

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 other game leaders

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 6–8)
- Pre-Primary Games (pages 9–11)
- Super Simple Games (pages 12–13)
- Two Daily Games for Primaries and Juniors (pages 14–33)
- Additional Games (pages 34)
- Sidewalk Games (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.
- Have a backup plan in case of bad weather.
- Decide ahead of time how you are going to form teams.
- Use bandanas, strips of material, jerseys, or wristbands to designate teams.



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 everyone hydrated.**
- **Keep instructions short and simple. A demonstration goes a long way.**
- **Share the Teaching Tie-in for each game. Prep so you can deliver it naturally.**
- **Be enthusiastic! The kids will feed off your energy.**

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 both 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.

Run to the Store

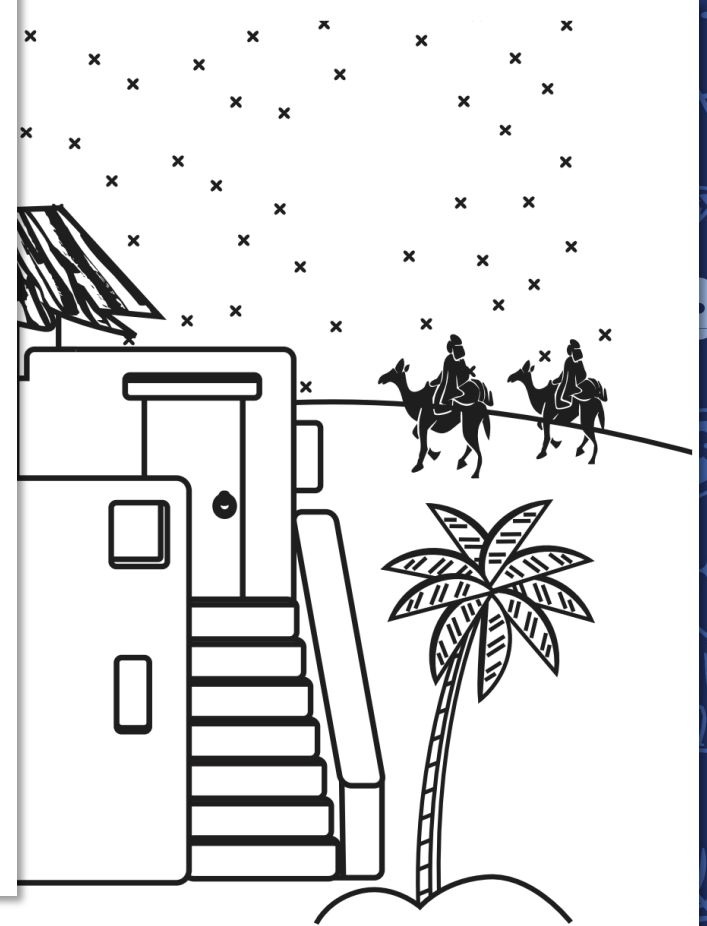


Western Animal Antics

Run, Die, and Rise Again



Game Patterns on MyAnswers





Camp Songs



SEARCH "CAMP SONG" ...

- Bo Diddley Bop
- Herman the Worm
- Hi, My Name is Joe
- Little Red Wagon
- On a Day Like This
- The Banana Song
- The Jellyfish
- The Princess Pat
- Three Short Necked Buzzards

SIMPLE INDOOR GAMES

Day 1: My Train Has...

Day 2: Backwards Charades

Day 3: Doctor, Doctor

Day 4: Where's My Empty Egg?

Day 5: Spread the News

CACTUS



BANJO



DYNAMITE



JAIL



RATTLESNAKE





SIMPLE OUTDOOR GAMES

Day 1: Tree Tag

Day 2: Wolf Tail Tag

Day 3: Stampede

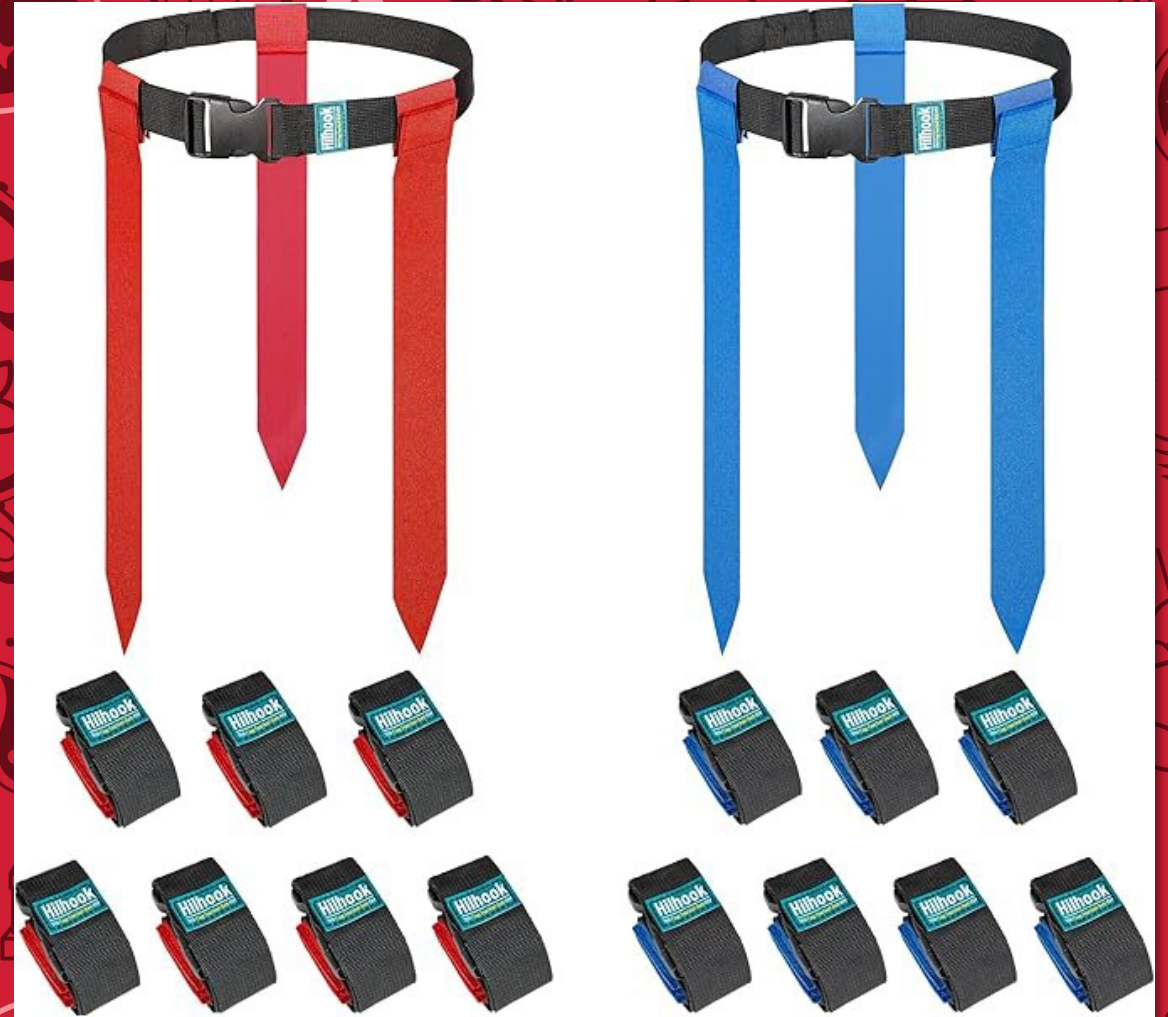
Day 4: Easter Egg Grab

Day 5: Four Corners

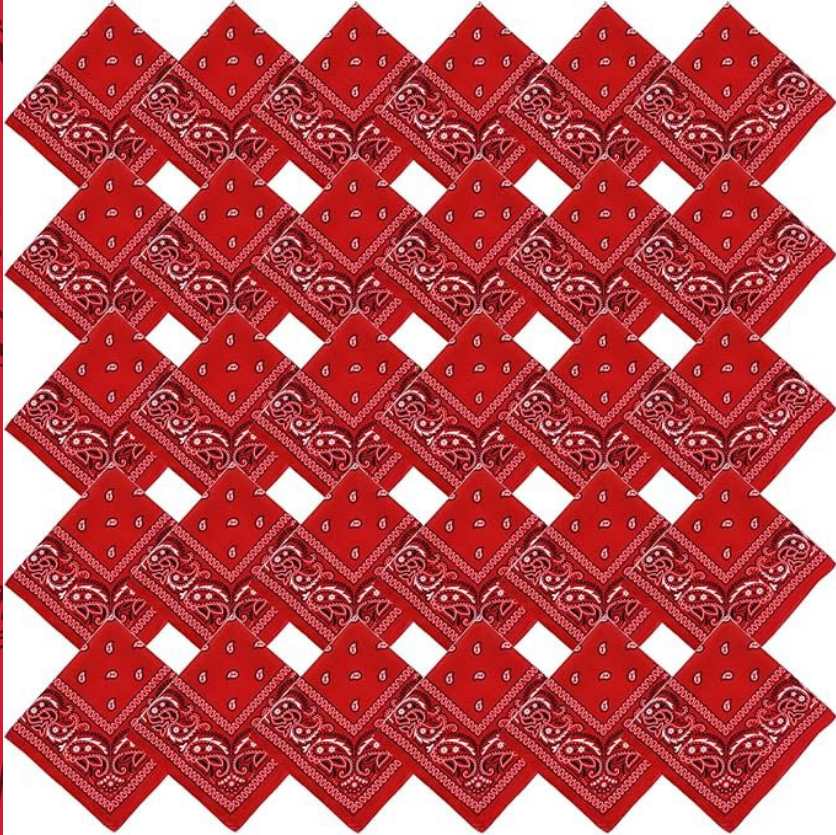
Easter Egg Grab



Wolf Tail Tag Equipment Options



Wolf Tail Tag Equipment Options





ADDITIONAL GAMES

Grab the Gold

Marshalls, Rangers, Sheriffs

Beanbag Bonanza

Shadow Tag and Jumping Rope

Drip, Drip, Drop



Drip, Drip, Drop



PRIMARY AND JUNIOR MAIN GAMES



DAY 1

Nativity Stations

- **Players will travel in groups to stations around the playing field to complete a physical challenge and a charade challenge.**
- **Once a group has visited all nine stations, they must search the field for a rock with their team's letter, then race to the finish line!**



Game Patterns on MyAnswers

Nativity Station 6: Shepherds

Station Announcement (read aloud): An angel announced to some nearby shepherds the most exciting news in the whole world—the Savior had been born. The shepherds ran to find the baby in the manger. When they saw him, they worshiped him. Then they joyfully went to spread the word that the Savior had come!

Physical Challenge (everyone): High five every person in the group.

Acting Challenge (one person): Act out lassoing cattle.

Nativity Station 9: Egypt

Station Announcement (read aloud): God sent an angel to warn Joseph in a dream about Herod's evil plan. In the middle of the night, Joseph, Mary, and little Jesus escaped to Egypt. This fulfilled another prophecy that God's Son would be called out of Egypt.

Physical Challenge (everyone): Make a triangle with your hands and do 5 squats

Acting Challenge (one person): Act out accidentally sitting on a cactus.

Nativity Stations



- Teams will line up single-file, with each person's hands on the shoulders of the person in front of them. The last person (the caboose) has a bandana in his back pocket.
- Teams will try to steal the bandanas from the cabooses of the other teams.



DAY 1

Catch the Caboose





Catch the Caboose



DAY 2

Tough Trials Obstacle Course

- A course of various obstacles that students will go through either individually or in teams.
- The possibilities are numerous for your course. Have fun thinking up obstacles or go with it as written.

Train Tracks

Old Faithful

Lasso Practice

Walk the Fence Line

Barrel Racing

Shootin' Range

Fishing Hole



Train Track Options



Agility Ladder

Shooting Range



Barrel Racing



Walk the Fence Line



Lasso Practice

AnswersVBS
Wonder Junction

- A version of a game kids played in the mid-1800s that involved throwing a ball over a house, schoolhouse, or woodshed.
- Throwers turn their backs away from the catchers and throw their balls overhead behind them to the other side yelling, “Annie, Annie over!” then try to run to their safe zone without getting tagged.



DAY 2

Annie, Annie, Over



Annie, Annie, Over







DAY 3

Mercantile Mania

- A game of Capture the Flag, except teams are trying to collect the scattered general store goods from the other team's side while protecting the items on their side.



- Teams go on a hunt for items that represent different names of Jesus.

- Bread of Life: piece of bread
- Light of the World: candle
- Shepherd: chenille staff
- Horn of Salvation: toy horn
- Lamb of God: toy lamb
- Lion of the Tribe of Judah: toy lion
- Vine: vine
- Branch: branch
- Rock: rock
- Physician: stethoscope
- Bright and Morning Star: cardboard star cutout
- Gift of God: gift-wrapped box



DAY 3

Name Above
All Names
Scavenger Hunt

NAME ABOVE ALL NAMES SCAVENGER HUNT

Jesus—there's something about that name! Nobody in all of history has had as many names and titles as Jesus. They describe who he is and what he does. Let's search for a few today in this fun treasure hunt.

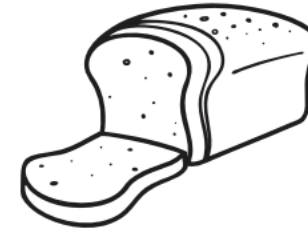
Directions: With your team, read the following Bible verses. Circle the name of Jesus in each verse. Once you have found all the names of Jesus, look for items that match with each name. For example, if Jesus' name is "light of the world," you could look for a candle. How many you can find?

1. Again Jesus spoke to them, saying, "I am the light of the world. Whoever follows me will not walk in darkness, but will have the light of life." John 8:12
2. "I am the bread of life." John 6:48
3. "I am the good shepherd. The good shepherd lays down his life for the sheep." John 10:11
4. . . . He has visited and redeemed his people and has raised up a horn of salvation for us Luke 1:68–69
5. The next day [John] saw Jesus coming toward him, and said, "Behold, the Lamb of God, who takes away the sin of the world!" John 1:29
6. And one of the elders said to me, "Weep no more; behold, the Lion of the tribe of Judah, the Root of David, has conquered, so that he can open the scroll and its seven seals." Revelation 5:5
7. "I am the true vine, and my Father is the vinedresser." John 15:1
8. Behold, the man whose name is the Branch. Zechariah 6:12
9. . . . There is none besides you; there is no rock like our God. 1 Samuel 2:2
10. But when [Jesus] heard it, he said, "Those who are well have no need of a physician, but those who are sick." Matthew 9:12
11. "I am . . . the bright morning star." Revelation 22:16
12. Thanks be to God for his inexpressible gift! 2 Corinthians 9:15

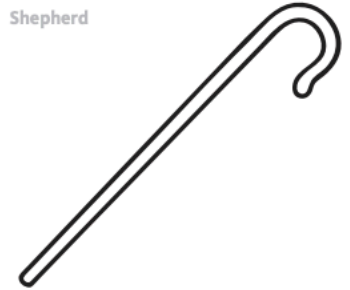
Light
of the
World



Bread of Life



Shepherd



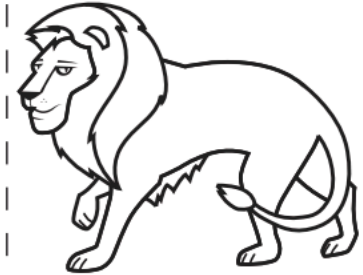
Horn of Salvation



Lamb of God



Lion of the tribe of Judah



Vine



Branch



Rock



Physician



Bright and Morning Star



Gift of God







DAY 4

Safecracker

- One player is the Sheriff, who must keep the “gold nugget” (ball) in the “safe” (hula hoop) from being robbed by the bandits.
- The bandit mastermind (a leader) sends bandits to the middle to try and grab the ball without being tagged.



- Teams build hula-hoop structures in their territory.
- Players try to steal other team's claims by throwing balls at the other team's structures.
- Players can defend their structure by catching or blocking balls with their body.



DAY 4

Make Your Claim





Make Your Claim



AnswersVBS
**Wonder
Junction**



AnswersVBS
**Wonder
Junction**



DAY 5

Wild West Relays

- Choose one or more of the following western-themed relays:
 - Deliver the Good News
 - Put on Your Duds
 - Sack Races
 - Horseshoes
 - Bucket Brigade
 - Wet Taters



Horseshoes



Bucket Brigade



Deliver the Good News

- While waiting for the sheriff to return, players become deputies, busy helping around the town.
- A leader calls out commands that the deputies must do. If a deputy does the incorrect action, he is eliminated.
- Last deputy standing wins.



DAY 5
Sheriff's
Coming!

COMMANDS:

- Sheriff's Coming!
- Giddyap
- Sweep the Store
- Shovel the Coal
- Mine the Gold
- Tumbleweed
- Possum

- TNT (2 people)
- Catch the Bandit (2 people)
- Hoedown (2 people)
- Train Conductor (3 people)
- Round Up (4 people)







COMMANDS:

- Sheriff's Coming!
- Giddyap
- Sweep the Store
- Shovel the Coal
- Mine the Gold
- Catch Bandit (2 people)
- Hoedown (2 people)
- Train Conductor (3 people)



Marvel at Jesus, Live for His Glory