community to Awana where they can hear the gospel.

Game Time allows clubbers to:

- Exercise
- Have fun
- Develop good sportsmanship
- Learn teamwork
- Build relationships with leaders and fellow clubbers

How to Use This Book

The Purpose of the *Awana Game Book*

The *Awana Game Book* has been written as a tool and a resource for Awana clubs. As a tool, it serves churches by explaining in detail how to have an exciting well-run Game Time. It also defines the responsibilities of Awana leadership at Game Time.

The *Awana Game Book* is a companion to the *Awana Basic Training Manual*. All directors and game leaders should be thoroughly familiar with the training manual. Whereas all the basic information for Awana club leadership is in the manual, this book offers more instruction specifically for the game leader and other leaders who participate in Game Time.

Included are games that have been successfully used all over the world for Sparks and level 4-7 clubbers (Sparks are considered levels 1-3, and levels 4-7 could be T&T or Flame and Torch). These games can be adapted to many different game areas—indoors or outdoors, hallways, classrooms, and playgrounds. Special emphasis has been given to games that can be played in smaller, indoor spaces. Furthermore, the *Awana Game Book* gives examples of ways to alter basic game ideas to provide variety for clubbers and to adapt the games to local conditions.

The table of contents, before the game section, and the index, at the back of the book, will help you to select the right games to play. The table of contents lists, in the order in which they appear, the games in each section. The sections are categorized by whether or not the Awana Game Square is used to play the games. The sections called Circle Pin Games, Beanbag Games, Balloon Games, Ball Games, and Miscellaneous Equipment all use the Game Square. The last two sections, Limited Space Games and Limited Space Games (Played with Food), are for clubs that do not have an area that can be used for an Awana Game Square.

Based on the equipment that you have, the conditions for play, and the number of clubbers that you have, the index can help you decide which games to play. The symbols at the top of each category are the same symbols that describe each game in the games section. For example, in the sun category, you will find all outdoor games mentioned. The index might be better to consult first in order to decide which games to play. After that, the table of contents can help you to find specific games.

How to Understand the Symbols

In the games section, the symbols in the shaded column on the left-hand side of each page describe where the game can be played, how many people are involved at once, the level of skill required, and the equipment to be used.



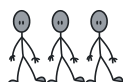
Played on the Game Square



Outdoor game



Indoor game



Number of players from each team who play at one time



Five or more players from each team play at one time



Suitable for Sparks and younger clubbers



Suitable for level 4-7 and older clubbers



Uses circle pins or also scoring pins



Uses beanbags



Uses balls



Uses balloons



Uses rope



Relay



Uses blindfolds



Uses additional clothing



Uses special equipment



Uses food

Equipment Substitutions

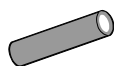
When the suggested game equipment is not readily available in your area, try the following substitutions:



For a circle or scoring pin, try a plastic bottle filled partially with sand, dirt, or water to weigh it down. However, it shouldn't be too heavy, as clubbers could hurt themselves by accidentally hitting it. You may want to indicate the color of the team's circle pin by painting the bottle or placing colored electrical tape or string around it.



For a beanbag, try stuffing a cloth bag with sand, smooth pebbles, buttons, or other rounded objects. Organic objects, like rice or beans, are not the best as they may germinate.



Almost any object can substitute for a baton, since the point of the game is being able to hand an object to another player while the two are running. The object should be of a durable material and not harmful if the runner falls while carrying it. For example, plastic electrical pipe can be cut into 1/3 meter sections and painted the team color. Or, some clubs use newspapers or something wrapped in a long sock.

Game Square Diagrams

In addition to the symbols and the description, some games played on the Awana Game Square contain a diagram that shows the location and movement of one of the players or teams. The arrows on each diagram indicate the movements of the player. The other symbols on the diagram are described below.

	Game Leader
	Player(s)
	Pin
	Scoring Pin
	Beanbag(s)
	Chair
	Tire

When a game has the Awana Game Square icon, always bring the center pin and beanbag; if the circle pins are needed, the legend will indicate that those pins are needed as well. (Scoring pins are additional pins to use along with team pins. They are used in only a few games that are included in this book and thus are supplementary game equipment.)

Also, realize that the numeral signs “I” and “II” (indicating that the game is for younger clubbers or older clubbers) are only suggestions to help you prepare for each club. You may find that an older club enjoys games designed for younger clubbers just as much.

The ball icon is a general sign that a ball is needed; some games are designed for the use of a specific type of ball. Look at the game description to determine which type of ball is needed.

Notes and Variations

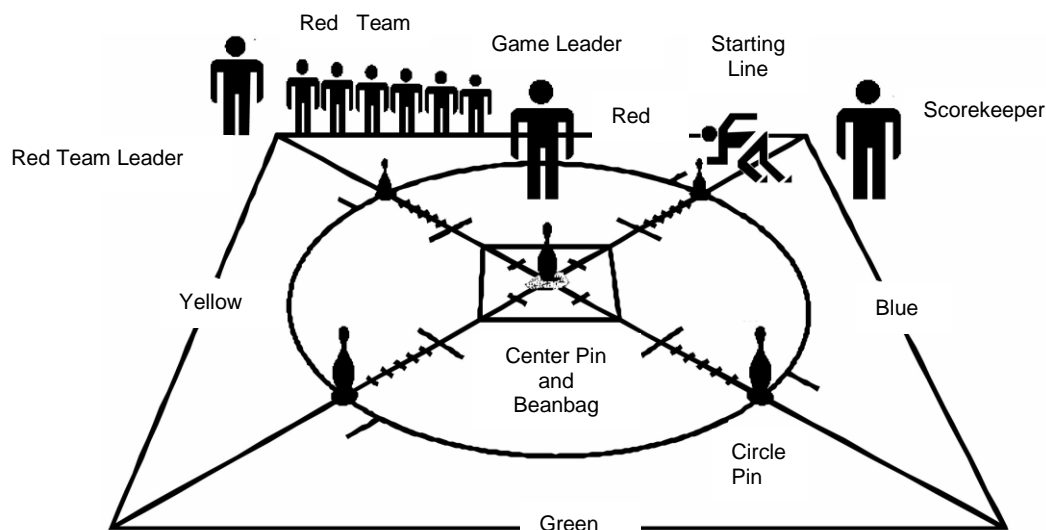
Explanatory notes to each game are included where needed. In addition, some variations are listed alongside the basic games, but these are included primarily to help you think of your own variations. The game descriptions are not meant to be absolute. Most of them are easily adapted to each club’s needs. Please keep the following items in mind as you decide how to vary these games for your club.

- If the clubbers are clear about the basic rules of the game, then you can alter the specific rules as you wish. (However, if the clubbers are preparing for an AwanaGames event, you may not change the rules. All churches that participate must follow the stated rules. Please note the description about AwanaGames in the section entitled “Types of Games in the *Awana Game Book*.”)
- The equipment is also suggested but not necessary. You may wish to substitute pieces of equipment that are locally available—thus coming up with your own variations of how the game is played.
- Games played on the Awana Game Square and games played within a confined area have been designated. However, you may find that you can adapt the Game Square games for your confined space and vice versa. It is always a good idea to figure out how to adapt your outdoor games for indoor use in case of inclement weather.
- Also, consider adapting games to a slower or faster pace depending on the groups of clubbers. When a disabled child is part of the group, some games can be adapted for a limited range of motion or ability. If possible, it is best to change the game’s rules for everyone, rather than only changing the rules for the disabled child or, worse, excluding the child from playing.

Types of Games in the *Awana Game Book*

The games in this book have been gathered from many sources. Numerous games are from Awana missionaries around the world; those games are either culturally-based or contain variations that make them more suitable for club use. The rest of the games are taken from *The Best Awana Games Ever*, *Basic Games*, Sparky activities, and AwanaGames competitions.

Awana Game Square Games

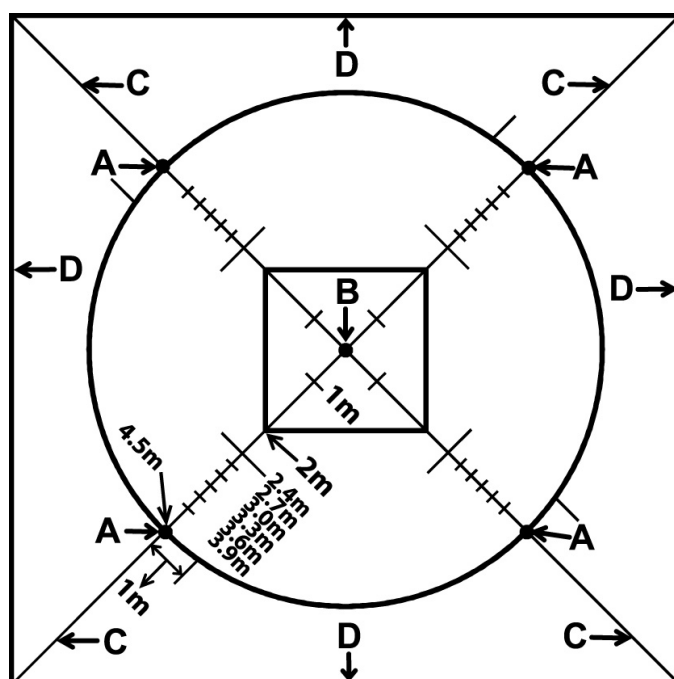


Many games in Game Time are played around the unique Awana Game Square. The typical game that uses the Game Square requires that players run counter-clockwise around the circle, back to their starting lines, around their team's circle pin, and lastly, into the center. The player who grabs the center pin is the winner, and the player who gets the striped beanbag, located under the center pin, receives second place. Team points are awarded according to which team's player won first or second place. Points are also awarded to teams that follow instructions and line up quickly. The Game Square allows four teams to compete in a relatively small space around a circle. The diagram above only shows the red team, but in reality the four teams, designated by the color of their line (red, blue, green, or yellow), would each be standing on their team line.

Each team occupies a quarter of the circle and one side of the square. Clubbers who are not playing stand behind the line on the square and are able to observe all the action and cheer on their teammates. Starting lines for each player are marked by the diagonal lines drawn across the square.

There is a small line that runs parallel to each team's starting line; this is used only for one game in this book, the Bean Bag Relay, and allows for a

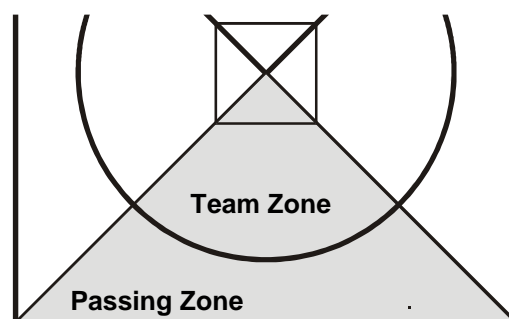
returning player to move unobstructed around the team pin and back to the center.



Key to diagram:

- A – Circle pins
- B – Center pin and center beanbag
- C – Diagonal or starting line
- D – Team lines

The triangle within the square, bound by the team line and the two diagonal lines, forms the *team zone*. The shaded area to the right shows a team zone for each color within the Game Square. The part that is outside the circle but still within the team zone is called the *passing zone*.



The Awana Game Square can be used outdoors or indoors, but, either way, the *relative* dimensions should be the same. The ideal Game Square has 11 or 12-meter sides with a 9-meter-diameter (or 30-foot) circle inside (metrical specifications are shown in the diagram below). However, many clubs with limited space alter the Game Square successfully to a smaller circle, an oval, or even a rounded rectangle. The circle can be reduced to half its size and still be effective for play, although safety is more of a concern with smaller Game Squares. For indoor use, the ideal room for Game Time has a high ceiling, and if possible, has no posts or other obstructions. However, if you are careful, the Game Square can be fitted around existing posts. Depending on their placement, they could be made part of the game (as starting points, for instance).

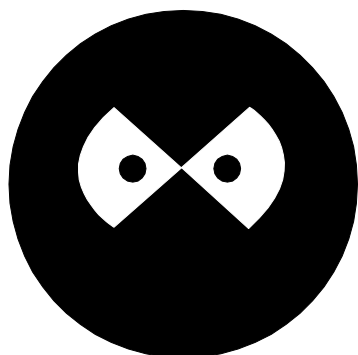
For the purpose of creating the Game Square, you can use permanent or temporary tape in four colors for indoor use. For outdoor use, you can use paint in the four colors or use nylon straps to mark the Game Square lines. Four-color tape and nylon straps are available from your national office or from Awana headquarters.

However, just like innovations made in games, clubs around the world have found other innovative ways to mark a Game Square. For example, paint, chalk, tape, string, or other local materials can be used to mark the Awana Game Square. If the club is playing on grass, the grass can be cut out to mark the Game Square lines; alternately, lines can be cut that are two centimeters deep for a dirt game area. If your club plays in an area that cannot be altered by marking a Game Square, consider placing the circle pins, center pin, and beanbag where they would go if a Game Square existed. Clubbers can become accustomed to playing without the lines.

Limited-Space Games

These games are designed especially for situations where space is at a premium or when games must be played quietly. They include games for certain occasions, like the first club meeting or an Awana Auction. There is a related, but separate, section for limited-space clubs that has games in which food is needed.

Cube Games



Cube side with black circle and eyes

The cube increases clubber involvement in Game Time. Used like a die (one dice), it is an item that you can use in addition to the other Game Time equipment, in order to vary a well-known game, or to enliven Game Time with new games and equipment.

Since Awana has four team colors, the cube, with its six sides, has red, blue, green, and yellow sides that correspond to the matching team's color. The other two sides are both white, but one has a black arrow and the other has a black circle with eyes (shown to the left). When the arrow is rolled, the team at which it points is required to do what the rules say. On the other hand, the black circle's significance depends on the rules of each individual game. For instance, in many of the games, it means that no one is out, or it can mean a random color is chosen before the roll.

The cube is about 30 centimeters on each side so that all the clubbers can clearly see what color has come up. With a large cube, the clubbers become more excited as the last side or two rolls over slowly. Ideally, the edges on the cube are rounded so that the cube "rolls" more easily. It can be made out of Styrofoam® or a similar material that is lightweight, easy to cut and color, and easy to toss for small children.

AwanaGames

AwanaGames is an outreach event for two or more churches. Its purpose is to reach the clubbers' families with the gospel. At the same time, children enjoy the excitement of a formal competitive event. The event must be authorized by the national missionary. If your club plans on participating in an AwanaGames, begin preparing clubbers for the event far in advance by playing one AwanaGames game at each club meeting. The program director may contact the Awana missionary to learn more about AwanaGames and its availability in your area.

Game Time Responsibilities

Game Leader

Any leader who has completed basic training can be asked by the directors to serve as the game leader. A game leader should be fun-loving and enthusiastic. He or she should also be firm, but fair, and have the ability to command the respect and attention of boys and girls during an active play period. The game leader's major responsibilities are as follows:

- Participate with other leadership in the opening ceremony. Although it is not required, it can be appropriate to pray before or after Game Time.
- Plan Game Time activities by making a list of games to play as well as a list of alternative games.
- Direct Game Time according to the schedule set by the directors.
- Be an enthusiastic leader during Game Time! Make sure that clubbers are having fun during Game Time. Games are the incentives that attract clubbers and their friends to club.
- Oversee the team leaders who work with the clubbers during Game Time.
- Transition quickly from game to game so that clubbers do not get distracted.
- During Game Time, you are the primary disciplinarian. Because you are not associated with a particular team like the team leaders, you can more easily discipline without partiality.
- Keep a record of the game equipment owned by the clubs, and make certain that the clubs have enough equipment to allow all the clubbers to play. Requests for more equipment should be communicated by the game leader to the program director and to the secretary for ordering purposes.
- Help with creating a disciplined atmosphere before club by involving clubbers in games as they arrive. (Some examples of games to use are Jump the Shot, Hot Potato, and Animal Hunt.)
- Attend prayer and planning sessions with the club leadership. This is an appropriate time to mention discipline issues and arrive at solutions together. The directors will determine if the game leader should teach new games to leaders at the prayer and planning sessions or before club.

Team Leaders

Awana leaders are team leaders during Game Time, usually participating with their Handbook Time group. They should review Chapter 4 in the *Awana Basic Training Manual*, which includes all the information they need to know about Game Time.

During Game Time, team leaders should focus their entire attention on the game being played. They encourage their players by praising them for doing their best each time they play. Leaders cannot be appropriate role

models if they are talking to each other or involved with other things. The game leader occasionally involves them by asking them to demonstrate or participate in games. This is especially useful for Sparks leaders, who may need to physically lead their Sparks clubbers in the games.

The game leader should teach new games and games that need special preparation to the team leaders in advance, so they will know how to assist the game leader and guide their clubbers. The game leader may want to give a copy of the rules for new games to all the team leaders. A team leader may be asked to train and serve as a backup game leader. Having a back-up is useful in case the game leader is not able to attend club for some unexpected reason.

Scorekeeper

Another helpful individual is a scorekeeper who is responsible for tallying points. The scorekeeper stands behind one of the teams, close enough to hear the final score as reported by the game leader. The scorekeeper keeps a running total of team scores and is ready to give them to the game leader at any time. The scorekeeper periodically announces the scores to keep enthusiasm high and competition keen. (However, if the first place team is way ahead of the other teams, those teams may feel discouraged.) The scorekeeper helps with transitioning from one game to the next. While the game leader and team leaders set up a new game, the scorekeeper announces the winning team and overall team scores. The Awana Score Sheet provides a good format for recording team scores; it is included before the Table of Contents and can be reproduced for each Game Time.

Leading Game Time

Before club begins, the directors will inform the game leader of the schedule for the club meeting and the estimated number of children for the Awana Game Square. The following steps explain how to form teams and involve everyone during Game Time.

1. Determine how many teams are best for your group of clubbers. If you anticipate at least 16 to 20 clubbers, plan four teams. With fewer than 16 clubbers, organize two or three teams until the clubs grows larger.
2. After the opening ceremony that begins club, the teams normally count off on the Awana Game Square, where clubbers will later meet for Game Time. According to the previous decision by the directors, separate the different clubs, and the boys from the girls, line up the children by height, and count off according to the four colors of Awana: red, blue, green, and yellow. These are the names of the four teams to which each clubber is assigned. Reverse the colors as you count off the team players (for example, red, blue, green, yellow, yellow, green, blue, red). This should ensure that larger, more athletic clubbers will balance a team with smaller, less athletic clubbers. Send clubbers to appropriate color lines on the Awana Square where team leaders have already been assigned.
3. Carefully balance teams so especially athletic or large clubbers are not all on the same team; the ideal is for each team to have the same number of clubbers and an equal share of skills and ages. Place visitors on the same team as the clubber who brought them unless this will cause problems with discipline or unbalanced teams. Also remember that older and younger clubbers should not play against each other; this gives older clubbers a distinct advantage and can easily result in the younger clubbers getting hurt.
4. The scorekeeper should record the names of the clubbers that are on each team for next week's games. That way, you already will have a list of teams when the children return for the second club meeting. If, on the second night of club, you discover that attendance varies significantly from the first meeting, you may choose to do another lineup and re-form your teams. Particularly at the beginning of the club year, growth may demand frequent reorganization.
5. Ideally, you should maintain the same teams for each week for several months. The advantage of this is that the team leaders and clubbers become better acquainted with each other, which is especially important when that leader also does home visits with the clubbers' families. Team competition is also better when permanent teams compete against one another. However, if you find that one team wins week after week, you may want to reassign the clubbers at the end of two to three months. Yet, you have to balance the advantages of this against the importance of

- clubber and leader relationships.
6. Make sure everyone plays each game, unless he or she does not wish to. Repeat each game with different clubbers on each team until everyone has played at least once. If a team has low attendance one week, some clubbers on that team will need to participate more than once. This allows each clubber to be involved in every game that has been played during the club meeting.
 7. Transitioning quickly from game to game requires advance preparation in choosing games and having equipment nearby. Aim for a transition time of five seconds between games. In order to do this, the game leader may need helpers to clear the floor of equipment and to bring new equipment for the next game. You may wish to have each team's equipment in a crate or a box at the corner of each team line and therefore available for each team leader.
 8. For additional help during Game Time, the game leader can ask a clubber who is not participating in the games to help by getting equipment or starting the game. In that way, the clubber can still participate in Game Time.

Explaining Game Time

During the first Awana club meeting, you will have to explain how Game Time works, including the rules for behavior. Then, you will need to introduce the games as you play each one of them. Once the clubbers become used to the routine, you will not need to spend much time on this. However, it is good to review the rules on occasion for visitors. Team leaders can also help to show visitors how to play.

1. First, explain the purpose of the five-count and show clubbers how it works. Clubbers and leaders will soon realize that the orderliness established by the five-count will mean more fun and time for playing games. Describe how to earn points for a proper response to the five-count. Do not penalize too much on the first night. The impression you want to leave is that the fun of Game Time is not dominated by rules and restrictions.
2. Describe the incentives for winning with the point system that you will be using during Game Time. Note that game points are combined with achievement points earned in other parts of club to produce a winning team each meeting. Inform clubbers that a team prize will be provided weekly. This might be special recognition, a small reward, or a treat.
3. Explain how the Awana Square games are played. Identify the team starting line, circle pins, team lines, the first-place pin in the center, and the second-place beanbag beneath it. Remind clubbers that following the game rules and possessing the center pin or beanbag determine who wins first or second place. Point out that clubbers are not allowed to fight for a

pin or beanbag, nor are they allowed to dive for them or slide into the circle for them. These infractions will earn an immediate disqualification for the player. Use a short whistle blow to tell clubbers when a game begins and a long whistle blow to show how a game may be halted in progress. When you repeat several rounds of a given game, quiet is not necessary. Each team leader should bring the next competing clubber to the starting line without further instructions.

4. Emphasize that finishing the game is important, even if one's ability is below average. This is true even if a clubber is disqualified for a mistake; that way, we encourage clubbers to persevere despite their experiencing other, sometimes uncontrollable, circumstances.

Preparing for Game Time

The game leader is responsible for preparing a list of games to play with varying levels of intensity and for having the necessary equipment ready. The goal is to give virtually all clubbers, despite their level of ability, the opportunity to win points for their team. Varying levels of intensity and different types of games appeal to different types of clubbers as well. In order to plan a well-varied Game Time, consider the following suggestions:

- Select both old and new games each week. Old games have the advantage of being easily understood and familiar and require less time to explain. New games bring the anticipation and excitement of a new challenge. Each week should feature at least one new game or a new variation of an old game. Always look for new game ideas and ways to adapt old games to make Game Time more fun. Test and adapt them to fit your club.
- Clubbers have different athletic abilities. Therefore, you should mix running games that tend to favor more athletic children with games of chance that require less skill. Avoid games that appeal only to the biggest and roughest clubbers in your group. Most children will not admit that a certain game intimidates them; however, they might not come back next week.
- In mixing the selection of games, try to keep team scores balanced so that one team is not always in first place. Game Time should not favor any particular team or child.
- Choose games that emphasize team play over individual participation, unless you have small clubs. Some clubbers feel conspicuous, embarrassed, or nervous when they are the only ones competing. Additionally, team games also allow more clubbers to compete at one time with fewer spectators.
- If possible, plan games to reflect ideas that will be addressed during the Council Time lesson. For example, a relay focuses on endurance and teamwork.

- Be prepared to handle unforeseen circumstances so that Game Time does not become chaotic. For example, if Game Time is usually played outside, but bad weather makes that impossible, you should have back-up games prepared for inside. Of, if a game does not go well, use others from the list should be quickly substituted. Have a plan if a team leader is absent that week.
- From your list, you should record the games played each week. Mark with a star the games that clubbers especially enjoy. Occasionally check your records to make sure you are not playing the same game too often. The list will also remind you of games that clubbers particularly enjoy but have not played recently. The extra games that were not played can be used the following week.

The following shows a sample list of games and their equipment that the game leader could select for an individual Game Time.

1. Laps: four circle pins, and center pin and beanbag
Always start your game period with an active game that quickly involves all clubbers.
2. Beanbag Relay: one beanbag for each team, four circle pins, and center pin and beanbag
While this game uses the Game Square, play does not move like it did in Laps. If teams have less than 15-20 players, the entire team plays. For larger teams, play the relay twice so all clubbers may participate.
3. Treasure Hunt: items to hunt
This game is best played in an area that you can set up secretly before the clubbers arrive.
4. Elephant Game: no equipment
This is a quieter game that clubbers with limited abilities and disabilities can play.
5. Back to Balloons Race: at least four balloons, four circle pins, and center pin and beanbag
This is an active game played with balloons.
6. Pass the Peas: peas (or the equivalent) and spoons
This game requires balance and agility and would appeal to clubbers who are not as quick as others.
7. Doves and Eagles: no equipment
End with a game that uses everyone all at once and is played at a slower pace to quiet clubbers for Handbook Time or Council Time. Also, it is good to have a game in mind that does not require any equipment and can be played indoors or outdoors.

Using Positive Discipline to Keep Game Time Fun

Positive discipline is essential to a well-run Game Time. Because Game Time is the most active time and children are excited, it is the most challenging segment of club to keep orderly. Therefore, the game leader has an important responsibility in setting a good standard for club orderliness.

In Awana, positive discipline is used to reinforce good behavior. This is done primarily through the use of positive points. These points are awarded throughout the club meeting to teams and individuals to reward their achievements and their good behavior. Rather than deducting points when someone breaks a rule, add points to the team or individual who obeys instructions. For example, when using the five-count, award points to the team that lines up first, instead of taking points away from the team that lines up last.

Also, be creative in your use of points. Giving points does not cost anything, and a winning team can receive 100 points for a game just as easily as receiving 10 points. For Sparks clubbers, it is advisable to use low numbers, such as ten points for first place and five for second, but use higher numbers with older clubbers. However, the amount of points awarded in Game Time that will be added to the teams' total points needs to be predetermined with the directors. The scoring in Game Time should not dominate weekly team scores or other achievements during the club meeting.

When necessary, the five-count is used to establish order quickly, so that club time is not wasted in trying to get the attention and cooperation of the children. When repeating a game several times, do not call for order between games unless additional instructions are needed. However, some children may need to experience the three-count in order to conform to club rules and standards. For more information on discipline, please review chapter three of the *Awana Basic Training Manual*.

Typical Mistakes in Game Time

When Game Time does not go well, usually it is not the fault of the clubbers. The game leader and team leaders can help to correct the difficulties. Here are some suggestions for you to consider:

- The five-count (not the whistle) should be used to quiet the clubbers or to get their attention. Common mistakes in using the five-count include counting past five, not completing the five-count, counting too quickly or slowly, and allowing unacceptable behavior past the count of five. Always add points or deal consistently with an infraction of the five-count. Leaders should be the first ones to respond to the five-count and thus be examples to their clubbers. However, if a leader does not respond, you can add points to the other teams. In prayer and planning meetings with the leadership, emphasize the importance of the leaders to a successful Game Time.

- Frequent use of the whistle will lower its effectiveness and lead to confusion. You should use the whistle only to start an event or to stop one that is not running properly. Excessive use may also reflect poor judgment or too much control on the part of the game leader. It makes Game Time less fun. Use the whistle to start the five-count only when clubbers cannot hear your voice above the noise.
- Normal game play does not require order or quiet between rounds or events. Absolute order is necessary only when you are changing or explaining games, or during some games such as the Beanbag Grab when everyone needs to be quiet to hear the numbers called out.
- A quick demonstration of a new game is much more effective than a lengthy explanation. When you spend a lot of time explaining games, clubbers get impatient. Everyone has more fun when Game Time has as few interruptions as possible. Keep game explanations brief.
- When a game starts poorly, is not well received by clubbers, or creates too much confusion among clubbers or leaders, stop it immediately. If the solution to the problem is not obvious, go to your next game. If the game simply began poorly, stop the event and start over after giving necessary instructions.
- Transitions between games must be fast or you can lose the interest of the clubbers. Always make sure that you have the necessary equipment available before announcing a game. If you need help to set up a game, arrange for it in advance.
- Laugh at your mistakes, and do not take yourself too seriously. If you can have fun in spite of your blunders, others will enjoy you (and your efforts at creating fun) much more.
- While competition is fun, do not let an overemphasis on scores take away from the pleasure children have in playing games. When scores are close, focusing on scores can increase clubber enthusiasm. Scores that indicate one team's domination, however, usually discourage clubbers and reduce their fun.
- Forming balanced teams each week results in clubbers moving from team to team. However, it also keeps them from feeling like part of a team, making friends on that team, and gaining the friendship of the team leader. Teams can compete even when their numbers are unequal. Sometimes, it is better to have smaller teams repeat the event than to have a clubber move around from week to week. Consider allowing clubbers on teams that are too large to compete temporarily with a small team to balance team sizes. The clubber is then given the chance to win with her old team plus her new team.

The Importance of Safety

Protecting children is an integral part of our ministry and our hope “that all children and youth throughout the world will come to know, love, and serve the Lord Jesus Christ.” All leadership must take an active role in child safety, but the game leader has a special role in maintaining a safe environment while the children have fun in club. Taking a proactive approach to protecting your clubbers means asking yourself these types of questions:

- Are there any hazards in the play area that may result in injury?
- Will some game items (for example, a baton with a sharp edge) present hazards?
- Will all children be within your view and under supervision?
- As clubbers transition from one part of club to another, are they constantly supervised?
- Are there any children with physical disabilities who need special accommodations?
- Are you prepared to handle disciplinary issues in a positive and constructive manner?

Although the main reason for Game Time is to provide fun for the clubbers, safety takes precedence over the clubbers' enjoyment if necessary. That may mean, for instance, that you need to take precautions before the club meeting as you plan Game Time. Whether or not the area for Game Time is inside or outside, check the area for loose tape, debris, or jagged edges that could cause accidents. Quieter games, like the ones in the Limited-Space Games section, should be played if a club's Game Time takes place in a physically restrictive room. If there are pillars or posts in the room, you may need to pad them. Make certain that the game room is comfortable and well-ventilated. If the game area is outside, carefully check the area for debris or sharp objects and remove them. If a small Game Square is used, care must be taken that children do not slip and fall when running. In addition, game equipment should be in good condition and ready to use.

Leaders and clubbers should be told what to do in case of an emergency. If a clubber does get hurt, even if the wound is a minor scrape, the team leader should tell the game leader. The church should have first-aid materials available. In case of environmental emergencies, clubs may even practice their response to an emergency such as a fire, tornado, violent winds or rain, earthquake, or civil unrest. This “rehearsal” can dramatically improve the club's response to an emergency. It is important that leaders remain calm and in control as they shepherd the children.

There are also safety concerns within the club. It is never appropriate for an Awana leader to abuse a child, including verbal abuse such as yelling at or shaming a child. Any time that children are unsupervised by an Awana leader during club time constitutes neglect, which is also a type of abuse. Suspected or observed child abuse must be reported immediately to your

program director or pastor for further investigation and to ensure compliance with local laws.

Awana deeply appreciates your acceptance of the responsibility to facilitate Game Time by providing a safe environment for all clubbers. If you have any questions regarding child protection, please contact your program director or Awana missionary.

Let's Get Started!

Now that you know almost all that there is to know about Game Time, there is just one last thing to do—start playing! That way, you will know the most important thing about Game Time: how much fun it is! Although the Game Square may seem difficult at first, the clubbers will understand it very quickly. In no time at all, you will see excited clubbers running your way in order to play all the fun games that you have ready for them.

Club Name _____

Date _____

AWANA[®] SCORE SHEET

Games Played	Red	Blue	Green	Yellow
Handbook Points				
Council Time				
Extra Points				
Totals				

Game Leader's Signature _____

Please reproduce this form for the game leader or the scorekeeper.

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Circle Pin Games

Laps



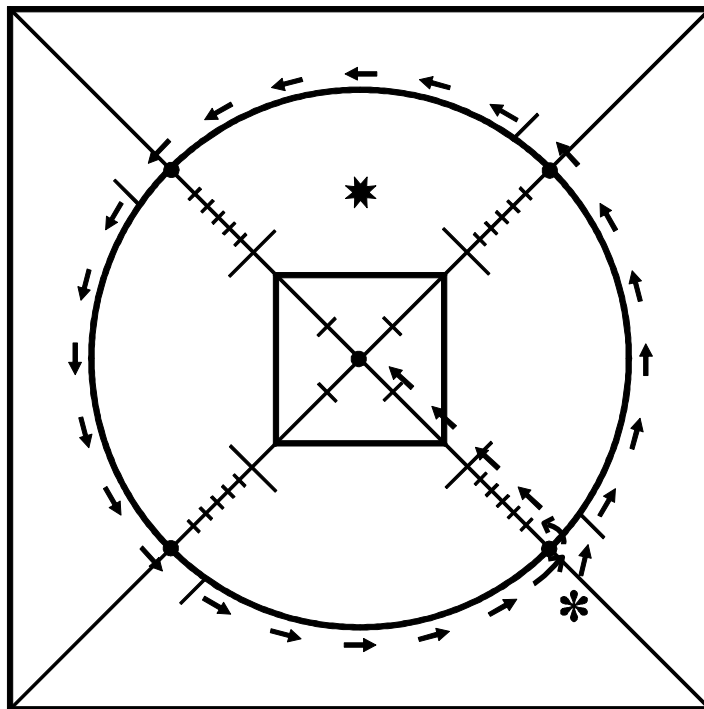
Player: 1 player from each team

1. Place the team pins on the starting lines.
2. One player from each team stands at the starting line.
3. When the whistle blows, the player runs one lap around the circle, runs around the team circle pin, and runs into the center for the pin.

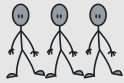
Note: As with all run-around-the-circle games, make sure players do not knock over the circle pins. Doing so disqualifies the team.

Variations: This basic game should be varied each time that you play it. For example, players can:

- skip around the circle;
- jump over hurdles;
- hold a balloon between their legs;
- roll a tire or a hoop;
- balance a beanbag on their heads or shoulders;
- walk around the circle with a cotton ball on a spoon in their mouths;
- jump with their legs inside burlap bags.



Relays

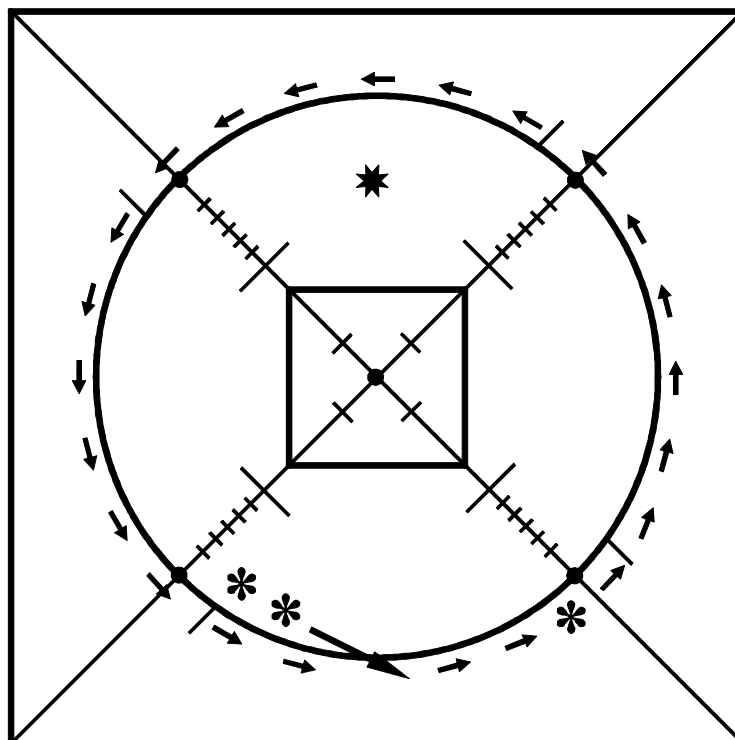


Players: 3 players from each team

1. One player from each team stands at the starting line holding a baton. Two other players from each team stand inside the circle near the passing zone (see diagram in the introduction).
2. When the whistle blows, the first player runs one lap and passes the baton to the second player.
3. The second player runs one lap and passes the baton to the third player.
4. The third player runs one lap, around the team's circle pin, and into the center for the pin.

Notes: If a player knocks over a pin, his team is disqualified (or, alternately, the player must pick up the pin before continuing the race). The baton must be passed in the passing zone. Passing the baton in any other zone—including passing it over a starting diagonal—disqualifies a team from winning.

Variations: Many of the variations listed for Laps can be used here. Other ideas are passing a twig that clubbers carry between their toes or passing items from one cup to another cup. The last runner on a team must finish with all the items in the cup.



Sprint Race and Marathon Race

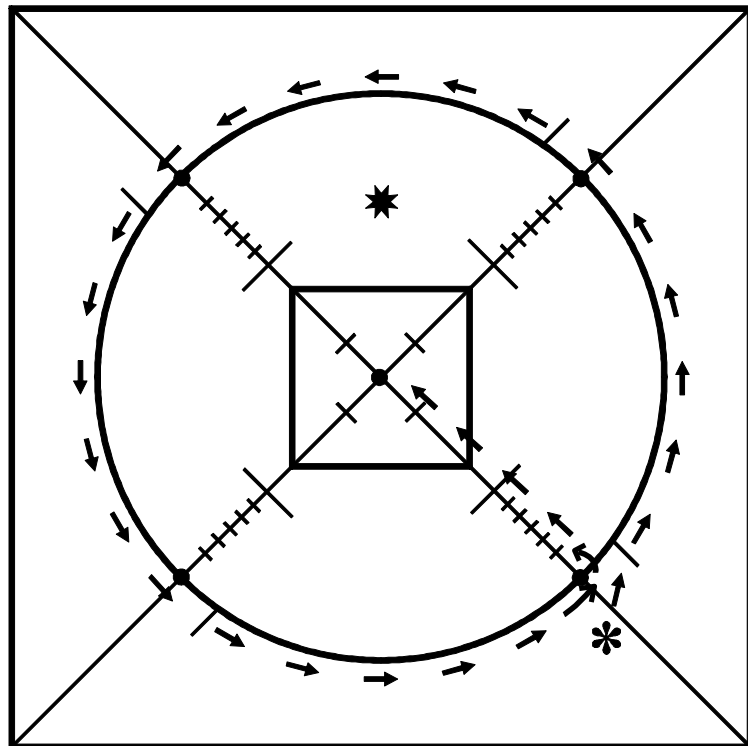


Player: 1 player from each team

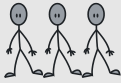
1. Place the team pins on the starting lines. One player from each team stands at the starting line.
2. When the whistle blows, players run three laps for the Sprint Race and into the circle for the pin. For the Marathon Race, girls run five laps and boys run six.
3. The tag rule is in effect. A runner is disqualified if tagged by another runner; he must immediately get out of the way.

Note: If a player knocks over a pin, the team is disqualified. The team leader can kneel by the starting line and count laps for the team's runner.

Variation: Set a 60-second time limit. See which team can have the most players complete laps within the time limit.



Sprint Relay and Marathon Relay

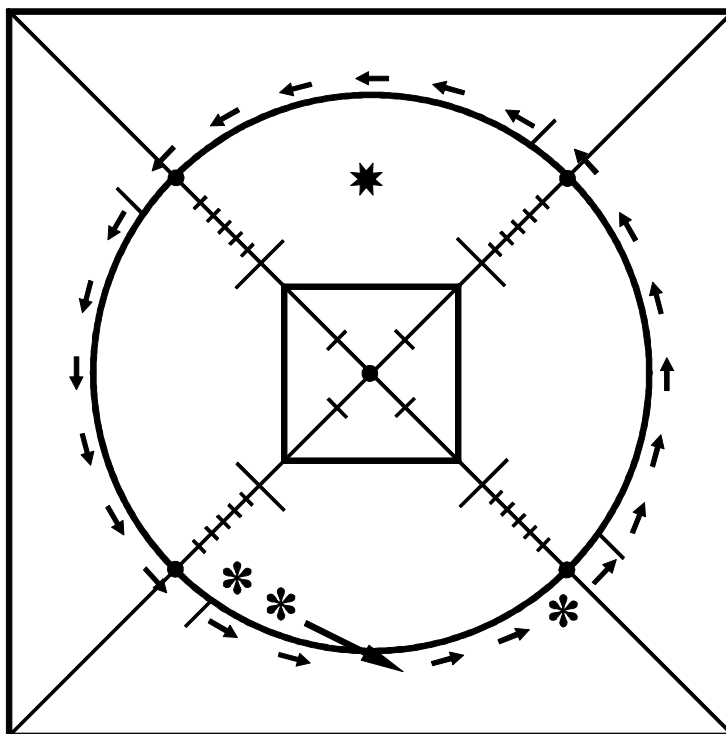


Players: 3 players from each team

1. Place the team pins on the starting lines. One player from each team stands at the starting line.
2. At the signal, the first player runs one lap for the Sprint Relay and two for the Marathon Relay. The second and third players stand inside the circle within the team zone.
3. The first player passes the baton to the second player. The second player runs and passes the baton to the third player. The third player runs and then, still holding the baton, runs into the center for the pin.

Note: The baton must be passed in the passing zone. If the baton is not passed before the receiving runner crosses the team starting line, the team is disqualified. There is no tag rule for relays using a baton. When a runner passes a baton, he should quickly leave the circle to the right to get out of the way of other runners. If a player knocks over a pin, the team is disqualified. The team leader can kneel by the starting line and count laps for the team's runner.

Variation: Tie sticks to the players' legs, so they have to run stiff-legged. Or, set a 60-second time limit. See which team can have the most players complete laps within the time limit.



In and Out



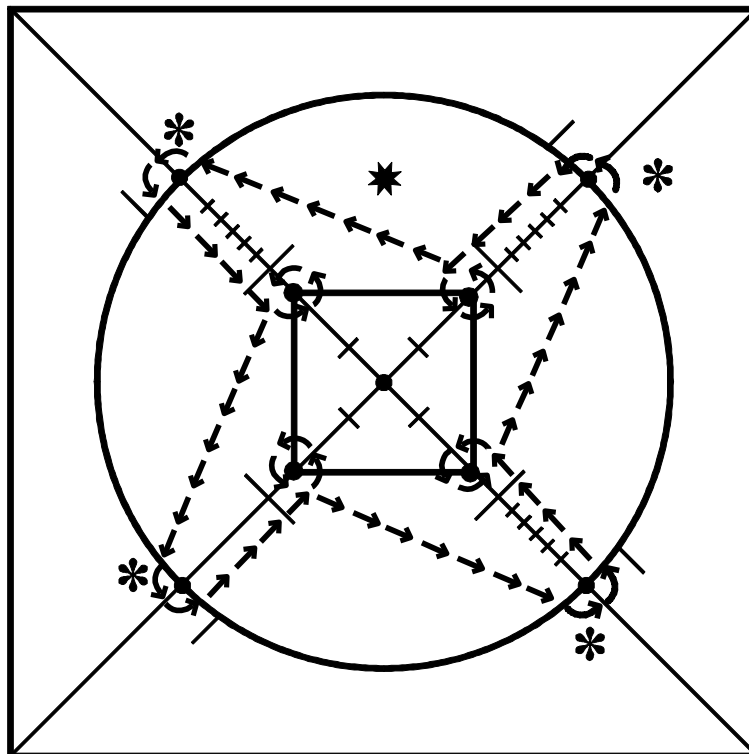
Player: 1 player from each team

1. Put the center pin and striped beanbag in the center of the circle. Place the team pins on the starting lines. Place four additional pins (or other types of markers) on the inner square.
2. One player from each team stands at her starting line.
3. When the whistle blows, each player runs into the circle, around the pin on the inner square, back out to the next circle pin, back in to the next inner pin, and so on around the circle. When a player runs around her own team's circle pin, she runs into the center for the pin.

Note: This game shows how many different game variations can be made on the Game Square. This is especially appropriate for those clubs that have smaller Game Squares than the standard size, for the longer route will make the game more difficult.

If a player knocks over a pin, misses a pin, or runs around the pins in the wrong sequence, she is disqualified.

Variation: Run it as a relay, or use any of the variations from Laps.



Forth, Back, and Forth



Player: 1 player from each team

1. Place the team pins on the starting lines.
2. One player from each team stands on the starting line.
3. When the whistle blows, the player runs forward to the next team's starting line (counterclockwise), runs around the team pin, and returns to the starting line in back of (clockwise of) his team pin. The player then runs around that team's pin, runs $1\frac{1}{4}$ laps in the original direction, and, after going around his own circle pin, runs into the center for the pin.

Notes: This game is an indication of how many games can be created with the Game Square. Use it to create your own Game Square variations. Warn the clubbers of the possibility of head-on collisions in this game.

Variation: Run it as a two-person relay.

Pin Hunt and Pin Head



Pin Hunt

Player: 1 player from each team

1. Line up the circle pins in the center of the Game Square; they should touch one another.
2. One player from each team stands at the starting line, facing the pins. The player is given three beanbags with which he is to knock down all five pins from his starting line.
3. The center pin, which is orange or white, is worth 2 points, and the others are 1 point each.

Variations: Use three players per team instead of one. One player aims for the orange pin, while the others aim for the rest. Teams play one after the other until all four teams have played.

Another variation of this game would be to first place all four circle pins approximately 30 centimeters apart in a square formation. Follow the directions above, except all four players throw at once to try to knock down the other teams' pins. The team whose pin is the last one standing wins. Or, try using Frisbees rather than beanbags.



Pin Head

Player: 1 player from each team

1. Give circle pins to the players on the starting line. The players balance the circle pins on their heads.
2. At the whistle, the players walk around the circle, balancing their pins. If a pin falls down, the player stops and rebalances it before continuing. Players using their hands to prevent the pin from falling are disqualified.
3. As the player gets to her start line, she puts the pin down and runs into the center for the pin.

Variations: For more experienced clubbers, have players run instead of walking. For less experienced clubbers, try using beanbags, which could be balanced on top of clubbers' heads or on their shoulders. Or, rather than balancing the pins on their heads, clubbers could balance them in the palms of their hands.

Hooked

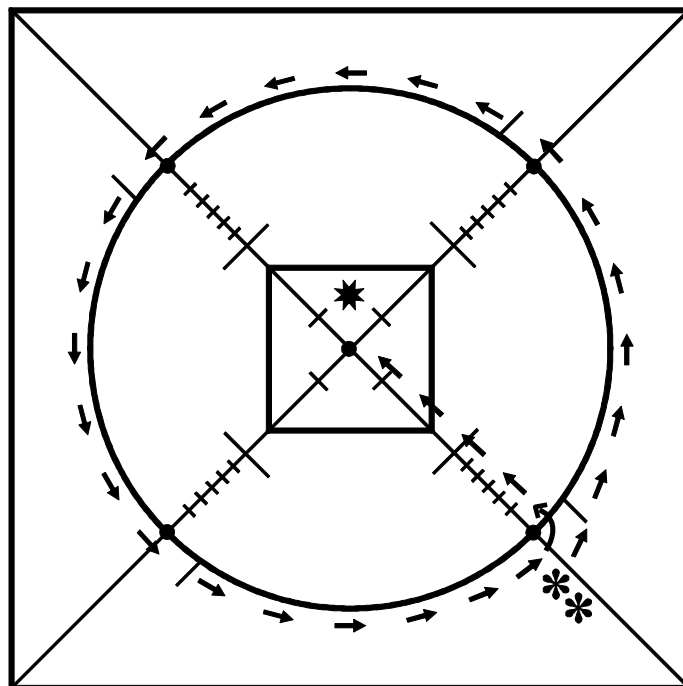


Players: 2 players from each team

1. Place the team pins on the starting lines. Two players from each team stand at their starting line with left elbows hooked together but facing opposite directions.
2. When the whistle blows, the players run one lap with one running forward and one running backward. For younger clubbers, the players hold hands and both run forward.
3. After running around their own circle pin, the players release hands. The player on the inside runs into the center for the pin. The other player returns to the team line.

Note: If a team knocks over a pin, it is disqualified.

Variations: Use the whistle as a cue that the players have to swing around. The player who was running forward is now running backward. This game could also be run as a relay.



Days of the Week

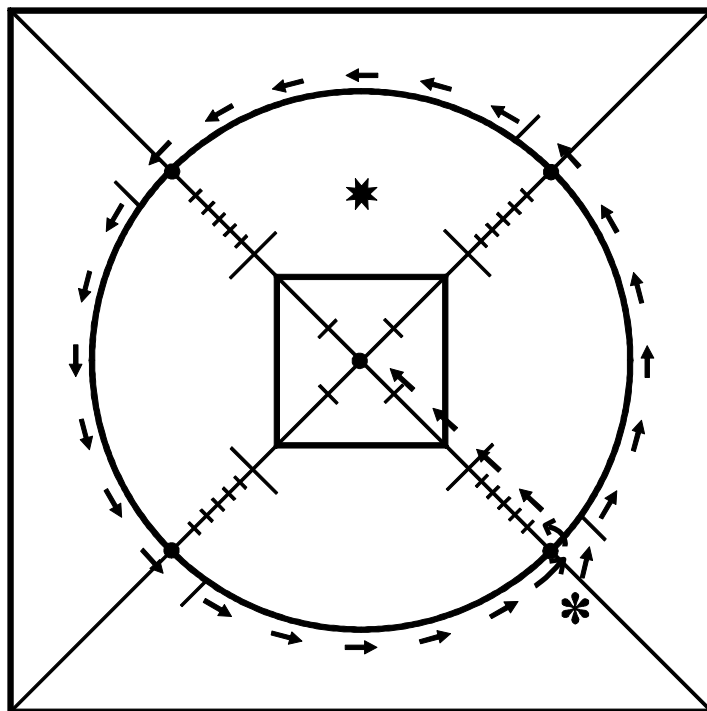


Players: 7 from each team

1. Place the team pins on the starting lines.
2. Players stand just inside their circle line, shortest to tallest, with the shortest closest to the team circle pin. Each player is named for a day of the week; i.e., the first (smallest) player is Sunday, the second player is Monday, etc. If teams have fewer than seven members, some members can take more than one day, but make certain that Sparks are playing against Sparks, Flame clubbers against Flame, and so on.
3. The game leader calls out a day, and the player from each team named for that day steps outside the circle line, runs one lap, runs around his team's circle pin and runs into the center for the pin. The player then returns to the team line, and the game leader calls the name of another day.

Note: Make sure players who have yet to be called stand inside the circle to avoid collisions with running players.

Variations: This game is ideal to change for specific situations; names could reflect holidays, books of the Bible, names of animals, etc. Also, this game can be easily adapted to whatever space that you use for Game Time.



Sparky Train

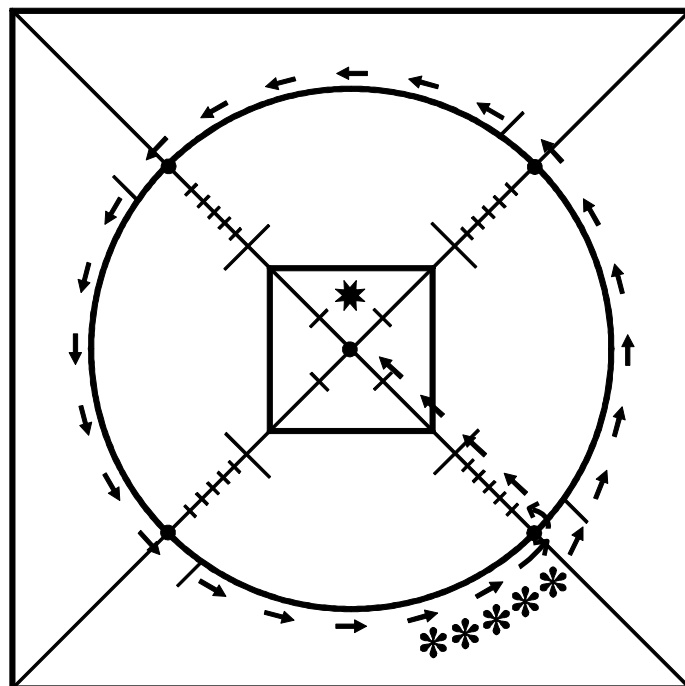


Players: 5 per team

1. Players line up behind each other outside their circle line. Using both hands, each player holds onto the waist of the player in front, forming a “train” of players.
2. At the signal, the train runs around the circle. If the train becomes disconnected, it must stop until the train is back together again.
3. When the train has run around the circle, the last* person separates from the train, once she has crossed the team starting line, and runs into the center for the pin.

Notes: *This is a change from past manuals, which stated that the first player ran to the center. When played this way, the players all stay together until the last person reaches the starting line.

It is a good idea for leaders to run alongside their teams but inside the circle (since their teams run outside the circle).



Four-Spot Sprint and Sprint Pin Pick-up



Four-Spot Sprint

Player: 1 player from each team

1. A player from each team lines up at the team line. At the signal, players run around the Game Square.
2. While running one lap, each clubber stops at each circle pin and performs an action. For example, at the red circle pin, players touch their hands to their toes; at the blue circle pin, players jump five times (with both feet off the ground); at the green circle pin, players lie facedown on the floor (entire body length touching the floor); and at the yellow circle pin, players perform two sit-ups.
3. After completing the lap, players run around their team pin and into the center for the pin.

Note: Vary this game at each station every time that you play it.

Variations: Touch your head to floor; hop three times on your right foot and three times on your left; do two push-ups; jump a hurdle; run a small circle around the designated team pin.



Sprint Pin Pick-up

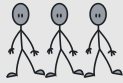
Player: 1 player from each team

1. Place the team pins on their sides (instead of standing up) on the starting lines. One player from each team stands on her starting line.
2. When the whistle blows, players run three laps. When they complete the third lap, they must stand their circle pins upright using only their feet. (Players will probably have to sit on the floor to set up their pins.) When their pins are standing, they run into the center for the pin.

Note: If a circle pin is not set correctly and falls down while a player is running into the center, she must return and set it upright again, using only her feet.

Variation: Run it as a three-player relay. The first runner sets up the pin with her feet. The second runner knocks the pin over with her feet. The third runner sets the pin up again with her feet before running in for the center pin.

Whirling Relay and Pony Express



Whirling Relay

Players: 3 players from each team

1. Place the circle pins on the starting lines. One player from each team lines up at his starting line. Two other players from each team stand inside the circle near the passing zone.
2. When the whistle blows, the first player runs one lap. When he reaches his passing zone, he joins hands with the second player, and the two run one lap.
3. When they reach their passing zone again, the second player joins hands with the third player, and the three run one lap.
4. When they reach their circle pin, they drop hands, and the third player runs into the center for the pin.

Note: This game is best played on a Game Square which is at least the suggested size or larger. If players become disconnected, they must stop and rejoin hands before continuing. If a team knocks over a pin, it is disqualified.

Variation: Players change direction and run around the pins the opposite way every time they add a player. (In other words, the second lap is run clockwise.)



Pony Express

Players: 4 players from each team

1. Select the lightest and smallest player from each team to be the "rider." The other players are the "horses."
2. At the signal, the rider climbs onto the back of a larger clubber (horse 1) from her team. Horse 1 carries the rider one lap around the circle.
3. The rider then moves to the back of horse 2 without touching the floor, and the horse runs around one lap. Horse 3 continues the relay, and after completing the lap, the rider dismounts at the team pin and runs into the center for the pin.

Note: This game is best played with players of the same gender and is an excellent game for when all three clubs have Game Time together. Sparks clubbers can be the riders.

Beanbag Games

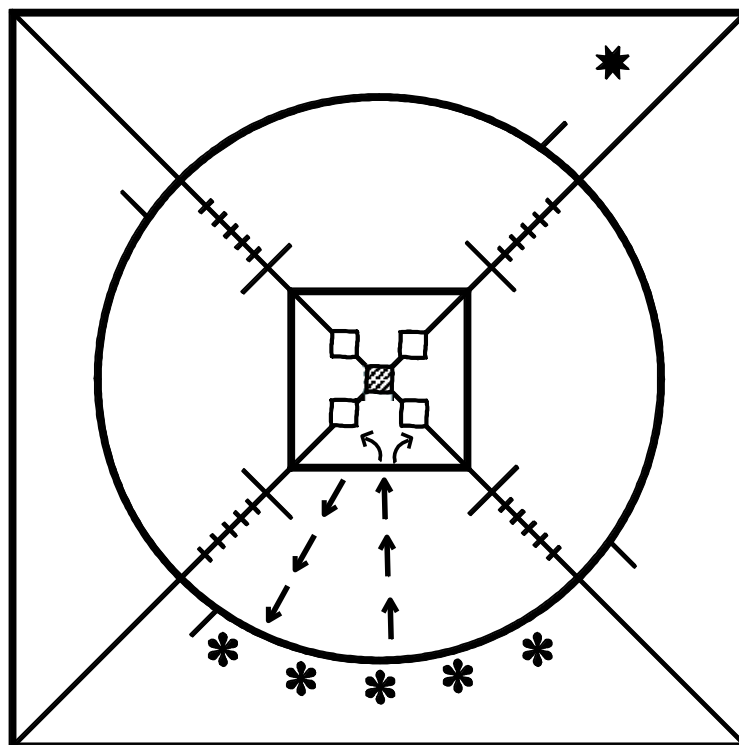
Beanbag Grab



Players: 5 players from each team

1. Place five beanbags, including the center beanbag, in the center of the Game Square. (For older clubbers, place the beanbags at the 2-meter marks on the inner square so that they do not hurt each other.)
2. Players line up on their circle lines. Number the players one through five for each team. As you number them, try to make certain that the players with identical numbers approximately match in size and ability.
3. Call a number from one through five. The four clubbers with that number race into the center, grab the beanbags, and return them across their team's circle line. Players try to get as many beanbags as possible.
4. The striped beanbag is worth two points if another beanbag is in the player's possession. Otherwise, it is worth one point. The colored bags are worth one point each. After all numbers have been called, the team with the most points wins.

Notes: No grabbing of bodies or clothing is allowed. If a player whose number has not been called steps into the circle with both feet, her team is disqualified for that number. Players going into the center are not allowed to dive for bags. Only players' hands and feet are allowed to touch the floor inside the center square.



Beanbag Relay

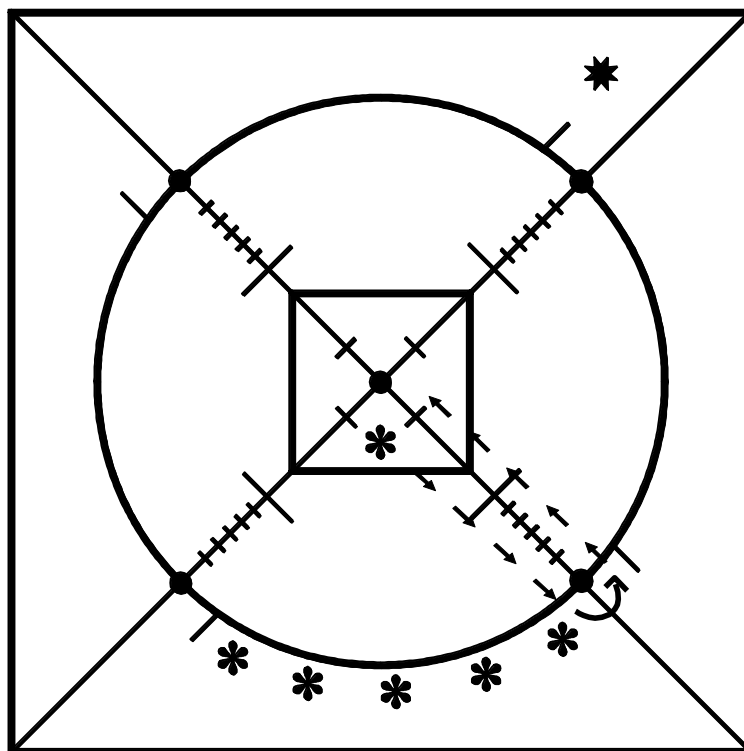


Players: 10 players (or any equal number) from each team

1. Put the center pin in the center of the circle. Place the team pins on the starting lines. Give a beanbag to each team leader.
2. One player (preferably the oldest) from each team stands with at least one foot inside the center square with a beanbag. The remaining players line up on their team circle.
3. When the whistle blows, the center player tosses the beanbag to the circle player on the right. This player tosses it back to the center player and then steps back out of the way. The center player tosses it to each circle player in turn. When the center player receives the beanbag from the last circle player on the left, she runs with the beanbag around her team pin and into the center for the pin.

Notes: The center player must keep one foot (two feet for small Game Squares) inside her team's center triangle until she has received the bag from the last circle player. The circle players must keep both feet behind the circle line at all times. A team is disqualified if its beanbag crosses into another team's area.

Variations: Clubbers toss a football, volleyball, frisbee, or soft rubber ball.



Dog and Bone

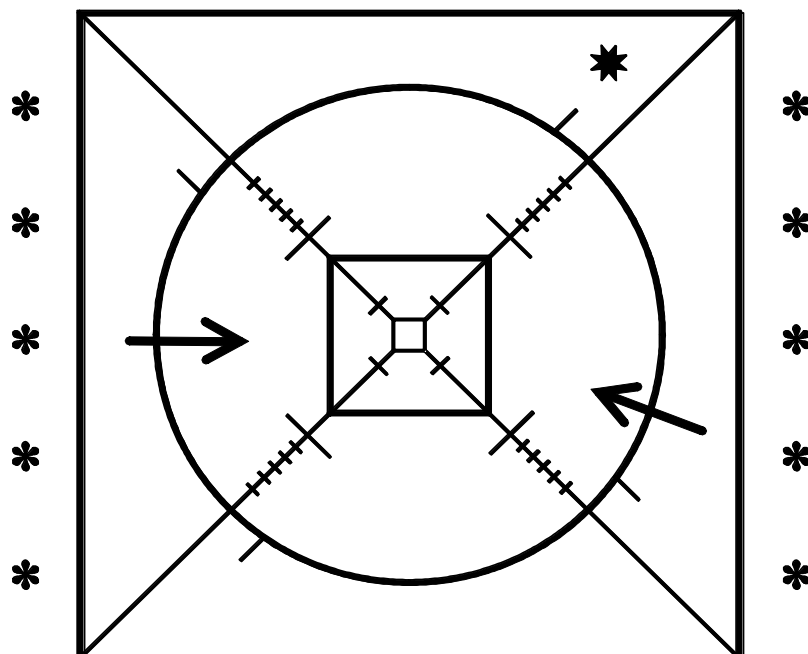


Players: Entire group, divided into two equal teams

1. Place the beanbag in the center of the game area.
2. Teams line up behind parallel lines at either end of the game area.
3. Count off players consecutively, starting from opposite ends of the line. Make certain that pairs with the same number approximately match in size and that they are running from the same distance from the center. Ideally, boys should play boys and girls should play girls.
4. The game leader calls a number. The player with that number from each team races to grab the beanbag and return it over her team line without being tagged by her opponent.
5. One point is awarded for any player who grabs the beanbag and returns it over his team line without being tagged. One point is also awarded for any player who tags an opponent before she can cross her line with the beanbag.

Notes: This game could be played in any room, even without the Game Square. If two players reach the center at the same time, there may be some sparring with fakes and false starts. A time limit of 15 or 20 seconds should be set for each round of play.

Variations: For a fun change from the beanbag, insert a newspaper into a long sock and tie the sock closed. Also, you can call more than one number in a round and use more than one beanbag. Or, play with four teams, one on each side of the square.



Beanbag Head

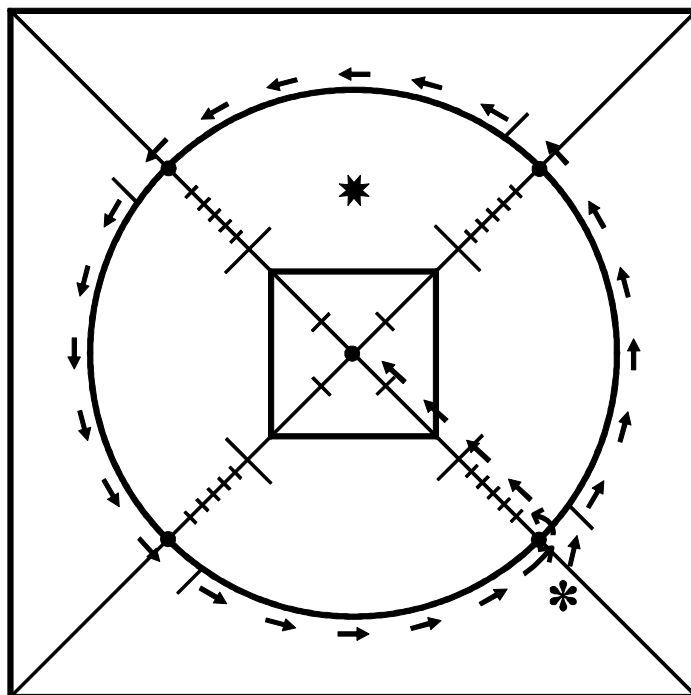


Player: 1 player from each team

1. Put the center pin and striped beanbag in the center of the circle. Place the team pins on the starting lines.
2. One player from each team stands at her starting line with a beanbag balanced on her head.
3. When the whistle blows, players run one lap, go around their team pins, and run into the center for the pin.

Note: If a beanbag slips off a player's head, she must stop running, pick it up, and replace it on her head before continuing.

Variations: Replace the center pin with a box. A player must drop the beanbag into the box without touching it with her hands. Or, try this game as a relay. Also, try other balancing options: have players balance the beanbags on their shoulders or their elbows, or hold them under their chins!



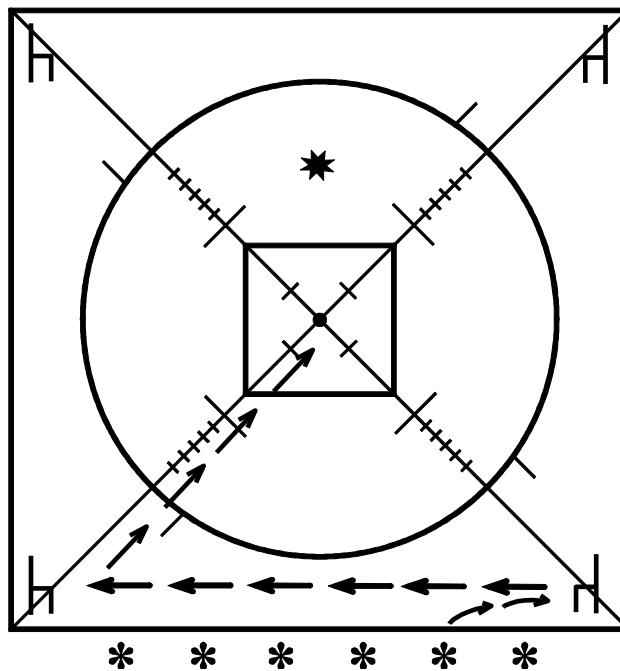
Beanbag Shuffle



Players: Entire teams or an equal number from each team

1. Count off players on each team.
2. Place a chair on each corner of the Awana square and the team color beanbag on the coordinating chair. Begin playing the game by calling out a number (no greater than the number of clubbers).
3. The players with that number run to their team chair, grab the color beanbags, and put them on the chair of the team to their left. They then run into the center for the pin.
4. Repeat until all numbers have been called.

Notes: If a color beanbag falls off a chair while the player goes for the pin or striped beanbag, the player's team loses two points. For reference, write down which numbers have been called.



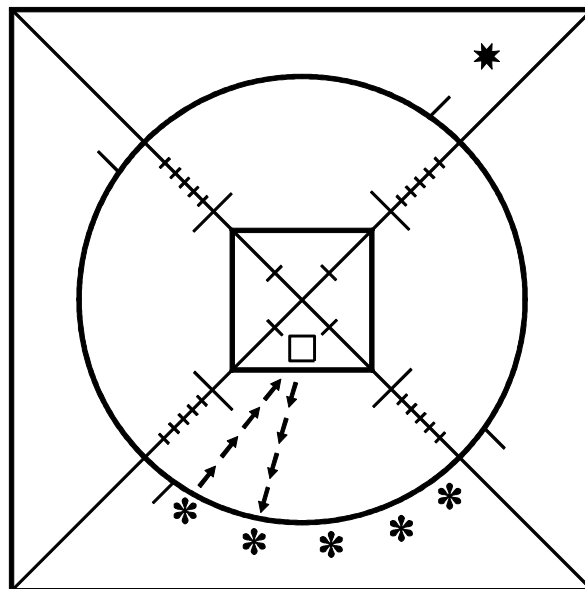
Beanbag Bonanza



Players: 5 players from each team

1. The colored beanbag is placed in the center of each center triangle. The five players line up on their circle line.
2. At the starting signal, Player 1 (the player farthest from the team starting line) runs with the striped beanbag into the team center triangle, switches the striped beanbag for the colored beanbag, runs back to the circle line, and hands the colored beanbag to Player 2.
3. Each player continues the action in step 2 until Player 5 switches the bags. He then hands his bag to Player 1, and play continues for a second round. Each player will run into the circle two times. The second time Player 5 goes in, he does not switch the bags; rather, he runs into the center for the pin.

Notes: If your club does not have four striped beanbags, use other items instead. If the player steps over the line prior to receiving the bag, she must step with both feet behind the circle line before returning to the center triangle to place the beanbag down. A player's failure to return behind the circle line disqualifies the team. The beanbag must be **placed**, not tossed, within the triangle. Also, note that each time a bag is placed in the triangle, no part of the bag may be outside the triangle, or the team will be disqualified. If a bag goes out of the team zone, that team is disqualified. When a player returns from placing the beanbag in the triangle, he must hand the beanbag that he just picked up to the next player. Players need to stand an arm's length apart.



Knock It Down



Knock It Down

Player: 1 player from each team

1. Set up the center pin (without the center beanbag) at the center of the circle. A player from each team stands on his team line with a beanbag.
2. At the starting signal, the players run around the circle and back to their team zones, from where they can toss their beanbags at the center pin.
3. If they do not knock down the pin, they must retrieve their own beanbags and go back to their own team zones.
4. The winning player is the first to knock down the pin.

Balloon Games

Balloon Relay

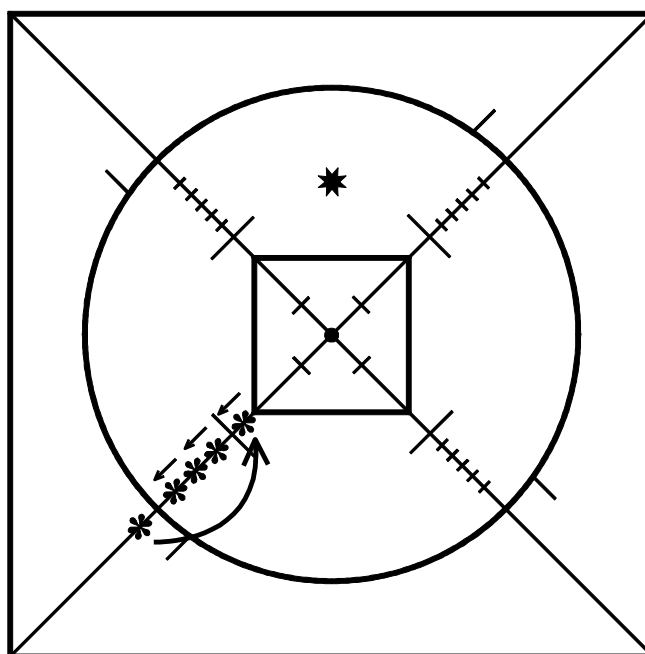


Players: 5 players from each team

1. Five players from each team line up, one at each mark on their team starting line, and all facing the circle center. The first player is the one closest to the center of the circle.
2. At the signal, the first player, keeping his feet in front of the longest mark, passes a balloon backwards between his legs to the second player.
3. The second player passes the balloon to the third player and so on, until the balloon reaches the fifth player. This player runs to the front of the line (while the team shifts backwards) and passes the balloon back.
4. Play continues through a full cycle until the first player is at the end of the line, and the balloon is passed to him. Carrying the balloon, the player runs into the center for the pin. It is not necessary for each player to handle the balloon when it passes between his legs.

Notes: It may help to identify the first player on each team with a colored ribbon or bracelet. For levels 4-7, this game is best played with players of the same gender.

Variation: Try using a ball for this game if balloons are not available.



Balloon Battle and Volley



Balloon Battle

Players: 5 players from each team

1. Mark off equal areas of play for each team with the rope, or use the Game Square quadrants to designate the team boundaries. Leaders can help by holding the ropes.
2. At a signal, a balloon is tossed into the air for each team. Players bat the balloon with their hands to keep it from touching the floor in their area.
3. If the balloon lands within a team's area, each of the other teams receives a point. Play ends when a balloon touches the floor.

Note: Players are not allowed to hold the balloon or step out of their area.



Balloon Volley

Players: 2 players from each team

1. Blow up a balloon and tie it.
2. One player from each team goes to the very center of the Game Circle. Another player from each team stands in the circle between the center and her team line.
3. Throw the balloon up in the air in the center of the circle. Players try to hit the balloon across their own team lines. Play continues even if the balloon touches the floor. The winner is the team whose line the balloon crosses first (even if an opponent hit it last).

Notes: Players cannot deliberately hurt or trip opponents. Players cannot grab the balloon.

Variations: You could number the clubbers and have them stand on the circle line. Throw a balloon up in the center of the circle and call a number. The four clubbers with that number race into the center and try to bat the balloon across their line.

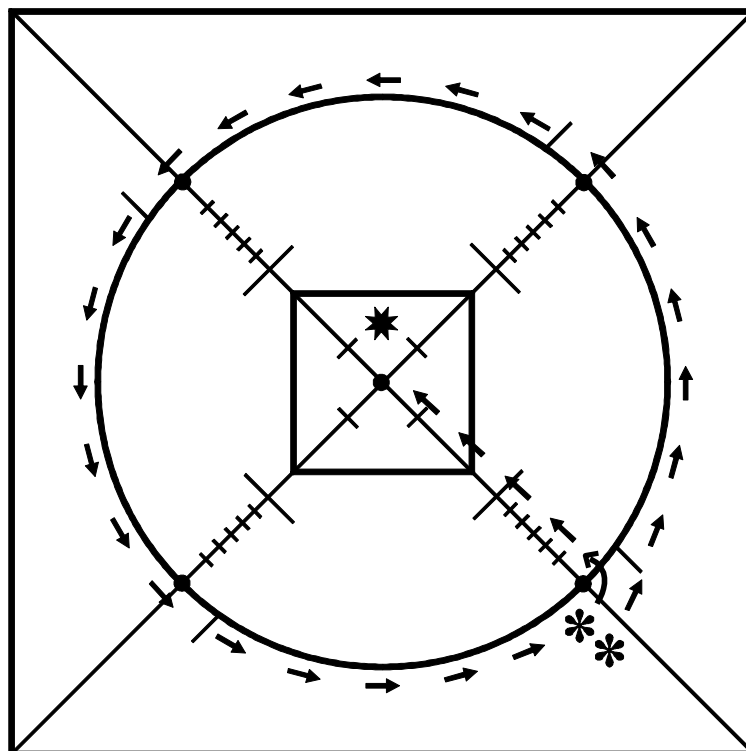
Back to Balloons Race



Players: 2 players from each team

1. Two players from each team face away from each other and hold a balloon between their backs. They begin at the starting line.
2. At the signal, each team pair runs (sideways, backwards, whatever) one lap around the circle, keeping the balloon between them and not touching the balloon with their hands. If the balloon falls, players must stop and place it in the original position before continuing.
3. After crossing the team line and running around their team's circle pin, one of the two players grabs the balloon and runs into the center for the pin or striped beanbag.

Variations: Each team pair holds a balloon between their chins or between the palms of their hands and runs one-half lap around the circle. (In either variation, the players hold the balloon in such a way that they stay together and do not drop the balloon.)



Ball Games

Indoor Ball Games



Tunnel Ball

Players: 5 players from each team

1. Five players from each team stand in single file inside the circle, facing the center of the circle and straddling their team starting line. The first player for each team holds a large ball.
2. When the whistle blows, the first player rolls the ball between his legs and through a tunnel made of his teammates' legs.
3. When the ball reaches the last player in line, he grabs it and runs to the front of the line while the other players move back one position.
4. The second player then rolls the ball back through the tunnel to the last player. The action continues until the first player is the last player in line. When he retrieves the ball from the tunnel, he picks it up and runs into the center for the pin.

Notes: All players do not have to touch the ball as it passes through the tunnel. You may want to mark the first player with a ribbon or bracelet. For levels 4-7, this game is best played with players of the same gender.



Sweep the Floor

Player: 1 player from each team

1. Place the team pins on the starting lines. A player from each team stands at the starting line holding a broom. A small ball is placed on the floor in front of each starting player.
2. When the whistle blows, the player sweeps the ball around the circle for one lap. When he returns to the starting line, he drops the broom and runs into the center for the pin.

Notes: Make sure players keep the brooms under control to avoid hitting other players on the team lines. If the players cannot control the balls, beanbags can be used instead.

Hurdle Ball and Ball Hunt



Hurdle Ball

Players: 2 players from each team

1. Place a hurdle for each team on the circle halfway between the starting lines.
2. The first player on each team stands at her starting line, holding a small ball. The second player stands next to her but out of the way of runners.
3. When the whistle blows, the first player runs around the circle, jumping the first three hurdles. When she reaches the hurdle in front of her own team line, she stops and throws the ball to her teammate waiting at the starting line. The teammate catches the ball and runs one lap, jumping all four hurdles, and runs into the center for the pin.

Note: If the second player does not catch the ball when the first player throws it, the first player must retrieve it and return behind the hurdle to throw it again.

Variation: Run one-person races or run relays in which players must jump over all four hurdles.



Ball Hunt

Player: 1 player from each team

1. Place the team pins on the starting lines.
2. One player from each team kneels blindfolded at the starting line, facing the center of the circle. A ball is placed at random inside his team's quadrant.
3. When the whistle blows, the player crawls into the circle to find his team's ball. As soon as he touches his ball, he removes his blindfold, picks up the ball, runs around his circle pin, and runs into the center for the pin.

Note: If a player has difficulty finding the ball, a leader or second clubber can guide him.

Circle Football



Players: Entire teams

1. Number each player after each team lines up on its circle line. If teams are uneven in number, some players will have more than one number.
2. Give each team 10 points to start the game. Place the football at the center of the circle.
3. Call a number. The player from each team with that number runs into the circle and attempts to kick the ball across another team's circle line.
4. Players on the circle try to keep the ball from crossing their line by kicking it away, until a goal is scored.
5. Continue calling numbers so that each group of four players has a chance to play.
6. Each time a ball crosses a team's circle line, that team loses one point (even if the ball is kicked by a team's own player).
7. The winner is the last team to have points remaining or the team with the most points after a predetermined length of time.

Note: A team loses a point if one of its members touches the ball with his hands or kicks above the waist level on another player, or if a circle player steps inside the circle with both feet.

Variation: Use the entire Game Square instead of only the circle.

Relay Football Tournament



Players: Entire group divided into two opposing teams, each consisting of a goalie group and an offensive group

1. Play three-to-five-minute games, with the number of games determined before beginning play.
2. Have the offensive group from each team line up along its respective goal line. Two opposing players, each facing his opponent's goal line, position themselves in the center of the playing field and stand with one foot on the ball. At the game leader's whistle, the football is kicked, and the offensive groups run onto the playing field.
3. A goalie may stop the ball with any part of his body, including his hands, and may either kick or throw the ball back into play.
4. When the ball is kicked out of bounds, the game leader throws the ball back into play at the point where the ball left the playing area.
5. A goal is scored when the ball crosses the goal line and touches the ground behind the line; each goal is one point.
6. Whenever a goal is scored, play is stopped. The ball is repositioned in the middle of field, and the game is restarted.
7. At the end of each round, the whistle is blown, play stops on the playing field, and the ball remains where it was last played. Offensive players exchange places with group in goalie zone, and game continues.
8. Penalties are charged against a team when the following occur:
 - A goalie crosses the crease line (which marks the goal area) into the playing area.
 - An offensive player crosses the crease line into opponent's crease.
 - An offensive player kicks a ball caught on a fly by a goalie.
 - An offensive player intentionally hits a ball with his hands or with any portion of his arm below the elbow.
 - A player is charged with unnecessary roughness.
 - A player leaves the waiting zone too soon.

Penalties are called at the moment of infraction and recorded without stopping the game. One free kick will be awarded to the opposing team at the end of the game for each penalty recorded. The kick will be made from the offending team's crease line. The goalie will be allowed to protect his goal line during the free kick attempt.

Kick the Pin

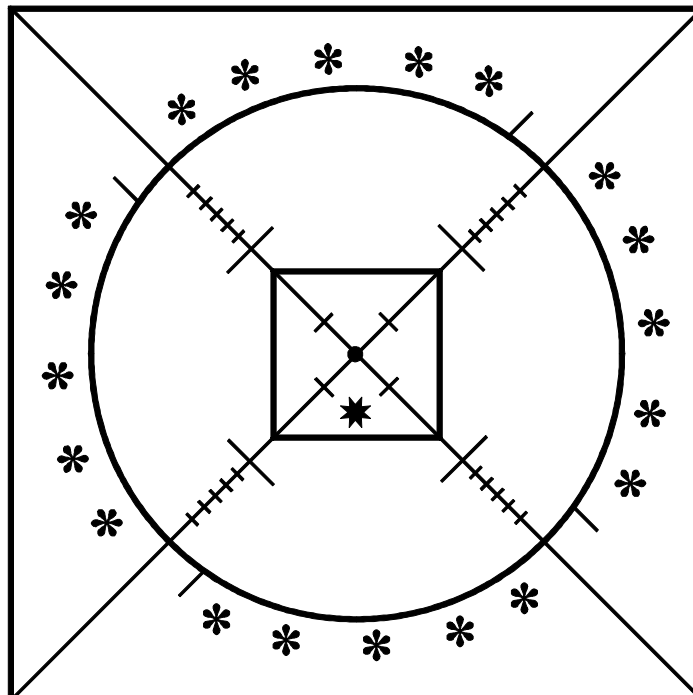


Players: Entire teams

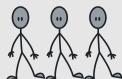
1. All players line up on their circle lines.
2. The game leader rolls a ball toward one of the teams. Players kick the ball and try to knock over the center pin. Whoever knocks over the pin earns a point for his team.
3. The game leader continues to re-set the pin until all the teams have had numerous chances to hit the pin. The winner is the team that knocks over the pin the most times.

Notes: Players may not step over the circle line. If the ball stops inside the circle, the game leader rolls it toward the team with the fewest points.

Variations: Use two or more balls and two or more pins. Or, exchange the ball for a beanbag; rather than rolling the ball, team leaders can throw beanbags to the first players. The game can also be started with laps: at a starting signal, the players run around the circle and then to their team zones. Then, the individual players toss the ball or the beanbag at the center pin. The distance between the players and the center pin can be shortened for slower or disabled clubbers.



Dribble



Players: 3 players from each team

1. Put the center pin in the center of the circle. (The center beanbag is not needed for this game.)
2. One player from each team stands at his starting line with a basketball. The other two players stand inside the circle by the passing zone.
3. When the whistle blows, the first player dribbles the ball one lap around the circle. He passes the ball to the second player who dribbles one lap and passes to the third player. When the third player completes his lap, he stops at his starting line and throws the ball at the center pin.
4. The winner is the first team to knock over the center pin.

Notes: If a player misses the center pin with his throw, he must retrieve the ball and return to his starting line before throwing again. If a player knocks down any circle pins, he or she is disqualified.

Variations: Players alternate hands as they dribble around the circle. Or, use balls that can be kicked instead of dribbled, and kick the ball at the circle pin to knock it down.

Basketball Relay



Players: 5 clubbers from each team

1. Five players from each team line up in parallel lines at the end of the room opposite a basketball hoop. The first player is given a basketball.
2. When the whistle blows, the first player passes the ball between her legs to the next player, and so on until the last person in line gets the ball.
3. She then dribbles the ball the length of the room and tries to make a basket. She continues shooting until the ball goes through the hoop. She then dribbles the ball back to the front of the line and passes it between her legs.
4. Play continues until all five players have made a basket. When the fifth player returns to the head of her team line, all five players sit down.
5. The winner is the first team sitting down in its area (after all five of its players have made baskets).

Note: Players cannot deliberately touch opponent's basketballs.

Variations: To make the game easier, you may decide that clubbers only have to hit the backboard. Limit the shot attempts for each clubber, and award bonus points for every basket. If you do not have access to basketball equipment, you could mark off the lines accordingly and shoot the ball into a garbage can.

Non-contact Baseball

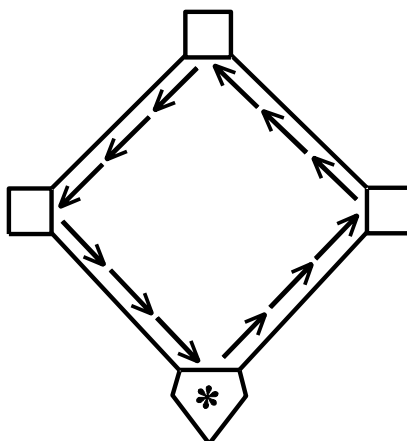


Players: Entire group divided into two teams

1. Both teams need to determine batting orders. One team (the defense) spreads out over the playing area on which bases are set. The other team (the offense) lines up by home plate. The first player on the offense (the batter) stands at home plate with a softball.
2. The batter throws the ball anywhere into the playing field. As soon as he releases the ball, he begins running around the bases without stopping. The defense retrieves the ball and throws it to a player standing on first base. This player throws it to a player standing on second base, who throws it to a player standing on third base, who throws it to a player standing on home plate.
3. If the ball travels around the bases and is in the control of the defensive player on home plate before the batter arrives, the batter is out. If the batter rounds the bases and arrives at home plate before the ball arrives, his team scores one run. When three outs are made, the teams switch positions.
4. The winner is the team with the most runs after an equal number of turns has been played by each team.

Notes: The ball does not have to be caught in the air, but it does have to be in the control of a defensive player touching each base before it can be thrown to the next base. This is a non-contact sport. If a batter or defensive player deliberately runs into an opponent, his team loses two runs.

Variations: The pitcher rolls a kickball to the batter, who kicks it and then runs the bases. Or, let all players on a team bat before switching positions.



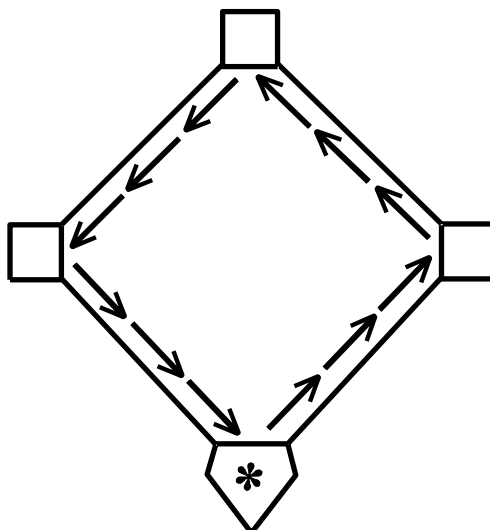
Kickball



Players: 2 evenly divided teams

1. Kickball is played like softball except for the following changes:
 - The pitcher rolls a football toward home plate.
 - The batter kicks the ball.
2. A strike is called when a pitched ball passes directly across home plate and is not higher than the kicker's knees.
 - A ball is called when a pitched ball fails to pass over home plate or if the ball is higher than the kicker's knees.
 - When two balls are called, the kicker is allowed a free kick from home plate where the ball is placed.
3. The player is out of play for the following reasons:
 - A combination of two strikes or fouls is called against the kicker. (A ball kicked outside the base line is a foul.)
 - The base runner is tagged out at the base by a baseman in possession of the ball.
 - The base runner is hit (anywhere but the head) by a thrown ball.
4. Bunting (kicking the ball a very short distance in order for a runner to gain the advantage) is not allowed.
5. The winner is the team that scores the most runs.

Variation: For younger clubbers, do not use a pitcher. Instead, let the batter place the ball on home plate, and the players can take a small running start to kick it.



Miscellaneous Equipment Games

Treasure Hunt



Indoor version

Players: Entire teams

1. First, hide the objects. Then, explain the purpose and boundaries of the game to the players. One of these rules could be that you will allow the clubbers to keep the prizes that they find. Or perhaps they need to look for an object that makes noise, like a wind-up clock.
2. When the whistle blows, the players search for the objects.
3. The winner is the player who finds the object or objects and brings it or the highest number of objects to the game leader.

Note: If players are having difficulty, give hints to the team leaders.



Outdoor version

Players: Entire teams

1. Determine the boundaries of a large outdoor area. Give each team a large bag. When the whistle blows, teams spread out around the area and look for an item that begins with each letter of the alphabet.
2. The winner is the team with the most points. Two points are awarded for each item that follows consecutively in the alphabet. One point is awarded for each item when the previous letter was skipped.

Note: You may want to specify that items do or do not have to be natural. However, they do have to be found within the designated area.

Four-way Tug



Players: 2 players from each team

1. Place a beanbag on the outermost hash mark for each team. Place the rope* in the center of the circle.
2. Two players from each team grab the rope on either side of the taped mark (on the rope). All players stand with one foot at the center of the circle.
3. When the whistle blows, players pull the rope back toward their beanbag. At 15-second intervals, the whistle blows. Team leaders should then move their team's beanbag forward to the next hash mark.
4. The winner is the first team to grab its beanbag while both players are holding on to the rope.

Notes: If a team grabs its beanbag when not holding the rope, it does not count. Play continues without stopping. Players can reach with their feet to pull the beanbag closer so they can grab it. If a bag has been moved by a player's foot, it remains in its new location until the whistle blows; then it gets advanced to the next hash mark to which it would have been moved if the player had not reached it. Players are not allowed to take any additional measures to gain traction. Players should not let go of the rope until the leader tells them to do so.

* This game uses a long rope that is braided to form a loop with four taped marks that are equal distances apart (called a four-way tug rope).

Variations: Two players from each team hold the rope as stated above, but each player squats. When the whistle blows, teams attempt to knock their opponents off balance by pulling and jerking the rope. Any player putting her hand or other part of the body on the floor, releasing the rope, or standing upright is out of the game. Play continues until only one team has players remaining.

Three-legged Race

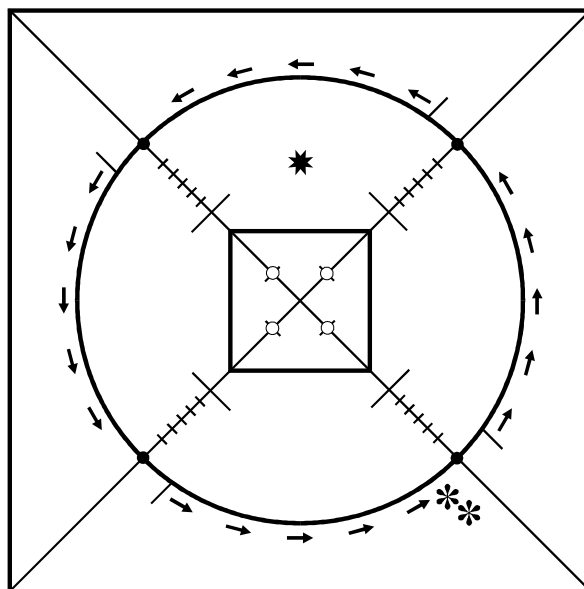


Players: 2 players from each team

1. Set a pin on each of the innermost hash marks on the team diagonals. Place the team pins on the starting lines. (Eight pins are needed altogether.)
2. Two players from each team stand on their starting line. With a piece of rope or another item, attach the right ankle of the inner player to the left ankle of the outer player. Players should stabilize each other by placing their arms around each other's shoulders.
3. When the whistle blows, pairs run two laps around the circle, around their team's circle pin, and kick or knock over the scoring pin on their team starting line. The first pair to do so wins.

Notes: Pairs are eliminated if they knock over a circle pin or if they are tagged by a team behind them. Leaders can help tagged pairs immediately leave the circle in order to avoid impeding the pairs behind them. The winning team does not have to go in for the center pin or beanbag.

Variations: Run three-legged races as line relays. The first pair runs from one end of the room and back and then tags the second pair, who repeats the action.



Rope Games



Rope the Beanbag

Player: 1 player from each team

1. Place a rope* in the center of the circle with an equal portion of the loop in each team's triangle. One player from each team stands at the starting line, facing the center, holding a beanbag.
2. When the whistle blows, the player attempts to throw the beanbag into the loop.
3. Ten points are awarded for each team with a beanbag in the loop.

Note: Leaders should retrieve the beanbags and give them to the next player to keep the game moving quickly.

* This game uses a long rope that is braided to form a loop with four taped marks that are equal distances apart (called a four-way tug rope). It can easily be made.

Variation: Instead of beanbags, use Frisbees.



Jump Rope Relay

Players: 3 or more players from each team

1. Place the circle pins in the correct places. Ask for several clubbers from each team. Give a jump rope to the first player on each team.
2. At the signal, the first players jump rope around the circle. After completing one lap, clubbers hand the rope to the next player and so on.
3. Clubbers who knock down a pin are disqualified.
4. The last player on the team runs into the center for the pin.

Cube Games



Chaser

Player: 1 player from each team

1. Each player stands on the center square (or on the opposite color from his or her color).
2. Roll the cube. The color that is on top represents the person from that color team who must chase the other three players and tag as many as possible before they can return to their team color's line. You can award points to the chaser for tagging someone or deduct points from the team of the tagged player.

Variation: Switch who is getting tagged and who is doing the tagging; the clubber whose color is rolled has to get back to his or her team line without getting tagged by the other three.



Jumping Beanbag

Players: 2-4 teams

1. Players sit in a circle. Give the corresponding color beanbag to each team, but keep the striped beanbag.
2. At the whistle, everyone passes the beanbag to the left, and the leader inserts the striped one randomly. In about 10 seconds, the whistle is blown and the beanbags stop. Anyone passing a bag after the whistle is out.
3. The cube is then rolled. The color that shows on top is the color that indicates which beanbag is the "jumping beanbag." The person holding it is out. (The striped beanbag corresponds to the sides with the arrow and the eyes, so there is more likelihood that the striped beanbag will become the jumping beanbag.)
4. Play continues until only one team is left.

Variations: Use the guidelines as above, with the exception that the person holding the beanbag of the color on the cube gets 1 point, and the one with the beanbag of the color on the cube side touching the floor gets -1 point (or is out of the game). Play continues until one team has 10 points or one team is out. The winning team has the most points when the game ends.

Cube Games



Color Walk

Players: Entire group

1. The entire group stands on the circle line (not in teams).
2. At the whistle, they start walking around the circle. At the second whistle, they stop.
3. Roll the cube; the color that is on top indicates the section of the Game Square in which players who are standing are eliminated.
4. Continue until just one team is left, and give first-place points to them and second-place points to the next-to-last team.



Beanbag Grab

Players: Entire teams with 6 players on each team

1. Play this game like “Beanbag Grab” in the section on beanbag games, except each player is assigned one of the cube sides (red, blue, green, yellow, eyes, and arrow).
2. Roll the cube; whatever side is on top indicates which players should run for the beanbags.



Shipwreck

Players: Entire group

1. All clubbers begin in the center of the Awana Square.
2. Roll the cube, and based on whatever color is on top, all clubbers run toward that color line.
3. If the arrow shows, all run in the direction that it is pointing. A team may roll again if the arrow points to a corner.
4. If the black circle shows, all clubbers run into the center box. The last player is out of the game. Continue play until there are three clubbers left, after which points can be awarded for first, second, and third place.

Note: If the group is large, have separate heats for boys and girls. The black circle can be a “wild card”; if rolled, the game leader can make up a rule for the clubber to follow.

Blindfold Games



Blind Bell

Players: Entire group

1. Attach a bell, or several bells, to a cord that can be worn around the neck. Choose a clubber to be "it," and hang the bell around his neck. Blindfold all the remaining clubbers.
2. When the whistle blows, the blindfolded clubbers try to tag the clubber wearing the bell.
3. When a blindfolded clubber tags "it," he becomes the new "it." He then wears the bell, and the former "it" wears the blindfold.

Note: The clubber with the bell cannot hold the bell in any way to keep it from ringing. He can walk slowly or stand still to avoid detection, but the bell must be left alone at all times.

Variation: Blindfold the clubber wearing the bell and have him attempt to tag the other blindfolded clubbers. When he tags someone, his team gets a point. After three minutes, let a clubber from another team wear the bell.



Obstacle Course

Players: 2 per team

1. Ask for two players from each team. Tell players to line up at their starting line. Blindfold one player.
2. Place obstacles to crawl under, step over, or go around (for example, chairs, table, and game equipment).
3. The other player directs the blindfolded player through the obstacle course. If a player touches any of these obstacles, he or she is disqualified.
4. After completing the lap, the blindfolded player goes into the center for the pin or striped beanbag.

Note: This game does not have to be played on the Game Square, as long as the game leader has specified the goal for the winning team.

Blind Man's Race



Player: 1 player from each team

1. Place the team pins on the starting lines. One player from each team stands at the starting line with a paper bag over her head or a blindfold around her eyes.
2. When the whistle blows, the player runs one lap around the circle and then goes in for the pin. Team members can call directions to their players.

Note: This game must be played in a place that has absolutely no obstacles or obstructions.

Variations: A team member runs behind the blindfolded runner and gives directions. She can only use the words "right," "left," or "stop," and she cannot touch the runner. Or, to build trust between clubbers and leaders, a leader could lead the bagged clubber by the hand around the circle and in for the pin.

Clothing Races



Dressing Up

Player: 1 player from each team

1. Place the team pins on the starting lines. One player from each team stands at his starting line holding an adult-sized jacket.
2. When the whistle blows, each player puts on the jacket and runs one lap around the circle and into the center for the pin.

Note: Players cannot begin running until their jackets are on.

Variations: The player or the team leader has to completely button up or zip the jacket before the player can begin to run. Or, try running the game as a relay, where the jacket is passed from one player to the next team member.



Filling Father's Shoes

Player: 1 player from each team

1. Place the team pins on the starting lines. One player from each team puts on a pair of men's shoes over his own shoes and stands at the starting line.
2. When the whistle blows, the player runs one-fourth or one-half of the way around the circle to the next team pin.
3. He then takes off the shoes and runs into the center for the pin.

Note: Stress the need for players to shuffle their feet to avoid the risk of stumbling.

Kangaroo Relay



Players: Entire teams

1. Players line up on their team starting lines about two feet apart, and the first person on each team holds a long pole, stick, or rope.
2. When the whistle blows, the first person grabs one end of the pole, and the second person grabs the other end. They hold the stick as close to the ground as possible and run down either side of the team starting line while their teammates jump or step over the pole.
3. When the first pair reaches the end of the line, the second player runs back to the front of the line with the pole. All players on the diagonal shift backwards one position.
4. The second person teams up with the third person to repeat the action, and this continues with the entire team.
5. When the first player reaches her original position after running with the last person in line, she goes into the center for the pin.

Variation: When a pair reaches the front of the line, the players pass the pole back over their heads instead of running back to the other end.

Chalkboard Relay



Players: 5 players from each team (or entire teams)

1. Place the team pins on the starting lines. Set up a large chalkboard, poster board, or piece of paper at the other end of the room. The players stand on their team's starting line, with the first player holding a piece of chalk or other writing utensil.
2. When the whistle blows, the first player runs to the chalkboard and makes a mark or writes a word.
3. He then runs back to his circle line and hands the chalk to the second player. The second player then repeats the action.
4. Play continues until the last player on a team makes a mark.
5. The winning team is the first to have their marks done correctly.

Notes: This is a good activity to connect with learning Scripture passages. The game leader can instruct the players to write each successive word of a Bible verse that they are learning in Handbook Time. The winning team is the first to write the entire verse correctly. If something is written incorrectly, another team member must use his turn to erase it and write it correctly.

Team leaders may want to steady the chalkboards or poster boards.

Tower Builder Relay



Players: 10 players from each team

1. Place the team pins on the starting lines. Stack 10 blocks in a straight tower or pyramid inside each team's quadrant. The players stand on their team's circle line.
2. When the whistle blows, the first player runs to the tower and removes one block. He places it on the floor next to the tower and runs back across his circle line to tag the second player.
3. The second player runs to the tower and removes a second block. He places it on top of the block removed by the first player, and then runs to tag the third player.
4. Each succeeding player removes one block from the original tower and places it to build the new tower. When the last player has placed the last block on the new tower and has made sure the tower will not fall, he runs back around his team's circle pin and into the center for the pin.

Notes: The second tower must be built in the same configuration as the first tower. The winning team is not determined until the game leader makes the final decision that the second tower resembles the first. First place is awarded to the team that completes the first tower that is built correctly.

Doves and Eagles



Players: Entire group divided into two teams

1. Mark or designate three parallel lines, one down the center of the play area and two along opposite sides of the play area to mark safety zones.
2. Teams line up on either side of the center line, facing each other. One team is named the Doves, and the other is the Eagles.
3. If the game leader calls “Doves,” that team must turn and run back to its safety zone with the Eagles in pursuit. If an Eagle tags a Dove, the tagged player changes teams and becomes an Eagle. When all players are tagged or in the safety zone, the game leader calls them back to the center of the room. If the game leader calls “Eagles,” the Eagles must run to their safety zone while the Doves try to tag them.
4. Play continues as long as interest is maintained or until all the members of one team are eliminated.

Notes: If this game is played indoors, the safety zones should be a safe distance away from the walls. Encourage clubbers to tag gently without pushing. Praise clubbers who admit that they have been tagged.

Tire Tunnel

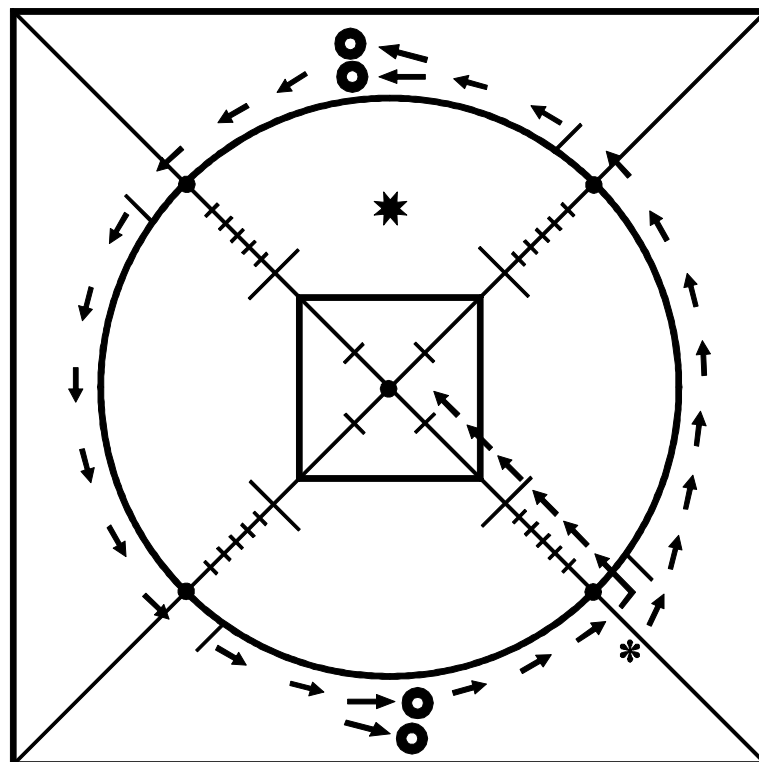


Player: 1 player from each team

1. Place the team pins on the starting lines. At two places on the circle, team leaders hold two tires upright for players to crawl through (next to each other so players do not slow each other down).
2. One player from each team stands at the starting line.
3. When the whistle blows, the player runs one lap, passing through one of the two tires at each tire position. When the player reaches his team's circle pins, he runs into the center for the pin.

Note: Each player must pass through two tires, one at each tire position. The leaders holding the tires can tell players which tire to go through to keep the game moving.

Variation: Use hoops instead of tires.



Capture the Flag



Players: Entire group, divided into 2 teams

1. Determine the play area. It should be fairly large, with lots of building or natural cover. Establish a line to divide the area as close as possible into two equal sides. The dividing line can be an existing feature such as a fence, stream, or road, or it can be marked with a rope.
2. Each team is given their flag (which can be an old towel or piece of cloth, marked clearly to distinguish it from the other team's flag) and 15 minutes to arrange their area. Each team should establish a small area marked by branches or lines in the ground as a "jail" where each team can detain players from the opposing team. Each team must also establish a base for their flag. The flag must be placed in an open location, not higher than six feet from the ground. A 10-foot diameter circle is drawn around the flag. Players on each team should be identified somehow (by a given color of T-shirt or a designated color of ribbon or tape around the right arm). Explain the boundaries and rules to both teams.
3. The object of the game is to steal the opponent's flag. The game should be scheduled for a two- to three-hour period. Play starts and ends when the whistle sounds. Players sneak into the opponent's area, find and take the opponent's flag, and return to their own area without being tagged. A player from team 1 who is tagged by an opponent in team 2's area must go with that opponent to team 2's jail and remain there as a prisoner. Prisoners can be liberated when a member of their own team sneaks through the opponent's area and enters the jail without being tagged. Once a player from team 1 makes it into team 2's jail without being tagged, he can take two prisoners and escort them back to his own area. The two prisoners and their escort have free passage back to their own area, but they must remain linked arm in arm and cannot engage in any activity until they have crossed over the dividing line.
4. The 10-foot diameter circle around each team's flag is a free zone. While a player from the opposing team is in that zone, he cannot be tagged. Players from team 2 can guard the zone and when the player from team 1 attempts to grab the flag and return to his area, he can be tagged as soon as he leaves the zone. Players can only touch their own flag when they catch an opponent carrying it outside the free zone. They must immediately return the flag to their

free zone and replace it in its original position. A player from the opponent's team can attempt to steal the flag while it is being returned, but if he is tagged, he becomes a prisoner. Any player caught in the opponent's area is subject to imprisonment (except a liberator and prisoner(s) with linked arms).

5. As soon as a team's flag crosses the dividing line in the possession of an untagged opponent, the game is over, and the team that holds the opponent's flag is the winner.

Notes: All players must remain within the boundaries during the game. Any player who leaves the boundaries for any reason must first return to his own team's flag base before playing.

For older clubbers, it can be fun to play at night.

Limited-Space Games

Games Played While Sitting



Hello

Players: Entire group

1. As clubbers arrive, have them write their name on a slip of paper and put it in a box. Give each one a pencil and a sheet of paper marked with squares large enough to write in (like a graph).
2. Each clubber takes his sheet of paper and gets a signature from a different clubber in each square.
3. After all sheets are completely signed, a leader reads the names of clubbers one at a time, drawing the small slips of paper from the box.
4. As a name is called, that clubber stands and says, "Hello." The other clubbers check off her name if it appears on their paper.
5. The winner is the first clubber to check off all the squares in a row (horizontally, vertically, or diagonally).

Note: Try this activity during one of the first Game Times of the club year.



Fruit Basket

Players: Entire group

1. Before Game Time, draw or cut out pictures of fruit from magazines and mount them on heavy paper. Animals, cars, or flowers can be substituted for fruit.
2. Tie a loop of string (long enough to go over a child's head) through each piece of paper.
3. All players wear a card with a fruit (two or more players should have the same fruit). Players sit in a circle on the floor or on chairs. One player stands in the center of the circle.
4. The player in the center calls the name of a fruit. All players wearing that fruit must change chairs with each other. At the same time, the player in the center tries to reach one of the chairs or places.
5. The clubber who ends up without a chair or place goes to the center and calls another fruit.

Games Played While Sitting



Musical Rugs

Players: Entire group

1. Secure small rugs or sheets of paper around the floor in a circle so they will not slip. Use one less rug than the number of clubbers. Use a piano or tape deck to play music. Players line up on the circle line, each one next to a rug.
2. When the music plays, clubbers walk in single file around the circle. When the music stops, clubbers stand or sit on the nearest rug. The clubber without a rug is eliminated and sits inside the circle. Remove one rug and continue play, removing one rug with each eliminated clubber until only two players and one rug are left. The two remaining clubbers are the winners.

Notes: For larger clubs, use three or four less squares than clubbers. This game takes a lot of set-up time.



Birthday Turnover

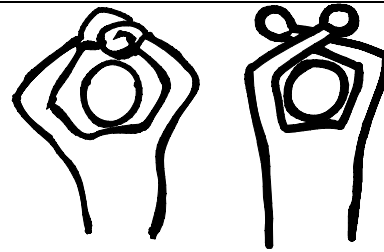
Players: Entire group

1. All players sit on chairs in a circle and face the center. There should be one person without a chair, who stands in the middle of the circle.
2. The game leader stands outside the circle and calls out any three months of the year. After the last month is called, everyone who has his birthday during one of those three months mentioned gets up and tries to take another seat. (No players should retain their seats once their birthday months have been called.) The one left without a seat in each round leaves the game.
3. When the game leader calls, "Leap year," everyone has to find another seat.
4. Each time a player has to leave the game, a chair should also be taken out (as in the game called "Musical Rugs.") The game leader or a team leader can help to remove chairs.
5. The last two players are the winners.

Human Tic Tac Toe

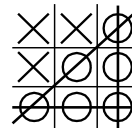
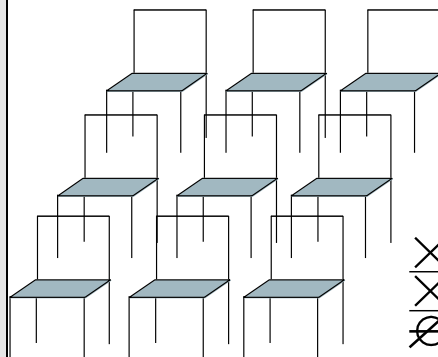


Players: This game is designed for 2 teams of 9 (or 18 players) but can be altered to accommodate a smaller or larger group.



1. Two sets of nine chairs are placed in the playing area in three rows by three rows. (See the illustration below.)
2. Divide the clubbers into two teams and have them stand at opposite sides of the room. One team represents the Xs; they will cross their hands over their head. The other team represents the Os; they stretch their arms over their heads and touch their hands to form an O. Players are consecutively numbered by height.
3. When a number is called, the two players with that number choose a chair in their areas and make their appropriate X or O signs. A second number is called, and the two players with that number sit on an empty chair. Play continues until one team has three players of Os or Xs in a row—horizontally, vertically or diagonally. If no team gets three players in a row, or if both teams get three in a row at the same time, no one wins.

Note: If chairs are not available or you wish to play this outdoors, you could omit the chairs and have the clubbers sit on the ground.



Variation: Instead of calling numbers, specify something that clubbers need to be wearing to take a seat. Some examples are the following: a Flame uniform, a blue sash; glasses; earrings; a hat.

Pass It On and Keep Away



Pass It On

Players: Entire teams

1. The entire group forms a circle. Everyone is given an object that can be big, small, or any shape (such as a ball, a teddy bear, or game equipment.) Objects can be things that the clubbers bring to club or can be ones that the leaders bring.
2. At the whistle, all players pass their objects to the person on the right, keeping the objects moving at all times.
3. When a person drops an object, he must leave the game, but his object remains.
4. As the game progresses, more people leave the game. It becomes harder and harder to avoid dropping an object, since there are more objects than people.
5. The winner is the last person to stay in the game.

Note: Players could be either sitting or standing.



Keep Away

Players: Entire group

1. Draw a circle on the floor or use the Game Square. Choose one player to stand inside the circle.
2. All other players spread out around the circle. Only one of the players holds a large ball.
3. When play begins, the player with the ball throws it to another player standing in a different section of the circle. The player in the center tries to intercept the ball. When the player in the circle grabs the ball, the player who threw it joins him in the circle. The winners are the last two players remaining outside the circle.

Notes: If a player outside the circle throws the ball to another player in his same section of the circle, he must join the players in the circle. When a player inside the circle intercepts the ball, he joins the others outside the circle. The player that threw the ball becomes the center player.

Table Games



Table Mess

Player: 1 per team

1. Place a tablecloth on a small table (a square card table is ideal). Place beanbags, balls, or an assortment of other objects (such as a paper bag, pen, pencil, spoon, rubber or eraser, papers, or straw) on the tablecloth.
2. At the whistle, the player quickly pulls the cloth off the table but tries to make the objects remain on the table. Players get points for the items that remain on the table.



What Is in the Bag?

Player: 1 per team

1. Place a paper bag full of things (such as a pen, pencil, spoon, rubber or eraser, papers, or straw) on a small square table. Cover the paper bag with a square cloth in the center.
2. At the signal, the players from each team run to the center and remove the square cloth. They have a predetermined amount of time to look at the things in the bag.
3. At another signal, they go back to their team line and tell their team what they saw. The winning team must accurately recite the names and numbers of the items in the bag.

Variation: Different items are placed in separate bags, which are numbered or identified somewhere by the game leader. Instead of looking in the bag, the player reaches in the bag without looking and identifies an item by touching it. The player writes down his guess. Play continues until each player has had a random turn.

Games with Paper



Letters

Players: Entire teams

1. The goal of the game is to make words that match a theme with the letters of team members' names. Give each team member paper, a pen, and scissors. Each team member writes his or her name on a sheet of paper and cuts apart the letters.
2. The game leader calls out a theme (an animal, flower, fish, bird, person or place in the Bible, food, country, etc.) Team members take the cut-out letters to make words relating to the theme and then write down the words.
3. After three minutes, teams call out the words they made. The winning team is the one that finds the most words.

Variation: Mark letters on the bottom of clubbers' feet. When the word is announced, have the clubbers place their feet together, soles up, to spell out the word. They could do this by sitting or lying down.



Bible Verses

Players: Entire teams

1. In preparation for club, write out Bible verses on a sheet of paper and cut out each word.
2. During the club meeting, each team receives a complete set of words. At the whistle, the teams try to arrange the words into complete verses. The winning team completes their verse first.

Games with Paper



Why and Because

Players: Entire group

1. Hand out two sheets of paper to all clubbers. On one, clubbers write out any question that begins with the word “why.” Collect the papers when they have completed this. Some examples of questions are 1) Why does the sun shine? 2) Why do we attend school?
2. On the second sheet, everyone writes out answers that begin with “because”: for example, “Because I eat a lot.” (Clubbers may decide to write out answers that do not conform to their questions; this will not affect the game.) Collect these also but keep them in a separate pile. Redistribute them at random to the clubbers, giving each clubber a sheet from the “Why” pile and one from the “Because” pile. Clubbers take turns reading the questions followed by the answers.



Numbers

Players: Entire teams

1. Give paper and pen (and a calculator if you wish) to each team. Decide on a target number between 17-30 that you tell the clubbers.
2. Each team rolls a dice four times and records the numbers. The team tries to reach the target number with any combination of those four numbers using addition, subtraction, multiplication, or division. For instance, if the target number is 20 and a team rolls 3, 4, 1 and 5, they then calculate $3 \times 4 + 5 = 17$ or $34 - 15 = 19$. For Sparks club, use only addition or subtraction.
3. The winning team has a combination of numbers that calculate the closest to the target number.

Maple Leaf Dice



Players: Entire group

1. Each player is given a sheet of paper. Players are in a circle with a die (one of a pair of dice) and pen in the center.
2. Choose a player to begin rolling the die. Each player rolls only once in order to get a 1 or a 6. If a 1 or a 6 is not rolled, the player has to pass the die to the next player.
3. When a player rolls a 1 or a 6, the player picks up the pen and starts to write numbers from 1 to 100 on his or her paper.
4. After the last player rolls and begins to write, the next player immediately picks up the die and tries to roll a 1 or 6. The play continues around the circle until the next player rolls a 1 or 6. That player takes the pen from the person writing and then tries to write the numbers from 1 to 100 on his or her own paper.
5. The winner of the game is the first person to reach 100 "legibly!"

Note: The game leader must decide whether or not the numbers are legible enough to win. If they are not, play continues until a legible set of numbers are approved by the game leader.

Variations: Try these variations when your club is learning the books of the Bible or a new verse: write out books of the Bible as you can (they must be in order) or the words of a verse or Bible passage.

Small Group Games



Mousetrap

Players: Entire group, split into half

1. Half of the group stand in pairs on the circle line, one in each quadrant. Each pair faces each other with hands joined in the air to form traps. Other clubbers stand on the circle line.
2. When the whistle blows, players begin to walk, skip or run through the “mouse traps.” When the game leader calls, “Snap,” the players forming the traps lower their hands, still joined.
3. Any “mouse” caught in a trap joins with another “mouse” to form new traps. The game continues until all mice are caught.



True or False

Players: Entire group in four teams, evenly divided

1. Write out some questions before Game Time that address the lessons from the handbooks, Council Time messages, or from the Bible in general.
2. Mark two lines on the floor at opposite ends of the room, and number the teams.
3. Call a number to designate which player runs, and then read the question. If the answer to the question is false, the players run to one line, and if it is true, they run to the other line.
4. The winner is the first one over the correct line.

Beanbag Games



Beanbag Traffic

Players: Entire teams

1. Mark two parallel lines on either end of the game area.
2. Teams line up in single file behind one of the lines. The first player holds three beanbags.
3. When the whistle blows, the first player runs to the opposite line. From behind that line, he throws the beanbags, one at a time, to the second player standing behind the original line. When the second player catches all three bags, he runs to the opposite line and repeats the action.
4. When the last player crosses the opposite line, all team members sit down. The first team to do so is the winner.

Note: If a player must cross over the line to retrieve a beanbag, he must return behind the line before catching additional bags, tossing them to another player, or running to the opposite line.

Variation: Throw one beanbag, one football, and one volleyball.



Hazard Bowl

Player: 1 player from each team

1. Mark an area on the floor and divide it into sections. Give each section a different point value. Mark a throwing line.
2. One player from each team stands or kneels behind the throwing line with a beanbag.
3. Each player takes a turn sliding the beanbag from the throwing line into the marked area. Points are recorded for each try. The winning team scores the most points altogether after an equal number of players have taken turns.

Note: If a player steps across the throwing line, he is disqualified.

Variations: Four players throw toward the same marked area. Opponents' beanbags can be knocked out of (or into) different point areas. Rotate the throws, so each team throws last an equal number of times. You can also use a shuffleboard court as your marked area.

Beanbag Toss



Player: 1 per team

1. Place a wastebasket in the center of the game area.
2. Ask for one player from each team. A player from each team stands on his team line with a beanbag.
3. At the signal, he attempts to toss the bag into the wastebasket. Give three points if a bag hangs on the rim of the basket, two if it goes into the basket, and one if it lands just outside and touches the basket.

Variations: To accommodate disabled clubbers, this game can be varied by having the clubbers sit on the floor or on chairs. Or, if you have access to a basketball hoop, have your clubbers toss the beanbag through the hoop. Another idea would be to have small Frisbees that clubbers would try to get through a hoop or into a wastebasket.

To move the game along faster, you could have two players from each team play at the same time, or the entire group can play at once. If your club has numerous beanbags, give each player a beanbag. All players line up around the circle and toss together; whoever gets their beanbag in the wastebasket is the winner. Or, for a club that does not have additional beanbags, try other items that you could color-code for each team's color. Overall, this game could have several variations.

Hot Potato



Players: Entire group

1. Players stand around the circle. Team members should not stand next to each other. One (or more, if the group is large) player holds a beanbag (a ball could be used instead).
2. The game leader should stand apart from the circle with his back to the players. He should blow the whistle at random times to start and stop play.
3. When the whistle blows, players begin passing the beanbag(s) around the circle to the right. When the whistle blows again, play stops. The player holding the beanbag is disqualified and moves out of the circle. The whistle blows again to start action.
4. Stop play when five players are left. Each remaining player earns points for his team.

Notes: Every player has to touch and pass the beanbag as it comes to him. If the bag is in the air when the whistle blows, the last person who touched it is disqualified. This is a good game for involving clubbers who come early to club.

Variations: If playing outdoors, have the players stand farther apart and toss a water balloon. A player is disqualified if the balloon breaks when it is thrown by him or to him.

Jump the Shot



Players: Entire group

1. Tell all players to stand around the circle line.
2. While standing in the circle center, a team leader holds a rope* by one end and turns around, swinging the rope around the circle as close to the floor as possible.
3. Clubbers jump over the rope each time it comes around. Any clubbers who are hit by the rope are out of the game. The winning player is the last player remaining. This player wins team points.

Notes: This game can be played on the Game Square or on any circle that is marked on the floor. Try to alternate leaders since one may tire and grow dizzy quickly.

* It is best to use a light-weight rope, such as a jump rope, for this game.

Variation: Players position themselves anywhere within the circle.

Balloon Games



Balloon Blow

Players: Entire teams or an equal number from each team

1. Give each team 10 points. Tell players from each team to spread out within their circle area and to keep their hands behind their backs.
2. Toss the balloon into the circle area. Players keep the balloon from touching the floor within their circle area by blowing it into their opponents' area. They may not touch the balloon with their hands. If the balloon touches the floor, remove a point from the team of that circle area.
3. The winning team is the one with the most points left at the end of the game.



Balloon Burst

Player: 1 per team

1. The game leader scatters balloons around the center of the floor.
2. At the signal, one player from each team runs to the center of the floor, picks up a balloon, and blows it up until it breaks.
3. The first player to break the balloon wins. Do not allow pinching or piercing the balloon with sharp objects.



Balloon Head

Players: 2 per team

1. Two players stand side by side at the starting line with the balloon between their heads. The pressure of their heads, not their hands, must hold the balloon in place.
2. At the signal, players run from one end of the room to the other. The first one to the other side wins. If the balloon falls, the players must reposition it and continue playing.

Note: This game is best played when clubs have either two boys or two girls on each team.

Balloon Games



Balloon Stampede

Players: Entire team or an equal number from each team

1. Before Game Time, tie a string to each balloon.
2. Give each clubber a balloon with a string attached. Tell clubbers to tie the other end of the string around their ankle.
3. At the signal, each player tries to pop opponents' balloons (not the balloons of team members) by stomping on them, while defending his or her own balloon.
4. When a player's balloon pops, he or she leaves the playing area. Play continues until only one player with an un-popped balloon (or only players from the same team) remains. Players may not grab, push, or hold other players.

Variations: Allow players to remain in the game even after their balloon is broken. They assist in popping balloons until only one player remains.



Balloon Kick

Player: 1 per team

At the signal, one player from each team kicks a balloon from the starting line to the finish line.



Balloon Basketball

Player: 1 from each team

1. Set a wastepaper basket on top of a stepladder in the center of the floor. Prepare at least two balloons for each team.
2. Team leaders choose one player and give him a balloon.
3. When the whistle blows, players run to the center of the floor and attempt to throw and bat their balloons into the basket. The winner is the first player to get his balloon in the basket. Players cannot touch the ladder or deliberately influence an opponent's balloon.

Variation: Try shifting the box around to increase the level of difficulty.

Balloon Games



Fan the Balloon

Player: 1 player from each team

1. One player from each team stands on her starting line with a balloon and a piece of card stock.
2. When the whistle blows, the player uses the card to fan the balloon from the team's start line to the finish line. This area can be shortened or lengthened depending on the clubbers' abilities.

Notes: You may want to have other balloons ready in case some break. If a player's balloon breaks, she is disqualified. If a balloon falls, the player must replace it before continuing.

Variations: One player from each team stands on her starting line with a balloon held between her knees. When the whistle blows, players hop to the finish line. Players cannot hold the balloon in place with their hands. Or, try running it as a relay.



Balloon Minefield

Players: 2 from each team

1. Blindfold the clubber and then place six or more balloons on the floor.
2. The other clubber is a guide who has to direct the blindfolded team member from their team's starting line to the opposite side and back. If either clubber touches a balloon, both are out.



Balloon Carry

Players: 2 from each team

1. Two players from each team have a balloon placed between their backs.
2. Players have to run from their starting line to the opposite side and back to their starting line.

Table Tennis Ball Games



Table Tennis Bounce

Player: 1 player from each team

1. Mark the table tennis balls with red, blue, green, or yellow for each team. Set the basket in the middle of the circle.
2. One player from each team stands at the center of her circle line with a table tennis ball.
3. When the whistle blows, players attempt to get their ball in the basket on the bounce. If a player's ball misses the basket, she must run to retrieve it, carry it back across her team circle line, and throw again.

Notes: Balls must bounce at least once before going in the basket. Players must throw the ball from behind the circle line. If a set of four players is taking too much time, play again with four new players. Any team boundaries can be created without the Game Square.



Table Tennis Bowling

Player: 1 (or more) clubber from each team

1. Draw or tape four parallel areas on the floor. Mark a starting line at one end of the lane and place a pin at the other end for each team.
2. One player from each team kneels at the starting line with a table tennis ball on the floor.
3. When the whistle blows, the players blow the table tennis ball down the lane and against the pin. Once the ball touches the pin, players blow it back down the lane and across the starting line.

Notes: Balls must stay within the lanes. Players are disqualified if their balls leave the lanes, or if they touch their balls with any part of the body.

Variations: Run it as a relay with a second clubber waiting at the far end of the lane to blow the ball back to the finish line. Or, use a dustpan instead of a pin. When a player blows the ball onto the pan, the player picks it up and runs back to the starting line with the ball in the pan.

Table Tennis Ball Games



Table Tennis Box

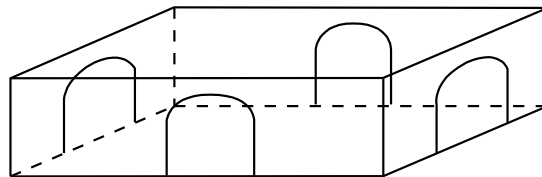
Player: 1 per team

1. One person from each team lies down on the team line, each with a table tennis ball on the floor.
2. At the whistle, the player blows the ball, trying to get it into a small box in the center with four holes cut into it (one on each side). The first ball in the box wins.

Note: The player is disqualified if he touches his or any other ball on purpose with his hands.

Variations: Use a small square table, such as a card table, with the box in the middle with one player on each side of the table. At the whistle, each tries to blow the ball into the hole.

Or, while using the card table, each blows the ball to get it through the box and off the table on the opposite side. The team on whose side the ball goes off the table gets a point subtracted from their overall score. After all players have had a turn, the team with the most points wins (0 is a perfect score).



Huffing and Puffing

Players: Entire teams

1. Mark a starting line on one end of the game area. Give each team a table tennis ball.
2. Clubbers take turns placing the ball on the starting line and, with one big blow, rolling it down the floor.
3. Leaders mark the length of each blow. The team with the longest distance wins. Players cannot cross the starting line. After clubbers have played, give the leaders a turn.

Contest Games



Invitation Contest

1. Print out Awana invitation cards with the club day, time, and address, and leave an area for the name and phone number for a clubber to insert. Collect a variety of items that the clubbers can use to decorate the cards.
2. Pass out the invitation cards and supplies to the clubbers, and give them time to create their own designs on the cards.
3. Display all the cards, and allow clubbers and leaders to vote for two cards. The card with the most votes gets the prize. Then, encourage clubbers to invite their friends with the cards.



Who Are Those Kids?

1. Ask leaders for pictures of themselves when they were the age of their clubbers. Number the pictures.
2. Hang the pictures on the wall, or lay them out on a table.
3. Give paper and pens to the clubbers and allow them to guess the identities of the leaders in the pictures. They should number each guess according to the number on the picture.
4. The winning clubber has the most correct guesses.



Measure It

1. Cut paper tape or a string to a certain length, which you measure before the contest begins.
2. Fold up the tape or string so that it will be difficult to measure. Each clubber gets a chance to gauge the length of the tape or string.
3. This contest can also be held by having clubbers do the reverse action. Each clubber or team gets a roll of tape or string and tries to cut it to a 90 cm (3 foot) length. The winning team or individual has the tape that measures the closest to 90 cm.

Contest Games



Doodle Face Contest

1. Ask leaders to photocopy their faces for their own clubbers.
2. Pass out the photocopies of the leaders to the clubbers, along with markers, crayons, or pens. Clubbers doodle on their leaders' faces, and a group of leaders or clubbers choose the best ones.



Awana Auction

1. Make auction tickets or have the clubbers make them. Ask leaders to bring items that they can give away to the clubbers (i.e., toys, food, cheap accessories, bags, dolls, etc.).
2. For a whole month, distribute auction tickets to clubbers. They get 3 tickets for passing every handbook section, 2 tickets for winning first place at a game, 1 ticket for second place at a game, and 5 tickets for inviting a visitor.
3. At the last meeting of the auction month, display all the items from the leaders. Allow clubbers to look and evaluate the items before beginning the auction.
4. At the auction table, the auctioneer asks for bids on each item. The clubber who offers to exchange the most tickets gets the item.

Symbol Games



Symbols

Players: Entire teams

1. Announce a number and then a letter. The number indicates how many team members will be needed to form that letter. For instance, with "3A," three players lie down on the floor to form an "A."
2. Teams should form the letters toward the game leader so that it will be obvious which team formed the letter first. With practice, teams may be able to form a complete word, such as "hope" or "Awana." Give points to the team that forms a letter or word first.

Variation: Specify only a letter or word but not the number of players to form that letter or word.



Lifeboats

Players: Entire group

1. Players form a large group around a leader, who calls out, "Lifeboats overboard," followed by a number.
2. Players form small circles with that number of people included. These circles are the "lifeboats" and anyone not included is adrift and therefore disqualified. The game leader should check the circles to see if the number of players in each is correct; if it is not correct, those players are disqualified.
3. The game continues with the game leader using different numbers each time until one individual or group is left.

Variation: The game leader can call out a series of numbers for one turn: for example, "Lifeboats overboard—4, 8, and 3." The players then have to choose to form one of those groups while not using a number that has already been chosen by another group of players.

Animal Games



Elephant's Tail

Player: 1 per team

1. Ask for one player from each team. Draw a picture of an elephant (without a tail) on the blackboard. Ask the team leaders to blindfold the players, and give each player a piece of chalk.
2. Unable to see where he or she is going, the player walks carefully toward the blackboard to draw the tail of elephant at the right spot. The closest drawing of tail wins.

Note: This game can be changed to whatever animal you wish to draw.

Variation: An easier version is for each blindfolded player to have one team member, directing him or her to go right, left, or stop. A guide may not use any words other than "right," "left," or "stop."



Animal Hunt

Player: 1 per team

1. Blindfold one player from each team, and place a small stuffed animal in the middle.
2. At the whistle, the players crawl around to find the animal. When they do, toss four more animals into empty spots on the floor.
3. Team members can give directions to their teammates: left, right, back, or forward. The game leader can award points for each animal found, and even give bonus points for certain animals.

Lobster Race and Caterpillar



Lobster Race

Player: 1 player from each team

1. Mark a starting line and a finishing line for all teams.
2. One player from each team kneels at the starting line, facing backwards (clockwise).
3. When the whistle blows, the player crawls backwards on his hands and knees to the finish line.

Note: Players often crawl off in random directions.

Variation: Players could use the Game Square as well.



Caterpillar

Players: 2 to 5 per team

1. Ask for several clubbers from each team. Form players into a "caterpillar" by sitting them on the floor and wrapping their legs around the teammate in front of them.
2. At the signal, the "caterpillar" scoots along the floor to the goal. If the team becomes disconnected, players must rejoin before continuing.
3. The first "caterpillar" to reach the goal earns team points.

Note: This game is best used in a club where boys and girls are separated at Game Time.

Variation: If using the Game Square, each player travels only $\frac{1}{4}$ lap around the next team's circle pin.

Elephant Game



Players: Entire group

1. Divide group into two to four teams and have them stand opposite each other or form a square.
2. Define the actions for “pilot” and “safari.” When the game leader points to a player and says, “pilot,” the player pantomimes an airplane pilot and the players next to her pantomime an airplane. The player pointed to forms goggles by forming circles with her hands around her eyes. The person to her left puts his left arm horizontal to the floor as a wing. The person on the right puts his right arm out to the right as a wing.
3. When the game leader points to a player and says, “safari,” the players pantomime an elephant. The person who is pointed to will touch his nose with his right hand and insert his left arm through the loop made with his right arm, making his arm look like the trunk of an elephant. (A simpler way would be to have him put his right shoulder to his nose while stretching out his right arm.) The person to his left puts his left hand on his left hip, making the elephant’s left ear. The person on the right puts his right hand on his right hip, making the elephant’s right ear.
4. The game leader may walk around the room, pointing to clubbers and either saying “pilot” or “safari,” and then counts aloud to 3. If the one pointed to and the one on his left and right respond correctly (as defined) by the count of 3, they have survived the “adventure” and stay in the game. If any of the three do not take the proper stance by the count of 3, then that team is out. The last team left wins.



Variations: Try using different animals for this game, like a rabbit or rhino. For a rabbit, the middle clubber could portray long teeth, while the first and third clubbers hold their hands up to the middle clubber’s head to portray ears. The clubbers can do the same thing for a rhino, except that the middle clubber provides a “horn” with one or two fingers.

Limited Space Games (Played with Food)

Fruit Games



Lemon Stacking

Player: 1 per team

1. Players are seated at a table or on the floor. Each player is given 3-5 lemons (depending on how difficult that you want the game to be). The game leader should be timing each try but can decide beforehand how much time to allow the clubbers.
2. Clubbers can try to stack the fruit any way that they want, but the winner is the one who has all (or most) of the fruit stacked by the time the whistle sounds.

Variations: Try oranges instead of lemons with younger clubbers.



Fruit Race

Player: 1 per team

1. One player from each team kneels down on the floor. Place a piece of round fruit in front of each of them.
2. At the signal, the players roll the fruit with their noses to the goal. They cannot touch the fruit with their hands. The first player to reach the goal earns team points.

Note: Instead of fruit, oval-shaped candy can be used.



Banana Building

Player: 1 per team

1. Set up a table that has an area for each team. Next, for each team, cut up a banana into seven pieces and place the pieces on a plate in each team's area on the table.
2. Line up a player from each team. At a signal, players try to stack the bananas pieces in any way they desire. The winning player creates a stack of bananas in the least amount of time that does not collapse.

Pass the Peas



Players: Entire teams (there must be an equal number of players on each team)

1. Place one chair at the beginning of the team line and one at the end. Put a paper plate full of peas on one chair and one empty paper plate on the other.
2. At the whistle, the first clubber uses suction through the straw to pass a pea to the next clubber's straw. The game becomes difficult when the first player stops the suction and the second player begins the suction, since it is easy to lose the pea.
3. As soon as the first player passes the first pea, he picks up another and passes it onto the next clubber until all the peas are gone. The goal is to get the peas from the full plate to the empty one at the end of the line.
4. The winning team has the most peas on the second plate when the game leader blows the whistle.

Note: If other chairs are available for the players, they can sit during this game.

Variation 1: If peas prove to be too small or troublesome with the straws, try beans instead. Another way to alter this would be to use spoons instead of straws.

Variation 2: Picking Cotton

At the whistle, the player at one end of the line uses a straw to pick up a cotton ball and passes it to the straw of the person on his left. This person then passes it to the next person, and so on, until it is placed in the empty team plate in the left corner.

Variation 3: Place a plate with approximately 100 peas or beans on it on a table in the center of the room, and put one plate in each corner of the room. Give each player a straw. At the whistle, the first player on the left runs into the center and picks up a bean, using suction from the straw in his mouth, and moves it to the plate at his team's left corner. He then tags his next team member to do the same. Any dropped beans are out of play. Play continues until all have had a turn. The winning team has 15 beans on its left plate or the most beans after play is completed.

Contest Games



Grocery Store

1. Bring a variety of fruits or vegetables and a small scale. Give paper and a pen or pencil to each team.
2. Give teams their choice of fruit or vegetable. Team members can each hold the item and then confer together to guess the weight of it.
3. The winning team guesses the closest weight.

Variation: Each team is given a paper bag. They are then shown a choice of fruits or vegetables to place into the bag to make it weigh 500 grams (1 pound) or whatever target weight that you decide. Next, weigh the bags on the scale and record the weight. The winning team has the bag that is closest to the target weight. If your club does not wish to use food, try other items, such as office supplies: paper clips, stapler, and pads of paper.



Melt It

1. Before Game Time, freeze a small fruit or coin inside an ice cube for each team.
2. At the whistle, teams are given the ice cubes and team members take turns trying to melt the cubes.
3. The winning team is the first one to remove the object from the cube.



Vegetable-Face Contest

1. At a previous meeting, ask clubbers to bring two kinds of vegetables. Cut up the vegetables ahead of the next club meeting or, for older clubbers, have each team cut the vegetables themselves.
2. Each clubber places the cut vegetables on the paper to make a face. Clubbers need to write their name on the paper. Take pictures of the faces and display them on a bulletin board.

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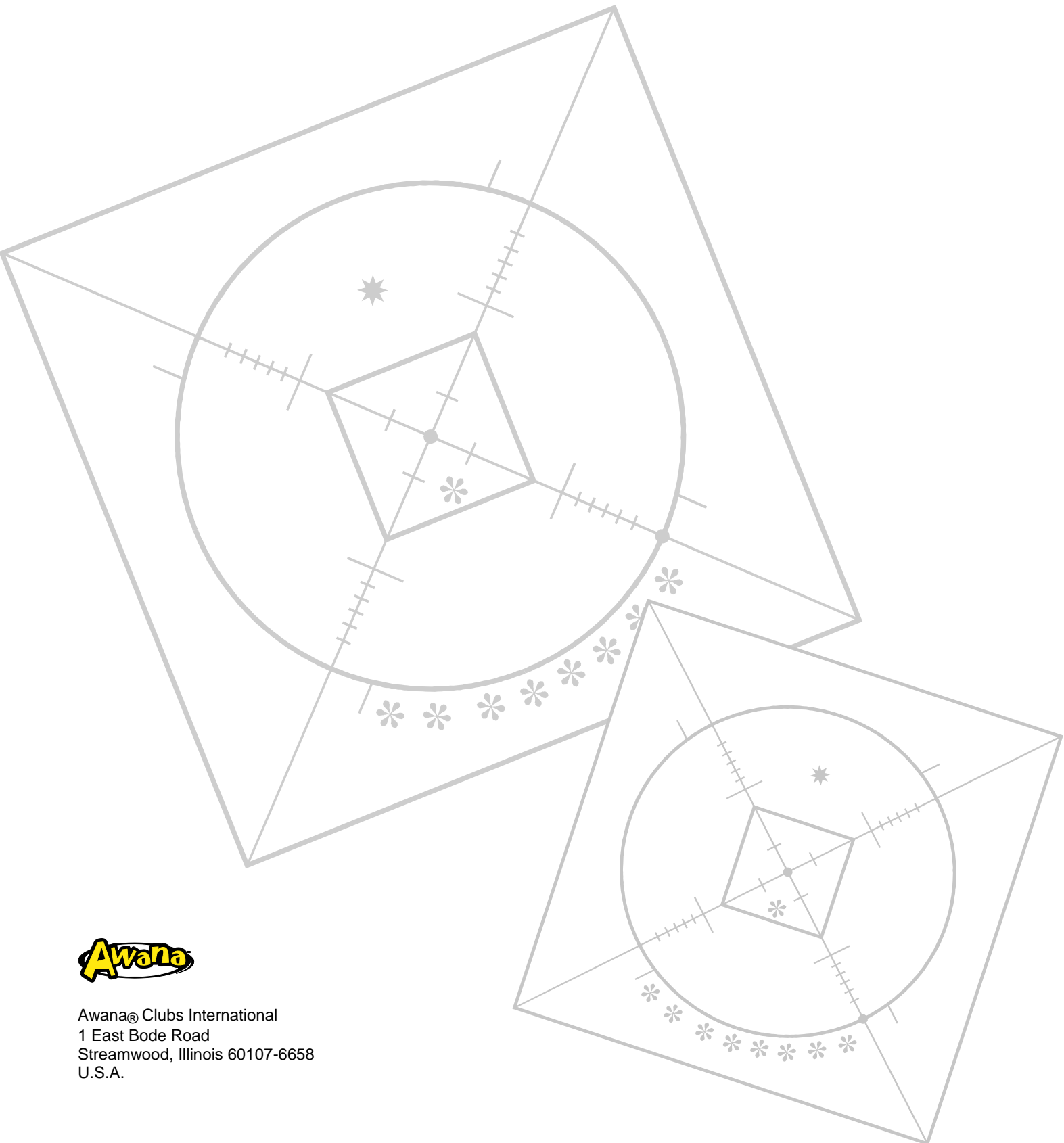
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Dressing Up
Filling Father's Shoes



Awana® Clubs International
1 East Bode Road
Streamwood, Illinois 60107-6658
U.S.A.