



Welcome

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 for Griffin's Games on the Green

Decide which games you will play.

- Toddler Games (pages 7–9)
- Pre-Primary Games (pages 10–12)
- Super Simple Games (pages 13–14)
- Two daily game options for Primaries and Juniors (pages 15–34)
- Additional Games (pages 35–37)
- Sidewalk Games (pages 38–39)



Tips for Griffin's Games on the Green

- If possible, do a trial run of the games with volunteers ahead of time.
- Use bandanas, jerseys, wristbands, or belts to designate teams.
- Form teams quickly and in fun ways.
- Use cones, rope, chalk, or tape to mark playing areas and start/finish lines.
- Consider setting up several game stations if you have a large group or younger children.



Tips for Griffin's Games on the Green

- 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 big-wheel riding toys or other outdoor equipment.
- Consider having a water day with wading pools or sprinklers. Notify parents ahead of time to bring a swimsuit, towel, and extra clothes for their children.
- 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.
- Main games for older kids can be adapted for this age group.
- Repeat favorites throughout the week.



Cross the Moat



Don't Wake the Dragon



Charge



Super Simple Games

Indoor Games:

- At the Castle: great icebreaker game for all ages
- Dragon Egg: fun version of Hot Potato. Use VBS music
- Juggling 101: practice with plastic bags or get fancy with beanbags/balls
- Games of the Times: set up indoor games such as chess, checkers, backgammon, or marbles
- Bible Books Line-up: challenge teams to put the books of the Bible in order the fastest



Super Simple Games

Outdoor Games:

- Cannonballs: pairs compete to pass and catch a ball the farthest distance
- Belt of Truth Relay: teams race to put their “belt of truth” on and off quickly
- Soccer: all you need is 2 goals (or 4 cones) and a soccer ball!
- Blind Man’s Bluff: fun version of tag that requires a blindfold
- Tug-O-War: classic battle of strength with a sturdy rope. Try it with a blue tablecloth as a moat in between teams.



Day 1: Capture the Flag

This game combines strategy, teamwork, and tag!

- Use a piece of material, a bandana, a frisbee, or a cone for the flags.
- 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 flag.







Day 1: Jumping Jesters

Jump rope games were popular during the Middle Ages!

- Decide which size and type of jump rope will work best for your group sizes and the playing area.
- Individual jump ropes range from 6–8 feet. Double Dutch ropes range from 14–64 feet!
- Beaded jump ropes are the most durable; cloth ropes are light and soft for beginners; and vinyl ropes are light and fast but may tangle.







Day 2: Bucket Brigade

Water relays are great for hot days!

- Gather kiddie pools and large plastic bins for the water.
- Use buckets, cups, or sponges for kids to collect water from their bins.
- Select an outdoor location with a hose or water source.
- Have fun with the variations!







Day 2: Belt Bonanza

Fast and fun tag game with everyone wearing “belts of truth.”

- Gather bandanas or flag belts for each student, plus extras.
- Mark the playing area and put extra flags/belts in each corner.
- Play individually or in teams based on flag/belt colors.
- Stolen flags/belts are placed in corners so kids who have one taken can grab another and reenter the game.







Day 3: Dragon Dash

Teams race to collect dragon eggs without being tagged by the other team's dragon!

- Gather 20–30 balls and 2 kiddie pools.
- Use cones to mark the play area and bandanas or wristbands to denote teams and each team's dragon (tagger).
- Add squirt guns or sprinklers for a fun water option!
- Tagged kids must go outside the boundary and do 15 dragon-sized jumping jacks before returning to play.









Day 3: Royal Games of Skill

Choose your favorite relay(s) to test the troupes' skills.

- Jousting: Lance the balloon with a pool noodle sword, then race back.
- Horseshoes: Use the plastic children's horseshoe sets and award points for throws that land on (or closest to) the stakes.
- Fetch the Water from the Well: Teams race to fill a bucket of water using cups or sponges.
- Catch that Chicken: Count the number of successful catches as teams toss a rubber chicken back and forth.
- Make up your own games of skill!







Day 4: Defend the Castle

Teams defend their “castles” using shields to block the other teams’ balls.

- Prepare faith shields (made during craft time), homemade shields, or toy shields.
- 25 empty boxes/shoeboxes, 5–10 plastic bowling pins or cones per team.
- Tables make a great base for the castle building.
- Teams will build castles in their squares and then choose who will be attackers (throwing balls) and defenders (blocking balls with shields).
- Balls should be thrown at the castles, not at people.

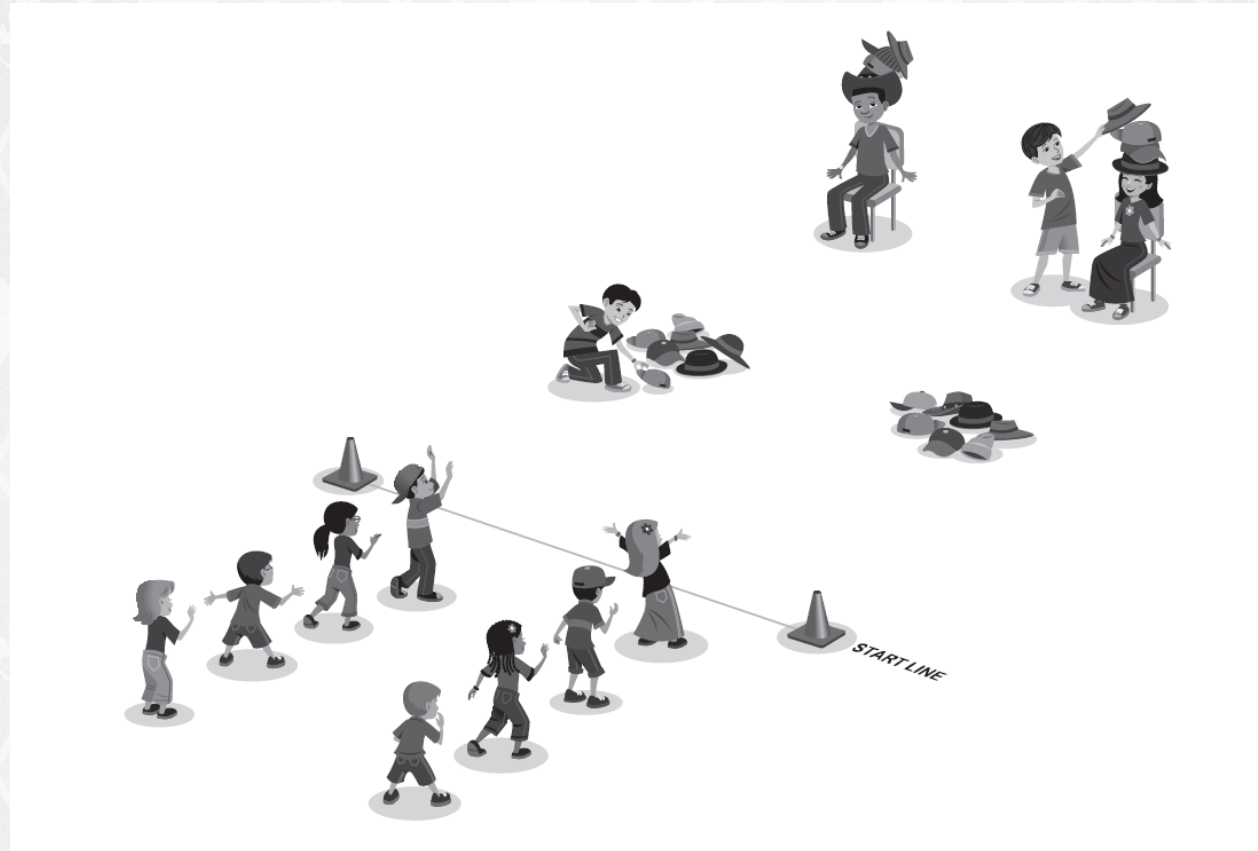






Day 4: Hat Stack

Teams race to stack hats as high as possible on a team member's or leader's head.



Day 5: Knights' Obstacle Course

Get creative with the obstacles to challenge the knights!

- Gather armor sets/pieces for kids to put on before they run the course.
- Choose the obstacles and supplies that fit your space and group sizes.
- Add water obstacles (sprinklers, water guns) for extra fun!
- Make sure leaders throwing balls/sponges know that the goal is to enable kids to block the objects.







Day 5: Sword Tag

Who will be the last ones to be tagged by a sword bearer?

- Gather pool noodles and cut them in thirds or halves for the swords.
- Start with 1–2 sword bearers as taggers.
- Kids will become sword bearers when they are tagged.
- Ensure sword bearers tag lightly below the head with the noodle.
- Try one of the game variations, such as Noodle Nugget!





Any Day

Additional Games:

- Bocce Ball
- Parachute Fun
- Shovelboard
- Catapult
- Stoolball

Sidewalk Games:

- Sidewalk Sword
- Kickin' Castle
- Target Practice
- Line Tag



Parachute Fun



Catapult



Supplies

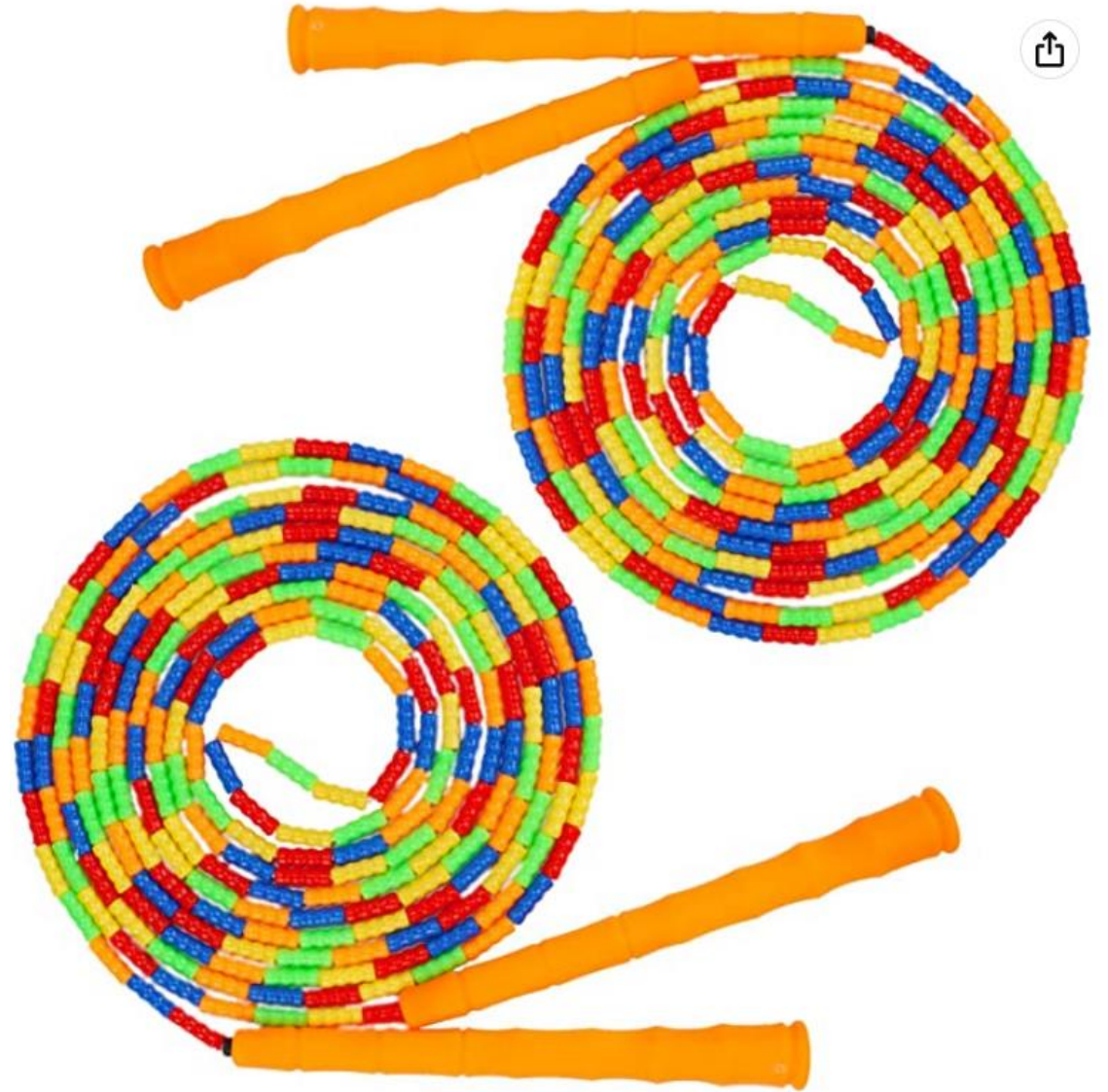
- VBS bandanas
- Jump ropes
- Speed stacking cups
- Flag football belts
- Balls
- Juggling options
- Water toys: squirt guns, sprinklers



VBS Bandanas



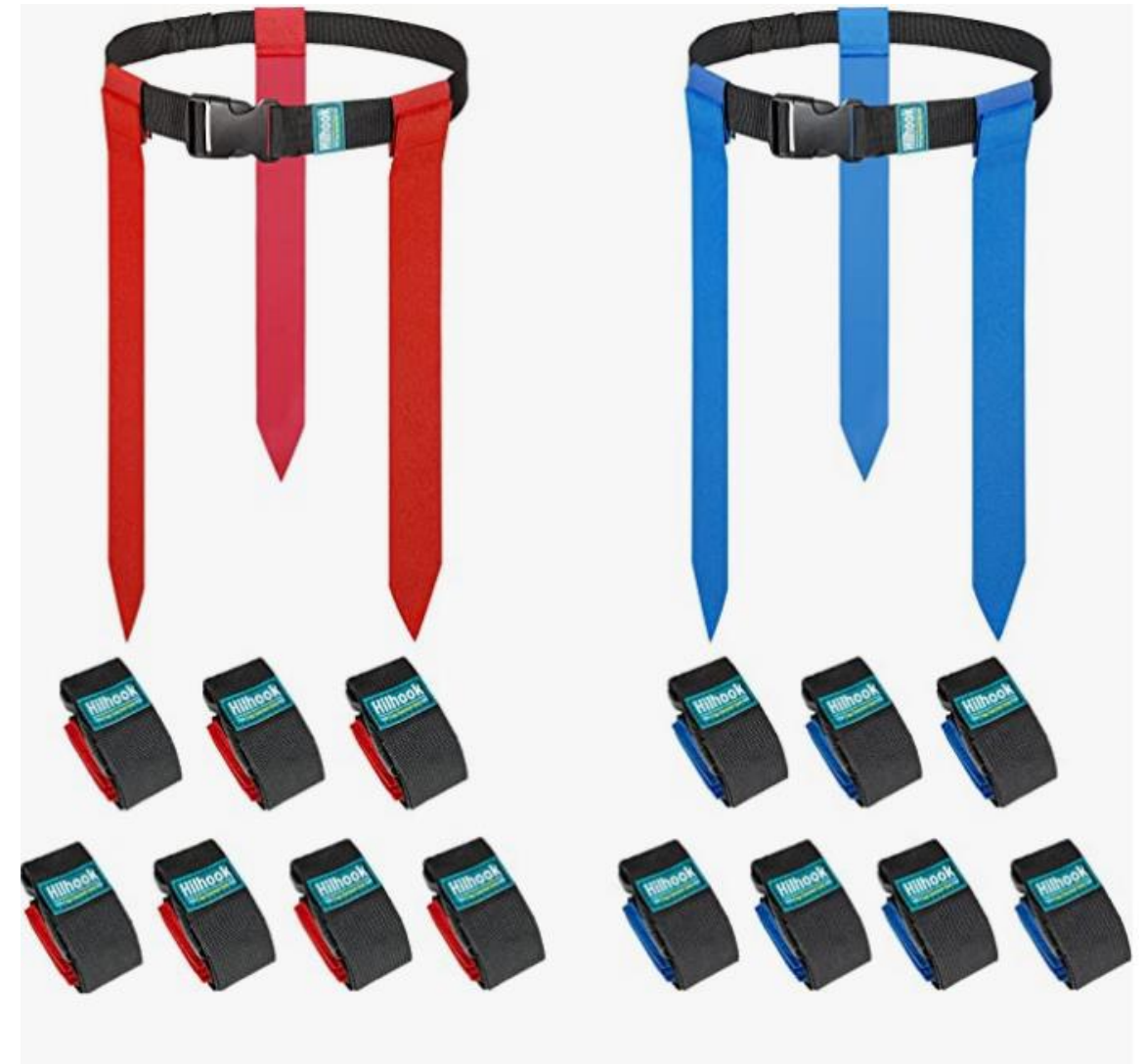
Jump Ropes



Speed Stacking Cups



Flag Belts



Flag Belts



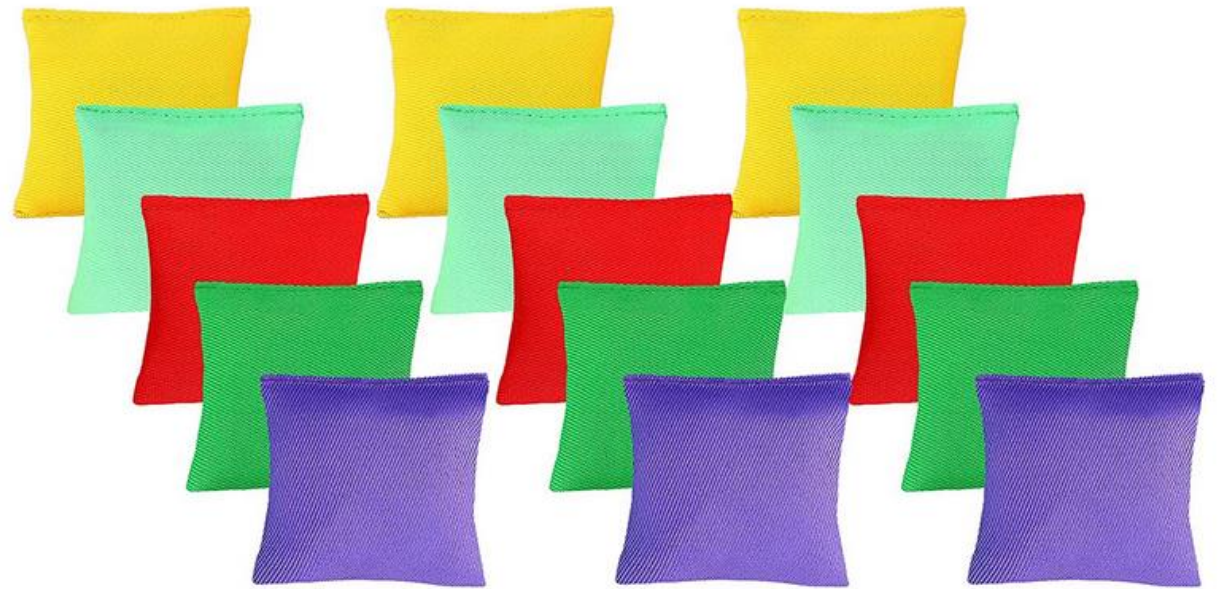
Balls



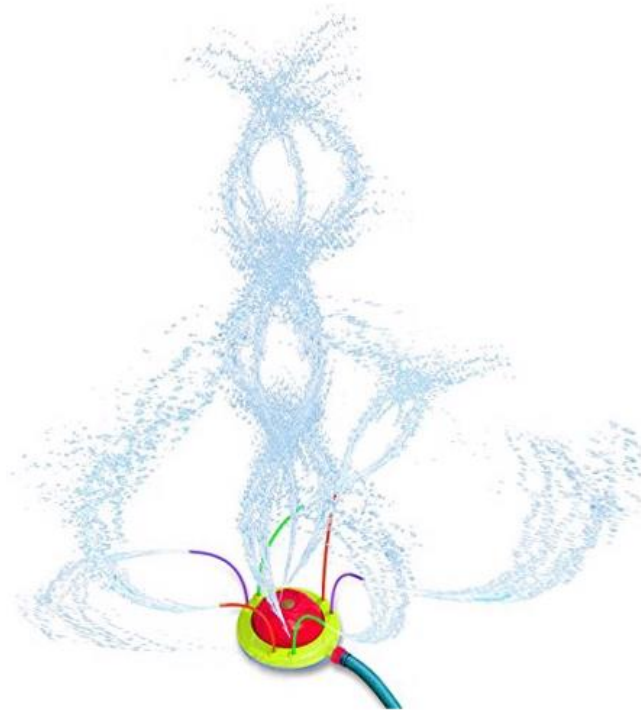
Balls



Juggling 101



Water Toys



Questions?

Thank you!

