DAY 1 GAMES

Game 1: Head, Shoulders, Cup
Game connection to bible story or verse: Listening

Supplies Needed: *plastic cups* (1 for every 2 players) ***Keep this cup to use with a game on Day Three.***

Directions for 3 or more people: Have people pair up with each other and kneel face to face. Place one plastic cup in-between each pair. When adult says "head," everyone must touch their head. When you say "shoulders," everyone must touch their shoulders. Quickly alternate between saying "head" and "shoulders" for about 10-15 seconds, then say "cup." When you say "cup," the first person to grab the cup wins the round. Play as many rounds as the kids would like. If you have enough players, you can have the winners play each other until there is only one champion. (This game is demonstrated in the Day 1 video.)

Directions for two people: A child does it solo with an adult calling out "head, shoulders, or cup" and time how long the child goes until they do the wrong command. Then switch and the child calls out "head, shoulders, cup" and time how long the adult goes before doing the wrong command. Messing up would include simply touching head instead of shoulder, or shoulder instead of cup or cup instead of head, etc..

Game 2: Stuck on You
Game connection to bible story or verse: None

Supplies Needed: Duct, scotch, or painters tape (1 roll) and small items found around the home.

Directions for 4 or more people: Choose some children and wrap tape around their head with the sticky side FACING OUT. On "go," have their teammates race to find items that can be stuck to their heads. If necessary, you might give them access to a junk drawer with numerous small items. At the end of the allotted time, the player with the most objects stuck to their head wins. Don't forget to take pictures—you'll want to remember this!

Directions for 2 or 3 people: If there aren't enough players to make multiple teams, just give them a fun challenge like "let's see how many items we can stick on in the allotted time."

supplies are included in the daily packet

Game 3: Egg (or Water Balloon) Toss
Game connection to bible story or verse: None

Supplies Needed: Egg or *water balloons* (2 empty water balloons per registered child). If anyone has a latex allergy, fill a sandwich size baggie (without the zipper seal) and tie the top like you would a balloon.

Directions for 4 or more people: Have people pair up with one another and stand face to face. Each pair should be standing the same distance from each other. Begin by having one person from each pair toss the egg or balloon to their partner. If the partner makes a successful catch, they both take one step back and continue. Younger children can take very small steps. If the egg or balloon is dropped, but not broken, they may continue. If the egg or balloon breaks, that team is out of the game. Continue playing until only one team remains. Play as many games as interest allows.

Directions for 2 people: Parent and child or two children play with first water balloon and mark their distance with items when the balloon breaks. Play a second time to see if they can increase their distance from one another before the balloon breaks.

Game 4 Alt game Everyone's It:
Game connection to bible story or verse: None

Supplies Needed: None
Directions: This is a game of tag where everyone is it. Designate boundaries and tell the players they may not go beyond them. Tell everyone to put one hand on their head and to keep it there throughout the game. With their other hand, they must tag the other player's arm or elbow that is in the air while not getting tagged themselves. The last person to get tagged is the winner. If you're playing in a smaller, confined area, you can also have everyone play on their knees.

Bible Verse: Your Word is a Lamp to my feet and a Light to my path (Psalm 119:105)
Cut the paper along the dotted lines. Mix up the cards and put the cards back into the correct order.

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