



## GO Time! Game Ideas

### 1. Version of Red Light, Green Light

- a. Add in Yellow and black light
- b. Countries that have Awana where children can attend is a GO or Green country...as leader says a country that meets this qualification, she/he also holds up a Green circle for Go. The clubbers can walk fast and smile.
- c. Countries that have Awana but not all children can attend is a WAIT or Yellow country ... play as above only hold up yellow and clubbers must walk very slow with heads down.
- d. Countries that do not have Awana and therefore children cannot attend is a STOP or Red country...play as above only hold up red and clubbers must stop.
- e. Countries that do not allow children to learn about Jesus hold up a black circle. The clubbers must run back to the starting line.
- f. Consider the age and ability of the clubbers and choose colors accordingly.
- g. Variation for older clubbers: Choose only a few countries for each color --- get to the place where the color may not need to be held up, the clubbers remember by just hearing the country name.

### 2. Going on a Treasure Hunt

- a. Play like a scavenger hunt with a list of items missionaries use in their work.
- b. Have items hidden prior to club meeting.
- c. Give list to team leaders and allow children to find the items. First team to find them all first wins.
- d. Variation: list of items the clubbers offering will help purchase for the missionaries to use in their work. Such as the Hitting the Mark training resources.

### 3. Hurdles and Hoops

- a. Have clubbers jump over a series of hurdles and go through a series of hoops. Could use shoe boxes, swim noodles, jump robes, hula hoops.
- b. Have the hurdles and hoops set up around the circle and do it one time.
- c. A clubber from each line starts at their colored pin and continues around the circle doing the hurdle or hoop as they get to it. First clubber around the circle and in to the center wins.
- d. Repeat until all play or time is over.
- e. Talk about the hurdles and hoops that have to be overcome in missionary work.

#### **4. Do it Together**

- a. Play games as partners even connecting them with a 3 legged band if desired.
- b. Consider dribbling a basketball across the room together or bouncing a ball or hitting a balloon in the air.
- c. Play again with the same two clubbers only not hooked together this time.
- d. Discuss which is easier – hooked together or not hooked but still working together. Missionaries must learn to work together.

#### **5. Awana Relay games**

- a. Play any of the relay games only play in bare feet.
- b. If you can play outside (depending on climate) in the grass or dirt that would be even better.
- c. Discuss this is how many clubbers around the world play when attending Awana.

#### **6. Rabbit Hunt (Sparks game)**

- a. Directions for this game can be found in the Sparks game book.
- b. Play the same except DO NOT allow any talking.
- c. If they are hit by ball or talk they are out.
- d. Discuss that some children have yet to hear the gospel or name of Jesus.

#### **7. Food Relay (older clubbers)**

- a. All but one team has food items plus extras in their basket. This basket is across the square on the opposite color line.
- b. Line up all teams in relay formation on opposite color line from baskets.
- c. At signal, first clubber in line, runs to their basket, grabs out a food item, runs back and tags the next clubber and so forth. Continue until one team gets all their food items collected back to their starting line.
- d. One team can't play as their food basket has not food. The first clubber will find that out. Do not allow them to go to other baskets. The clubber must go back to their team line. The entire team must stand and watch the others play.
- e. No Fair! will probably be the cry from the left out team. Agree with them that it is not fair! What could we have done differently? Share the food from the other baskets – give the extras .... Let them suggest things.
- f. Play again this time making sure that all teams have food to participate in the game.
- g. End with discussion that some children do not have food to eat. What can we do?

## 8. Name that Price

- a. Play like Price is Right
- b. Have the price for the item written on paper and turned over by the object.
- c. Clubbers try to guess the price – putting the items in correct price order.
- d. Variation: have objects clubbers purchase during typical week like candy bar, soda, chips, ice cream, game, clothes, etc. Have the price written on paper and turned over by each object. The clubbers try to guess the price putting the objects in correct price order.
- e. Challenge the clubbers to include that amount in their GO Reach Kids offering.

## 9. Smaller clubs

- a. Play like Pictionary. May be fun way to start off Large Group time.
- b. Draw an activity a missionary does or something from mission lesson such as a football, eyeball, Bible, crutch, baby.
- c. Give points by first team that raises hand and has correct answer.

## 10. Pass the Word

- a. Globe (beach ball or soft kind ball) as a baton.
- b. Each clubber is assigned a different way to move the globe around the circle. Tiptoe, hop, walk, run, walk sideways, take giant steps, twirl, crawl, swimming motions, leap, take baby steps, skip, run in slow motion, backwards, so forth.
- c. Make sure the movement is age appropriate and safe.
- d. Get the WORD out in lots of ways. It takes teamwork to get it out.

## 11. Make up your own game

- a. Create your own game complete with rules and object of game.
- b. Demonstrate the game then teach to the other teams. Can do by team or combine teams if need be.
- c. Need to be flexible and creative when on the mission field.
- d. May consider giving them the object they must use to make up a game.

## 12. Sparky

- a. Sparky is going on a mission trip. What will he need to pack?
- b. Discuss the items a missionary needs such as passport, suitcase, etc.
- c. If a missionary from your church is getting ready to leave church for mission field consider purchasing and sending Sparky doll with them.
- d. Sparky can send back postcards that tell of his travel, also photos.
- e. Clubbers will learn a lot about the mission field from Sparky.

### 13. Free Ball Toss Relay

- a. Bucket or similar container across room on opposite colored line.
- b. In front of the bucket at intervals place index cards with the letters F. R. E. E. The last E. should be closest to the starting line with the F. closest to the bucket. Repeat for each team line.
- c. The object of the game is to throw a colored foam ball into the bucket from each letter. One try is given for each letter with points awarded for each basket made.
- d. Continue till all clubbers have played. Team with the most points wins.
- e. Missionaries are telling others how to be FREE from sin through the FREE gift of salvation.

14. **Who's Who:** Each team - trace all of the kids hands and number them on a black board or wipe board wall and then have a team member identify whose are whose. The team with the most correct wins. Can be repeated as many times as you desire.