



The
Potter's House
Christian Center

GAMES MONDAY



Name: Temple Meetup

Positioning: One group stands in one row facing the other group with a barrier in the middle so they cannot see those on the other group

Objective: To be able to identify the name of those on the other group and the group whose side is not eliminated completely wins.

Mechanics: One person in the group shouts a name and the person on the other side must shout a name guessing the person who shouted his/her name. If unable to shout back the name correctly, the first person who shouted will continue until the other group shouted back a name correctly. Once shouted back a name correctly, that person whose name was shouted back correctly is eliminated and needs to show himself/herself to the other side and the other group will now shout a name from the other group until everyone in the group is eliminated.

Name: Temple Face-to-Face

Positioning: Pillars are set up with each having two kids standing on the side not seeing each other.

Objective: Once the signal has been heard, the two kids standing on the opposite sides of the pillar both show their faces and must guess which side (left or right) the person on the other side will face. The two people who meets new faces the most wins.

Mechanics: Two kids on one pillar stand oppositely. Upon signaling, they must show their faces either left or right to the person on the other side of the pillar. If they do not meet, they are both eliminated. If they meet face to face, then they are still in the game but need to choose another partner and the cycle continues until two are left in the game.

Name: Tunnel Meetup

Positioning: Tunnels are set up with numbers indicated on each opening and exit (i.e. opening #1, exit #5). The kids will crawl to the chosen number from opening to exit.

Objective: The kids must choose the correct number where he/she might meet someone at the exit. The kid with the most meetups (points) wins.

Mechanics: Each kid will stand on each exit of the tunnels with one exit empty. Taking turns, one kid blindfolded will guess a number to which tunnel he/she will enter. When he/she gets to the exit, remove the blindfold then let him/her see if there's someone at the exit. If yes, then one point goes to him/her. Then those standing on the exits must switch places every turn. Each can continue to do the same process after all have taken their turns. (Base on the teacher's discretion, two or three can simultaneously play their turns to save time)



The
Potter's House
Christian Center

GAMES TUESDAY



Name: Climb and Pass the Message

Positioning: Plyo boxes or things alike which the kids will climb up to. By groups, each group will line up with each member climbing up one by one. One staff on each plyo box/group to give the message letter by letter.

Objective: To deliver the message found on the top of the plyo boxes. To obtain the message, each will climb and gets one letter (or word) each and the succeeding person must memorize the preceding letters (or words) delivered to him/her plus his/hers until the second to the last in line gets the whole message and tells it to the last which the last will climb up to courageously proclaim the message. The first group to do this the fastest and correct wins.

Mechanics: With speed and accuracy, the first member climbs up the boxes to obtain a letter/word, climbs down and tells the next person. The next person then climbs up, obtain another letter/word (the staff on top of the box must replace the letter/word for each kid), climbs down and must tell the next person the letter/word delivered to him/her plus his/hers (i.e. First - J, Second -E; the second person tells the third, "JE") until the last person gets the whole message, climbs up to shout it.

Name: Do Not Flinch

Positioning: By batch, kids must line up in one row while watching a video

Objective: The kid must not flinch while watching carefully.

Mechanics: Individually, the kids will watch some videos or actions by staff while they are looking up (sitting down). Those kids who do not flinch after all efforts (videos and actions; i.e. popping a balloon in front of them) win.



Name: Slide and Grab the Message

Positioning: One slide and a swimming pool full of inflatable balls hiding the printed words on the ground. Each kid will take turns to slide down, looking up and hands up.

Objective: Individually, those who are able to grab all the words to complete the message win.

Mechanics: With the kids lining up, each will slide down to the pool (conditions are the kid must look up and put his/her arms up as well, not holding the sides of the slide) then on the pool, the kid must grab a word, gets to the line again for another slide but on the second time holding the grabbed printed word/s, he/she must not get a duplicate word (i.e. If he/she gets "Look" as the first word, he/she on the succeeding turns must not get the word "Look" again but must look for another and grab it). Once the kid holding the grabbed words gets his/her last word to complete the message - he/she must show them to the teacher indicating he/she has finished/completed.



The
Potter's House
Christian Center

GAMES WEDNESDAY



Name: Group Jumping Rope

Positioning: Two staff will be holding both ends (with a big distance apart) of the jumping rope and swing.

Objective: The group who has made all its members jumping without disruption the fastest wins.

Mechanics: In a group, while the rope is swinging, one by one, each will join jumping on the rope (with speed and timing) without disrupting the swing. If disrupted, the group will start over until they have completed.

Name: Wipe, Carry, Run Relay

Positioning: With groups in line, each group has set of wipes, and a cross. All teams must do this game bare foot.

Objective: To carry the cross, run back and forth, and wipe the next in line's feet before he can do the same. The team who finishes the fastest wins.

Mechanics: The last in line will wipe the feet of the one first in line. After wiping, that last person goes back in the back of the line. Then the first in line after his/her feet have been wiped, carries the cross (or heavy object), run to the designated end and back then unload the cross, wipe the next person's feet and go to the back of the line.



Name: Dip and Keep

Positioning: Using the swimming pool, each kid places his/her bare feet on the pool, then plays rock, paper, scissors with the person besides him/her.

Objective: The kid must be able to dip his/her bare feet in the pool with water, play rock, paper and scissors. The kid who remains his/her feet in the pool wins.

Mechanics: The kid must dip his/her bare feet in the pool with water and play rock, paper and scissors with the kid besides him/her (either left or right, buddy system). If the kid loses (up to 5 points to win), he/she gets up and is eliminated. Then the winner chooses another kid to play with until one is left.



The
Potter's House
Christian Center

GAMES THURSDAY



Name: Return to Home Maze

Positioning: With several roads (each road has its unique color), one person chooses a road. The whole maze will have a curtain in the middle so they will not be able to foresee the correct road.

Objective: The person from one end must go to the other end (home) by choosing the right road (color). The one with the fastest time to finish wins.

Mechanics: One person in one road at a time (if there are 10 roads, 5 kids can start simultaneously). If one finds himself/herself at a dead end (must finish the end of the line chosen before returning to start over) after getting past the curtain, he/she can return from the start and choose another road/color until he/she can finish to "home".

Name: Go Home By Ears

Positioning: By group and blindfolded, from one end, they must listen to the voice to successfully get to the other end "home".

Objective: Within 2 minutes, the group with the most number of members who made it home wins.

Mechanics: Blindfolded, all the members of the group stand in the end of the line and must listen carefully to the speaker located at the end (called home). They must be able to follow the sound of the speaker within 2 minutes to get to home. Once the 2 minutes is up, all must freeze (or stay in place) and not move.

Name: Letter Relay

Positioning: By group, each kid once he/she gets to the end gets a letter to hold.

Objective: The first group to get all the letters and arrange them to form a word wins.

Mechanics: The first kid in line will run to the end, grab a letter, go back and high five the next for his/her turn. The letters are not in the correct order, so once all letters have been taken, they must arrange them to form the word "HOME". (If time permits, do multiple rounds, multiple words - HOME, PRODIGAL, FATHER)



The
Potter's House
Christian Center

GAMES FRIDAY



Name: Monumento

Positioning: By groups, within one minute, each team portrays a particular scene from the Bible stories already told for the week.

Objective: A staff will call out a scene and each group must be able to portray it wonderfully within a minute utilizing all the members. The best portrayal wins a point. The group with the most points is the overall winner.

Mechanics: Each group will form a circle and once the staff calls out a Bible story scene, they must execute the portrayal better than the others with the conditions that they utilize all the members (each has a role; could be a living or a non-living thing).

Name: Group Story Telling

Positioning: By groups, they will have each a set of picture scenes (printed visuals) of all the Bible stories told.

Objective: Each group must be able to identify the correct visuals and the correct order/sequence of events to retell the Bible story accurately. The group with the best story telling wins.

Mechanics: The staff will call out a bible story in which, within a minute, the group must identify the corresponding visuals and one visual/picture must be held by one person and lines up in one row to arrange the sequence of events in order. Each person holding a visual must be able to explain the scenario accurately, clear and brief.

