

# Games Rotation Day 1

## Getting Ready

### ① Meteor Shower

#### What You Need

- 30–50 “meteors” (crumpled newspaper balls or foam-coated balls)
- 4 pool noodles or cardboard for “Shields”
- Cones or tape to divide the play area and mark the goal zones or “Bases”
- 2 large bins or trash cans to mark the “Reactor Core”
- Whistle or timer
- Optional: Use 4 cardboard boxes or small paddling pools as “base” structures. Alternatively, you could use chairs as barriers.*

### ② Rocket Relay

#### What You Need

- Long string or rope
- Plastic Cups
- Tape, Sticky Tak, or Command® hooks

FOR TODAY



#### Today's Bible Story

**Jesus calls His disciples  
Luke 5:1-11**

#### Key Question

**Who is Jesus?**

#### Bottom Line

**Jesus is the way.**

#### Basic Truth

**Because of Jesus,  
I am called.**

#### Memory Verse

**“Jesus spoke to the people again. He said, ‘I am the light of the world. Anyone who follows me will never walk in darkness. They will have that light. They will have life.’”  
(John 8:12 NIV)**

## DAY 1 / OPTION 1

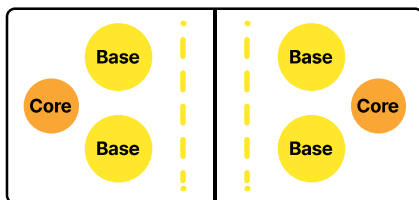
# Meteor Shower

## What You Need

- 30–50 “meteors” (crumpled newspaper balls or foam-coated balls)
- 4 pool noodles or cardboard for “shields”
- Cones or tape to divide the play area and mark the goal zones or “bases”
- 2 large bins or trash cans to mark the “reactor cores”
- Whistle or timer
- Optional: Use 4 cardboard boxes or small paddling pools as “base” structures. Alternatively, you could use chairs as barriers*

## Notes

Diagram for setup:



## ① Setup

1. Use floor tape or cones to divide your play area into two sections, and to mark goal zones or “bases” that players must protect. See the example diagram of the play area in the notes.
2. Place all the “meteors” around the play area on the ground.
3. Mark the “base” area that defenders must protect.

## ② How to Play

1. Divide your players into two teams. Teams protect their space base from falling meteors using shields and teamwork!
2. Select one guard to defend each base; the reactor cores stand unguarded, and any remaining players will be “attackers.”
3. On “Go!”, attackers will try to throw meteors into the bases and reactor cores.
4. “Defenders” can use shields to block or bat the meteors away.
5. After 2 minutes, count how many meteors landed in the base. Any meteors that land in the “reactor core” count as 5.
6. Play as many times as you’d like, assigning new guards each time!
7. *TIP: If you’re playing with a younger group of kids, move the “bases” closer to the center and don’t assign guards.*

## ③ What You Say

“When Jesus called His disciples, including Peter, He invited them to follow Him and work together to share His love with the world. Just like the disciples had to trust Jesus and support one another on their journey, this game reminds us that **[Bottom Line]** Jesus is the way, and when we follow Him together, we can do amazing things as a team!”

## DAY 1 / OPTION 2

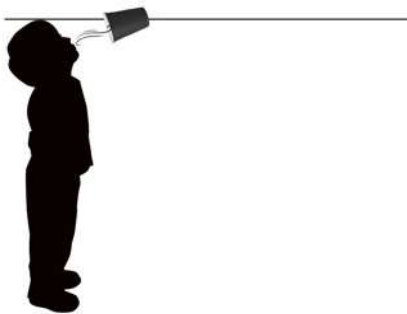
# Rocket Relay

## What You Need

- Long string or rope (one length per team/player)
- Plastic Cups (1 per string)
- Tape, Sticky Tack, or 2 Command® hooks per length of string (to anchor the string)
- Scissors or a heated metal rod

## Note

Diagram for setup:



## ① Setup

1. Carefully poke a small hole in the bottom of each plastic cup. (*TIP: A heated metal skewer or rod works great to make multiple clean holes quickly—adult use only!*)
2. Thread one string through each cup and pull it taut across your space at kid eye level.
3. Use tape or Command hooks to anchor each end of the string to walls, chairs, or poles so that the line is straight and tight.
4. Set up as many strings as you have players or teams racing at the same time.
5. *Optional: Decorate cups to look like rockets using markers or stickers before the game starts.*

## ② How to Play

1. Divide kids into individual players or relay teams, depending on your group size and space.
2. Each player or team must move their “rocket” cup from one end of the string to the other using only their breath. No hands allowed!
3. For individual races, each player blows their cup to the finish line.
4. For relay races, players take turns blowing the cup to the next checkpoint (e.g., halfway), then tag the next teammate to continue.
5. *Optional: Add a space countdown before each launch: “3... 2... 1... BLAST OFF!”*
6. The first player or team to get their rocket to the end of the string wins!
7. Reset and play multiple rounds for extra fun.

## ③ What You Say

“Just like our rockets had to stay on a specific path to reach their destination, we’ve been given a path to follow, too: **[Bottom Line]** Jesus is the way! And we’re not just called to follow Him alone... we’re called to work together, encourage one another, and move forward on the mission He’s given us. Because of Jesus, we are called to be part of something bigger, and when we follow His way together, we can go farther than we ever could on our own!”

# Games Rotation Day 2

## Getting Ready

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### ① Sacred Sponge Quest

#### What You Need

- 1 Giant sponge
  - 1 Large bucket filled with water
  - 1 Empty clear bottle
  - Food coloring (*Optional: one color per team*)
  - Towels
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### ② Boom, Clap, Snatch!

#### What You Need

- Paper plates
- Optional: Floor tape

FOR TODAY



#### Today's Bible Story

**Jesus walks on water.  
Matthew 14:22-33**

#### Key Question

**Where is Jesus when  
things look rough?**

#### Bottom Line

**Jesus is with me.**

#### Basic Truth

**Because of Jesus,  
nothing can shake me.**

#### Memory Verse

**"Jesus spoke to the  
people again. He said,  
'I am the light of the  
world. Anyone who  
follows me will never  
walk in darkness. They  
will have that light.  
They will have life.'  
(John 8:12 NIV)**

## DAY 2 / OPTION 1

# Sacred Sponge Quest

## What You Need

- 1 Giant sponge
- 1 Large bucket filled with water
- 1 Empty clear bottle
- Food coloring (*Optional: one color per team*)
- Towels (*For spills and wet hands*)

## ① Setup

1. Place the large water bucket and the clear bottle 10–15 feet apart.
2. Fill each bucket with water. (*Optional: Add different food coloring to each team's water for fun and easy tracking.*)
3. Place a giant sponge in each bucket.
4. Have kids line up behind their team's water bucket.

## ② How to Play

1. On "GO!", the first player from each team grabs the sponge from their bucket, races to the bottle, and squeezes as much water into it as they can.
2. Once they've squeezed out the water, they must run back and place the sponge back in the water bucket.
3. Only then can the next player go!
4. The first team to fill their bottle wins. Or, if time is called after 90 seconds, the team with the most water in their bottle is the victor.

## ③ What You Say

"Great job, adventurers! Just like you had to stay focused and work together to get that water where it needed to go, the disciples had to trust Jesus in the middle of a wild and stormy sea. When Peter stepped out of the boat, he was walking on the water! He started sinking when he took his eyes off Jesus, but Jesus reached out and saved him. No matter how scary or uncertain things feel, Jesus is with us, and He'll never let us sink. Let's remember that we can always count on Him! **[Bottom Line]** Jesus is with me!"

## DAY 2 / OPTION 2

# Boom, Clap, Snatch!

## What You Need

- Paper plates (1 per group of kids)
- Optional: Floor tape to mark standing zones

## ① Setup

1. Turn paper plates upside down and place them on the ground, leaving 3–5 feet of space between each.
2. Divide kids into groups of 3-5, and have each group stand around a plate.
3. (Optional) Use floor tape to mark a circle around each plate—this is the “standing zone” where kids should stand before starting.

## ② How to Play

1. The Game Leader will call out commands:
  - “Boom!” – kids pat their legs.
  - “Clap!” – kids clap their hands.
  - “Snatch!” – kids try to be the first to slide the plate toward themselves *using only their foot!*
2. Only snatch the plate if “Snatch!” is called—if you go too early, you’re out for that round!
3. A “Snatch” is considered successful if they can get the plate over the line.
4. The winner of each round stays in the game. Repeat until only one player remains.
5. (Optional) For younger kids, the game can be played sitting down, using hands to snatch instead of feet. Just watch for head bumps!

## ③ What You Say

“Wow, that took some serious focus! You had to wait and listen carefully for the right moment to move. Just like in life, we face moments when we’re not sure what to do or when to move. But here’s the good news: Jesus is with us! We can always trust that He knows exactly what to do and when, we simply have to listen and obey. Let’s all say it together, **[Bottom Line]** Jesus is with me!”

# Games Rotation Day 3

## Getting Ready

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### ① Chain of Champions

#### What You Need

- 1 Hula hoop per team
  - 2 Plastic cones per team
  - 1 Stuffed animal or toy per team
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### ③ Capture the Kingdom

#### What You Need

- 2 "Kingdom Flags" (bandanas, cloth pieces, cones, etc. in different colors)
- Field cones or floor tape to divide the play area
- Optional: Scrimmage vests or team identifiers (colors, sashes, etc.)

FOR TODAY



#### Today's Bible Story

**Jesus' crucifixion and resurrection.**

**Luke 23:32-45, 55-56;  
Luke 24:1-6**

#### Key Question

**What is the greatest thing anyone has ever done for you?**

#### Bottom Line

**Jesus is alive!**

#### Basic Truth

**Because of Jesus, I am saved.**

#### Memory Verse

**"Jesus spoke to the people again. He said, 'I am the light of the world. Anyone who follows me will never walk in darkness. They will have that light. They will have life.'" (John 8:12 NIV)**

## DAY 3 / OPTION 1

# Chain of Champions

## What You Need

- 1 Hula hoop per team
- 2 Plastic cones per team
- 1 Stuffed animal (or toy “in need of rescue”) per team

## ① Setup

1. Set up two cones per team. One for the start line and one 20–30 feet away as a turnaround point.
2. Place a stuffed animal at the far end of the course (after the turnaround cone).
3. Divide kids into teams of 4–6 and line them up behind their cone.
4. Give the first player (the team leader) the hula hoop.

## ② How to Play

1. On “Go!”, the leader runs with the hula hoop around the far cone and back.
2. When they return, the whole team takes turns jumping through the hula hoop (hold it low or sideways).
3. After everyone has gone through, the leader links arms or holds onto the next player to form a “chain.”
4. The growing chain of champions runs together around the cone and back, adding a new teammate each round.
5. Once the entire team is connected, they move carefully together to the end of the course to “rescue” the stuffed animal and bring it back to the start.
6. First team to complete the rescue wins!

## ③ What You Say

“Great teamwork, everyone! You couldn’t finish that rescue alone, you had to help each other and move as one. That reminds me of the greatest rescue of all: Jesus came to save us. He died for us, but He didn’t stay in the tomb. **[Bottom Line]** Jesus is alive! Because of Him, we can be rescued from sin and be part of God’s family forever.”

## DAY 3 / OPTION 3

# Capture the Kingdom

## What You Need

- 2 “Kingdom Flags” (bandanas, cloth pieces, cones, etc. in different colors)
- Field cones or floor tape to divide the play area
- Optional: Scrimmage vests or team identifiers (colors, sashes, etc.)

## ① Setup

1. NOTE: This game is similar to “Capture The Flag.” and can be played accordingly.
2. Divide your play area into two equal sides. One for each team. Use cones, chalk, or tape to mark the middle boundary.
3. Place a flag (or “kingdom treasure”) at the back of each team’s territory. somewhere visible but not too easy to grab!
4. Assign kids to Team Castle and Team Fortress, or choose fun kingdom names.
5. *Optional: Mark “dungeons” for tagged players and “safe zones” near each flag.*

## ② How to Play

1. The goal is to capture the opposing team’s flag and return it to your side without being tagged.
2. Players can run into enemy territory to steal the flag, but if they’re tagged, they must go to the “dungeon.”
3. Teammates can “rescue” a captured friend by tagging them (only one at a time).
4. The game ends when one team successfully brings the other team’s flag back to their side.
5. Play multiple rounds if time allows!

## ③ What You Say

“Nice work! You had to be fast, smart, and work together to capture the kingdom. You know, Jesus didn’t win with speed or strength, He gave His life for us on the cross. But He didn’t stay in the grave. **[Bottom Line]** Jesus is alive! And because of Him, we can be saved and become part of His Kingdom forever. He’s the true King who won the greatest victory of all!”

# Games Rotation Day 4

## Getting Ready

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### ① Rock, Paper, Scissors, Hop!

#### What You Need

- Floor markers (tape, cones, poly dots, or chalk)
  - Optional: Scoreboard or whiteboard
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### ② The Great Cleanup Quest

#### What You Need

- 1 bucket per team (labelled with team colors)
- Colored plastic balls (matching the team colors)
- No-hands tools (wooden spoons)
  
- Whistle and timer

FOR TODAY



#### Today's Bible Story

### Peter's Denial & Restoration

Matthew 26:31-35, 69-75; Mark 16:6-7; John 21:15-19

#### Key Question

**What do I do when I've messed up?**

#### Bottom Line

**Jesus makes me new.**

#### Basic Truth

**Because of Jesus, I am made new.**

#### Memory Verse

**"Jesus spoke to the people again. He said, 'I am the light of the world. Anyone who follows me will never walk in darkness. They will have that light. They will have life.'" (John 8:12 NIV)**

## DAY 4 / OPTION 1

# Rock, Paper, Scissors, Hop!

## What You Need

- Floor markers (tape, cones, poly dots, or chalk)
- Optional: Scoreboard or whiteboard

## ① Setup

1. Create a winding path using floor markers, think of it as a “game board trail” (10–15 spaces per side works well).
2. Divide players into two teams. Each team lines up on opposite ends of the path.
3. One player from each team starts at their team’s end of the path.

## ② How to Play

4. On “GO!”, the first player from each team hops forward, one space at a time, toward the center of the path.
5. When two players meet, they stop and play rock, paper, scissors. The loser returns to the back of the line, the winner keeps playing.
6. The winner keeps hopping forward. The player who loses returns to their team’s line and the next teammate starts hopping.
7. The goal is to get one player from your team to the other team’s starting point, like reaching the other side of the board!
8. Keep the game going until one player reaches the opposite end, or play until at least half of the team has made it to the opposite end.

## ③ What You Say

“In this game, when someone lost, they had to go back and start over, but they got to try again! That reminds me of how Jesus treats us. When we mess up, He doesn’t give up on us. Just like Peter got another chance, Jesus gives us a fresh start and makes us new. Say it with me: **[Bottom Line]** Jesus makes me new!”

## DAY 4 / OPTION 2

# The Great Cleanup Quest

## What You Need

- 1 bucket per team (labelled with team colors)
- Colored plastic balls (matching the team colors)
- No-hands tools (wooden spoons)
- Whistle and timer

## ① Setup

1. Place team buckets in a circle or grouped in the center of the space.
2. Scatter colored balls all over the play area—mixing up the team colors.
3. Spread tools around the area (or give each team their own set).
4. Assign kids to teams by color and line them up around the edge of the play zone.

## ② How to Play

1. On “GO!”, players must collect balls that match their team color and put them in their bucket—but no hands allowed!
  - They can only use the tools scattered around the area.
2. Each team has 100 seconds or until their bucket is full.
3. At the end, count each team’s balls:
  - +1 point for each correctly colored ball.
  - -5 points for each ball that doesn’t match their team’s color!
4. You can run multiple rounds, adding fun challenges like:
  - Elbows only!
  - 10 seconds sitting / 10 seconds standing (repeat)!
  - Everyone switches tools halfway through!

## ③ What You Say

“That game was all about sorting out what belonged and letting go of what didn’t. Our lives are kind of like that, too. We all mess up sometimes, or “collect things” that aren’t helpful for the life God has called us to live. But the good news is, Jesus doesn’t just leave us stuck. He helps clean up the mess, gives us a fresh start, and makes us new, just like He did for Peter on the beach! Say it with me: **[Bottom Line]** Jesus makes me new!”