

MISSIONS

GAMES

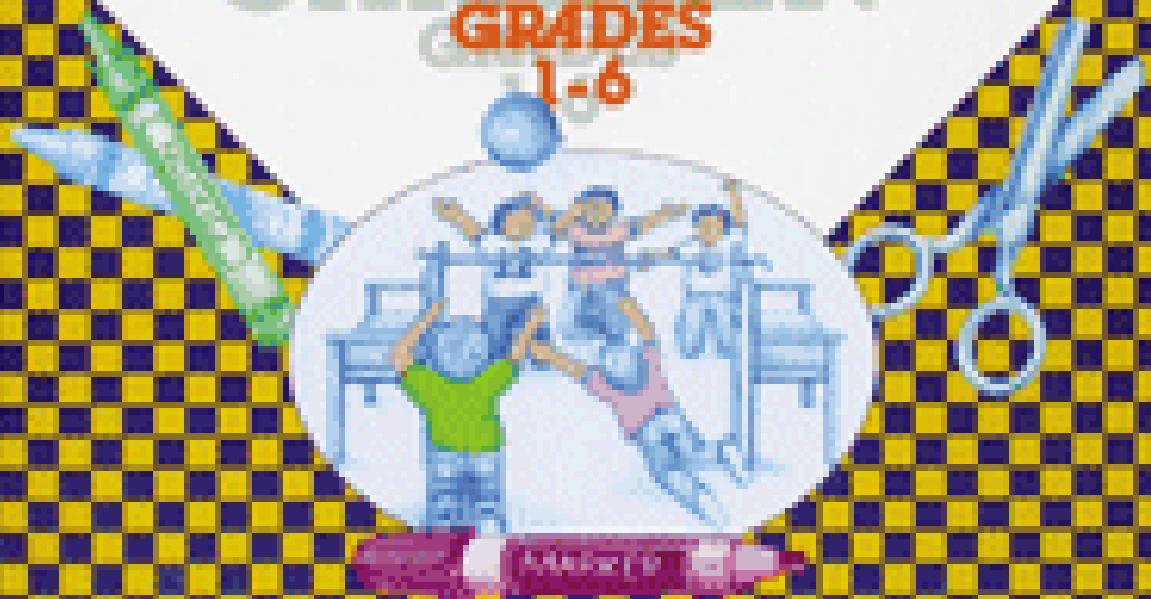
AND

Activities

FOR

CHILDREN

GRADES
1-6



Mission Games & Activities

Introduction

The purpose of Missions Games and Activities is to provide a resource helping involve children in mission education and mobilization. Involvement in missions begins with living one's faith, daily. This resource will assist leaders to bridge games and activities into helping children discover the needs of people around the world and in responding to those needs. This resource will also encourage children in a commitment to Christ as well as their growth as Christians.

The Mission Education Team of the North American Mission Board wishes to express appreciation to Tom Beam of North Carolina Baptist Men for his assistance with updating this classic resource.

BIBLE AND MISSIONS-RELATED ACTIVITIES

What does the Bible say about missions? What activities can children participate in to help them learn more about being on mission? The following activities can be used in your mission education groups. Use these as options to go alongside existing lesson plans from RAs, GA, and other mission groups. You may also use these as stand-alone activities in Sunday School and other children's programs.

Missions Mosaic

- Poster board, cardboard or construction paper
- Fabric scraps
- Glue
- Pencils
- Scissors

Create a scene in a mission story (volunteers helping build a church, children in a foreign country, missionaries climbing a mountain, and so forth).

1. Cut fabric into small pieces and place different colors in separate boxes.
2. Cover poster board, cardboard, or construction paper with light blue fabric (for sky).
3. Make a simple sketch or picture on board or cloth covering.
4. Apply cloth pieces with white glue.
5. Use damp cloth to clean glue.

Children may put a Bible verse on the mosaic using cloth scraps to form the letters. Be creative!

Smile or Bible Games Scrapbook

- Old issues of newspapers and magazines (especially Sunday School and mission books)
- Two heavy cardboard pieces, 9" x 12"
- Plain white paper sheets, 8½" x 11" (15-20 per scrapbook)
- String (or yarn)
- Hole punch

1. Punch holes in cover and sheets.
2. Glue pictures or clippings on each sheet.

For **Smile Scrapbook**, use cartoons, jokes, amusing pictures, and comic strips. On several pages, add Bible verses that tell about God's love.

For **Bible Games Scrapbook**, use Bible games and puzzles. Be sure to include answers on back of pages or "answer sheet."

3. Make covers.
4. Tie together with string.

Give scrapbook to someone who is sick or lonely.

Hunger Tic-Tac-Toe

Ruler
Index cards
Construction paper (two colors)
Scissors
Bible or questions from study
Pen
Two players (at least)

Make a tic-tac-toe board using the cardboard and ruler.

Lead children to draw and cut out construction paper fish on one color of the construction paper and bread loaves on the other color.

Lead children to write the following hunger verses on index cards: 1 John 3:17; Luke 12:15-20; 2 Corinthians 9:8; Galatians 5:14; Proverbs 30:8 (*"Feed me with the food that is my portion."* [NAS]); 2 Corinthians 8:13-15; John 6:1-15; James 2:15-16. Or you can write questions about the study on cards.

Turn the hunger cards upside down.

Two players or teams take turns drawing a hunger card. The first player must look up the Bible verse and discuss its meaning or answer a question, then play a fish.

Another player draws a card, discusses its meaning or answers a question, then plays a loaf.

The first player to get three fish or loaves in a straight line (vertical, horizontal, or diagonal) is the winner.

Prayer Tent

- Markers
- Construction paper
- Glue
- Scissors
- Information to place on tent (Bible verses, old issues of newspapers or magazines)

1. Lead children to choose construction paper to make tent.
2. Show them tent and guide them to discover how to make it; or, lead them to divide paper into 3½" sections to determine the fold lines. You will need four equal sections, one for the two sides of the tent, and two overlapping bottom section to glue together later.
3. Before they glue tents, lead them to decide for whom or what they want to pray. They should then illustrate this on the outside of the tent. (*Magazine pictures, verses of Scripture, missions offering information, missionaries' names, and so forth could be used for this.*)
4. Glue tent together.

Children can make these for themselves and others: church staff, dining room tables, shut-ins, and so forth.

Scripture Calendar

- Bibles
 - Shoe box
 - Two 16" dowel rods
 - Glue
 - Tape
 - Scissors
 - Pencils
 - Typing paper
1. Cut a rectangular slot of 8" x 3"(about 1" from the top) for a viewing area on the bottom of the box.
 2. Make two holes on each side of the box (1" from the top and 1" from the bottom), making each hole 1" from the front where the viewing area appears. Place dowel sticks through the holes in the box.
 3. Guide children to take 10 sheets of paper and glue them together at the ends to form a long roll of paper. Lead children to mark a line across paper 1" from the top of the paper. Mark a line 3" down. Then mark a line 1" down until the paper strip is finished.
 4. Lead children to write a date for every day of the month in the 3" space on the paper.
 5. Guide children to pick their favorite book of the Bible (preferably from the Today's English Version). A Psalm would be good. Lead them to print verses in the spaces on the paper.
 6. Attach completed paper strip with tape to the bottom of the dowel rod on the box.
 7. Turn rod to roll the strip onto the rod. Tape the beginning of the strip to the top of the rod so that the paper rolls onto the rod the same way.
 8. As you turn the ends of the rod, the printed portion will appear in the viewing slot.

To add additional days or months, paste an additional paper strip to the last paper strip.

Globe World Hunger Bank

Large round balloons
Paper towels or newspapers
Flour and water paste
Tempera paints
Brushes
1-pint plastic containers (butter, cottage cheese)
Globe
Construction paper
Pens or markers

Pictures of people from around the world from *The Commission, On Mission, Missions Mosaic, Lad, Crusader* or other magazines

Glue

Knife

1. Inflate the balloon to desired size.
2. Cover the balloon with several layers of strips of paper towels (or newspapers) dipped in paste. Cover the balloon completely except for a very small hole at the bottom.
3. When the paste is dry, puncture balloon from the hole in the bottom and remove. Cover the base with paper dipped in paste. Allow to dry.
4. On the papier-mâché shell, sketch outlines of the continents using a globe as your guide. Paint the oceans blue and the continents different colors. When the paint is dry, write or paint the names of the oceans and continents on the globe.
5. As a base for the globe, cover a cottage cheese container with construction paper. Children may wish to write a hunger verse on the construction paper.
6. Cut a slot in the top of the globe to complete the bank.

BIBLE AND MISSIONS-RELATED GAMES

Fish for Missionary

- Fish bowl or similar bowl
- Stick 2' long
- String 1' long
- Magnet
- Paper fish shapes
- Paper clips
- Pencils
- Scissors
- Bibles

Trace a fish pattern on a piece of paper. Cut it out your fish.

Have children help cut five paper fish and print one of the following on each fish:

- Lydia and Paul (Acts 16)
- Philip and the eunuch (Acts 8)
- Dorcas and the poor (Acts 9)
- Peter and Andrew (John 1:40, 41)
- Peter and Cornelius (Acts 10)

1. Tie the end of the string to the pole. Tie a magnet to the other end of the string.
2. Fasten a paper clip to each fish.
3. Lead children to 'catch' a fish. The magnet will stick to the paper clip.
4. Have children read the name of the person who was a missionary.

5. Tell how the person was a missionary. If the child doesn't know, lead him to look up Scripture references to find out. Then put fish back in bowl.

Bible Verse Tic-Tac-Toe

- Masking tape
 - 3" x 5" cards
 - Felt pen
1. On small squares of paper, mark 5 Xs and 5 Os.
 2. Make a tic-tac-toe design on the floor with masking tape.
 3. Prepare 8 or 10 cards with part of a Bible verse or other question on each.
 4. Divide children into two groups: Xs and Os.
 5. Child takes the top card from the stack, completes the verse, and places his X or O on the tic-tac-toe design. Place the card on the bottom of the stack. Continue the game as a regular tic-tac-toe.

For younger children, have each take a card until he gets a verse he can finish (or help him finish one so he can play). For older children, if they or their team can't answer question, they must forfeit play. The team to make the first row of Xs or Os wins.

You can use the following Bible verses:

- “God ... loved us, and (sent his Son)” (1 John 4:10).
- “Thou shalt love thy neighbor (as thyself)” (Mark 12:13).
- “Freely ye have received, freely (give)” (Matthew 10:8).
- “If God so loved us, we ought also to (love one another)” (1 John 4:11).
- “For God so loved the world, that he (gave his only ... Son)” (John 3:16).
- “Children, obey (your parents)” (Ephesians 6:1).
- “Thou shalt do that which is (right and good)” (Deuteronomy 6:18).
- “A friend loveth (at all times)” (Proverbs 17:17).
- “Love one (another)” (1 John 4:7).
- “Jesus went about (doing good)” (Acts 10:38).
- “Be ye kind one (to another)” (Ephesians 4:32).
- “By love serve one (another)” (Galatians 5:13).
- “Let us do good unto (all men)” (Galatians 6:10).

GAMES FROM VARIOUS GROUPS

Children love to play games all around the world. The following games are from different countries. These games can help children in mission programs understand the culture of other children by learning how to play and participate in these games.

Pusa At Aso

- Circular playing area
- “Bones” (use sticks, shoes, etc.)
- At least three players

The name of this game from the Philippines is pronounced “POO-sah AT A-soh” and means “Cat and Dog.”

1. Mark a large circle on the ground or floor. Place objects to be used as bones in the center of the circle. Use as many bones as there are players.
2. Choose one player to be the “Dog.” He must sit inside the circle guarding the bones. He may tag other players with his feet or hands but must remain seated.
3. Remaining players are “Cats.” They must take the bones without being tagged. If they take all the bones without being tagged, the same player remains as the “Dog” for the next game. If a “Cat” is tagged, he becomes the new “Dog.”

Pommawonga

- 7½" piece of ½" dowel rod
- 1½" of ½" dowel rod
- 28" piece of sturdy cord
- File or wood rasp
- 10 plastic curtain rings (1" diameter)

Native Americans played this game using bones tied to a leather thong with a sharp rib bone at one end.

Taper the end of the 7 ½" dowel rod with a file or wood rasp.

File a groove ½" from the bigger end, 1/8" deep.

On a short piece of dowel, file a groove around the center, 1/8" deep.

Take the cord and tie one end tightly around the groove in the short piece of dowel. Place the curtain rings on the cord and tie the other end tightly around the groove in the tapered stick.

The object of the game is to hold the tapered stick and swing the rings up into the air, seeing how many you can catch with the stick. It takes practice and lots of room to get all 10!

Fingers Out

- Even number of players

This game is from China.

1. Pair off children facing each other.
2. Have them count—one, two, and three. On the count of three, have each put out his right hand, either closed or with one or more fingers extended. At the same time, each will shout a number.
3. The player who shouts the number closest to the total of fingers extended by he and his opponent scores one point.
4. Five points earned ends the game.

Widdy

- At least five players

“Widdy” is a word children from England use for the player who is “It” in a game similar to Tag.

1. Choose a “Widdy.”
2. Each boy will run from the “Widdy” until he is tagged.
3. When he is tagged, instruct him to hang on to the “Widdy’s” hand and chase the other players.
4. As the pair of two tags another player, have boys hang on to the tagged boy’s hand so that the three of them are now chasing everyone else.
5. Play until everyone is tagged. Make sure the boys keep holding hands!
6. The last person who is caught is the “Widdy” in the next game.

Chinese Get Up

- At least two players

People from all over the world play this game from China. It is a physical feat that requires teamwork.

Rules for partners:

1. Have boys sit on the floor back to back.
2. Instruct them to lock arms together on both sides.
3. Have them push against each other and try to stand up (make sure they keep their arms locked).
4. Have them try to sit back down again.
5. See how many times they can do this without slipping.

Note: It may help them to get on their knees before coming up or going back down.

“Widdy and “Chinese Get Up” used by permission from “Creative Activities...Program,” Volume 2. *Playing*. Copyright 1974, Regensteiner Publishing Enterprises, Chicago, Illinois.

Stick Race

- Two race tracks (masking tape)
- Two 3" or 4" sticks, 1" in diameter
- Two teams

This game is played by Consumni Indians.

1. Mark two racetracks with masking tape.
2. Place sticks at the end of each track.
3. Divide children into two teams. The first player kicks the stick to the end of the track, keeping it within boundary lines. If the stick goes outside of the boundary lines, the player must start over. At the end, the player picks up the stick and carries it to the next player.
4. The first team to finish the relay wins.

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El Gato Y El Raton

- Five or more players

The name of this Puerto Rican game is pronounced "EL GAH-toe EE EL rah-TONE" and means "The Cat and the Mouse."

1. The children name a player to be the "Cat" and another to be the "Mouse." The rest form a circle.
2. While the "Mouse" stays inside the circle, the "Cat" runs around the outside of the circle and tries to break through the children's clasped hands to catch the "Mouse."
3. If the "Cat" breaks in, the children can allow the "Mouse" to escape the circle by raising their hands. They can keep the "Cat" inside in the same way.
4. When the "Mouse" is caught, a new "Cat" and "Mouse" are named. The game starts again.

International Hopscotch

- Masking tape or chalk to mark diagram
- One or more players

Hopscotch is a simple game played by children everywhere.

1. The first player starts at the HOME position and jumps on two feet to square 7, and then around the circle on two feet, to 6, 5, 4, 3, 2, and 1.
2. The player hops on his right foot from 1 to 7. Still on his right foot, he hops from 7 around the circle again to 1.
3. He repeats the process on his left foot.
4. If his foot touches a line or if he misses a jump, his turn is over. See how many can complete the process the first time around.

Initial Squares

- Pencils
- Patterns
- At least 2 players

This game is a “rainy day” activity of children in Togo.

1. Using a pencil, the children draw lines inside the pattern that makes squares or rectangles. The lines cannot cross the other lines as they are drawn.
2. When a child makes a square he puts his initial in it, but only in squares—no rectangles.
3. The child who has his initial in the most squares when the pattern is filled is the winner.

Corre, Ladron, Corre

- At least four players
- Lines on play area (masking tape)
- Handkerchief

The name of this game from Peru is pronounced “koh-PREH, lah-DRON, koh-RREh” and means “Run, Thief, Run.” It is similar to the game “Snatch the Bacon.”

1. Divide the group into two equal teams. Each team gives a number to each of its players, starting with “uno” (OO-noh, “One”). Numbers from 1-15 in Spanish are: uno, dos (“DOHS”), tres (“TREHS”), cuatro (“KUATroh”), cinco (“SEEN-koh”), seis (“SAYS”), siete (“SYEH-the”), ocho (“OH-cho”), nueve (“NUEH-beh”), diez (“DYES”), once (“OHN-seh”), doce (“DOH-seh”), trece (“TREH-seh”), catorce (“ka-TOR-she”), and quince (“KEEN-seh”).
2. Draw a line down the middle of the playing field. Draw two base lines, each several feet from the center line.
3. For the “botin” (“BOH-tin” or “booty”), tie a knot in a handkerchief or bandana. Place on the center line.
4. The team stands behind the base lines. The leader calls a number. The player from each side who has that number runs to the center line. Each tries to steal the “botin” and run it back across his base line. The player who picks up the “botin” is the “ladron” (“lah-DRON” or “thief”) and must cross his base line before the other player can touch him.
5. If the thief gets safely home, he goes to the end of the line. If he is caught, he goes to the other team. The team with the most players wins.

El Gallo Reinado

- Tape to make circle on floor

The name of this Mexican game is pronounced “EHL GAHL-yoh ray-NAH-doh” and means “King Rooster.”

1. Draw a large circle on the ground or floor. Use an even larger circle for more players.
2. Each player puts his right hand behind his back and catches his left foot with it.
3. Hopping on one foot, he tries to knock others out of the circle.

You can play this game for fun, points, or elimination.

Chicken Eating Corn

- Two dozen beans
- At least two children

This game is from China.

1. A dozen beans are placed on the floor in front of each child.
2. He cups his hands with the first two fingers placed against each other to represent the beak of a chicken.
3. He then picks up the beans with the beak and lets them drop into the cupped hands, representing the bird's stomach. The first to finish wins. This game could be played as relay game using fewer beans.

(From Royal Ambassador Campcraft).

Ohayo-Konichiwa!

- At least 4 players

This game is from Japan.

1. One child is "It". He walks around the circle and taps another child on the shoulder, saying "Ohayo" (pronounced like the state Ohio), which means "Good Morning" in Japanese.
2. Then "It" begins running around the circle. The one tapped runs around in the opposite direction.
3. When the runners meet, they shake hands, bow from the waist three times, saying "Konichiwa!" ("koh-nee-chee-way"), which is "Good Evening!" They continue running to reach the vacant space.
4. The one who fails to get there first becomes "It" and the game continues.

El Anillo En La Cuerda (The Ring on the String)

- 5-15 players
- Long piece of string
- Ring, washer or nut

This game is from Colombia, South America.

1. Children stand in a circle holding the string. They then place a ring on the string and tie the ends together.
2. One child is chosen to be "It." He stands in the middle of the circle.

3. "It" closes his eyes and the children start moving the ring along the string, from child to child. Each player moves his hands constantly, as if passing the ring.
4. "It" is told to open his eyes and try to guess where the string is.
5. If he is right, the child caught with the ring becomes "It." If he is wrong, he must try again.

Cheyenne Stick Game

- 5 sticks, decorated as described
 - Two teams
1. Cut four 6" long sticks. You may use 3/8" dowels or tree twigs. Draw a red or blue band of color about 1/4" to 1/2" wide around the middle of two of the sticks.
 2. Decorate a longer stick—2½ to 3'—with bright colors or Native American designs. You can also tie a feather to one end.
 3. Divide the children into two teams. Choose one child from each team and give him a set of the short sticks (one plain and one decorated). Select another child from either team to be the leader, and give him the long stick. Lead him to turn his back to the other two children. The children with the short sticks must keep their backs to the wall.
 4. The leader faces the group and leads them in clapping or counting four beats, three times (one, two, three, four; one, two, three, four; one, two, three, four).
 5. The children with the short sticks hold them behind their backs and trade hands as often as they can during the clapping.
 6. When the group finishes clapping or counting, the leader turns to face the two, who bring their hands in front of them, holding their sticks so the color bands are hidden.
 7. The leader takes one guess as to the position of the two sticks with the color band. He guesses by pointing the long stick. (Pointing right means they are both in the persons' right hands; pointing up means they are both in outside positions; pointing down means they are both in the middle; pointing left means they are both in the persons' left hands.)
 8. A correct guess wins one point for that team, and the leader gets to lead another count. A wrong guess gives a child from the opposing team a chance to be the leader and guess.
 9. Set a time limit or play for a set number of points.

CRAFTS/GIFTS

The following craft/gift ideas will help leaders create excitement among their children as they prepare any of these items to give to others as a way to say "we appreciate you."

Recipe Holder

- 2" x 4" rectangle of 3/8" or 1/2" plywood
 - Triangle 4" high and 2" at base out of 3/8" or 1/2" plywood
 - Wooden spring clothespin
 - Sandpaper
 - White glue
 - Paint (spray paint or with brushes)
1. Sand the plywood pieces smooth on all sides and edges. Keep the base edge of the triangle flat.
 2. Glue the base of the triangle across the center of the rectangle. Allow glue to dry.
 3. Glue the clothespin onto the angled edge of the triangle, near the top. Allow glue to dry.
 4. Clip a string in the clothespin by which to hold the recipe holder as you spray paint it or paint it with a brush.

This recipe holder would make a nice gift for someone in your church or neighborhood.

Cat Bookmarker

- Black and two or more colors of felt
 - Silver sequins
 - Scissors
 - Glue
 - Pencils
 - Design or pattern
1. Trace this pattern onto a piece of paper. Cut it out and use it to trace pattern onto felt. Or you can make your own pattern.
 2. Cut the cat and bows from different colors of felt.
 3. Cut the mouth from black felt.
 4. Glue the bows, mouth, and sequins to the cat.

This would make an excellent gift for your Sunday school teacher, a sick or lonely friend.

Tie Rack

- 3/4" plywood or 1" x 12" pine
- 1/8" or 3/16" dowel rods, 2 1/2" long
- Paint thinner

- Varnish or paint
- Glue
- Sandpaper
- Cloths

Out of the plywood or pine, cut a board about 5" x 8".

Drill five holes, 1/8" or 3/16" at an angle. Also drill a hole for hanging.

Sand the boards smooth on all sides.

Glue dowels in the holes.

Clean off with paint thinner.

Finish the board with varnish or paint. Tie rack may be personalized with decals.

Batik A Scroll

- Pieces of muslin or sturdy pieces of an old white bed sheet: 12" by 18" for each child
- Wax crayons
- Electric iron
- Padding to protect table
- Brown paper to protect padding
- Dowel rods: 1" longer than scroll
- String for hanging
- Tape

Children decide on the design for a scroll (Bible verse: "God is Love;" saying: "God loves you;" or a scene).

Children draw their design on the cloth with crayons.

Make sure to place padding on the table. Cover padding with brown paper.

Lay crayoned side of cloth down on brown paper.

Iron on reverse side of cloth. Heat will set the drawing.

Tape dowel rod to top of scroll.

Tie string to each end of the rod for hanging.

Ojo De Dios

- 2 twigs or 1/4" dowels
- Scissors
- 2 different colors of yarn

The name of this Native American craft means "Eye of God." It makes a nice decoration or gift.

1. Place the two sticks side by side, with one end even if the lengths are different.
2. Wrap yarn around the two sticks (2 to 4 turns) and twist sticks at right angles to make a cross.
3. Wrap yarn four times around the crossed sticks in the opposite direction. Test them to be sure they are right. **Make sure the sticks are centered.**

4. Wind yarn around the intersection four times each way, making sure it stays tight.
5. Begin making the first "eye." Wrap the yarn over the stick, under that same stick, and so on.
6. Make 4 to 6 turns following this pattern. Keep the yarn tight at all times, and place the strands close together. Do not overlap strands.
7. After 4 to 6 turns, cut the yarn, holding the end tight. Tie a piece of yarn of another color to the end and repeat the same wrapping process.
8. Continue alternating the colors until the "eye" is the desired size.
9. At end tie knot to stick.

Stained Glass

- Tissue paper (various colors)
- Waxed paper (about 9" x 12", two per child)
- Newspapers to protect working area
- Liquid starch
- Brushes
- Small container (to put starch in)

This can be used with greeting cards. (Cut out part of the card and insert stained glass so you can see through it.) Also, you can use as window decorations.

1. Put one piece of waxed paper on newspaper.
2. With brush, cover the waxed paper with liquid starch.
3. Take tissue paper and tear it into small pieces.
4. Place torn tissue paper on waxed paper (overlap pieces to cover, leave space around edge).
5. Lay down the other piece of waxed paper and brush with starch.
6. Cover tissue paper with side of waxed paper covered with starch.
7. Rub evenly over the top of waxed paper (colors will bleed).
8. Let dry 24 hours. Then it can be cut into a shape (leaf, bell, heart, window, and so forth) or left as is.

Stained Glass Window

- Clear lightweight vinyl (available in variety stores; ¼ yard makes 4 or 5 windows)
- Colored tissue paper or 3-color variegated tissue gift wrap
- Scissors
- White glue
- Black construction paper (1-9" x 12" sheet per child)

Trace and cut out pattern for window outline shape. Trace pattern onto piece of black construction paper folded in half.

Cut and glue clear vinyl plastic onto back.

Cut tissue paper into different small shapes.

Make a stained glass design by gluing tissue pieces onto the back of clear vinyl.

Overlap pieces to cover window.

Hang on window so sun can shine through.

Autumn Leaves Name Plaque

- Leaves
 - Poster board (8" x 10" or larger)
 - Felt-tip markers
 - Glue
1. Lead children to use a felt-tip marker to write the letters of their name on dried leaves (one leaf for each letter of name).
 2. Glue the leaves on a piece of poster board to spell name.
 3. Children can hang plaque in a room at home, or on display at church. The church name can also be used. The plaque may also be given as a gift.

GAMES/TOYS

The following games/toys can be used to help illustrate stories from the Bible, RA Lad and Crusader stories, GA missionary stories, and more. The games/toys can also be used to illustrate biblical truths found in Scripture.

Soap Sailboat

- Small bar of soap (soap will make floating boat)
- Pieces of paper
- String
- White glue
- Knife and spoon for carving
- Scissors
- Toothpicks
- Long fireplace matches

1. Cut one end of soap into pointed shape.
2. Using a knife or spoon, make a small indentation for the hull.
3. Add sails using white paper, string, and toothpicks. Use long fireplace match sticks for tall sails.

(Look at reference book or Bible dictionary to see pictures of boats and ships used in the first century. Some of these are perhaps similar to the boats that carried the first missionaries on their journeys.)

Hand Puppets

- Scissors
- Glue
- Crayons or markers
- Paper
- Pencils

Lead children to draw hands on the paper with three middle fingers in a group. Lead children to cut out two and glue outside edges except the bottom opening together to form puppet.

Decorate and color to make characters, adding costumes.

Slip hand inside to operate.

Flat Kite

- Kite string
- ¼" dowel rods 36" long
- Scissors
- Glue
- Cord
- Saw
- Knife
- Thin paper or cloth

- Markers or tempera paint and brushes
1. Cut dowel rods into two lengths—36" and 30". Notch sticks where they cross; apply glue. Bind them together with several windings of strong cord. Let glue dry.
 2. Notch ends of each stick. Also make a little cut around the end of each stick. Run string around frame using notches and grooves to make sturdy.
 3. Place kite frame on the floor or table on top of the thin paper or cloth and cut it to fit the frame, allowing a 1" margin all around.
 4. Decorate kites by drawing or painting some type of picture or design on cloth or paper. (You can also write John 3:16 in Spanish on the kite: "Porque de tal manera amo Dios al mundo, que ha dado a su Hijo unigenito, para que toda aquel que en el cree, no se pierda, mas tenga vida eterna.")
 5. Fold margin of paper over frame and glue very tightly over the string.
 6. Cut a piece of string about 40" long for the bridle string. Fasten it to the ends of the 30" dowel. Tie long flying string at the center of the bridle string.

Catamaran

- Quart or half gallon cardboard milk or juice carton
 - Scissors
 - Popsicle stick
 - Rubber band
 - Pencil or short stick
 - Stapler
1. Staple the pouring spout of the carton closed. Cut up one side fold and across the top diagonally. Cut across the bottom diagonally. Open and fold out. You will have two catamaran style hulls joined at the fold in the middle.
 2. At bottom of carton, insert a pencil or stick to keep the boat open. You can also make small holes for pencil or stick.
 3. At bottom of carton, about 1½" from the bottom of boat and ½" from bottom of carton on the inside of each hull, make a tiny hole.
 4. Insert the end of a rubber band in each hole and tie a knot on each end inside the boat.
 5. Place a half of a Popsicle stick in the rubber band. Wind it up. It is ready to sail.

Schmerltz (Sock Rocket)

- At least one player
 - Long tube sock
 - Dried beans or ball
1. Dried beans or ball are placed in the toe of the sock.
 2. A knot is tied in the sock. If using beans, turn sock inside out again and tie another knot to keep beans from coming out of sock.

3. The sock is thrown up in the air and caught by the tail as it comes down. You can invent a lot of fun games with your sock rocket.

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OUTDOOR GAMES

Games create an environment in which children can have fun and learn at the same time. The following outdoor games can enhance any classroom teaching. Look for catch phrases in stories from class lessons and use these games to help reinforce learning.

Change Tag

- Stopwatch
 - Digital watch or watch with second hand
 - Three or more players
1. Choose one child to be “It.” He must try to tag other players. Adult or another child may keep time.
 2. When a player is tagged, he becomes “It.”
 3. Begin by playing squat tag. A person cannot be tagged if he is squatting.
 4. After two minutes have passed, call “time.”
 5. The one who is “It” chooses another kind of tag to play for the next two minutes.

Suggestions for other tag games are freeze tag, shadow tag, or rock tag.

Skunk Tag

- At least 3 players
1. One player is chosen to be “It.”
 2. As long as a player is holding his nose with one hand and is holding one foot up in the air with the other hand, he cannot be tagged. If he lets go with either hand, the person who is “It” can tag him.
 3. Players may not lean against anything for support.

Foxes and Squirrel

- Three balls (two balls the same size and one smaller ball)
 - Five or more players
1. Players stand in a circle. Explain that the two balls the same size represent the “foxes,” one small ball represents the “squirrel.” The object is for a “fox” or both “foxes” to catch the “squirrel.” This is done by a person holding the “fox” ball tagging the person holding the “squirrel” ball.
 2. The game is begun by passing the “foxes” around the circle from one person to another. The person passing it must say “fox” as they pass it. “Fox” balls can be passed in either direction, but not thrown across the circle. The person passing it must call out “squirrel” as he passes it.
 3. The “squirrel” ball is added to the game. It can be passed or thrown across the circle. The person passing it must call out “squirrel” as he passes it.
 4. When a “squirrel” is caught, that player is eliminated. The game can be played very fast. Players try to catch others off guard.

Catch 10

- Ball or beanbag
 - Yarn or handkerchief or cloths
 - Four or more players
1. Divide the group into two equal teams. One team will need to tie a piece of yarn, handkerchief or cloth around each of their arms. The teams are mixed together.
 2. One team tries to pass a ball or beanbag between teammates without being intercepted by a player from another team.
 3. Each time a pass is completed, the player making the catch calls a number, starting with “one.” The next player calls, “two,” the next “three,” until 10 catches are completed. If the ball or beanbag is intercepted, the count must begin at “one” again and that team tries to pass the ball or beanbag. The team to reach the highest number in a certain amount of time is the winner. (Or the team that reaches 10 first is the winner.)

Soccer Skill Tests

- Chalk, string or tape for marking
- Soccer balls
- Six objects
- Tape measure

Have a soccer skills test for your children.

1. Soccer Kick for Accuracy—Use two goal posts 18' apart (or the same distance marked on the ground or on a wall) as your target. Place the soccer ball at a point marked on the ground in front of the goal and 36' away. Children must kick the ball across the goal line and between the posts. Children have five trials.
2. Soccer Dribble—Place four posts or objects 20' apart. Start with the soccer ball on a line 20' in front of the first object. On the signal, “start,” have child (or children) dribble the ball with his feet to the right of the first object, to the left of the second object, and so on. Tell each to try not to touch posts or objects. Each child has two trials.

Lame Dog Relay

- At least two players
1. Mark starting and finish lines 15' apart.
 2. Form two teams. Each team stands in a column behind the starting line.
 3. On a signal, player #1 of each team drops forward so that his body is supported by his hands and feet. Lifting one foot off the floor, he races in lame-dog fashion toward the finish line. If his lame foot touches the floor, he must return and start again.

4. The first #1 player to cross the line wins a point for his team. He must have “all fours” across the line to score.
5. On a second signal, #2 players run.
6. The game continues until all have run. Then the team with the most points wins.

Bag Throw

- Newspapers
 - Large (30-45 gallon) heavy-duty trash bags and ties
1. Lead children to wad newspapers and stuff into trash bags. Tie bags securely.
 2. Let children take turns throwing the bag to see who can throw it the farthest. Or they can see how long they can keep it in the air, or even try to jump over it. If possible, provide enough bags and newspapers for every two children and let them play toss.

Chain Relay

- At least four players
1. Divide the group into two teams.
 2. Have children stand in a line behind each other.
 3. Instruct each child to bend at the waist, placing his right arm between his legs, and grasping the left hand of the child behind him.
 4. Have each team race to a designated spot and back. The first team to return without breaking the “chain” wins.

Snatch the Bacon

- Handkerchief
 - At least four players
 - Tape to draw circle inside
1. Members of two teams number off and line up facing each other.
 2. In the center is a circle 3' across.
 3. An adult drops a handkerchief in the middle of the circle and calls out a number.
 4. The child on each team who has that number runs to the circle and looks for an opportunity to grab the handkerchief and run back to his teammates without being tagged by his opponent.
 5. If he succeeds, his team gets one point. If he is tagged, the other team gets a point.

INDOOR GAMES

Games create an environment in which children can have fun and learn at the same time. The following indoor games can enhance any classroom teaching. Look for catch phrases in stories from class lessons and use these games to help reinforce learning.

Balloon Volleyball

- At least 2 players
 - Yarn
 - Balloon
 - Two chairs
1. String a piece of yarn between two chairs. Inflate a large round balloon.
 2. Have children sit on the floor in teams and play volleyball with the balloon.
 3. The balloon must go over the yarn. When it touches the floor, the opposite team gets a point. When a team lets the balloon touch the floor, the balloon goes to the other team. Eleven points wins the game.

Indoor Olympics

Long Jump—Have child place both feet on a line and jump from a standing position. Measure the distance.

High Jump—Child stands next to a wall. Measure his height. Lead child to jump straight up and mark how high his head goes. Measure distance between his height and where his head stopped on jump.

Discus Throw—Have child use a paper plate, throwing it through a large round hole in a cardboard box placed 5' away.

Hop Race—Have child hop on one foot the length of the room. The winner is the first one who finishes.

Javelin Throw—Have child make a paper airplane and throw for distance or accuracy (into a box, and so forth).

Relays—Backwards, sideways, blindfolded, hands and feet touching floor, and so forth.

Shot-put—Have child throw cotton balls as far as possible.

(Counselor's Guide – *The Frontier Day Camping* by Convention Press: Nashville, 1973)

Dot-Tac-Toe

- Paper for each pair
 - Pencil for each child
 - Two or three players per game
1. Players prepare for game by drawing six rows of dots, six dots in each row, to form a square. (More dots may be used if a longer game is desired.)
 2. Players take turns drawing one line each, connecting any two adjacent dots.
 3. If a player draws a line that completes a square connecting four adjacent dots, he owns that square and puts his initial in it, no matter who has drawn the other three sides.
 4. Player gets an extra turn each time he completes a square.

5. When all squares are formed, the player who owns the most squares wins.

Beanbag Toss

- Heavy cardboard with 3 holes
 - 3 beanbags
1. Lean the cardboard against the wall so it will be sloping. Each hole counts 5 points.
 2. The children will take turns tossing the beanbag through the holes.
 3. Keep score.

Clothespin Toss

- 10 clothespins
- 1 bowl (plastic or metal)
- Masking tape

Children can play individually or in teams.

1. Place the bowl against a wall and step off about 10'. Mark a line on the floor with masking tape.
2. Give each child a turn. Have him stand behind the line and toss the clothespins into the bowl. Keep count of how many times the child gets a clothespin into the bowl (out of 10 tries). That is his score.

Football Relay

- Chair for each player
 - 1 tennis ball for each team
 - At least four players
1. Place chairs side by side.
 2. Pass the tennis ball between feet down the relay line and back to declare the winner. If dropped, start where dropped. The person who dropped it must pick it up with his feet and pass it on.
 3. Two or more teams must play at once.

Knot Tying Relay

- Ropes
 - At least two teams
1. Divide the children into teams.
 2. Demonstrate simple knots children can tie.
 3. Place a rope for each team on a chair or the ground about 10' from the first of each team's line.
 4. Leader tells team a knot to tie.
 5. Leader yells "go."

6. The first player of each team runs to the rope and ties the correct knot. He brings it back to the next player.
7. As the second player of each team runs to the chair with the rope, he unties the first knot.
8. He sits in the chair on the ground and ties the same knot.
9. The player then returns to the team and action is repeated with other players. The first team to finish is the winner.

Ooh-Ahh Game

- At least three players
1. Everyone stands in a circle holding hands.
 2. One person starts by giving a quick squeeze to the hand of the person on his right. This gets passed along to the next person and before you know it, the squeeze is going around the circle.
 3. Now speed up the action and add sound. Squeeze and say “ooh,” and watch it go around.
 4. Next add “ahh,” but send it in the opposite direction. Someone will have to pass both of them.
 5. Now, when someone gives an “ooh,” instead of passing it on, pass it back to him. When both “ooh” and “ahh” are traveling in the same direction, play tag, one trying to catch the other.
 6. Next, try other sounds or gestures: handshakes, winks, and other friendly signs and sounds. Keep passing it on.

(From *The New Games Book*, New Games Foundation, Fluegelman, Dolphin Books, Double & Company, Inc., Garden City, NY, 1976.)

Find the Leader

- At least 3 players
1. A child is selected as the “finder.” He leaves the room.
 2. The leader is chosen. The leader is to make any gesture he chooses while the others in the room follow. Players try to make it hard to choose the leader by quickly following and not always looking at him.
 3. The “finder” comes back into the room and tries to choose the leader. If he does not, he keeps trying. If he does choose the leader, he chooses the next “finder.”

Paper Shape Puzzles

- 3" or larger squares or 2 x 3" rectangles of paper for each player
 - Scissors
1. Each player is given a square or a rectangular piece of paper. For younger players, use all the same shape. For older players, use squares and rectangles.
 2. Each cuts his paper apart with two straight cuts of a pair of scissors.
 3. He then mixes his cut-up pieces and passes them to the player on his right.

4. Each player then tries to arrange the pieces to form the original square or rectangle.
5. The player who first completes his puzzle scores 10 points.
6. After a player has scored, the pieces are again shuffled and passed on to the player on his right.
7. Play continues for a predetermined number of passes.

My Pet and I

Arrange children in a circle. Select one to begin the game in the middle of the circle.

The child in the middle chooses a “pet.” He will imitate with gestures the kind of animal his pet is. While imitating his “pet,” he says “My pet and I, we’re not shy.”

The children in the circle guess the kind of animal his pet is. The one who correctly guesses the pet exchanges places with the one in the middle and selects another “pet.”

Try to see that each child has a turn in the middle. Encourage creativity and imagination.

I’m Going On A Trip

1. The first child says, “I’m going on a trip and I am going to take a _____ with me. (He names something.)
2. The second child says, “I’m going on a trip and I’m going to take _____ (the item named by the first child) and a _____ (another item).
3. Each child in turn names all things previously named and adds one of his own.

Earth, Air, Water

- Handkerchief
 - At least three players
1. The players form a circle around one person who stands in the center of the circle and holds a knotted handkerchief.
 2. The player in the center throws the handkerchief to a player, and calls out “earth,” “air,” or “water.”
 3. The player who catches the handkerchief must respond with the name of an animal that lives in the environment called for (earth—a kind of land animal; air—a kind of bird; water—a kind of fish or mammal). The player must respond before the thrower counts to 10.
 4. Any player who is unable to respond correctly within the count of 10 moves to the center of the circle and becomes the thrower.

Straw Relay

- 3" lengths of straw for each player
- 1 metal washer for each team
- At least four players

1. Divide group into two or more teams.
2. Each team forms a straight line.
3. The first person on each team is given a washer.
4. At the signal, team members pass the washer down the line by slipping it onto the straw in the mouth of the next player without using their hands.
5. If the washer falls, it must be started again at the front of the line.
6. The first team to get the ring down the line is the winner.

Who Am I?

- Placards from paper and pictures
 - Glue
 - Scissors
 - Magazines
 - String
 - Markers
1. On paper, print the name of a person, place, or thing. You can also paste appropriate pictures on paper to make placards.
 2. Attach to the top corners of each placard a string that is long enough to go over a child's head.
 3. Choose from the group a child to be "It." "It" will stand in front of the group. Not letting "It" see the word or picture on the placard, hang the placard on "Its'" neck. Hang the placard so the side will be on "Its'" back with the printing or picture visible to the other children.
 4. The group will give "It" clues as to whom or what he is.
 5. After 2-3 minutes, "It" makes a guess. Show "It" the placard to confirm whether or not he guessed correctly.
 6. "It" will choose someone to take his place and thus the game will continue.

Make Your Own Story

- Five labeled juice cans
 - Five strips of paper per child
 - Pencils
1. Print on cans with large felt-tip marker the words WHO, WHAT, WHERE, WHEN, HOW. You may want to cut colored construction paper to fit cans or print words on paper strips and glue to cans.
 2. Players will think of a missionary story heard in a meeting or somewhere else, or read in *Lad, Crusader*, or another book about missions.
 3. Give five strips of paper and pencil to each player. Ask each player to write on each strip a name, a place, a time, what happened, and how it happened in the story.
 4. Players will place paper strips into appropriate cans.
 5. Call on one player at a time to take a strip from each can. He will use the five words he drew and make up a story.

The results of this activity can be hilarious. You may want to award a gag gift to the best “storyteller.”

Wreath Ball

- Wreath with bell attached to inside circle string
 - Small ball (such as a tennis ball or Ping-Pong ball)
 - Masking tape
 - String
1. Suspend wreath with string from ceiling or doorway.
 2. Mark the throwing line with masking tape about 6' from the wreath.
 3. This game can be played individually or in teams. Let children take turns throwing the ball through the wreath. Give each child two tries each turn.
 4. For scoring, award one point if ball goes through wreath. Award two points if ball goes through the wreath and rings the bell.

Tic-Tac-Toe Toss Game

- 9 tuna or cat food cans
 - Board or piece of plywood
 - 9 half-inch flat-headed wood screws
 - Screwdriver
 - 20 washers or drapery weights
 - 4 colors of paint
 - Two or four players
1. Paint the washers (five of each color).
 2. With screws and screwdriver, mount the cans (three in each of three rows).
 3. Two or four players may play. Each player is given five washers of the same color.
 4. Players toss washers, one per turn, from a distance of 6-10'.
 5. The player who gets washers in three cans in a row first wins. More than one player's washers can land in the can and still be counted. If no player gets three in a row, the one with the greatest number in the cans wins.
This can be given as a gift.

Table Top Hockey

- Pennies
 - Rectangular table
 - Paper
 - Pencils for each player
 - Scotch tape
1. Tape a piece of paper at each end of a rectangular table.
 2. Divide children into two teams and station teams around the ends of the table, one team at each end.

3. Children use pencils to push (similar to shuffleboard) pennies toward their goal at the other end of the table.
4. Getting a penny onto the paper is the goal.
5. Keep score for teams. Children may want to have goalies as in hockey.

Find Your Prey

- 1 animal card for each player
 - At least four players
1. Write a different animal's name on each card. Make sure that one animal is the hunter and the next animal is its prey.
 2. Give each player a card.
 3. Read the list of animals to the players. The list should be circular; elephant is looking for lion, lion looking for wolf, wolf looking for dog, dog looking for cat, cat looking for mouse, and mouse looking for elephant.
 4. Without a sound, players act out the animal on their cards. Players must find their "prey." (Younger groups may use sounds.)
 5. When a player thinks he's found his "prey," he taps the "prey" on the head. "Prey" must show his card. If correct, the two players join hands. "Prey" must continue to look for the animal he is hunting.
 6. The game ends with the circle of players holding hands after each animal has found his "prey."
 7. For large groups, cards may be duplicated. For an extra challenge, decoy cards can be added, allowing those players to act like anything to fool others.

What's Gone?

- 20 numbered cards or objects
1. Arrange a set of flash cards numbered 1 to 20 in miscellaneous order on the floor in front of the room.
 2. Ask children to stand and face the rear of the room.
 3. Remove one of the cards and say, "Look!"
 4. The children turn to the front and look at the cards.
 5. The first child to call out the missing number scores a point.
 6. The player with the most points wins.
 7. For older children, substitute 10 to 15 objects for the cards such as leaf, acorn, paper clip, stapler, rubber band, stone, and so forth. Follow the same directions above.

Sponge Toss

- Four containers of different sizes (a wastebasket, a bucket, a laundry basket, a dish pan)
- Three sponges

1. Place containers in a line with the smallest container farthest away and then placed progressively larger.
2. Give largest container the number value of 15, then 30, 45, and 60.
3. Children stand 2' away and take turns throwing the three sponges into the containers.
4. Children can choose teams or compete individually. Adult keeps score.

Follow the Leader with a Wand

- Cardboard cores from paper towels or other “wands” for each player
 - Recording of march or other music
1. The leader makes up motions and the players follow him. The leader holds one end of the wand in each hand. As he keeps time with the music, he lifts the wand over his head then down. Then he swings it to the right, then to the left. He steps over the wand with his right foot, then left foot. He then steps back over the wand.
 2. Another child becomes the leader. Children may make up their own routines.

Touch and Tell

- About 15 small objects
 - Pencils
 - Paper
1. Ask children to stand in a circle facing in, with their hands behind them and their eyes shut.
 2. Pass some small objects, such as clothespin, paperclip, leaf, or stone, one at a time, to one of the children. Pass only 10 the first time.
 3. Each child feels each one and passes it on to the player on his right, who does the same.
 4. Take each object as it comes to the last child and hide it.
 5. Ask each player to write down as many of the items as he can remember.
 6. The child with the longest list is the winner.

Those who peek must leave the circle and could help pass objects.

Bat the Balloon

- Balloon
1. Divide into two teams. Lead children to sit on the floor, teams facing each other with soles of feet touching.
 2. An adult tosses the balloon into the center of the line.
 3. Each team member may use only the hand to bat the balloon over the head of opponents. Score one point by making the balloon land behind the opposing team. The team forfeits a point if a player loses contact with an opponents feet or uses both hands.
 4. The first team to get 10 points wins.

Sandwich

- Two players
 - Markers
 - 10" x 10" poster board
 - Ruler
 - 40 pennies
1. With a marker and ruler, divide the poster board into 1" squares. Two can play. Each player needs about 20 pennies. One will play heads, the other tails.
 2. To begin, each player puts two pennies in the middle of the board. Players add a penny each turn.
 3. The purpose is to sandwich the opponent with two coins on either side of his coin. Players get one point for each sandwich. If two sandwiches are made with one play, players get two points. Diagonal sandwiches do not count. The player with the highest number of points wins.

Treasure Hunt

- Sheet of paper for each child
 - Pencil for each child
1. Give each child a pencil and a sheet of paper with a letter of the alphabet printed on the top.
 2. Lead children to look around the room for objects that begin with the letter on their paper.
 3. Children will write the objects on their papers. They may draw pictures of objects they cannot spell.
 4. The child with the most objects on his list is the winner.

This game may also be played in teams. To develop teamwork, each could look for the same letter.

Games for Large Groups

Over-Under Relay

- Two balls
 - Erasers, beanbags, or other small objects
 - At least four players on each team
1. Have children line up in two lines. Each team has a ball, an eraser, a beanbag, or something else to be passed.
 2. The first child in line passes the object over his head to the child behind him. The object is passed under the next child's legs, and over and under along the entire line.
 3. The first child goes to the end of the line. The relay continues until a team returns all players to their original positions.

Heel-to-Heel Tag

- At least six players
1. In this game, no one is "It." Every player must have a pair of heels to back up to his heels.
 2. Players pair off heel-to-heel, spacing themselves at least 3' apart across the playing area.
 3. The leader calls or blows a whistle for everyone to change heels. At the signal, everyone in the group must change, and back his heels up to a different set of heels from those he just left.
(This game is best played for only a few minutes to be most effective).

Chicken Fight

- Handkerchiefs or pieces of cloth for each player
1. Start the game with at least two players.
 2. Each player puts a handkerchief or piece of cloth in his belt behind him. His right arm is folded across his chest, and he hops around on his right foot. The other foot may not touch the ground.
 3. With his free hand, the player reaches for the handkerchief of another.
 4. When a person's handkerchief is gone, he is eliminated.
 5. The winner is the one whose handkerchief is left after all others are gone.

This can be used as a team game. The team with at least one handkerchief remaining would be the winner.

Balloon Basketball

- 3 to 4 large round balloons
- Chairs

1. Inflate several balloons. If one balloon bursts, continue the game with another one.
2. Line up chairs facing each other so that when children are seated across from each other their knees nearly touch. Have a player or adult stand at both ends to serve as goals for each team by making a circle with their arms.
3. Assign each team a goal.
4. Players can't stand but must pass the balloon to their goal, as well as through it, for points. You could give 10 points per goal and ask each person who is a "goalie" to keep score for their team. The balloon can also be passed behind his head or any way that he can to make points. If the balloon is knocked out of bounds, an adult can put it back in play by placing it in the center.

Statue of Liberty Game

To play, one child is "It." He stands in the middle of the circle and closes his eyes. The other children march quietly around him until he says, "Statue of Liberty." Immediately all children "freeze." "It" makes funny faces and tries to get one of the children to laugh and lose his pose. That person is "It" and the game starts again.

Solemn Statues

- Two or more players
1. One child is the judge, all others are statues.
 2. On the signal, "Solemn Statues," all children strike a pose in whatever position they like. They may not move or change facial expressions.
 3. It is the job of the judge to make the "statues" move or laugh. He may not touch them.
 4. The child who holds his pose the longest becomes the next judge.

Circle Dodge Ball

- At least four players
 - Volleyball
1. Form a circle with two to four children in the center.
 2. The children in the middle form a line holding the waist of the child in front.
 3. Children in the circle throw a volleyball trying to hit the last child in line. The children in the middle maneuver trying to protect the last child in line.
 4. If he is hit, he joins the circle, each child moves back one place in line, and the child throwing the ball becomes first in line.

Knots

- About 12 players

Instruct children to stand in a circle, shoulder-to-shoulder, and place their hands in the center. Everyone grabs a couple of hands. If you ever want to get out of this, make sure that no one holds both hands with the same person or holds the hand of a person right

next to them or crosses their own arms. It might take a bit of switching around to get the knot tied right.

Try to unravel the knot without letting go of hands. Can pivot on handholds without actually breaking your grip.

When at last the knot is unraveled, you will find yourselves in one large circle, or occasionally, two interconnected circles.

Sometimes knots cannot be untangled. Then break hands so you can get on to the next game.

(From *The New Games Book*, New Games Foundation, Flugelman, Dolphin Books, Doubleday & Company, Inc., Garden City, NY 1976)

MISCELLANEOUS ACTIVITIES

Pinata

- 1 round balloon
 - Papier-mâché
 - Cord or rope
 - Tempera paint and brushes
 - Candy
 - Bat or pole
1. Instruct children to blow up a round balloon to the size wanted to make piñata.
 2. Have them cover the balloon with two or three layers of papier-mâché. Let dry completely (overnight or longer). Make sure they leave an opening of 1-2" where the balloon is tied.
 3. Children may decorate the piñata using tempera paints. They might want to use patterns or decorate them like cartoon characters.
 4. Children break the balloon with a pin and fill the piñata with candy.
 5. The filled piñata can be hung with a piece of cord or rope from the ceiling or a tree, if you are outside.
 6. Now blindfold one child and give him a stick or bat. Let him touch the piñata with the stick, then when he brings the stick down to his shoulder, start the piñata swinging.
 7. Each child gets one try to break the piñata until someone succeeds. Be sure everyone gets candy.

Christmas Tree Ornament

- Yarn
 - Sequins
 - Drapery rings
 - Glue
 - Scissors
1. Tie a piece of yarn approximately 72" in length on a drapery ring leaving two equal lengths.
 2. Tie half hitch knots all the way around the ring. To tie the knots follow these instructions:

Make a loop on the front side of the ring making sure the left side of the loop crosses the right side. Take the free end from behind the ring, pass it through the loop and pull tight. Knot two ends together when the ring is covered.
 3. When the wreath is finished, glue sequins on the yarn for trim. This can be given as a gift.

Muffin Pan Bounce

- Muffin pan
 - Paint or markers and paper
 - Ping-Pong balls (3)
 - Masking tape
1. Assign point values to the cups in the pans. Print the numbers in the cups or on paper and put in the bottom of the cups. Place the muffin pan on a table. Mark the throwing line with masking tape about 5' from the pan.
 2. Let each player try to toss three Ping-Pong balls, one at a time, into the pan.
 3. To determine each player's score, add the number of the cups where the balls landed.

The game may be played by individuals or teams.

(Unless otherwise stated, all items from *Missions Games and Activities for Children Grades 1-6*, North American Mission Board, SBC)