

Running High-Impact, High-Energy Games for Kids

Learn how to think through your kid game time. Learn preparation tips that help the game time have the most exciting and effective impact. Gain some ideas to create a more exciting atmosphere that encourages cheering, laughing, and competition. Learn an extremely efficient way to explain new games. Learn 7+ Kid Icebreakers and 8+ Kid Big games.

- Intro – Don't psycho analyze until you lose common sense: Strange philosophy??? (Opposite of what they are feeling? Sad then happy! Excited then calm???)
- **I. Philosophy – Purposes of Kids Games**
 - 1. Get their energy out
 - 2. Have fun – especially helps visitors relax & enjoy
 - 3. Lead & Unify the group – get everyone going in the same direction
 - 4. Excited to come back next week
 - 5. Excited to bring friends next week
 - 6. Break down the walls for the preaching! Caution: it should all lead to the preaching!
 - 7. An exciting kid's class will help the church attendance!
- **II. Preparation**
 - Plan an order of games – this is key: do **not** wing it
 - Have a list of games. Have a game later that is really good that you can talk it up early on
 - Start with a game involving everyone or one that will lend itself to the team cheering well
 - Have a very strong game at the beginning of the night (first or second)
 - End with your strongest game
 - **Always have extra!**
 - Gather supplies
 - Have a loud whistle – Foxe 40 is best
 - Don't scream...you will lose your voice and your authority...wait until people are mostly quiet to explain a game
 - Microphone – Galaxy Audio Powered Hot Spot Personal Monitor PA6BT
www.musiciansfriend.com/pro-audio/galaxy-audio-powered-hot-spot-personal-monitor-pa6bt
 - Plan location of each game & how to arrange the setup – have as much as you can already set up
- **III. Atmosphere**
 - Encourage Cheering – give points for the team that starts the cheer first & gets everyone involved
 - Random Excessive Cheering
 - Get teams cheering **before** you head out for games or begin them indoors
 - Team leaders
 - Choose volunteers
 - Pick those who are first-time visitors
 - Choose your battles wisely – you don't want to dampen the whole spirit
 - Foul balls
 - Touching the bases exactly
 - Don't talk down to the kids "boys and girls" (5-7th grade...not cool!)
 - Boys vs Girls brings natural competition
 - Try to avoid letting the boys dominate because that will discourage the girls
 - The games need to be close
 - Stay Positive – Smile a lot (sounds cheesy but it's very contagious)

- **IV. Explaining a game – NORD: if your explanation takes too long, the game can easily flop!**
 - Name of Game
 - Object of Game
 - Rules of Game
 - Demonstration of Game
- **V. Momentum**
 - Keep it moving
 - Know what game is next
 - Announce the time remaining during the game if it is motivating (this is one of the best things I do to keep a game exciting!)
 - Give strategy hints along the way – especially to the team that needs it
 - Stop a game at its peak
 - Use music
- **7 Kid Icebreakers**
 - Bubble through hoop
 - Cup Shootout – spray bottles & cups
 - M&M Straw pass
 - Hosehead demolition
 - Jousting
 - Rubber band guns
 - Group charades
- **8 Kid Games**
 - Dodgeball
 - Soccer relay – be careful to not always do relay
 - Capture the flag
 - Hot Potato
 - Sharks & Minnows
 - Kickball (double kickball) – timed inning
 - Tube basketball; tube tug (controlled)
 - Cage ball relay
 - Cage ball vs workers
 - Splash bomb dodgeball