

Classroom Games

Why use games in the classroom?

There are many good reasons to use games as part of the teaching time:

Different kinds of games

- Games with movement
- Personal challenge games
- Team and competition games
- Mental and guessing games
- Ball games
- Board games
- Circle games
- Target games
- Chalkboard games
- Hiding/Mystery games

Guidelines for selecting/playing classroom games

What should we keep in mind as we select (and play) games as part of our class time? Why?

How do you relate/link a game to the Bible story or lesson topic?





Creating your own games

What are some of your children's favorite games?

Change them into Bible games! Or create a brand new game!

- Identify the main point of your lesson or a truth from your story that you want to teach.
- Make a list of age-appropriate games.
- Find a game that can help to teach this point or illustrate the lesson point or truth from the story (age-appropriate, fun, interesting, not too complicated).
- Change the names, rules and player names to fit the story or lesson (Be sure to keep it fun and safe).
- Relate the game to the lesson or God's Word.

In what part of the lesson can games be used?

Our game ideas

Action Steps

Reflect and respond to the following question:

How will you use games to teach children in your classroom?



Top game ideas to use over and over again

20 Questions

Teacher thinks of an item from the day's lesson. Students may ask 20 "yes" or "no" questions to try to guess what it is. Enjoy the process.

Charades (or Picture Charades)

Students act like a person or item from the lesson without speaking. Students try to guess who is being acted out. The guessing game works with pencil and paper or on a whiteboard as students try to draw so other children will guess the word.

Hide and Search

Hide a small item in the classroom. Students find it. Use it as a teaching opportunity. Or play "Hide and Seek" outdoors. One student hides. Others try to find him or her.

Concentration

Place at least 10 sets of matching pairs (cards) face down on the floor. Students take turns overturning two at a time. If they find two of the same, they have a match and may have another turn. They keep the pair of cards. The person with the most card pairs at the end wins.

Relay Games

Students divide into teams. They race to finish some task or course first. Add very funny instructions on how to move to make the games more interesting. The possibilities are endless.

Classroom Soccer

Imagine that the classroom is a soccer field. Designate an item to be the ball. Divide the class into two teams. Ask students questions about the lesson. The person with the right answer gets to move the ball just once (you determine how far so it matches your setting). The first team to move the ball to a "goal" wins.

Musical Chairs

Place chairs in a circle facing outward. There should be one less chair than students. Start music playing. Students walk around the circle waiting for the music to stop. When it does, everyone scrambles to get a seat. The one who does not get a seat is eliminated from the game or has to answer a question. The last person left wins.

Duck, Duck, Goose

This is a running game. Students sit in a large circle facing inward. One person is "it". He or she walks around the circle, tapping each person on the head and saying, "duck, duck, duck ... etc." When the person finally says, "goose," the person whose head was tapped must get up, run around the circle trying to tag the other student. The one who was "it" tries to make it back to the other student's place in the circle before being tagged. Make variations, using words, people and items from the Bible story.

Bible Drill

If you have Bibles, race to see who can find Bible verses the fastest, standing up to read the verse. Enjoy!