

# GAME BASICS

1. Pray before coming to club.
2. Be well rested.
3. Eat before coming (maybe a light meal).
4. Have a list of games to play, allow for some extra games that you may not use.
5. Arrive early.
6. Layout equipment for each event – before everyone arrives.
7. Leave a whistle, ball pump, extra balloons, etc. in the game room or cabinet.
8. Arrange for one scorekeeper.
9. Arrange for equipment helper.
10. Train a backup for yourself (your helper?) . . . before you need it!
11. Arrange for one leader per team (minimum).
12. Play many games during an evening.
13. Involve all leaders in at least one game each game session.
14. Use “Big” Points (100, not 1), make a quick but big deal for awarding points.
15. Mention kids names, include all kids, meet new kids.
16. Move fast, only 5-10 seconds between games.
17. Be very enthusiastic!
18. Game Directors speak to Line Leaders.
19. Line Leaders communicate to kids.
20. Be organized and start games quickly.
21. Announce winners to the scorekeeper.
22. Move to next game quickly.
23. Allow little or no “dead time”.
24. Laugh & have Fun!
25. Praise the Lord through all of it!



**Exciting  
Games**

## 50 WAYS TO HAVE AN EXCITING GAME TIME

1. Crazy 8 – Need two AWANA circles next to each other, and two sets of AWANA pins. Run figure 8 using both circles (one circle will run clockwise). Have teams on both circles (8 runners) per event. Run one or two laps of figure 8's. Caution runners to be careful at the crossing of the "8". Works well with larger number of kids (24+). Can also be done as a relay. It's pretty fun to watch.
2. Shipwreck – There are 6 commands, Shipwreck (run to center square), Starboard (Right ), Port (Left), Bow (Front), Stern (Rear), Man Overboard (Drop down). Assign positions to the walls (Left, Right, Front, Back), Game Director calls commands, the last person to make it to the named position is out. Last one in, wins.
3. Link tag – Pair up all kids. Separate one pair, one person is "it", one person is being chased. The chased person can "Link" to one of the pairs, immediately, the 3<sup>rd</sup> person (farther away) of the 3-person chain must release and is the one being chased. The "it" remains "it" until a tag is made, then the "it" becomes the chased, and the chased becomes "it". Option - for larger groups (20+), split several pairs so that there are several "it" and several being chased. The game works well in a gym or other defined areas. If played outside, a play zone must be defined.
4. Noodle Whack – (Need one pool noodle for each "it") a favorite at Camp. This is almost identical to Link Tag, but the "it" has a pool noodle to "whack" the person being chased. Strategies may be used by the person being chased to allow the "it" to whack the person being released.
5. Dodge Ball – (Need a gym and at least 4 rubber balls) A favorite in our club. Split into two teams, use 4 or more rubber playground balls. If the centerline is crossed, the player is out. When a person is hit (waist & below, or shoulders and below), they are out. Option 1, a caught ball allows one "out" players of that team to re-enter game. Option 2, play lengthwise in full size gym, players must stand inside of a volleyball court sized area. Those who become out, must stand behind the opposing team with one foot against the wall or on the end line. If a member of their team can lob a ball to them, and they catch it, they may re-enter game.
6. Steal the Bacon – Split into 2 or 4 teams. Play lengthwise in gym or on the game circle. Number team members 1, 2, 3 ... etc. This is played like the beanbag grab, but the person that grabs the bag, must carry it back over their team line without being touched. You may call two numbers to allow kids to pass the bag to a friend. The bag must be passed and not simply hit or slid to a teammate.

39. Filled balloon relay – Run the balloon relay with the same rules as event 10 in the AWANA Games. The catch - each balloon is filled with shaving cream. If the balloon breaks, there's a mess and the team loses. This game is best played outside.
40. Fitness relay – Run a lap, do a push up, run another, do a sit-up, run a 3<sup>rd</sup> lap and go in for the pin.
41. Team Tug – Compete with the 4 – Way tug but use 3-5 people per team rather than two. All of the other rules of the 4-Way tug apply.
42. Monkey ball – Play this game according to soccer rules but use a rubber ball, and the ball may only be moved by hitting with the hand.
43. Goofy Decathlon – Compete in 10 events but vary some of the events. Use a pool noodle for the javelin, a nerf ball for the shot put, a Frisbee for the discus, the long jump with the feet tied together, etc.
44. The Big Shoe kick off – Loosen the laces on each players kicking foot. Each person attempts to kick his or her shoe as far as possible. The person who kicks their shoe the farthest is the winner.
45. Soccer relay – Use a soccer ball (no hands) and do the equivalent of the TREK & Journey basketball relay by passing the ball from the center to the circle. If the ball leaves the team area, the team is disqualified.
46. Backwards Night – Run the normal Awana games but go backwards around circle. Do the Balloon Relay with the start at the outside of circle, Balloon Volley – don't let balloon over your line, etc.
47. 4 Legged Race – Use three people per team along with two 3 legged straps. The center of the three people will have a person strapped to each leg. Great coordination is needed among three people!
48. Balance Test – Have everyone stand on one leg and keep their balance. Then have them close their eyes.
49. Bible Memory Test – At the end of a race or event, select a memory verse from their Awana book. If the winner can quote the verse perfectly, they get double points. If not, the second place player can take first by completing the verse word perfect.
50. Shaving Cream Whiffle Ball – Played like normal baseball but use a whiffle ball and fill it with shaving cream prior to pitching. Oh my, I'd play this one outside!

30. Shoe Jumble – Line all team members on the circle line, ask them to remove their shoes and throw them into the center of the circle. Mix the shoes well. Instruct the kids to find their shoes, pull them on, tie them and get back in line on the circle, standing at attention. The first team finished is the winner.

31. Caboose Relay – Played on the AWANA circle with 5 players (or more) per team. Using a 10' length of rope, 4 players (engines) pull the rope while one player (caboose) holds the rope and sits on a carpet square turned upside down. Go one lap, the caboose jumps up and runs in for the pin.

32. Bowling Ball Bonanza – Played on the AWANA Circle - Need one bowling ball and as many basketballs, rubber balls, or volleyballs as you have in your equipment closet. Line up all of the kids on the game circle and place the bowling ball in the center of the circle. Players roll or throw the balls at the bowling ball trying to bump it over the line of the inner square.

33. Super Size Night – All AWANA games are played with oversize objects. Bean bags are replaced with throw pillows, batons are replaced with pool noodles, balloons are replaced with large beach balls, etc.

34. Outdoor AWANA Games – AWANA has outdoor game circle equipment. The AWANA Games may be played in this large setting on an oversize circle. Internationally, this is how the AWANA Games are played.

35. Egg on Spoon relay – (for less mess, use ping pong balls), Run one lap balancing the egg or ball on the spoon. Once the lap is completed, run in to the center and get the pin. May also be run as a relay.

36. Bag in the bucket – set a 5-gallon bucket at the location where the thrower normally stands for the beanbag relay. Line the rest of the team on the circle. At the whistle, the first person throws the bag into the bucket. If the throw is missed, the player retrieves the bag and tries again up to 3 times until the bag lands in the bucket. The next player then does the same until each team member has played. The last person runs around pin and into the center for the pin.

37. Marathon Madness – 3 to 5 person teams are arranged on each of the 4 colors. 26 laps must be run, with a baton. Passes may be made in their team zone, each runner determines how many laps to run before passing the baton. Runners may run more than once.

38. Hockey relay – Run a race with a player on each team color. Each runner has a hockey stick and a floor hockey ball. First one in after a lap, wins. Option – run as a relay.

7. Jump the Shot – Played on the AWANA circle. Tie a beanbag to the end of 15-20' strong string (1/4" nylon works well). The bag is swung around the game circle by the game director, trying to keep it within 6" of the floor. The 4 teams must stand inside of the circle and jump over the string and bag as it swings around to their team. If the string or bag strikes a person, they are out. The last person in, wins.

8. Scooters – Many games may be played with scooters. The scooters are made of plywood or plastic with four swiveling coaster wheels attached to the bottom (now also available through Awana). Players may "scoot" themselves around the circle, or pairs may be used to have a pusher and one rider. Caution to keep fingers away from the wheels.

9. Balloon Bat – Played on the AWANA circle using 4 balloons, one for each team. One player from each team starts behind their line and "bats" the balloon around the circle. When their own line is crossed, they enter the circle and try to grab the pin/bean bag.

10. Flag Grab - Need one pair of socks per participant. Tuck the socks 2-3 inches into the waistband of the pants leaving most of the sock hanging on each side of the body. Having 4 different colors works best. Goal – pull the "flag" from members of the other teams, while not having your own pulled. The last team with the sock(s) in, wins.

11. Dizzy Spin – This gets the kids really dizzy and is a riot to watch. Have one plastic wiffle bat for each team. The first player runs about 30-50 feet and grabs the bat, rests his hand on the handle end of the bat, and his head on his hand. Place the bat standing up on the ground and spin around the bat 5 complete times. Run back to your line and tag the next person. When each player has gone once, that team wins.

12. Bike races – For Jr. & Sr. High, best outside or in large gym. Need one 16" bicycle for each team. The bike must be much smaller than what the person can easily ride. Each player rides the undersize bike 50 feet, circles a pin or cone and returns to his line.

13. Basketball Relay – Played like the bean bag toss but use a basketball or rubber ball. Variation – Bounce the ball once before passing ball back to thrower. Option – use Frisbee, baton or other object.

14. Kick Ball – Our kids love this. Played like baseball, but the game director pitches for both sides and pitcher's hand out. Rules in our gym – if the ball hits the ceiling or lights, the batter is out. If the ball hits the rear wall of the gym on a fly, it's a home run. If a ball is caught off of the side wall, the batter is out. Runners may be tagged (hit) with the ball while running and they are out. We normally bat through all of both teams rather than just 3 outs. Move fast!

15. Kick Ball – v2, the batter kicks the ball, the fielders must stay behind half court until the ball is kicked. The runner may run anywhere in the gym but must get to the rear wall without being thrown out. It is not pitcher's hand out. The rear wall is a safe zone. Runners may advance home on successive kicks or may wait at the rear wall (many players may be on the rear wall). "Home" plate is the entire front wall of the gym, in a larger gym the basketball out of bounds line may be used.

16. Jungle ball – May be played outside or inside. Like kick ball version 2, but there is also a safe zone at mid-court. The ball is in play only when kicked forward, other than that there is no out of bounds. When a player leaves a safe zone, they must advance to the next safe zone or home plate – they may not return to the previous safe zone. Multiple players may be at any safe zone. The game director whistles the play dead when runners have each advanced safely to the next zone.

17. Crazy Kickball – Kickball played according to normal baseball rules but using a chip with a 1 on one side and a 3 on the other side, the Game Director flips the chip for each batter to determine the direction that the batter will run. Only the batter and the Game Director know the direction that the runners will run. If there are runners on base, they must run in the same direction as the batter (ie. they must wait to see which way the batter runs).

18. Norwegian Kickball – Played as normal kickball but the runners continue to run the bases until the ball is returned to a bucket at home plate. When the ball is placed into the bucket, all runners not on a base are out. Multiple runners may be on one base. Strategy required - run only when you can safely make it to the next base.

19. Tangled Mess – Best with 10+ people per team. Each team gathers in a tight group with hands raised. Everyone reaches and holds the hand of different people and then the group tries to untangle to obtain a circle. People will be twisting, stepping over, etc. but may not release hands to untangle.

20. Red Light / Green Light – Best with younger kids, although liked by all ages. Line everyone up at one end of the play area. The game director yells "green light" and the players run, "Red light" and they must stop. If the player takes more than 2 steps upon calling red light, they are out. If a player runs 1 step during a fake green (Red light) that player is out. The first one to the end of the gym wins.

21. Ping Pong Relay – Need 4 ping-pong balls. Played on the AWANA circle similar to the running races. The first player blows the ball around the circle and may not touch the ball with hands, face or other parts of the body. One lap and the player goes in for the pin. Option – Do as a relay.

22. Flashlight races – Using the AWANA circle, set a flashlight pointing up at each pin location. Each runner has one flashlight that is carried. Shut off all lights and turn on the circle lights and the runner lights. Then run regular AWANA running races. The flashlight may also be used as the baton for relays.

23. Volleyball – Split into two teams. For AWANA clubs (3<sup>rd</sup>-6<sup>th</sup> grade) use beach balls. Have both teams serve simultaneously to have balls going both ways. If the kids are doing well, add up to 4 balls at one time. A single ball is dead, when it strikes the floor or is out of bounds. Score after all balls are dead.

24. Shaving Cream Balloon – Need shaving cream, one razor per team and one balloon for each player. Smear shaving cream over the balloon for each participant (first heat only). Blow whistle to start, Carefully shave the cream off of the balloon. The first clean balloon wins. If the balloon pops, that player is out. Have towels ready for clean up.

25. Pocket Scavenger – Played on the AWANA circle, need a bucket in the center of the circle. Each team lines up on the white circle line with one designated "runner". The game director call out an object (ie. 2001 penny). The team locates the object, gives to the runner, who places the object into the bucket. Objects include: marble, watch, ring, shoe-string, belt, gum, comb, brush, etc.

26. 180° Relay – Played on the AWANA circle, similar to the sprint relay but uses a bag rather than the baton. The first player runs ½ lap and stops at the pin, turns and throws the bag across the circle to the 2<sup>nd</sup> runner, who likewise, runs ½ lap, stops and throws the bag across the circle to the 3<sup>rd</sup> runner. The 3<sup>rd</sup> runner runs a full lap and goes in for the pin. Option – use foam AWANA Frisbees (older kids only).

27. 3-legged soccer – Using the 3-legged race bands, play soccer using normal soccer rules. Teamwork and coordination are required.

28. Line drill relay - Line up each team at one end of the gym. Set up cones at each free throw line, and the mid court. When the whistle starts the event, the first player runs to the first free throw line and back. The second player runs to mid court and returns, the third player runs to the farther free throw line and returns, the last player runs to the far end court line and returns. If more players are desired, simply have them repeat by running the same sequence again. The first team done, wins.

29. Jump Rope relay – Need one jump rope per team, played on the AWANA circle. Run one lap while jumping rope. No more than 2-3 steps may be taken between rope swings. The rope may be dropped when running in for the pin.