

Touch Free Kids Games

(Doing one game following Bible Study each gathering should last two months)

1. **Red light green light:** (teaches listening skills)
2. **Freeze - when music stops:** A version of musical chairs (also teaches listening)
3. **Word Play:** (another good one for teaching listening)

This one says Bim, Bam, Boom in that order (of course the words can be changed to 3 biblical words (maybe the trinity?)) Arrange people into a spaced-out circle. Explain that basically all they have to do is say one of three words, either 'bim', 'bam' or 'bom', when it comes around to them. The word they say is determined by where they are sat as the person who starts a round says 'bim', the second says 'bam' and the third says 'bom'. This sequence is then repeated with everyone else in the circle and continues until someone slips up.

4. **Simon says:** Perhaps with a way to incorporate the ten commandments

5. **Say something nice:**

Each person chooses another person in the group to say something nice about until everyone has had something nice said about them

6. **Wait on God:** (Good object lesson can be applied here)

Have players line up on one end of the room. The object is for them to walk slowly to the wall on the far side of the room in exactly one minute. Watches and clocks are not

allowed. Players must keep moving steadily. Stopping is not permitted. When each player reaches the far wall, that marks their individual time. The one who comes closest to exactly 60 seconds wins.

7. **Charades:** (leader has the list of words to act out, can write word on dry erase board small and covered so only the actor can see. Once seen, leader erases it)

8. **Rock, Paper, Scissors:** (Ask: When is a rock mentioned in the Bible? Paper covers - What does Jesus dying on the cross cover? Scissors cut - We are told not to cut words from the Bible.

– *Alternate version... Whole Body rock, paper, scissors*

9. **Bible Bingo:** Can Google and print Bible Bingo cards and print on throw away paper or laminate them and wipe using bingo markers and wiping both when done. Cards are available with words or pictures depending on the age of kids.

10. **Bible Hangman:**

11. **Fruit Basket:**

Have all the players stand in a large circle with gaps around players. Each player is assigned a fruit to be, such as banana, strawberry, watermelon, grape, orange, or cherry, etc. The leader or "it" student calls out a name of fruit. Each player who is that fruit in that category must then leave the circle and run to an empty space created by another player of the same fruit group. The players must try to get into one of the empty spaces, leaving a different player in the middle to be the new It. When fruit basket is called, all players must move. A couple of rules: You cannot move directly into an empty space next to you, and you cannot stay in the same spot if there are no empty spaces. Repeat the game with a new "It" if the leader is not "it" and a new category of fruit as long as the game remains fun.

12. **Game of 7:** (Teaches the significance of what numbers mean in the Bible. Can be done with other numbers in Bible too. Ex. 7, 17, 27, 37,

Each time a player reaches a number that contains a seven, then he/she must say "Buzz!" instead of the number. For example, the game would start out "One," "Two," "Three," ... "Six," "Buzz," "Eight," ... "Thirteen," ... "Fifteen," "Sixteen," "Buzz," ... and so on. When the group reaches the seventies, every number is a "Buzz" and 77 is a double "Buzz" (Buzz, Buzz). Anytime a player makes a mistake and forgets to say Buzz, or else Buzzes at the wrong time, he/she earns a penalty point. Receive two penalty points and you are eliminated. Continue playing faster and faster as players drop out. The winner is the last player remaining.

13. **Geography game:** (potentially teach locations missionaries are in)

Have everyone sit in a spaced apart circle. Begin the game by having one player name a continent, country, province, state, or city that others in the group might know. Next player to left names a different place. The game continues in this way until someone can't come up with a place or repeats a place that has already been mentioned. That person slides backward or steps out and the next to the left goes. The game ends when only one player remains.

14. **Eye Spy Outside:** Name items God has created even down to small things like bugs.

15. **Twenty Questions:** Kids ask twenty questions (usually **yes** or **no**) to guess what the leader is wanting them to guess - related to the lesson of that day.

16. **Pictionary or Bible Pictionary:** (everyone has their own pen and paper)

17. **Pool Noodle Tag:** Cut pool noodles into 1-2ft pieces (or use full sized noodles)

18. **Live cow, Dead cow, Sleeping cow:** (Find a fun demonstration on YouTube)

19. **Minute-to-win-it:** (Use disposable items)

Riddles

Q: What comes down but never goes up?

A: Rain

Q: What goes up when rain comes down?

A: An umbrella!

Q: Mary's father has 5 daughters – Nana, Nene, Nini, Nono. What is the fifth daughter's name?

A: If you answered Nunu, you are wrong. It's Mary!

Q: A man was driving his truck. His lights were not on. The moon was not out. Up ahead, a woman was crossing the street. How did he see her?

A: It was a bright and sunny day!

Q: Throw away the outside and cook the inside, then eat the outside and throw away the inside. What is it?

A: Corn on the cob, because you throw away the husk, cook and eat the kernels, and throw away the cob.

Q: What travels around the world but stays in one spot?

A: A stamp!

Q: What has 4 eyes but can't see?

A: Mississippi

Q: What has hands but cannot clap?

A: A clock

Q: Which weighs more, a pound of feathers or a pound of bricks?

A: Neither, they both weigh one pound!

Q: How many months have 28 days?

A: All 12 months!

Q: What goes up but never comes down?

A: Your age!