



# RAINFOREST RECREATION GAMES

# YOUR ROLE

Planning games for all age levels

Gathering game supplies ahead of time

Setting up games daily during VBS

Running game time and overseeing others who are running game time

Making sure key lesson themes are reinforced through the games

Overseeing the cleanup of the game area(s) each day

Praying over all aspects of this job before, during, and after VBS







# TIPS

Decide which games you will play.

- Toddler Games (pages 7–8)
- Pre-Primary Games (pages 9–12)
- Super Simple Games (pages 13–14)
- Two daily game options for Primaries and Juniors (pages 15–34)
- Additional Games (pages 35–36)





# TIPS

Use cones, rope, chalk, or field paint to mark playing areas and start/finish lines.

Consider setting up several game stations if you have a large group or younger children.

If possible, do a trial run of the games with volunteers.

Use bandanas, strips of material, jerseys, or wristbands to designate teams.

Form teams quickly and in fun ways.



# TIPS

Make sure everyone who is physically able participates and no one feels left out. Be sensitive to those with disabilities who are unable to play and show you value and care about each person.

Keep instructions short and simple. A demonstration goes a long way.

Share the Teaching Tie-in for each game.

Keep everyone hydrated.

Have a backup plan in case of bad weather.













# TODDLER GAMES

Consider having an outdoor playtime:

- Use the church playground.
- Ask church families to bring plastic slides, big-wheel riding toys, or other outdoor equipment.

Choose one or more thematic game ideas for each day.

Repeat favorites throughout the week.



# PRE-PRIMARY GAMES

Choose from three game options per day.

Play games one at a time or set up game stations if you have enough leaders and children.

Some games are the same as Toddlers' games, and some are different.

Main games for older kids can be adapted for this age group.

Repeat favorites throughout the week.





# HUNGRY MONKEYS





# CRAZY COCONUTS





# JUNGLE OBSTACLE COURSE





# JUNGLE OBSTACLE COURSE





# SIMPLE INDOOR GAMES

Animal Charades: write names of animals on index cards for players to act out. Consider Reverse Charades for a large group.

Cross the River: players must use supplies to create a path to cross a river (blue tarp or sheet).

Four Corners: great game to go with the idea of people scattering from the tower of Babel.

Where's the Cross? Players pass a cross ornament behind their backs while a middle player gets three guesses to point to who has it.

Tic-Tac-Toe Review: uses a 4-by-4 grid with review questions.





# SIMPLE OUTDOOR GAMES

Creation Shapes: teams work together to form letters, words, or objects for each day of creation week using their bodies.

Steal the Serpent: fun version of Steal the Bacon but with a rubber or stuffed snake between the two teams.

Tower Relay: teams compete to stack cups or blocks to create the highest tower.

Dolphin Splash: players must complete the correct motion for each direction given by the leader.

Heaven & Earth Dash: race game using two lines to represent heaven and earth.





# TOWER RELAY





# DAY 1: JUNGLE OBSTACLE COURSE

Choose the obstacles and supplies that fit your space and group sizes.

Add water obstacles (sprinkler on a tarp, kiddie pool fishing hole) for extra fun!

For a large group, set up two courses to compete in obstacle relays.

Demonstrate how to go through the course.

Consider timing the group or individual players if you want to have them run it more than once.

































# DAY 1: SEA & SKY TAG

Sea and Sky teams line up only four feet apart in the center of the play area.

Players must listen for the Sea or Sky call to either run to the correct goal line without being tagged or to chase the other team's players before they reach their goal line.

Tagged players join their new team for the next round.

The team with the most players, or all the players, when time is up is the winner.









# DAY 2: RAINY RELAYS

Water relays are great for hot days!

- Leaky Cup: teams race to fill a bucket using a leaky plastic cup.
- Fill the Bucket: teams race to fill a bucket using a regular plastic cup.  
Add a rope jump with the cup for a challenge!
- Squeeze the Sponge: teams race to fill a bucket using soaked sponges.
- Toss the Sponge: teams must toss a soaked sponge down the line of players, squeeze water into a bucket, and run the sponge to the back of the line to refill it.

















# DAY 2: TOX TAG

Players tagged by Tox the tagger must place a hand over the spot and keep it there.

When they're tagged a second time, they must place their other hand over the spot and keep it there.

When tagged a third time, players have been "poisoned" and must go to the hospital to heal by stepping outside the play area and completing 10 two-foot hops before they return to the game.

Switch taggers frequently or have more than one for a large group.





# DAY 3: CONFUSING COMPETITIONS

Choose a confusing or backward game to remind players of the events at Babel:

Reverse Tag

Reverse Soccer

Reverse Relays:

- Backward Balance
- Reverse Kick
- Backward Target Toss
- Backward Jump Rope
- Opposite Side









# DAY 3: BABEL BRICKS

This fast-paced game requires strategy, stealth, and speed.

- Divide the group into four equal teams and assign each team a hula hoop “base” in each corner of the play area.
- Set up a smaller square in the center as the tower and place beanbag “bricks” in a circle in the tower.
- Each team takes a turn defending the bricks by tagging other players who enter the tower square. Tagged players must return their bricks, go to their hula hoop, and spin 5 times before returning to the game.
- Teams compete to collect the most bricks before the round is up.





# DAY 4: CAPTURE THE GIFTS

This game combines strategy, teamwork, and tag!

- Use cones or bandanas (3 per team) for the “gifts.”
- Give each team different-colored bandanas, jerseys, or wristbands.
- Teach kids to tag with two fingers on the shoulder.
- Leaders will need to “referee” the jails so the teammate and released prisoner get a free walk back to their side. There is no free walk back for kids who reach the opposing team’s gifts.









# DAY 4: CROSS KICKBALL

Set up the bases in a cross pattern, then play kickball.

- Divide group into two teams and assign one to the field to defend and one to kick.
- The pitcher rolls the ball to home plate for the kicker to kick into the field and then run the bases in order.
- To get a runner out, players in the field must tag the runner with the ball in their hands or catch the kicked ball before it hits the ground.
- Award a point for each player who makes it around the bases to home.













# DAY 5: 7 C'S SPLASH

Teams race to throw 7 splash balls into the other teams' pools in this exciting water game!

- Set up a play area with a pool in each team's square and bins with water and splash balls on the center line.
- Teams must stay in their play area, run to collect splash balls from the bins, and then throw them into other teams' pools.
- When a team gets 7 balls in their pool, the round is over.
- The team with the fewest balls in their pool wins the round.
- Keep a running tally of scores for each round.

















# DAY 5: COCONUT LAUNCH

This volleyball-style game is played with pairs of players launching a ball or water balloon back and forth using towels.

- Divide group into two even teams and assign each team a side.
- Give each pair of players a towel.
- Demonstrate with another leader or volunteer how to launch a ball or water balloon up and over to the other side using a towel.
- The other team will try to catch the ball/balloon with their towels and launch it back to the other side.
- Once players get the hang of serving, catching, and launching the ball, you can keep score.





# ADDITIONAL GAMES

Vine Tug-O-War

Team Handball

Jungle Mission

Croc Field Hockey

Feed the Gorilla

Parachute Fun

















# QUESTIONS!

Thank you!

