



# Classroom Games

## Objectives

**After this lesson participants will:**

- To understand the importance of games in the classroom
- To gain confidence in using games within a Bible lesson
- To create guidelines for using games in the classroom
- To create their own Bible learning game for the classroom

## Lesson Overview

Welcome and Warm-Up	10 min
Why Use Games in the Classroom?	5 min
Guidelines for Selecting/Playing Games	10 min
Creating Your Own Games	30 min
Wrap Up & Prayer	5 min

**Approximate Total Time: 60 min**

## Materials

**Illustration option:**

- Several balloons
- Slips of paper
- Erasable board and writing supplies

**Media option:**

PowerPoint slides for this lesson

**Scripture passages:**

- ...



## Welcome and Warm-Up

10 min



### Play a Game: Noah Says (A Version of Simon Says)

First divide the group into three teams, and have one team be dogs, the other cats and the third ducks.

Dogs bark and beg (arms raised and hands pointing down as if begging for food.) Cats meow and pretend to lick their paws (hands), and ducks quack and waddle (bending down with hands touching shoulders like wings.) Then give the instructions below.

When you give the commands preceded with "Noah says," everyone must do the action. For example:

Noah says "bark"	all creatures bark
Noah says "meow"	all creatures meow
Noah says "quack"	all creatures quack
Noah says "beg"	all creatures beg
Noah says "lick"	all creatures lick
Noah says "waddle"	all creatures waddle
Noah says "be still"	all creatures stop

When you give the commands without saying "Noah says," only the animal assigned that action should respond. For example:

"Bark"	only dogs bark
"Meow"	only cats meow
"Quack"	only ducks quack
"Beg"	only dogs beg
"Lick"	only cats lick
"Waddle"	only ducks waddle
"Be still"	animals keep going

Any person who does not follow the command correctly has to sit out for the rest of the game. The team with the last remaining player wins. You can combine commands to make it more difficult, for example: "Noah says, bark and waddle," (everyone barks and waddles), "Lick and quack," without first saying Noah says, (only cats lick and only ducks quack)

Everyone, including children, loves to play games. When we choose or even invent a good Bible learning game, we not only get our children to focus and enjoy the lesson, we can also reinforce the lesson learned. **THE 1for50 HAND: This lesson helps us consider important skills to help us "Nurture the Whole Child."**

## Why Use Games in the Classroom

5 min

### Pop the Balloon:

(Note: Before class, print each of the five bullet points below on a separate slip of paper. Put each slip into a balloon, one slip per balloon. Inflate the balloons. Optional: Make extra balloons with blank slips of paper in them. The volunteer needs to come up with a reason for using games in the classroom if the slip of the paper is blank.)



Ask volunteers to pop the balloons and read the statements on the slips of paper to discover reasons to use games in the class time.

- Games help reinforce and review the day's theme or lesson.
- Games give children a chance to move. God created children with this need.
- Games are fun. "Fun" is the special language of children.
- Games provide wonderful opportunities for building relationships!
- Play can lead to powerful lessons learned.

There are many good reasons for us to include games in the classrooms. However, we do need guidelines when selecting the best games to play.

## Guidelines for Selecting/Playing Games

10 min

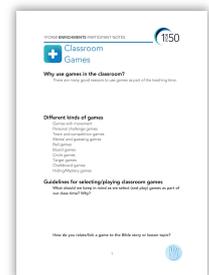
(NOTE: Check to see if it is culturally appropriate to play games in the children's class. If it is not appropriate, you will use the lesson to talk about learning games outside of the class time.)

### Different Kinds of Games

Many different kinds of children's games can be used in the classroom. Use this list and give culturally relevant examples of each type of game:

- 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

Because children like to play, most children will look forward to game time in our classroom or program. However, selecting the right game is important to help us reinforce the lesson we are teaching.



### Guidelines for Selecting Games:

Form groups of four to five people. Ask groups to create of guidelines for selecting and playing a game in the classroom. Give them 3 minutes. Have groups take turns sharing their lists, one item at a time, including giving a reason why their guideline is important. Write the guidelines on the board. Go around the room until all ideas are shared. Possible answers may include:

- Short and simple – not complicated instructions
- Should not be longer than the main part of the lesson
- Fun
- Age appropriate
- Not competitive if you are working with young children
- Teachers must know how to play the game
- Games must connect with the lesson topic or story
- Think of how much space is needed for the game
- Gather/prepare all game supplies in advance

### Linking the Game to the Bible Lesson:

To link the game to the lesson, take time to debrief after the game, explaining the link between the game and the lesson. (How it is related to the lesson, what lesson(s) are learned from playing the game.)



Refer to the “Noah Says” game played at the beginning of the class. Discuss the following questions: **What topics or Bible stories they could teach using that game?** (Obedience or Noah) **What connections can you make between the game and the topic (Obedience or Noah)?** (Answers may include: Compare the game to our need to follow God in everything we do. When we follow Him, not only do we have fun, but we also please Him. Or as the animals followed Noah into the ark to be safe from the flood, God gives us His protection when we follow and trust Him with our life. We needed to be attentive; otherwise, we will miss the command.)

Keeping in mind the guidelines we have just identified, we are ready to create our own games for the classroom.

## Creating and Using Your Own Games

30 min



### Creating a Game

**What are some of your children’s favorite games?** (Get responses.) You can change them into Bible games or create a completely new game. The game, “Noah Says” took the children’s game, “Simon Says” and adapted it. Here’s how you create your own game (Use the Noah Says game as the example for each point as you go through them):

- Identify the main point of your lesson or a truth from your story that you want to teach.
- Think of or make a list of age-appropriate games.
- Find a game that can help to teach this point or illustrate this part of the story. Be sure that it follows the guidelines we discussed.



- Change the names, rules and player names to fit the story lesson.
- Relate the game to the lesson or God's Word. This is very important. Children need to see how the game relates to the lesson they have been learning. Otherwise it is just another fun game for them.

### Using the Game



**In what part of your class time/lesson can you use games?** List together:

- Introducing the topic of the day
- Reinforce lesson point
- Reviewing the story
- Teaching the memory verse
- Application of lesson point
- Celebrating with children
- Other?

Games can be used in any part of the lesson! Now let's work together to create our own games.

### Group Work



(Divide the participants into groups of six to eight; give them five to ten minutes to come up with a game that they can use to teach about the topic "Jesus is our friend" or "God is powerful." They can focus on the topic or think of a Bible story related to the topic and create a game related to that specific Bible story. They can connect it to any part of the children's class/lesson as well. Optional: Assign different ages of children to different groups, or have the groups choose their own teaching topics.)

(After five to ten minutes, have each group share or demonstrate their games. Celebrate the great ideas demonstrated. Comment on the list of additional game ideas found on page three of the participant notes.)

## Wrap Up & Prayer

5 min

It takes planning and preparation to create a game where children have fun and also learn. Use games as a teaching tool to empower your lesson, not just filling the time nor keeping our children busy. Build your own list of great games to help your children grow as disciples of Jesus.

**What is God saying to you about including relevant games in your next lesson planning?**

(Close in prayer.)

