

The  
**Official**  
**Sparks**  
**Game**  
**Book**



# The Official Sparks® Game Book



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# The Official Sparkies Game Book<sup>®</sup>

## Note to the Game Director

We hope that these games will help enhance your Sparkies' experience at Awana<sup>®</sup>. While the roles of Large Group Time leader and Handbook Time leader are important, your role as game director is equally important.

Here are a few pointers for an effective Game Time:

1. Remember your time frame. You want to plan enough games to fill the entire time. Always have an extra game or two ready in case you have some time to fill or you decide not to play a game for some reason.
2. Keep the games moving. A good game director knows when a game is going well and the kids are enjoying themselves. If everyone looks bored, switch it up!
3. Keep your audience in mind. While you may love Rabbit Hunt, playing it every week with 5-year-olds is probably not the best idea. Remember to keep a balance between high and low intensity games.
4. Remember that Sparkies may have food allergies. You might see a similar warning in other parts of the book, but with the prevalence of allergies these days, you can never be too careful. At the beginning of your club year, every Sparkie's parent



or guardian should fill out a Contact Information and Permission Authorization card that lists important numbers and also allergies to food. Never let any child eat any food that he or she is allergic to. It's probably best to not have any candy with nuts at any time.

On the next page, you'll see a list of icons that represent items you will need for the games. Icons may also show whether the game should be played outside (a sun), how intense the game is (a thermometer) and how difficult (the gauge). For example, if you see a sun icon, a balloon icon, a thermometer that is halfway full and gauge with the first section marked, you will know that game is best played outside, uses balloons, has a medium intensity and a low skill level needed to play. The icons are a way for you to quickly see, what each game will require. The icons are also good reminders as you gather the necessary equipment for each game chosen for play.

For more information on running an effective Game Time, check out the *Awana Game Director Role Book*. This resource is an essential tool for every game director.

Do you have a great game that your Sparkies love to play that isn't in this book? Please let us know about it so we can tell other game directors. Send your ideas to [sparks@awana.org](mailto:sparks@awana.org).

Have a great time!

# How to Use This Book

Next to each game title, you will find one or more icons to indicate what type of game it is. Browse through the book and look for games that meet your needs, or check the indexes in the back for listings of all games marked with each icon. The icons represent the following types of games:



Sparks-a-Rama™



Outdoor game



Play on Game Square



Relay



Uses beanbags



Puzzles



Uses balloons



Everyone participates at the same time



Uses balls



Food



Uses tug-of-war rope



Uses blindfold

### Intensity Level



Low



Medium



High

### Skill Level



Low



Medium



High

## The times, they are changing ... a warning

Peanut allergies and lactose intolerance are on the rise and schools are going gluten free. Be very careful when you incorporate food of any kind into your Game Time. At the start of the club year, ask parents/guardians to fill out a form listing any allergies/medical conditions that their Sparkie has. Do not allow any Sparkie to participate in a food related game (even candy – diabetic children could have a reaction) until you know for certain that the child does not have health issues. A good rule of thumb is better safe than sorry.

# Airplanes

## Stuff you need

Four circle pins, four scoring pins

## Who gets to play

One player from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player from each team stands at his starting line.

## Go

When the whistle blows, players stretch out their arms to resemble flying airplanes and run one lap around the circle. When the first player has run halfway around the circle, the game leader blows the whistle. Players come to an immediate stop and remain where they are until the game leader blows the whistle again. Players continue running around the circle and runs to the center to touch his team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.



## Here's the catch

Players that fail to stop when the game leader blows the whistle, or players that bump into another airplane, must go back to the hangar for repairs (return to team line and remain out of the game for that turn).

## Or you could try ...

Make it a relay by having the runner put on a vest and hat (similar to a pilot hat) before beginning the race. When a player completes one lap, he removes the vest and hat and hands them to the next player who puts them on before he starts his lap.

*Or you could have them dress like me: red hat, red vest and yellow shorts while they fly around the circle.*



# Ball-Roll Relay



## Stuff you need

Four small balls (4 1/2 inch [11.4 cm] diameter), four circle pins, four scoring pins

## Who gets to play

Entire teams (with equal number of players)

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player from each team stands in his team's triangle in the center of the circle with a ball on the floor in front of him. The remainder of the team lines up on the circle line, facing the center.

## Go!

When the whistle blows, the center player rolls the ball to the player at the right end of the line (facing the center). This player rolls the ball back to the center player. The center player repeats the action until all his teammates have caught and returned the ball. The center player picks up the ball and carries it while running around his circle pin and back to the center to touch his team's scoring pin.

## AND THE WINNER IS . . .

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

Here's the catch

The ball must remain on the floor while being passed back and forth.

Or you could try ...

Use a leader as the center player.

If you want to calm your kids down, this is a great game. You have to concentrate in order to play well.



# Balloon Battle



## Stuff you need

Two 9-inch (23-cm) balloons and two 60-foot (18.3-m) lengths of rope

## Who gets to play

Five players from each team

## Ready

Have the team leaders hold the rope over the lines that intersect the game circle to form a visible boundary. The rope should be about waist high for the Sparkies.

## Set

Have the players stand anywhere within their team's quadrant. The game director should stand in the middle of the circle, holding two balloons.

## Go

When the whistle blows, the game director tosses the balloons into the air. Players need to bat the balloons with their hands to keep them from touching the floor in their team's area. If the balloons do land, the other three teams receive one point. Play for a predetermined amount of time.

## AND THE WINNER IS . . .

The team with the most points at the end of the allotted time wins.



Here's the catch

No catch.

Or you could try ...

Play with less people. Have only three players from each team play to make the balloons fall more quickly. Continue to rotate in players at the end of each heat.

**You'll see this game at  
the Sparks-a-Rama.  
Keep plenty of balloons  
around in case one pops.**



# Balloon Bop

## Stuff you need

Four 9-inch (23-cm) balloons in team colors

## Who gets to play

One player from each team

## Ready

Blow up a balloon in each of the team colors. Designate a starting line.

## Set

One player from each team stands at their starting line holding a balloon, facing the center of the circle.

## Go

When the whistle blows, players throw, blow, swat or fling their balloons as far into the play area as they can.

## AND THE WINNER IS . . .

The player whose balloon travels the farthest wins.



Here's the catch

Players may lean as far forward as they can, but they cannot step on or over the circle line.

Or you could try ...

Use a baton to bop the balloon.

*Did anyone ever ask  
the balloon how it  
feels about this game?*



# Balloon Hit



## Stuff you need

Four large balloons, four circle pins, four scoring pins

## Who gets to play

Two players from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

The first player stands inside his team's triangle with a balloon. The second player stands outside the circle, behind the starting line.

## Go

When the whistle blows, the first player hits the balloon towards the second player. He may go outside his triangle and walk toward the second player as he hits the balloon. When the second player gains possession of the balloon, he runs around the circle pin and to the center to touch his team's scoring pin.

## AND THE WINNER IS . . .

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

The second player must retain possession of the balloon while running to the center to touch his team's scoring pin.

## Or you could try ...

Once the second player receives the balloon he should bat it around the circle in the air and then cross his team's line and run to the center to touch his team's scoring pin.



# Balloon Relay



## Stuff you need

Four circle pins, four balloons fastened to a 1-foot (30-cm) string (no longer or shorter), four scoring pins

## Who gets to play

Entire teams (with equal number of players)

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Tie a 1-foot length of string to a balloon for each team.

## Set

Players line up on their circle line facing the center of the circle. The first player holds the string tied to a balloon.

## Go

When the whistle blows, the first player hands the string to the next player. The balloon is passed down line, player to player. When the last player grabs the string, he runs to his circle pin and to the center to touch his team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

The last player must continue to hold the string when running to the center to touch his team's scoring pin.

## Or you could try ...

The last player hands the string to a leader before running into the center to touch his team's scoring pin.

**I think it would be funny  
to watch the leaders  
do this game!**



# Balloon Volley



## Stuff you need

One balloon

## Who gets to play

Two players from each team

## Ready

No set up needed

## Set

Two players from each team stand near the center of the circle. The game leader stands in the center holding a balloon.

## Go

When the game leader throws the balloon in the air, the players attempt to bat the balloon back across their own circle line.

## AND THE WINNER IS ...

The player who hits the balloon across his own team line.



## Here's the catch

Players cannot grab the balloon or grab or push other players. If the balloon lands on the floor (for more than a quick bounce), the game leader should throw it back up into the air from that location. Make sure the players are all the same size and watch out for rough play.

## Or you could try ...

Play this with a balloon containing a small amount of water, a marble or a couple of pennies to make the balloon's movement less predictable. Have several balloons on hand in case one breaks.

**I'd rather have a 10-dollar bill in the balloon.**



# Blackboard Relay



## Stuff you need

Four small blackboards, four pieces of chalk, four circle pins, four scoring pins

## Who gets to play

Five players from each team or entire teams

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines. Set up a blackboard inside the circle in each team's quadrant.

## Set

Players stand on their team's circle line. The first player holds a piece of chalk.

## Go

When the whistle blows, the first player runs to the blackboard and makes a checkmark. He then runs back to his circle line and hands the chalk to the second player. The second player then repeats the action. Game continues until the last player makes a checkmark. He then runs around his team's circle pin and to the center to touch his team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

Make sure the blackboards are steady. Team leaders can hold them or steady them on chairs or place on the floor.

## Or you could try ...

Have the first player write the number "1" on the board, the second player write the number "2" and so on. You could also try whiteboards and markers or paper on tables.

*If your first game doesn't go so well, this is a good one. You truly will "go back to the drawing board."*



# Blowing Down the Lane



## Stuff you need

Four ping-pong balls, four circle pins (for goals)

## Who gets to play

One player from each team

## Ready

Put a ping-pong ball on each team's innermost hash mark. Place pins on the starting lines.

## Set

Have one player from each team kneel at the starting line with a ping-pong ball on the floor in front of her.

## Go

When the whistle blows, the players blow the ping-pong balls along the color diagonal and against the pin.

## AND THE WINNER IS . . .

The first player to blow her ball against the pin.

## Here's the catch

If a player's ball leaves her lane, she is disqualified. Players cannot touch their balls with any part of the body.

## Or you could try ...

Use a dustpan instead of a pin. When a player blows the ball into the pan, she picks it up and runs back to the hash mark with the ball in the pan.

**You might wonder about the lung capacity of a five- or six-year-old. You're about to find out.**



Stuff you need

Nothing

Who gets to play

Entire teams

Ready

Teams stand on their team lines.

Set

Announce a number (how many team members will play the heat) and a letter (what shape the players will form)

Go

As soon as the number and letter are announced, the required number of players step forward and form the required letter with their bodies while lying on the ground.

AND THE WINNER IS ...

The first team to form the letter wins.



## Here's the catch

Letters should be formed toward the center of the circle so the game director can read them. Make sure Sparkies make letters while lying on the ground so nobody gets hurt.

## Or you could try ...

Call for the entire team and have its members form a word.

**I should have done  
my stretches!**



# Bottle Relay



## Stuff you need

Eight buckets, four small plastic bottles (with narrow necks)

## Who gets to play

Entire teams

## Ready

Place a bucket on both ends of each team's line. Fill the bucket on the right with water.

## Set

Teams line up on their team lines between the buckets. The first player on the right holds a bottle.

## Go

When the whistle blows, the first player fills the bottle by dipping it in the bucket. He then passes it down the line. Players may cover the hole with a finger while passing. The last player in the line empties the bottle into the second bucket, then runs to the right end of the line, fills the bottle again, and passes it to the next player.

## AND THE WINNER IS ...

The team with the most water in the second bucket at the end of a predetermined length of time.



Here's the catch

Things may get wet. You probably will want to play outside.

Or you could try ...

Each team has two or more bottles. The first player fills the second bottle as soon as he passes the first bottle down the line.

I feel soggy!



# Bowling Relay



## Stuff you need

Four balls

## Who gets to play

Entire teams (with equal number of players)

## Ready

Mark or designate two parallel lines approximately 30 feet (9.1 m) apart on opposite sides of the playing area.

## Set

Teams line up single file behind one of the lines. The team leader stands behind the opposite line, across from his team, holding a ball.

## Go

When the whistle blows, the team leader rolls the ball to the first player in the line. This player picks up the ball and carries it back to the leader. He hands the ball to the leader and stands behind him. The leader repeats the action with the second player. Play continues until all players are standing behind their leader.

## AND THE WINNER IS . . .

The first team to line up behind its leader wins.

Here's the catch

The ball must be rolled or carried, not thrown.

Or you could try ...

Use an older Sparkie instead of a leader as the ball roller.

*Concentration and  
teamwork ...  
I love them both!*



# Box the Ball



## Stuff you need

Four balls, a box or bucket

## Who gets to play

Entire teams (If teams have unequal number of players, allow some players on smaller teams to participate twice to even out the number of throws.)

## Ready

Place the box in the center of the circle.

## Set

Players stand single file along their team diagonals behind the innermost hash mark. The first player holds a ball.

## Go

When the whistle blows, the first player on each team attempts to throw the ball into the box, then returns to the end of his team's line. His leader retrieves the ball and gives it to the second player, who tries to throw it into the box. Play continues until all players have participated.

## AND THE WINNER IS . . .

One point is awarded for each ball that lands in the box.

Here's the catch

Balls can land in the box on the fly or bounce, but a ball that bounces out of the box does not count for points.

Or you could try ...

Use balloons instead of balls.

Just don't put me  
in the box, please. I'm  
claustrophobic. When  
people put me in jars to  
watch me light up,  
I get scared.



# Christmas Rush



## Stuff you need

Four circle pins, four gift-wrapped boxes for each team in graduated sizes, four scoring pins

## Who gets to play

One player from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player from each team stands at the starting line holding four boxes stacked on top of one another.

## Go

When the whistle blows, the player runs one lap carrying the balanced boxes. When he reaches his team's circle pin, he drops the boxes and runs to the center to touch his team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

Here's the catch

If any box(es) drop, the player must stop and restack them before continuing around the circle.

Or you could try ...

Run it as a relay. The first runner carries one box, the second runner carries two boxes, and so on.

*Here comes Sparky,  
here comes Sparky,  
right down Sparky lane ...*



# Christmas Seals



## Stuff you need

Large quantity of Christmas seals and gift tags

## Who gets to play

Everyone participates

## Ready

Hide Christmas seals and gift tags all around the game room.

## Set

Players stand on their team lines.

## Go

When the whistle blows, the players look for and collect the seals and tags. After two minutes, blow the whistle to stop the action. Count the seals and tags collected by each team.

## AND THE WINNER IS ...

The team that found the most seals and tags wins.



Here's the catch

You might want to simply scatter the seals and tags instead of hiding them to make the game go quicker.

Or you could try ...

Have Sparkies hand the seals and tags to a leader before running to the center to touch their team's scoring pin. As an extra incentive, attach small prizes to a few hidden tags.



This is a good game for Sparkies who don't enjoy the running games.



## Stuff you need

Four beanbags, four balloons, four batons, four balls, four scoring pins

## Who gets to play

Four players from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player stands at the starting line holding a beanbag. The other three players stand inside the circle by their team's passing zone. The second player holds an inflated balloon, the third player holds a baton, the fourth player holds a ball.

## Go

When the whistle blows, the first player runs one lap and hands the beanbag to the second player. The second player runs one lap with the beanbag and balloon and hands them to the third player. The third player runs one lap with the beanbag, balloon and baton and hands them to the fourth player. The fourth player runs one lap with the beanbag, balloon, baton and ball rounds his team's circle pin and runs to the center to touch his team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

All four items must be in the player's possession to win.

## Or you could try ...

Wrap various sized boxes to use in place of game equipment.

*Do you need help carrying that? Looks like you've got your hands full.*



# Christmas Wrap



## Stuff you need

Four circle pins, four boxes wrapped (for each round you plan to play. I.e., if you plan three rounds you should have 12 boxes wrapped) with five layers of different wrapping paper or newspaper, four scoring pins

## Who gets to play

Five players from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player from each team stands at the starting line with the wrapped package. Four other players from each team stand inside the circle near their team's passing zone.

## Go

When the whistle blows, the first player unwraps one layer of paper from the package and runs one lap. He hands the package to the second player who unwraps one layer of paper and runs one lap. The action continues through the fifth player. When he runs his lap, he rounds his circle pin and runs to the center to touch his team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

Leaders need to make sure Sparkies are only unwrapping one layer of the package. They may need to start each layer. As a surprise, put small pieces of candy inside the boxes for players to divide at the end of the game.

## Or you could try ...

To make this a longer game, have the players wear gloves while they unwrap the package.

**Make sure to recycle!**



# Circle Relay



## Stuff you need

Four circle pins, four scoring pins

## Who gets to play

Entire teams with equal number from each team  
(Some players on smaller teams can go more than once, if necessary.)

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

Players sit on their team's circle line.

## Go

When the whistle blows, the first player on each team stands up and runs once around the circle. When he returns to his starting point, he sits back in place. The player on his left then stands up and runs around the circle and sits back in his place. The third player then takes his turn and so on through the entire team. The last player runs one lap, circles his team circle pin and runs to the center to touch his team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

Here's the catch

A player cannot stand up and begin running until the player on his right is seated.

Or you could try ...

Have everyone run the race backwards.

**This game has got me  
going in circles!**



# Circle Tag



## Stuff you need

Nothing

## Who gets to play

Everyone participates (but not recommended for more than 20 players)

## Ready

No set up needed.

## Set

The players form a circle facing the center with their hands behind their backs. One player is chosen to be "IT" and stands outside the circle.

## Go

IT runs around the outside of the circle and tags one player lightly on his shoulders. The tagged player then chases IT around the circle and tries to tag him back (gently). If IT makes it around the circle and into the tagged player's place before being tagged, the tagged player becomes IT. If the tagged player tags IT, he returns to his place and IT tries again with another player.

## AND THE WINNER IS ...

There is no ultimate winner. Intervene if one player remains IT for more than two or three turns.



Here's the catch

Be sure all players have a turn before any player is tagged twice.

Or you could try ...

Have the Sparkies crawl around the circle.



# Clump-o'-Sparkies



## Stuff you need

Four long lengths of rope, four circle pins, four scoring pins

## Who gets to play

Five or more players from each team

## Ready

Give each team a long length of rope. Put the scoring pins at the 5-foot (1.5-m) marks. Place the team pins on the starting lines.

## Set

The team leaders tie their rope around the group so they're clustered in a clump. One member is chosen to touch their team's scoring pin.

## Go

When the whistle blows, the clumps must shuffle one lap, round their team pin and head for the center to touch his team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

All the players on the team must remain inside the loop at all times.

## Or you could try ...

Two or three Sparkies on each team race around the circle inside a Hula-Hoop®. To speed things up, have clumps race to next team pin, then to the center to touch their team's scoring pin.

**How many legs does  
it take to get a pin?**



# Couple Run



## Stuff you need

Four circle pins, four scoring pins

## Who gets to play

Two players from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

Two players from each team stand at their starting line holding hands.

## Go

When the whistle blows, two players run one lap. On rounding their own circle pin, the players release hands. The player on the inside runs to the center to touch his team's scoring pin. The other player returns to the team line.

## AND THE WINNER IS . . .

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

Here's the catch

Players must hold hands at all times until they reach their circle pin.

Or you could try ...

Instead of holding hands you could have each team hold the opposite end of a baton or a beanbag.

**Shake a friend's hand,  
shake a hand next to you ...**





## Stuff you need

Four circle pins, four scoring pins

## Who gets to play

Seven players from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

Players stand just inside their circle line, smallest to tallest, with the smallest closest to the team circle pin. Each player is named for a day of the week; i.e., the first (smallest) player is Sunday, the second player is Monday. If teams have fewer than seven members, change categories to seasons or weekdays.

## Go

The game leader calls out a day, and the player from each team named for that day steps outside the circle line, runs one lap, rounds his team's circle pin and runs to the center to touch his team's scoring pin. The player then returns to the team line, and the game director calls another day.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

Make sure players who have yet to be called stand inside the circle to avoid collision with running players.

## Or you could try ...

Make them run backwards around the circle either counterclockwise, facing backwards or both!  
Or have them return to the starting point in case their day is called a second time.

*Did someone say Tuesday?*



# Dress the Turkey



## Stuff you need

Four pieces of poster board with a large turkey drawn on each, 20 construction paper feathers with tape affixed to the back ready for each team, four blindfolds

## Who gets to play

Entire teams

## Ready

Affix the four turkeys to the wall at appropriate height for your Sparkies. Each line leader will blindfold a Sparkie from his team and hand him a feather:

## Set

A blindfolded Sparkie from each team stands a few feet from his team's turkey, blindfolded with a feather in his hand.

## Go

When the whistle blows, the first player walks to the wall and tries to place his feather inside the drawn turkey. After the feather is stuck, he takes off his blindfold and runs back to his leader who blindfolds the next Sparkie and hands her a feather. The second player also tries to get her feather inside the body of the turkey. The playing continues for a predetermined length of time.

## AND THE WINNER IS ...

Once the time runs out, the team with the most feathers inside the turkey wins.



## Here's the catch

Make sure to check what kind of adhesive is on the tape you use. If a Sparkie misses the turkey and it gets stuck to the wall, you'll want to make sure it will not damage the wall.

## Or you could try ...

For the next game, pluck the turkey. The first team to pluck all the feathers (without ripping them) wins. (Extra points for the cleanest area too!)

**I think the leaders should  
have to gobble the  
whole time.**



# Dress-Up Race



## Stuff you need

Four large jackets (larger than any Sparkie would wear), four circle pins, four scoring pins

## Who gets to play

One player from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player from each team stands at his starting line holding a jacket.

## Go

When the whistle blows, each player puts on his jacket, then runs one lap around the circle. When the lap is complete, he rounds his team circle pin and runs to the center to touch his team's scoring pin.

## AND THE WINNER IS . . .

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

Here's the catch

A player cannot begin running until his jacket is on.

Or you could try ...

Use gloves instead of a jacket.

I don't know much about wearing jackets. I like to sport my vest and hat though!



# Filling Dad's Shoes



## Stuff you need

Four pairs of cast-off men's shoes, four circle pins, four scoring pins

## Who gets to play

One player from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player from each team stands at the starting line with his feet in a pair of men's shoes (still wearing his own shoes inside the larger ones).

## Go

When the whistle blows, each player runs halfway around the circle, takes off the shoes and runs to the center to touch his team's scoring pin.

## AND THE WINNER IS . . .

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

Here's the catch

Stress the need to shuffle to avoid the risk of tripping.

Or you could try ...

Use adult snow boots.

Those are some big shoes to fill!



# Filling the Stocking



## Stuff you need

Four boxes containing miscellaneous items, four Christmas stockings, four scoring pins

## Who gets to play

Entire teams

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines. Place a box filled with small items in each team's triangle.

## Set

Players stand on team lines. The first player on the right holds a stocking.

## Go

When the whistle blows, the first player runs to his team's box, puts one item into the stocking and runs back to the line. He hands the stocking to the second player who repeats the action. Game continues until all players have placed an item into the stocking or all items are in the stocking. When the last player puts his item into the stocking, he runs back around his team's circle pin and to the center to touch his team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

The last player must hold on to the stocking while running in to touch his team's scoring pin. If your teams are uneven, have some players go twice.

## Or you could try ...

Reverse the action, beginning with a filled stocking and an empty box. The players take turns running to the center to take an item out of the stocking and putting it into the box.

**That sock really smells!**



# Fruit Basket Upset



## Stuff you need

Pictures of fruit drawn or cut out of magazines and mounted on construction paper (animals, cars, flowers, etc., can be substituted for fruit), masking tape

## Who gets to play

Everyone participates

## Ready

Use masking tape to attach a picture of fruit to the front of each player's vest.

## Set

All players wear a picture of fruit (two or more players should have the same fruit). Players sit in a circle on the floor or on chairs. One player stands in the center of the circle.

## Go

The player in the center calls the name of a fruit. All players wearing that fruit must change chairs with each other. At the same time, the player in the center tries to reach one of the chairs or places. The player who ends up without a chair or place goes to the center and calls another fruit. A few times during the game, yell "fruit basket upset." At that point, all players have to change places.

## AND THE WINNER IS ...

There is no winner.



Here's the catch

Game continues as long as interest is maintained.

Or you could try ...

If you want to score points, just take away points each round from the team whose player ends up in the middle.

Why did the banana go to  
the doctor?

Because it wasn't peeling  
very well!



# Gift Hunt

## Stuff you need

Four blindfolds, inexpensive trinkets and candy

## Who gets to play

Entire teams

## Ready

Spread trinkets and candy on the floor inside each team's section.

## Set

The first player begins at the starting line in a crawling position wearing a blindfold.

## Go

When the whistle blows, the player crawls inside the circle and feels for the items. When one item is found, the first player takes off his blindfold and returns to his team line. He gives the blindfold to the second player who puts it on and repeats the action. Game play continues until all players take a turn.

## AND THE WINNER IS ...

Sparkies get to keep the item they find.



## Here's the catch

Make sure players only take one item per turn and that all players get an item.

## Or you could try ...

Place slips of paper on the floor with a description of what the Sparkie gets. For example, a piece of candy, a pencil or small gifts. At the end of the game they can redeem the slips for their prizes.

**I don't advise wearing  
blindfolds while flying  
paper airplanes.**



# Gold Rush



## Stuff you need

Three hundred or so 1/4 inch (6 mm) pressure-sensitive dots, one piece of heavy paper or one paper plate per team

## Who gets to play

Everyone participates

## Ready

Before the session begins, stick the dots all over the room, on walls, behind doors, under chairs, and anywhere else you can think of that a Sparkie can reach.

## Set

Give each team a piece of heavy paper.

## Go

When the whistle blows, players scramble to collect dots and stick them on their team's piece of paper.

## AND THE WINNER IS ...

The team with the most dots on its paper after a predetermined length of time.

## Here's the catch

When time is up, only those dots actually stuck to the paper should be counted. Dots that have been collected, but not yet stuck, do not count.

## Or you could try ...

Use different colored dots and assign them different point values. Or use dots in the four team colors and have Sparkies collect only their team's dots.

**What a great game for the Sparkies that are better sleuths than runners.**



# Grab Bag



## Stuff you need

Five pins, five beanbags

## Who gets to play

Entire teams

## Ready

Pile the beanbags and pins in the center of the circle.

## Set

Players line up on their circle line. Each player is assigned a number. If teams are unequal in size, some players on smaller teams can be assigned two numbers.

## Go

The game leader calls out a number. The player from each team with that number runs into the center, grabs as many items as he can and carries them back over his circle line. The items are counted and piled back in the center. The game leader calls another number. The action continues until all numbers have been called.

## AND THE WINNER IS ...

Teams are awarded 10 points for every pin collected and 5 points for every beanbag collected.

## Here's the catch

No grabbing of bodies or clothing is allowed. Players going into the center are not allowed to dive for bags. Only players' hands and feet are allowed to touch the floor inside the circle.

## Or you could try ...

Add an item in the middle that deducts points from the team's total if it is carried over the line. You can add batons or anything else to the pile like Nerf® footballs, foam balls, etc.



Kids may look greedy grabbing for things, but have you seen adults during a clearance sale?

# Great Prize Game



## Stuff you need

Three boxes or buckets per team, three balls (2 ¼ inch [5.7 cm] diameter) per team (although one per team would be sufficient)

## Who gets to play

One player from each team

## Ready

Place three buckets next to each other on each team's diagonal inside the circle.

## Set

One player from each team stands at the starting line holding three balls.

## Go

When the whistle blows, the player attempts to throw a ball into each bucket.

## AND THE WINNER IS ...

One point is given for each ball that lands and stays in the first bucket, two points for balls in the second bucket, three points for balls in the third bucket. Points can be totaled for all Sparkies on a team. The team with the largest accumulated total wins first place.



## Here's the catch

This game is most successful in clubs with six or fewer players per team. In larger groups, this game is time-consuming and Sparkies tend to lose interest watching others complete their turns.

## Or you could try ...

Place as many varying sized buckets as you can all over your playing area. Tape a point value to the bottom of each bucket. One player from each team should stand on their hash mark with three balls. When the whistle blows, the players toss their balls to any bucket they like. Each player has three balls and has three chances to get one or more of the balls into any of the buckets. When a player gets a ball(s) into any bucket, the points on the bottom of the bucket(s) are awarded to their team.

**While this game doesn't necessarily require the game circle, think twice before you use it outside in an unenclosed area. The last thing you want is a Sparkie chasing after a stray ball near any street.**



# Have Your Cake

## Stuff you need

Four chef hats, four cakes, four tubes of colored frosting per team, tables

## Who gets to play

Entire teams

## Ready

Bake or buy four cakes and cover them with plain frosting (with no decorations). Place the four cakes and tubes of colored frosting on sturdy tables 10 feet (3 m) in front of each team's line.

## Set

One player from each team stands on her team line with a chef hat.

## Go

When the whistle blows, the player puts the chef's hat on her head and runs to the cake. Using the tube of frosting, she begins to decorate the cake. When the whistle blows again, she returns to her line and gives the hat and the tube to the next player. When all the Sparkies have participated, the whistle blows a final time.

## And the winner is ...

The team whose cake is most attractively decorated, as judged by an impartial panel of leaders, wins.



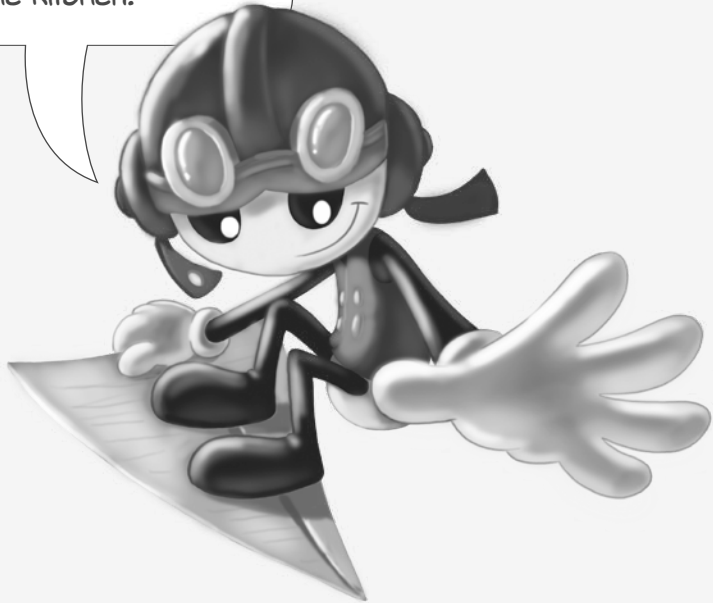
## Here's the catch

When the game is over, the Sparkies eat their team's cake. (You might prefer to have other cakes or cupcakes for the Sparkies instead.) Make sure you know the dietary restrictions of all your Sparkies. If a child has an allergy restriction, provide a snack she can eat.

## Or you could try ...

Have different kinds of sprinkles on the table next to the cake instead of tubes of frosting.

I wanted to be a chef when I grew up, but most cooks don't take kindly to bugs in the kitchen.



# Hill Dill

## Stuff you need

Nothing

## Who gets to play

Entire group

## Ready

Mark or designate two parallel lines at opposite ends of the play area and one in the center.

## Set

Players stand behind one of the end lines. One player, chosen to be the caller, stands on the center line.

## Go

The caller calls out, "Hill Dill, come over my hill!" Sparkies attempt to run from one line to the other without being tagged by the caller. All tagged players join the caller on the center line. The caller repeats the call, and the remaining players try to return to the original line without being tagged.

## AND THE WINNER IS ...

Game continues until only one Sparkie is left. This player can then become the caller for the next game.



## Here's the catch

Make sure Sparkies tag each other gently and don't push or hit.

## Or you could try ...

Before the game begins, place a few pennies on the floor. If a player manages to grab a penny while running to the other side, that player has immunity (even if he is tagged he can continue to play) for two rounds. After two rounds the player should give the penny to a leader.

*This game is a little safer  
than the Red Rover game  
of years past.*



# Hoop Relay



## Stuff you need

Four plastic hoops (like Hula-Hoops), four circle pins, four scoring pins

## Who gets to play

Entire teams

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

Players stand on their team line. The first player on the right holds a hoop.

## Go

When the whistle blows, the first player puts the hoop over his head, passes it down his body and steps out of it. He hands it to the second player who repeats the action. Play continues with each Sparkie passing the hoop over his body. When the last player steps out of the hoop, he runs around his team's circle pin and to the center to touch his team's scoring pin.

## AND THE WINNER IS . . .

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

Make sure Sparkies are standing far enough apart to pass the hoop over their heads without hitting other Sparkies.

## Or you could try ...

Have each team's leader hold a hoop at the starting line. As players run around the circle, they must go through all four hoops before going in to touch their team's scoring pin.

**This is a great game to play  
in between a fast-paced and a  
slow-paced game.**



# Hot Potato



## Stuff you need

One or more beanbags

## Who gets to play

Everyone participates

## Ready

Players stand around the circle. Team members should not stand next to each other. One (or more, if the group is large) player holds a beanbag.

## Set

The game director stands apart from the circle with his back to all the players.

## Go

When the whistle blows, players begin passing the beanbag(s) around the circle to the right. When the whistle blows again, play stops. The player holding the beanbag is disqualified and moves out of the circle. The whistle blows again to start action.

## AND THE WINNER IS ...

Stop play when five players are left. Each remaining player earns a point for his team. Or you can bring the final two remaining players to the center for a championship match.



## Here's the catch

Every player has to touch and pass the beanbag as it comes to him. If the beanbag is in the air when the whistle blows, the last person it touched is disqualified.

## Or you could try ...

If you are playing outside, use a water balloon. Have the players stand farther apart and toss the balloon. A player is disqualified if the balloon breaks when it is thrown by him or to him.

**Nothing is better than  
a hot potato with a  
little butter and chives.**



# Huffing and Puffing



## Stuff you need

Four ping-pong balls

## Who gets to play

Entire teams

## Ready

Mark a starting line on one end of the game area.

## Set

Give each team a ping-pong ball.

## Go

Sparkies take turns placing the ball on the starting line and with one big blow rolling it down the floor.

## AND THE WINNER IS ...

Leaders mark the length of each blow. The team with the longest distance wins.

Here's the catch

Players cannot cross the starting line.

Or you could try ...

After Sparkies have played, give leaders a turn.

Where is the Big Bad Wolf  
when you need him?



# Hunt

## Stuff you need

An object to hide (beanbag, baton, etc.)

## Who gets to play

Everyone participates

## Ready

Hide the object.

## Set

Explain the purpose of the game.

## Go

When the whistle blows, Sparkies search for the object.

## AND THE WINNER IS ...

The Sparkie who finds the object and brings it to you wins.



Here's the catch

If Sparkies are having difficulty, give them clues.

Or you could try ...

Hide small prizes and allow the Sparkies who find them to keep them.



# John 3:16 Relay



## Stuff you need

Four brown paper bags each containing the first six words of John 3:16 printed or written on individual sheets of paper; four circle pins

## Who gets to play

Entire teams

## Ready

Place the circle pins on the starting lines.

## Set

The first player stands on his team's starting line, holding the brown paper bag.

## Go

When the whistle blows, the first player runs around the circle and then runs into his team's quadrant and pulls out one piece of paper; reads it and puts it on the floor. He then runs to the second player and hands him the bag. The second player makes one lap around the circle, runs into his quadrant, pulls out another sheet of paper, reads it out loud and then puts it on the floor next to the other paper. This same action continues until all the papers are out of the bag. Once the final paper is read the whole team goes into their quadrant and puts the words in order. When they have the verse arranged correctly,

the entire team should sit down and put their hands in the air. Allow the other teams to continue playing. Check to see if the first team arranged the verse correctly. If they did not, check the second team's verse.

## AND THE WINNER IS ...

Whichever team first arranges the verse correctly.

## Here's the catch

First year Sparkies may not be able to read yet. They should be given help if needed.

## Or you could try ...

Use different verses in the *HangGlider* handbook.

**This should give  
Sparkies a good reason  
to remember their verses!**



# Knock 'Em Down



## Stuff you need

Four circle pins, four beanbags, a pack of 3 × 5 (7.6 × 12.7 cm) cards, four scoring pins

## Who gets to play

One player from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines. Make around 30 props by taping three 3 × 5 cards together in the shape of a triangle so they stand upright. Place the triangles randomly inside the game circle.

## Set

One player from each team stands at the starting line with a beanbag.

## Go

When the whistle blows, the player runs one lap and then stands behind the outermost hash mark on his diagonal. He throws his beanbag at any of the triangles in the middle, hoping to knock one over; flatten it or change the way it currently stands (flipping, etc.). Once one of the triangles is changed, he runs to the center to touch his team's scoring pin

## AND THE WINNER IS . . .

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.



## Here's the catch

If none of the beanbags knock over a triangle, Sparkies can retrieve their beanbag and return to the hash mark for another throw. If any player at any time knocks over a scoring pin, they are disqualified.

## Or you could try ...

Have players face backward and throw the beanbag from between their legs.

*Have you ever seen kids so happy about beans and 3 x 5 cards?*



# Knock It Over



## Stuff you need

Four circle pins, four large balls, one pin (any color)

## Who gets to play

One player from each team

## Ready

Put one pin (any color) in the middle of the circle.

Place the circle pins on the starting lines.

## Set

One player from each team stands at the starting line, holding a ball.

## Go

When the whistle blows, the player runs one lap, stops at his team's circle pin and rolls the ball into the center to knock down the pin.

## AND THE WINNER IS ...

The first player to knock down the pin with his ball wins.

## Here's the catch

If the player misses the pin, he can retrieve his ball and roll it again from any point outside the circle line. If you have a large club, allow each team to try only once per heat to make things move faster.

## Or you could try ...

Use a cantaloupe or other large fruit instead of a ball (but if you do, be prepared for a mess).

**If you just played a chaotic game, this one is good to slow everyone down. It requires good concentration.**





## Stuff you need

Four circle pins, four tires or Hula-Hoops, four scoring pins

## Who gets to play

Entire teams

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines. At two places on the circle, team leaders hold two tires upright for players to crawl through (next to each other so players don't slow each other down).

## Set

Players line up on their team's circle line, inside the circle. Each Sparkie is assigned a number.

## Go

The game leader calls out, "Number \_\_\_\_." The player from each team with the called number runs one lap around the circle, passes through one of the two tires at each of the two spots, rounds his team's circle pin and runs to the center to touch his team's scoring pin. After their turn, Sparkies return to their team line.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

Here's the catch

If teams have an unequal number of players, some players on smaller teams can be assigned two numbers.

Or you could try ...

For small teams of four or less, assign each person a name from Sparks (Chloe, Joel, Jacob, Sparky).

When I was a just a wee  
firefly, I crawled all  
over tires.



# Laps

## Stuff you need

Four circle pins, four scoring pins

## Who gets to play

One player from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player from each team stands at the starting line.

## Go

When the whistle blows, each player runs one lap around the circle, rounds his team circle pin and runs to the center to touch his team's scoring pin

## AND THE WINNER IS . . .

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.



## Here's the catch

As with all run-around-the-circle games, make sure players run outside the circle pins.

## Or you could try ...

Have players skip around the circle. Have players jump over hurdles (pillows or two books stacked on top of each other). Have players walk around the circle with a beanbag balanced on their heads. Their hands may not touch the beanbag except to pick it up if it falls. Have players walk around the circle with one bag on each shoulder and hands clasped behind their backs.

**If I had a nickel for every time I saw this game, I'd be living in a firefly mansion.**



# Lemon Nose Golf



## Stuff you need

Four lemons, four circle pins, one plate

## Who gets to play

One player from each team

## Ready

Put the circle pins on the starting lines. Place a plate upside down in the center of the circle.

## Set

One player from each team gets on all fours with a lemon in front of him.

## Go

When the whistle blows, players push the lemon one quarter of the way around the circle with their noses. When they reach the next starting line, they push the lemon into the center and up onto the plate.

## AND THE WINNER IS ...

The first Sparkie who gets his lemon on the plate wins.

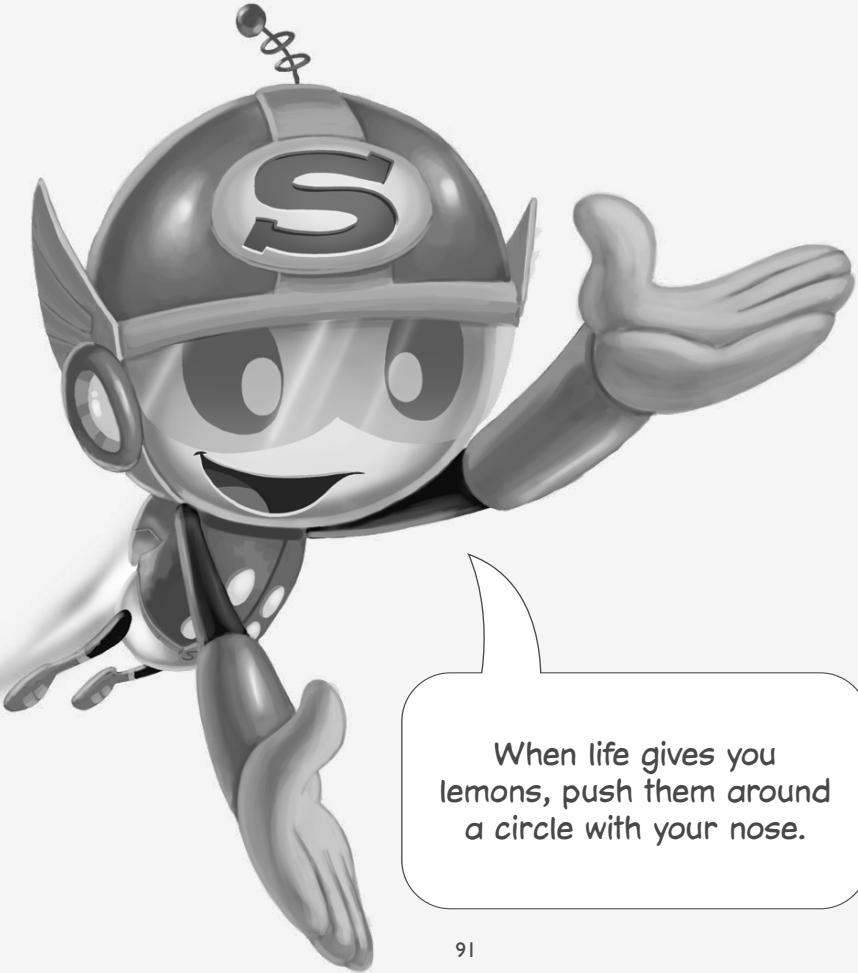


## Here's the catch

The lemon must travel around the circle outside of the circle pins. Players may not touch the lemon with their hands at any time.

## Or you could try ...

Players hit the pin with their lemons instead of pushing them onto a plate. The player to knock over or touch the pin with his lemon first wins.



# Line Up

## Stuff you need

Nothing

## Who gets to play

Everyone participates

## Ready

Sparkies stand on their circle lines.

## Set

Call out the order you want the Sparkies to gather in.  
For example: "Stand tallest to shortest."

## Go

When the whistle blows, Sparkies scramble to line up in the stated order. Leaders will probably have to assist.

## AND THE WINNER IS ...

The first team to line up in the proper order wins.



Here's the catch

Line leaders will have to check to see if the order is correct.

Or you could try ...

Sparkies could line up by birthday, biggest feet to smallest feet or, with the help of a leader, alphabetically.

**Playing a few rounds of this will help the Sparkies get to know each other.**



# Lobster Race



## Stuff you need

Four circle pins, four scoring pins

## Who gets to play

One player from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player from each team kneels at the starting line, facing backwards (clockwise).

## Go

When the whistle blows, each player crawls backwards for one quarter lap around the circle, rounds the next team's circle pin and crawls to the center to touch his team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

As with all run-around-the-circle games, make sure players stay outside the circle pins.

## Or you could try ...

Have players play the game with their stomachs facing the ceiling.

I don't know what kind of lobsters you know, but I don't think they crawl like that.



# Magazine Hunt

## Stuff you need

Four copies of the same magazine issue or four copies of several magazines if you have a larger group

## Who gets to play

Entire teams

## Ready

Give each team a copy of the magazine or magazines.

## Set

One player from each team goes to the center of playing area.

## Go

Give the players in the center an item to look for in the magazine(s). (For example: Find a red car.) Players run back to their teams and tell them what they're looking for. Teammates search through the magazines. When they find the named item, the players run back into the center and tag (lightly) the game director with the magazine opened to the right page.

## AND THE WINNER IS ...

The first team to have its player tag the game director with the magazine opened to the proper page.



## Here's the catch

You can make the item to look for something easy, like a full page add, or something hard, like a chair that appears in the background of a small photo.

## Or you could try ...

Have teams look for individual items that appear several times. (For example: Find four different pictures of a horse.)

I spy with my eye ...





## Stuff you need

Four toy chests or large, clean garbage cans and enough toys, old clothing or junk to fill up each toy chest

## Who gets to play

Entire teams

## Ready

In each team's quadrant, scatter the toys, clothing and junk all over the area.

## Set

Have each team line up on their team's line.

## Go

When you blow the whistle, the first player runs in their team's quadrant, picks up an item and puts it into the toy chest. Then the first player runs back to her team's line, she tags the second player who runs in and repeats the action. The game continues until all the items on the ground are put into her team's toy chest.

## AND THE WINNER IS ...

The first team to pick up all of the items and put them in the toy chest and sit on their team's line wins.



## Here's the catch

Make sure that there are an equal amount of items in each team's toy chest.

## Or you could try ...

Play the game backward. Have the first player run in, grab a toy or piece of clothing and use it. (For example: If it is a shirt, they should put it on over their clothes and take it off and leave it on the floor. If it is a ball, they should bounce it and then put it somewhere in their team's quadrant, etc.) The first team to empty its toy chest and make its room messy wins.

***This game can also be played outside using parking spaces as boundaries. Make sure you rope off the area from cars, or play in a part of the parking lot that doesn't get used.***



# Moon Ball Hunt



## Stuff you need

Four small balls, four blindfolds, four circle pins, four scoring pins

## Who gets to play

One player from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player from each team kneels at the starting line, facing the center of the circle with a blindfold on. A ball is placed at random inside his team's quadrant.

## Go

When the whistle blows, the player crawls into the circle to find his team's ball. As soon as he touches his ball, he removes his blindfold, picks up the ball, rounds his circle pin and runs to the center to touch his team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

Here's the catch

If a player has difficulty finding the ball, a leader or second Sparkie can guide him.

Or you could try ...

Have multiple balls for each team, each assigned with a point value.

What do you get if you have  
a blindfold, a few balls and  
multiple children?  
A great Awana game!



# Musical Rugs



## Stuff you need

Small rug squares or pieces of paper for all but one Sparkie, piano and pianist or CD player

## Who gets to play

Everyone participates

## Ready

Secure rug or paper around the circle so they won't slip. Use one less rug than you have Sparkies.

## Set

Players line up on the circle line.

## Go

The game is played like musical chairs. When the music plays, Sparkies walk in single file around the circle. When the music stops, Sparkies stop on the nearest square, one to a square. The Sparkie without a square is eliminated and sits inside the circle. Remove one square and continue play, removing one square with each eliminated Sparkie until only three players and two squares are left.

## AND THE WINNER IS ...

The two remaining Sparkies after one last round are the winners.

Here's the catch

For larger clubs, use three or four fewer squares than Sparkies. This game takes a lot of set up time.

Or you could try ...

Run four small circles, one for each team, then have the last two or three Sparkies from each team play again.

What a great time to use the *Sing It, Tell It, Whisper It, Yell It! Worship CD*. You can find this in the online catalog.



# North-Central- South America



## Stuff you need

Nothing

## Who gets to play

Everyone participates

## Ready

Mark a line on either end of the game area and a line in the middle. The end lines are designated North America and South America. The middle line is Central America.

## Set

Players line up on the middle line.

## Go

The game director calls one of the areas. All Sparkies race to cross that line. The last player to touch the line is eliminated. Game director then calls another area.

## AND THE WINNER IS ...

The last Sparkie (or five Sparkies) remaining.

## Here's the catch

The game director may call the area on which the players are standing. Any player leaving that area with both feet is eliminated.

## Or you could try ...

After a few rounds, add some other areas such as Greenland, the Caribbean and Hawaii to make the game more confusing.

**The Sparkies' geography teachers would be proud!**



# Oreo Stack



## Stuff you need

Two tables, four packages of Oreos®

## Who gets to play

Four players from each team

## Ready

Set up two tables end to end and spread the contents of four packages of Oreos evenly on the two tables.

## Set

Have the teams stand in lines facing the tables.

## Go

When the whistle blows the first player from each team runs to the table and begins to stack Oreos as high as possible. After 30 seconds call out "Switch!" The first player runs back and the second player runs to the table to continue building the tower as high as possible. Continue play until all four players have finished their turns. If the tower falls, players can rebuild it.

## AND THE WINNER IS ...

The team with the highest Oreo tower wins.



Here's the catch

There are different strategies to play this game.  
Be creative!

Or you could try ...

To avoid having to use food, use wooden blocks.

After those Sparkies get  
their hands over all those  
Oreos, I wouldn't  
recommend eating them.



# Outdoor Hunt



## Stuff you need

Four large bags

## Who gets to play

Everyone participates

## Ready

Determine the boundaries of a large outdoor area on the church's property.

## Set

Give each team a large bag.

## Go

When the whistle blows, teams spread out around the area and look for one item that begins with each letter of the alphabet. (For example: A – acorn, B – bird's nest, C – cone.) When the whistle blows again, teams return and line up their items alphabetically.

## AND THE WINNER IS ...

The team with the most complete alphabet.

Here's the catch

Items do not have to be from nature. However, the items do have to be found within the designated area.

Or you could try ...

Give each team leader a digital camera and have the Sparkies ask the leader to photograph the various items. Or give the teams a list of items to find.

**Remember not to disturb  
the wildlife.**



# Over and Under the Rope



## Stuff you need

Two long ropes, circle pins or tape to mark starting and finish lines (You could even use the team lines at opposite ends of the game square.)

## Who gets to play

Everyone participates

## Ready

Mark a starting line and finish line on opposite ends of the game floor. Stretch the ropes across the floor between the two lines. The first rope should be approximately 15 feet (4.6 m) from the starting line and about 1 foot (30 cm) from the floor. The second rope should be about 10 feet (3 m) from the first rope and about 2 feet (60 cm) off the floor.

## Set

Players line up behind the starting line.

## Go

When the whistle blows, players race from the starting line to the finish line, passing over the first rope and under the second rope.

## AND THE WINNER IS ...

The first two players to cross the finish line earn points for their team.

Here's the catch

If the players touch the rope, they are disqualified.

Or you could try ...

Have some fun jumping rope.

It's like jump rope and the  
limbo all rolled into one!



# Pass the Pumpkin



## Stuff you need

Four hollow plastic pumpkins filled with enough wrapped candy for each Sparkie, four spoons, four circle pins, four scoring pins

## Who gets to play

Entire teams (with equal number from each team)

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

Players stand on the team line. The first player holds the pumpkin.

## Go

When the whistle blows, the first player takes a piece of candy out of the pumpkin and places it on a spoon. She then passes the pumpkin to the next player and walks around the game circle while balancing the candy. When she crosses her hash mark she takes the candy and hands the spoon to the second player who repeats the actions. The game continues until the final player crosses her hash mark and runs to the center to touch her team's scoring pin while still holding her spoon and candy.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

Players must keep the candy in the spoon while walking the entire time. If the candy drops, they must stop and place the candy on the spoon before continuing the race.

## Or you could try ...

Have the players run around the circle while balancing the empty pumpkin on the tips of their fingers. Or try hanging the handle of the pumpkin on the spoon as they run and try to balance.

**Remember never allow Sparkies to eat anything without first checking for food allergies.**



# Pickin' Potatoes



## Stuff you need

Four sacks, 16 potatoes, four circle pins, four scoring pins

## Who gets to play

Four players from each team

## Ready

Put four potatoes on the passing zone hash mark in each team's section (16 potatoes in all). Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

Four players from each team stand at their starting line. The line leader stands inside the circle by the pin holding a bag.

## Go

When the whistle blows, the first player runs counter-clockwise around the circle to the first hash mark. She picks up a potato, runs clockwise back to her starting line, drops the potato in the leader's bag and tags the second player. The game continues until all four players have gotten a potato. When the fourth player drops her potato in the bag, she runs to the center to touch her team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.



## Here's the catch

Players need to watch for opponents who are running the circle in the opposite direction. The player running clockwise should move outside.

## Or you could try ...

Players carry spoons. They pick up potatoes on the spoons and carry them back to the bag without touching them with their hands.

**If this game is played well,  
it will look like synchronized  
potato sacking!**



# Pocket Scavenger Hunt



## Stuff you need

You'll need to promote this game a few weeks before you play it. Send a flier home letting the Sparkies know to fill their pockets with anything they think might be on the pocket scavenger hunt list. The week of the game, print off a list of items for the pocket scavenger hunt. A sample page is given after this game's description and rules of play. Have a couple of leaders play as well in case Sparkies don't pack their pockets well. Just don't let them know what will be on the list.

## Who gets to play

Everyone participates

## Ready

Each team should gather in a section of the playing area and make a circle, facing each other. Have one of the leaders hold the list of items that have point values.

## Set

Have all the players on each team get in huddles with their leaders.

## Go

When the whistle blows, players empty their pockets. The leader should read off the items while the Sparkies look for those items among all the stuff from the pockets.

## AND THE WINNER IS . . .

The team with the most items found on the list.

## Here's the catch

Make sure you promote the game every week until you play it. Sparkies might forget otherwise.

## Or you could try ...

Allow them to also use items around the room.

Perhaps no one brought a rubber band but an abandoned one is on the floor in the corner. Let the team use it for points!

### Sample list

Ball	Earring	Pen
Barrette	Dollar bill	Pencil
Brush	Eraser	Penny
Baseball card	Flag	Photo
Basketball card	Flashlight	Popsicle® stick
Breath mints	Football card	Quarter
Button	Gum	Rock
Candy	Key chain	Rubber band
Cell phone	Marble	Soccer card
Coin purse	Necklace	String
Comb	Nickel	Tissue
Crayon	Note	Toy car/truck
Dime	Note pad	Tree twig
	Paper clip	Watch

Hey! No fair. I don't have pockets.



# Popcorn Cob



## Stuff you need

One or two large jar(s) of honey, masking tape, large quantity of popcorn, two pieces of poster board for each team, newspaper

## Who gets to play

Everyone participates

## Ready

Take the two pieces of poster board and tape them together at the short ends. Draw a leader on the poster board (long ways). Then affix the poster board to the wall. Smear honey (or other sticky substance that won't dry too quickly) on the poster board inside the drawing of the leader. Place newspaper on the ground around the drawing so you can have easy cleanup later.

## Set

Each team should stand 1 to 2 feet away from their designated poster board "leader" with a large bag of popcorn.

## Go

When the whistle blows, players throw popcorn at their poster board leader, trying to get the popcorn to stick.

## AND THE WINNER IS ...

After a predetermined amount of time, whichever team's poster board leader has the most popcorn stuck on it wins.

## Here's the catch

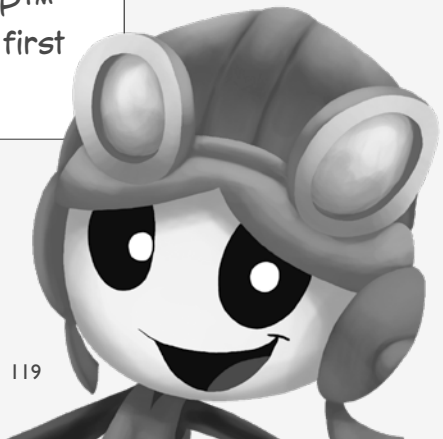
This game could get messy. Play outside (taping your poster board leader to a tree or garbage can). Put newspaper all over the ground for easy cleanup. If the Sparkies run out of popcorn, they can run and pick up the popcorn that didn't stick to throw it again. However, they must be behind the line when they throw it.

## Or you could try ...

Peanut butter may be easier, cheaper and better for sticking, but do not use in case of allergies. However, you could use other sticky things like contact paper or large pieces of double-sided tape.

If you are feeling adventurous, you could have real leaders (or student leaders) put on a garbage bag by making head and arm holes. Give each leader a jar of honey and a pair of rubber gloves. Have the leaders smear the honey on the front of the garbage bag and then play the game.

**This game is great for  
The Great ShakeUP™  
if you are using the first  
set of lessons.**



# Pudding Feast



## Stuff you need

Four small bowls of pudding, four spoons, eight blindfolds, four smocks or towels

## Who gets to play

Two players from each team

## Ready

Fill the bowls with a half cup of pudding.

## Set

Two players from each team sit facing each other. One player holds the bowl of pudding and a spoon. The other player who is being fed is covered with a smock or towel. Both players are blindfolded.

## Go

When the whistle blows, the player with the pudding feeds it to the other player with a spoon.

## AND THE WINNER IS ...

The team to finish its pudding first wins.

Here's the catch

Players should not wear their best clothes.

Or you could try ...

Use ice cream or Jell-O®.

**Remember never allow Sparkies to eat anything without first checking for food allergies. Invite parents to come and bring their cameras!**



# Pumpkin Picking



## Stuff you need

Four small pumpkins, four blindfolds, four circle pins, four scoring pins

## Who gets to play

One player from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player from each team kneels at the starting line, facing the center of the circle with a blindfold on. Place a pumpkin at random inside each team's quadrant.

## Go

When the whistle blows, the player crawls into his section to find the pumpkin. When he finds it, he removes his blindfold, picks up the pumpkin and runs around the circle pin and to the center to touch his team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.



Here's the catch

The player must be in possession of the pumpkin when he runs in to touch his team's scoring pin.

Or you could try ...

Place a picture of a pumpkin in each team's quadrant for them to feel around for.



## Stuff you need

Four magazine pictures of equal size cut into a few large pieces

## Who gets to play

Entire teams (equal number of players)

## Ready

Find four pictures of equal size and cut them into an equal number of pieces. Put the pieces in a bag.

## Set

Each team stands together with their bag.

## Go

When the whistle blows, players dump out the pieces on a table or the floor and put their puzzle together.

## AND THE WINNER IS . . .

The first team to correctly complete its puzzle wins.



Here's the catch

No catch.

Or you could try ...

Use a heart-shaped piece of paper that says "God loves the (insert team color) team" for each team, cut into puzzle pieces.

This is rather puzzling ...



# Rabbit Hunt



## Stuff you need

Two sport balls (or consider using foam balls.)

## Who gets to play

Everyone participates

## Ready

No preparation necessary

## Set

Have one of the four teams (rabbits) stand inside the circle. They should scatter around. The other three teams (hunters) position themselves evenly around the circle.

## Go

When the whistle blows, the hunters toss the balls at the rabbits. If a rabbit gets hit, he leaves the circle and returns to his team line. After 30 seconds passes, action stops and the rabbits still remaining in the circle are counted. Play is repeated until all four teams have had a turn at being rabbits.

## AND THE WINNER IS ...

The team with the most rabbits remaining at the end of its heat wins.

Here's the catch

Any rabbit that leaves the circle before being hit is disqualified. Hunters may not step inside the circle while throwing a ball.

Or you could try ...

Throwing pillows.

Did someone say  
Sparks-a-Rama game?  
I did! Make this a game you  
practice for the Sparkies  
to get used to playing it.



# Rescue



## Stuff you need

Eight circle pins, four batons

## Who gets to play

Entire teams (equal number of players)

## Ready

Place the circle pins at one end of the game area and another set of circle pins at the other end of the game area. (If you do not have two sets of pins, just use other objects that are the same colors as the pins.)

## Set

Assume you have 10 players per team. One player from each team should stand behind her team's colored pin (player 10). The other players (1-9) should stand at the other end of the playing area behind their team's other circle pin.

## Go

When the whistle blows, player 10 runs toward the rest of her team and grabs the hand of player 9. Together they run back. Player 9 now runs back to her team and grabs the hand of player 8. They run back together. Player 8 runs back to grab the hand of player 7 and so on. When all 10 players have gotten "rescued," they should sit down.

## AND THE WINNER IS ...

The first team to sit down after correctly playing the game wins.

## Here's the catch

Players must hold hands while running. If they let go, they need to go back to the beginning line and try again.

## Or you could try ...

Instead of running you could have the players skip or run backwards.

**This game will take up a good amount of time and energy. Have a few short and low intensity games to fill the rest of your Game Time.**



# Robins and Roosters



## Stuff you need

Nothing

## Who gets to play

Everyone participates (divided into two teams)

## Ready

Mark or designate three parallel lines, one down the center of the room and two along the opposite sides of the play area to mark safety zones.

## Set

Teams line up on either side of the center line, facing each other. One team is named the Robins, and the other, the Roosters.

## Go

If the game director calls “Robins,” that team must turn and run back to its safety zone with the roosters in pursuit. If a Rooster tags a Robin, the player changes teams and becomes a Rooster. When all players are tagged or in the safety zone, the game director calls them back to the center of the room. If the game director calls “Roosters,” the Roosters must run to their safety zone while the Robins try to tag them.

## AND THE WINNER IS ...

Game continues as long as interest is maintained or until all the members of one team are eliminated.



## Here's the catch

Try not to mark the safety zones too close to walls. Make sure Sparkies tag gently without pushing. Praise Sparkies who admit they've been tagged. Help younger Sparkies understand the game.

## Or you could try ...

Have the leaders be "Chickens." Every few rounds call out "Chickens loose!" The leaders should enter the playing area and can help their team tag players from the other team.



# Rope 'Em



## Stuff you need

Four-way, tug-of-war rope, four beanbags

## Who gets to play

One player from each team

## Ready

Place the rope in the center of the circle with an equal portion of the loop in each team's triangle.

## Set

One player from each team stands at the starting line, facing the center, holding a beanbag.

## Go

When the whistle blows, the player attempts to throw the beanbag into the loop.

## AND THE WINNER IS ...

Ten points are awarded for each team with a beanbag in the loop.

Here's the catch

Leaders should retrieve the beanbags and give them to the next player to keep the game moving quickly.

Or you could try ...

Have the players face backwards and throw the beanbag from between their legs.

*I wonder if this is how  
cowboys get their training.*



# Rope Train



## Stuff you need

Four pieces of rope or jump ropes, four circle pins, four scoring pins

## Who gets to play

Three players from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player from each team lines up at her starting line, holding a rope. Two other players stand inside the circle near the passing zone.

## Go

When the whistle blows, the first player runs one lap. When she gets to her team's passing zone, the second player grabs onto the rope and the two players run one lap together. When they get to the passing zone again, the third player grabs the rope, and all three run one lap. When they get to their team's starting line, they round the pin and runs to the center to touch their team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

A team is disqualified if any of its players let go of the rope at any time. No sliding is allowed.

## Or you could try ...

If your group is small, let entire teams participate.

**That first player is going to be quite tired after running three laps. Try to make sure it's a Sparkie with loads of energy.**



# Saucer Throw

## Stuff you need

Four paper or unbreakable plastic plates

## Who gets to play

One player from each team

## Ready

Mark or designate a line at the end of the room.

## Set

One player from each team stands behind the line, holding a saucer.

## Go

When the whistle blows, the players throw the saucers across the room.

## AND THE WINNER IS ...

The player who throws his saucer the farthest from the line wins.



## Here's the catch

Leaders retrieve the saucers and give them to a second player for the next heat. Give all Sparkies a turn.

## Or you could try ...

While some players throw saucers, have other players throw cups. Give extra points for teams that can get their cups and saucers close together.

This may be common sense, but do not to use *Grandma's fine china*. And tell the Sparkies, "Do NOT try this at home."



# Scoop and Scat



## Stuff you need

Five beanbags, four circle pins, four scoring pins

## Who gets to play

One player from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines. Place each team's beanbag 7 feet (2.1 m) from the center of the circle on the team's diagonal line.

## Set

One player from each team stands at the starting line.

## Go

When the whistle blows, the player runs to grab his team's beanbag, runs back around his circle pin and to the center to touch his team's scoring pin.

## AND THE WINNER IS . . .

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.



## Here's the catch

Players must keep their team beanbag in their possession when they run to the center to touch their team's scoring pin.

## Or you could try ...

Have players face backward when they run in to the center to touch their team's scoring pin.

**This game moves quickly  
and is good to fill up a  
few extra minutes at the  
end of *Game Time*.**



# Scrambled Shoes



Stuff you need

Nothing

Who gets to play

Everyone participates

Ready

Sparkies remove their shoes and pile them in the center of the circle. Mix up the shoes so pairs aren't together.

Set

Players line up on their team lines.

Go

When the whistle blows, players run into the circle and search for their shoes. When they find them, they must put them on and return to their team line.

AND THE WINNER IS . . .

The first team to be standing on its team line with all its shoes on wins.

## Here's the catch

All shoes must be properly fastened. Lace shoes must be laced; zipper shoes must be zipped.

## Or you could try ...

All Sparkies put their shoes in the center of the circle. When the whistle blows, the first player runs to the center, retrieves his shoes, puts them on and then tags the second player. Play continues until every member on the team has his shoes on. If you have a large group or a short amount of time, have each Sparkie only put one shoe in the center:

***Nothing says Awana games  
like a big heaping pile of  
smelly shoes.***



# Shipwreck

## Stuff you need

Nothing

## Who gets to play

Everyone participates

## Ready

Designate four walls of the game area (or the four sides of the game square) as “Port,” “Starboard,” “Bow” and “Stern.” Designate a small area in the middle of the room as the lifeboat.

## Set

Players line up against one of the walls.

## Go

Call the name of an area. For example, call “Port.” All the players run to reach that area. When you call “Shipwreck,” all players must gather in the lifeboat. When you call “Man Overboard,” all players must lie down on the floor outside the lifeboat. The last player to reach a called area is eliminated.

## AND THE WINNER IS ...

The last player remaining.



Here's the catch

Sparkies may need a practice run to get all the areas straight in their minds.

Or you could try ...

Name each of the four walls "Chloe," "Joel," "Jacob" and "Sparky." The middle "Lifeboat" call "Awana Club" and to do "Man Overboard" call out "Game Time"

Just thinking about this game makes me tired. Try this game on those nights when Sparkies have particularly large amounts of energy.



# Shoe Kick

## Stuff you need

Nothing

## Who gets to play

One player from each team

## Ready

Mark or designate a line along one side of the room.

## Set

One player from each team stands behind the line with his shoe untied and loosened. Other players should line up behind the player from their teams to avoid getting hit.

## Go

When the whistle blows, the players kick their shoes into the room.

## AND THE WINNER IS ...

The player who kicks his shoe farthest into the room wins.



Here's the catch

Sparkies not participating should stand behind the players to avoid being hit with shoes.

Or you could try ...

Have the older Sparkies use their non-dominant foot.  
(Right handed players should kick their left foot and vice versa.)



This won't be a Sparks-a-Rama event any time soon, but it sure is fun to watch Sparkies' faces.

# Sit and Throw



## Stuff you need

Four beanbags, four small chairs, one pin (any color)

## Who gets to play

One player from each team

## Ready

Put the pin (any color) in the middle of the circle. Place a chair just inside the circle by each team's starting line.

## Set

One player from each team stands at the starting line with a beanbag.

## Go

When the whistle blows, the player runs one lap and sits in the chair. While sitting, the player throws the beanbag at the pin.

## AND THE WINNER IS ...

The first player to knock down the pin wins.



## Here's the catch

If a player misses the pin, he may retrieve his beanbag, return to his chair, sit down and throw again. For large clubs, allow only one throw per player.

## Or you could try ...

Instead of a beanbag, use large marshmallows with colored ink dots from markers (to coordinate with team colors). Allow them 30 seconds to throw as many marshmallows as they can. Give each player a point for every marshmallow within a few inches of the pin.

**All that talk about  
marshmallows makes  
me hungry ...**



# Snowball Fight



## Stuff you need

Snowballs made of loosely wadded newspaper taped with making tape (made in advance), tables or chairs as barriers.

## Who gets to play

Everyone participates (divide into two teams)

## Ready

Divide the room with chairs or tables. Scatter an equal number of snowballs on each side of the barrier.

## Set

Have one team stand on each side of the room near the boundary of the play area.

## Go

When the whistle blows, the players run to grab the snowballs and throw them across the barrier into the other team's area. Snowballs are thrown back and forth until the game director blows the whistle to stop the action.

## AND THE WINNER IS ...

The team with the fewest snowballs in its area wins.

Here's the catch

Sparkies' hands will get dirty with newsprint.

Or you could try ...

Use paper from the recycling bin.

This is a fast-paced game  
that keeps all kids moving  
for the entire time allotted.



# Sock It to Me!



## Stuff you need

Four circle pins, four pairs of clean socks, four scoring pins

## Who gets to play

One player from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player from each team stands at her starting line with a pair of clean socks balled together in front of them on the floor.

## Go

When the whistle blows, the player kicks the socks around the circle. When she passes her team line, she runs to the center to touch her team's scoring pin.

## AND THE WINNER IS . . .

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

Here's the catch

If a player knocks over a pin, her team is disqualified.

Or you could try ...

Have the players run around the circle only halfway before they run to the center to touch their team's scoring pin. Or have them try to balance the sock ball on their heads.

**If you find any socks for  
firefly feet, let me know.  
They are very hard to  
come by.**



# Sparky Balloon Pop



## Stuff you need

Four 9-inch (23-cm) balloons, four circle pins, four scoring pins

## Who gets to play

One player from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines. Have enough balloons ready for as many heats as you decide to play.

## Set

Have players line up on their team's starting lines with a balloon by their circle pin.

## Go

When the whistle blows, the players run one lap around the circle. When they reach their team's circle pin, they jump on the balloon until it pops. Once the balloon is popped, they run to the center to touch their team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

The players cannot hold the balloon as they attempt to pop it.

## Or you could try ...

Have the player bat the balloon around the circle while she runs her lap. Once she gets to her team pin, she jumps on her balloon to break it and runs to the center to touch her team's scoring pin

*This is one of the official Sparks-a-Rama games. I think the new Sparks-a-Rama motto should be "So many balloons, so little time."*



# Sparky Beanbag In and Out



## Stuff you need

Four circle pins, four containers, four beanbags, four scoring pins

## Who gets to play

Entire team (with equal number of players.)

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines. Place a container in each team's small triangle.

## Set

Players line up on their team's circle line. The first player on the right holds a beanbag.

## Go

When the whistle blows, the first player runs into the circle and drops the beanbag into the container. He runs back to the team line and tags the second player. The second player runs into the circle, takes the beanbag out of the container, runs back to the line and hands it to the third player. Action continues until all team members have participated. The last player retrieves the beanbag, rounds his circle pin and runs to the center to touch his team's scoring pin.



## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

If a player misses the container, he must retrieve the beanbag and place it in the container before returning to the circle line and tagging the next player.

## Or you could try ...

Instead of using beanbags, use seasonal items.

I wonder if this is what  
basketball was like  
before they figured out  
the kinks ...



# Sparky Bowl



## Stuff you need

Four beanbags, four circle pins, one pin (any color)

## Who gets to play

One player from each team

## Ready

Put the one pin (any color) in the middle of the circle.  
Place the circle pins on the starting lines.

## Set

Players stand at their team's starting line with  
a beanbag.

## Go

When the whistle blows, each player runs one lap  
carrying his beanbag. When he reaches his starting  
line, he tosses his beanbag at the pin and attempts to  
knock it over

## AND THE WINNER IS ...

The first player to knock over the pin with his beanbag.

## Here's the catch

Players must stand behind the circle line when they toss the beanbag. If a beanbag misses the pin, the players must run into the circle, get it and return behind the circle line to throw again. If a player blocks another player's tossed beanbag while retrieving his own, he is disqualified.

## Or you could try ...

After his initial toss misses the pin, a player runs to where his beanbag lands and tries to knock over the pin from that point.

**Bowling with beanbags? The inventor of the ball is rolling over in his grave right now.**



# Sparky Crawl



## Stuff you need

Four scoring pins

## Who gets to play

Everyone participates (one player designated as runner)

## Ready

Make sure to sweep or vacuum the floor before play. Since the Sparkies will be on their hands and knees, you don't want anything to accidentally cut them.

## Set

Have all the players line up on their team lines on their hands and knees.

## Go

When the whistle blows, all the teams should crawl across the game square on their hands and knees to the team line that is opposite theirs. When each player crosses the opposite team's line, he stands behind the line. As the players cross through the middle, the game director places the scoring pins at the 5-foot (1.5-m) marks. As soon as the entire team is lined up, the designated runner runs to the center to touch their team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

While all the Sparkies are crawling, the scoring pins may be knocked over. You might want to wait for all the Sparkies to pass the middle of the playing area before putting the scoring pins down.

## Or you could try ...

Have them crawl backwards back to their team's line or have the players do a lobster crawl instead!





## Stuff you need

Four circle pins, four beanbags, four scoring pins

## Who gets to play

Three players from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player from each team stands at her starting line with a beanbag on top of her head. Two other players from each team stand inside the circle near the passing zone.

## Go

When the whistle blows, the first player runs one lap and passes the beanbag to the second player who puts the beanbag on her head and runs one lap, then passes the beanbag to the third player. The third player places the beanbag on her head and runs one lap around the circle and in to the center to touch her team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

The players must keep the beanbag on top of their heads the entire time. Their hands must not go above their shoulders. The final player does not need to keep the beanbag on her head when running in for her scoring pin.

## Or you could try ...

Have all three players link arms and run around the circle together. All players must run with a beanbag on their heads.

**Another classic  
Sparks-a-Rama game.  
Make sure all your  
players get to  
practice this one!**





## Stuff you need

Four circle pins, four scoring pins

## Who gets to play

Five players from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

Along the circle, players line up behind each other at their team's starting line. Using both hands, each player grasps the waist of the player in front of him, forming a train.

## Go

When the whistle blows, the train runs around the circle. When the first person crosses his team's line, he runs to the center to touch his team's scoring pin.

## AND THE WINNER IS . . .

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.



## Here's the catch

The players must stay connected at all times. If the train breaks apart, the team should stop and reconnect before continuing.

## Or you could try ...

Have them make train sounds as they go around the circle.

**This is a classic  
Sparks-a-Rama game.  
Learn this one well!**



# Sparky's Big Jump

## Stuff you need

Two ropes

## Who gets to play

Entire group

## Ready

Set the two ropes on the floor 1 foot (30 cm) apart. Call the area in between the ropes "the river."

## Set

Have all the Sparkies stand in a line behind one of the ropes.

## Go

When you are ready, have each Sparkie jump (allow them to get a running start) over the river. After each Sparkie has jumped the river, move the ropes 4 inches (10 cm) apart. Again, everyone lines up to jump the river. After each round, move the ropes 4 inches apart. If the Sparkie doesn't make it and lands in the river, he is eliminated. Play continues until one player is left.

## AND THE WINNER IS ...

The person who successfully jumps across the river the most times wins.



Here's the catch

You may want to give younger and smaller players their own heat to make it more even.

Or you could try ...

Have the Sparkies that are eliminated play Duck, Duck, Goose so they aren't bored..

It's way easier to fly over rivers.



# Sparky's Day

## Stuff you need

A person to be "Sparky" (a line leader will do just fine.)

## Who gets to play

Everyone participates (works better with a smaller group)

## Ready

Designate a leader to be Sparky.

## Set

Have all the Sparkies stand in a line behind Sparky.

## Go

When Sparky starts moving, everyone follows him and does what he does. If Sparky sits down, all the Sparkies sit down. If Sparky skips, everyone skips. If Sparky sings, everyone sings.

## AND THE WINNER IS ...

There is no winner.



Here's the catch

No catch

Or you could try ...

Eliminate the Sparkies based on who does the action last.

What a great game to play  
outside when your gym is  
unexpectedly occupied by  
a church board meeting.



# Sparky's Dropped Call



## Stuff you need

A few scripted lines ready for Sparkies to try to recite such as: "God made the flowers, God made the trees, God cares for you and God cares for me." Or "I love Game Time, I love Large Group Time, I like saying verses and I like my friends too!"

## Who gets to play

Entire group

## Ready

Have all the Sparkies sit in a circle.

## Set

Stand in front of one of the Sparkies.

## Go

Whisper one of the phrases you prepared into a Sparkie's ear two times. That Sparkie whispers in the ear of the person on his right the phrase he just heard. The phrase is passed along from Sparkie to Sparkie until it gets to the final player who stands up and says what he heard. Hopefully it will be jumbled by the time it gets to the last person. Play a few rounds with different phrases for a good laugh!

## AND THE WINNER IS ...

There is no winner.

Here's the catch

Kindergarten children will be able to remember less than the second-graders in your group.

Or you could try ...

Tell the Sparkies that if the phrase is completely correct at the end of the round, they all get a piece of candy.

*Can you hear me now?*



# Sparky's Light



## Stuff you need

Four small flashlights, four circle pins, one leader to control the lights to the room, four scoring pins

## Who gets to play

One player from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player from each team stands at her starting line.

## Go

When the whistle blows, players run around the circle holding their flashlights. When the lights dim they must immediately stop and turn on their flashlights. Once a player's flashlight is on, she can begin running again. If the lights come back on, they must stop again and turn off their flashlights before continuing around the circle. When they reach their team line, they hand their flashlight to a leader and run to the center to touch their team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.



## Here's the catch

If your play area gets very dark when the lights are dimmed, you may want to have some lamps around the room that can stay on so you don't scare the younger Sparkies.

Or you could try ...

Play it as a relay.

What a great game  
for a firefly!



# Sparky's Puzzle



## Stuff you need

Four identical pictures of Sparky cut up into five puzzle pieces (place each Sparky puzzle into a separate bag), four circle pins, paper plates, four scoring pins

## Who gets to play

Five players from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines. Hand the fifth player a paper plate to hold onto until the end of the game.

## Set

One player from each team stands at his starting line holding the bag with puzzle pieces inside.

## Go

When the whistle blows, players run into their team's diagonal, open the bag and pull one piece out and put it on the floor. Then they run back to their team line, hand the bag to the second player and the second player also runs into his team's diagonal, pulls out a puzzle piece and puts it on the floor, fitting it together with the other piece if he can. The second player then runs to his team line and hands the bag to the third player. The game continues until all five pieces are out. The fifth player assembles the puzzle on the plate

and runs one lap around the circle and runs to the center to touch his team's scoring pin

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

The fifth player has to keep the puzzle intact while she runs or walks around the circle. Lighter paper will make it difficult to run but thicker paper will make it possible for the Sparkies to move a little faster.

## Or you could try ...

Have each Sparkie run a lap before a puzzle piece is taken out of the bag in his diagonal.

**Please don't cut me up,  
please don't cut me up,  
please don't cut ...**



# Sparky's Soldier



Stuff you need

Nothing

Who gets to play

Everyone participates

Ready

Clear the playing area.

Set

Allow Sparkies to spread out over the entire room and lie on the floor. Tell them to get into a comfortable position.

Go

When the whistle blows, players stay as still as possible. If any player is seen moving, he is disqualified. The game continues until only 10 players are left for a large group or 3-5 for a small group.

AND THE WINNER IS ...

The Sparkies that stay still the longest win.

## Here's the catch

You may have to get particular with what you consider movement. It could be something as small as heavy breathing or blinking eyes.

## Or you could try ...

Try adding jokes to make the Sparkies laugh or move. Or allow them to move on your command only. For example, "Get up and turn over then lie back down." When you blow the whistle again, they have to be completely still. You can speed the game up because it will be harder for the Sparkies to get into comfortable positions that quickly.

**This is a great game to help Sparkies wind down after a few intense games.**



# Speedway Race



## Stuff you need

Four circle pins, four children's pull toys, four scoring pins

## Who gets to play

One player from each team.

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player from each team stands at the starting line holding the string of a pull toy.

## Go

When the whistle blows, the player runs one lap pulling the toy. When he reaches his team's circle pin, he drops the string and runs to the center to touch his team's scoring pin.

## AND THE WINNER IS . . .

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

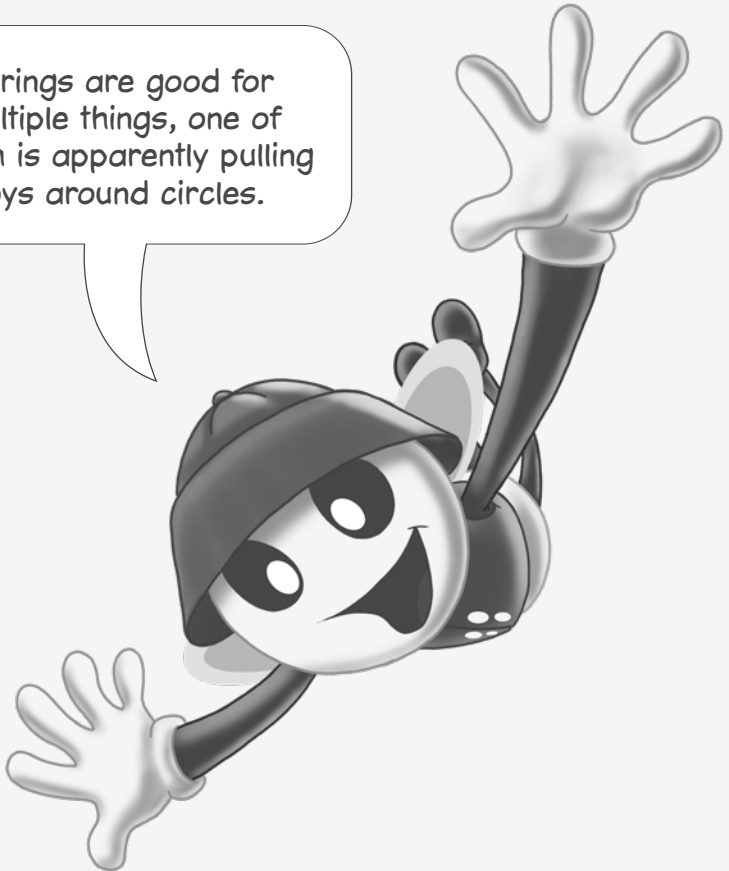
## Here's the catch

Leaders must watch closely to make sure toys remain on their wheels at all times and don't fly up and hit Sparkies.

## Or you could try ...

Bring in some big Legos® (make sure there are four sets of four wheels for cars) and have the team build their pull toy before being able to run around the circle with it. The team leaders should help place a long string in between the layers of Legos so it can function as a pull toy. Building it together will promote team spirit.

**Strings are good for multiple things, one of which is apparently pulling toys around circles.**



# Squirrel in a Tree



## Stuff you need

Nothing

## Who gets to play

Everyone participates

## Ready

Divide the group in half. Have one half of the Sparkies get in pairs – they are the “trees.” If there is an odd number, the extra person should join the other half of the Sparkies. The other players are called “squirrels.”

## Set

Each set of trees should spread out around the room and hold hands, leaving enough room between them for another person.

## Go

When the whistle blows all the squirrels run around the playing area until the whistle blows again. Once they hear the whistle’s sound, each squirrel runs to a tree and “climbs it” by getting between the players. The one or two players that find no tree are eliminated. The whistle blows again and the squirrels scatter. Eliminate a tree or two and then blow the whistle again. The squirrels should scatter to a tree, and the one or two squirrels without a tree are again eliminated. Play continues until one squirrel is left.



AND THE WINNER IS ...

The longest lasting squirrel.

Here's the catch

No catch.

Or you could try ...

Use a CD player with music you'll start and stop  
(similar to musical chairs) instead of a whistle.

I never quite  
understood squirrels.



# Stars

## Stuff you need

Four circle pins, four batons, four scoring pins

## Who gets to play

Four or five players from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

Four or five players from each team stand at their starting line holding the same baton. Some will have to walk backwards. Have the team hold the baton so that the baton is the center of the “star” of Sparkies and the players holding it form the points of the star.

## Go

When the whistle blows, the players make one lap around the circle and one player then runs to the center to touch his team’s scoring pin.

## AND THE WINNER IS . . .

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.



## Here's the catch

All the players and the baton must cross over the team's line before the designated player runs in to touch his team's scoring pin. Also, make sure that the Sparkies walk around the circle. Since some players will have to be moving backward, you don't want the group trying to run.

Or, you could try ...

Use a bucket lid or length of rope instead of a baton.

**When I see stars, they are usually outside. Play this game outside for an extra element of fun!**



# Stepping-Stones



## Stuff you need

Two carpet squares or cardboard (about 12 inch [30 cm] square) for each team, four circle pins, four scoring pins

## Who gets to play

One player from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player from each team stands at her starting line holding two squares.

## Go

When the whistle blows, players put the squares on the floor in front of them, stepping only on the squares as they walk one quarter lap around the circle. When they reach the next team line, they leave the squares and run in to touch their team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

Here's the catch

If a player steps off the squares, she is disqualified.

Or you could try ...

Two players from each team work together. One player picks up and lays down the squares while the other one walks. Or set paper plates around the circle ahead of time. Players must jump to the next one without touching the floor.

I'll bet leaping from  
stone to stone over real  
rivers is just like this!



# Sweep House



## Stuff you need

Four small balls (4 1/2 inch [11.4 cm] diameter),  
four brooms, four circle pins, four scoring pins

## Who gets to play

One player from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player from each team stands at the starting line holding a broom. A ball is placed on the floor in front of him.

## Go

When the whistle blows, the player sweeps the ball around the circle for one lap. When he returns to the starting line, he drops the broom and runs to the center to touch his team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

Make sure players keep the brooms under control to avoid hitting other players and Sparkies on team lines.

## Or you could try ...

Balls can be hard to control; beanbags can be used instead.

**Aw, you're just  
sweeping me off my feet.**



# Table Hockey



## Stuff you need

One card table, one ping-pong ball, chalk or tape

## Who gets to play

Two players from each team

## Ready

Divide a table into four sections with chalk or tape (or use a ping-pong table).

## Set

Each team lines up around its section of the table. Place the ping-pong ball in the middle of the table.

## Go

When the whistle blows, players attempt to blow the ball off the table in an opponent's section. One point is given to a team when the ball goes off the table in its section.

## AND THE WINNER IS ...

The team with the fewest points at the end of a predetermined time or predetermined number of heats wins.



Here's the catch

A point is added to a team if any of its players touches the table or the ball in any way.

Or you could try ...

For a large group, use the square in the center of the circle.

*Losing teams should get toothpaste and toothbrushes as a consolation prize.*



# Tower Builder



## Stuff you need

Four circle pins, 10 large blocks or boxes or cans for each team, four scoring pins

## Who gets to play

Ten players from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines. Stack 10 blocks in a straight tower or pyramid inside each team's quadrant.

## Set

The players stand on their team's circle line.

## Go

When the whistle blows, the first player runs to the tower and removes one block. He places it on the floor next to the tower and runs back across his circle line to tag the second player. The second player runs to the tower and removes a second block. He places it on top of the block removed by the first player, then runs to tag the third player. Each succeeding player removes one block from the original tower and places it to build the new tower. When the last player has placed the last block on the new tower and has made sure the tower won't fall, he runs back around his team's circle pin and to the center to touch his team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place.

The second team gets second place.

## Here's the catch

The second tower must be built in the same configuration as the first tower.

## Or you could try ...

If you have a plethora of beanbags, use those to build a tower for better balance with young hands.

***Steady, steady ... steady.***



# Traps



## Stuff you need

Tape and four rugs or large sheets of cardboard of sufficient size so players cannot step over them

## Who gets to play

Everyone participates

## Ready

Tape the rugs securely to the floor (to eliminate slippage) at various places on the circle.

## Set

All players stand on the circle line.

## Go

When the whistle blows, the players walk around the circle in single file. Blow the whistle every few seconds. When the whistle blows, all players stop. Any player caught on a rug is eliminated and sits down inside the circle.

## AND THE WINNER IS ...

Game continues until one (or a few) players are left.

## Here's the catch

The game can move slowly. If you have a large group or want the game to move faster, you can tape down additional rugs.

## Or you could try ...

Instead of a whistle use music from a CD.



I once played this game with a Venus FireFly Trap - tricky!

# Tree Trimming



## Stuff you need

Four rolls of colored crepe paper streamers, four circle pins, four scoring pins

## Who gets to play

Entire teams

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

The team leader stands inside the circle holding one end of a streamer. The Sparkies line up on their team line.

## Go

When the whistle blows, the first player runs into the circle, takes the rolled-up streamer and begins wrapping it around the leader. After four or five seconds, blow the whistle. The first player places the remaining rolled-up streamer on the floor and runs to tag the second player. The second player runs into the circle, picks up the streamer and begins wrapping the leader. Game continues with players changing every five seconds, until there is no more streamer left.

## AND THE WINNER IS ...

The winner can be determined based on which leader is most covered, or by having the Sparkie who completes the wrapping run around his circle pin and to the center to touch his team's scoring pin.

## Here's the catch

The leader needs to hold one end of the streamer throughout the game.

## Or you could try ...

For the next game, use the same rules to unwrap the leader. When the streamer is completely unwrapped, the leader runs around the circle pin and to the center to touch his team's scoring pin. Or give the leader two streamers and have the Sparkies alternate between the two as they wrap the leader. Or use toilet paper for a snowman theme night.

**Just reading those  
directions makes  
me tired!**



# Tunnel Ball



## Stuff you need

Four large balls, four scoring pins

## Who gets to play

Five players from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks.

## Set

Five players from each team stand in a single file line inside the circle, facing the center of the circle and straddling their diagonal. The first player holds a ball.

## Go

When the whistle blows, the first player rolls the ball between his legs and through the tunnel made of his teammates' legs. When the ball reaches the last player in line, he grabs it and runs to the front of the line while the other players move back one position. The second player then rolls the ball back through the tunnel to the last player. The action continues until the first player is the last player in line. When he retrieves the ball from the tunnel, he picks it up and runs to the center to touch his team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.



## Here's the catch

All players do not have to touch the ball as it passes through the tunnel. Leaders will probably have to demonstrate the game so Sparkies will understand.

## Or you could try ...

Try it with foam pool noodles. Water balloons are also good to use on hot days. And extra excitement is added because it might break!

**This game is good for everyone, even the kid that doesn't seem to be interested, because it's fast paced.**



# Turkey Run

## Stuff you need

Nothing

## Who gets to play

Everyone participates (and leaders)

## Ready

No set up needed

## Set

The Sparkies (turkeys) line up along one wall while the leaders (hunters) stand in the center of the room.

## Go

When the whistle blows, the turkeys run across the room to the opposite wall while the hunters attempt to tag them. All captured turkeys stand along an unused wall until only two turkeys are left.

## AND THE WINNER IS ...

The final two uncaptured turkeys are the winners.



## Here's the catch

Leaders need to be gentle when tagging. Also, if your church has a "no touch" policy with children, do not use this version of the game.

## Or you could try ...

Use Sparkies as hunters. Captured turkeys become hunters.

**This game is similar to another, but with a fun holiday twist!**



# Valentine Jump



## Stuff you need

Four large paper hearts, four circle pins, four scoring pins

## Who gets to play

One player from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines. Tape the hearts to the floor at random locations around the circle.

## Set

One player from each team stands at the starting line.

## Go

When the whistle blows, the player runs one lap, jumping over the hearts. When he reaches his team's circle pin, he runs to the center to touch his team's scoring pin.

## AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.



# Valentine Relay



## Stuff you need

Four large paper hearts, four circle pins, four scoring pins

## Who gets to play

Three players from each team

## Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

## Set

One player from each team stands at the starting line with a heart. Two other players from each team stand inside the circle near the passing zone.

## Go

When the whistle blows, the first player runs one lap and hands the heart to the second player who runs one lap and hands the heart to the third player. The third player runs one lap, rounds his team's circle pin and runs to the center to touch his team's scoring pin.

## AND THE WINNER IS ...

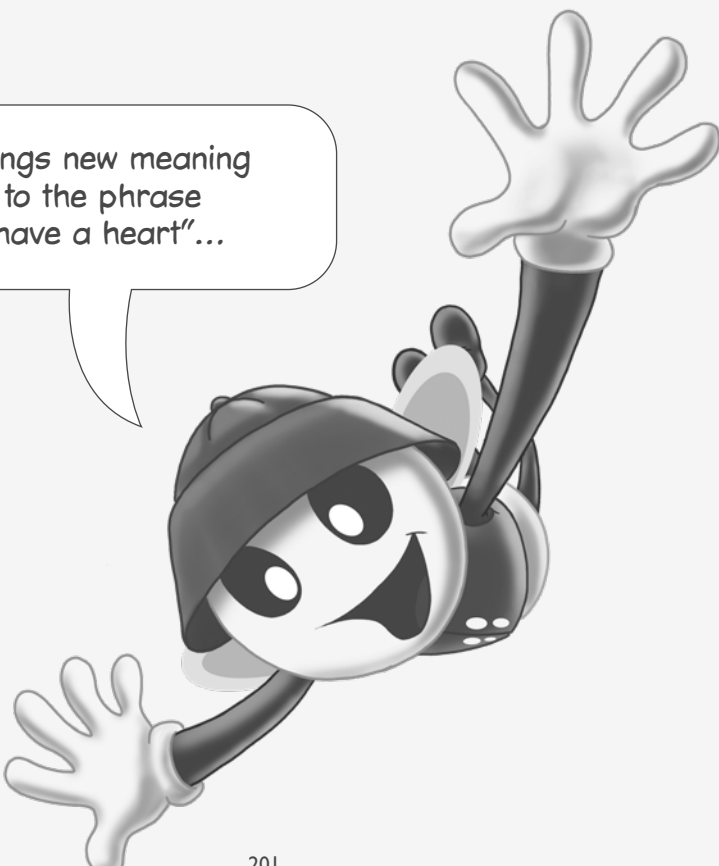
The first team to touch, tip or knock down their scoring pin gets first place. The second team gets second place.

## Here's the catch

As with all relay games, the heart must be passed inside the passing zone. This is the area of the circle corresponding to the team's line.

## Or you could try ...

If the heart rips at all during the game, have the player run to the "heart fixing station" (somewhere near the playing area). Have Valentine stickers and masking tape ready to use. Have one leader ready to help fix any "broken" hearts. It will slow the team down, so make sure to fix them quickly!



**Brings new meaning  
to the phrase  
"have a heart"...**



## Stuff you need

One sheet of paper and three or four crayons for each player; one pair of scissors and one roll of tape for each team

## Who gets to play

Everyone participates

## Ready

Give each player a sheet of paper and three or four crayons of various colors.

## Set

Line leaders assign a part of an animal's body to each player (making sure that all parts are included). For example: the head, the right legs, the left legs, the trunk, the tail. If teams are large, players can be assigned the ears, hands, feet, nose, etc.

## Go

When the whistle blows, players spread out around the room so teammates cannot see what the other teammates are drawing. At the end of three to five minutes, teams reassemble. Players cut out their pictures and tape them together to form the animal.

## AND THE WINNER IS ...

If you want to score it, you can judge which team has the best-looking strangest animal.



Here's the catch

This game will take a long time to play.

Or you could try ...

Players draw a specific animal – elephant, giraffe, etc.

If you draw me, please  
make my wings the same  
size. It's so hard to fly  
with uneven wings.



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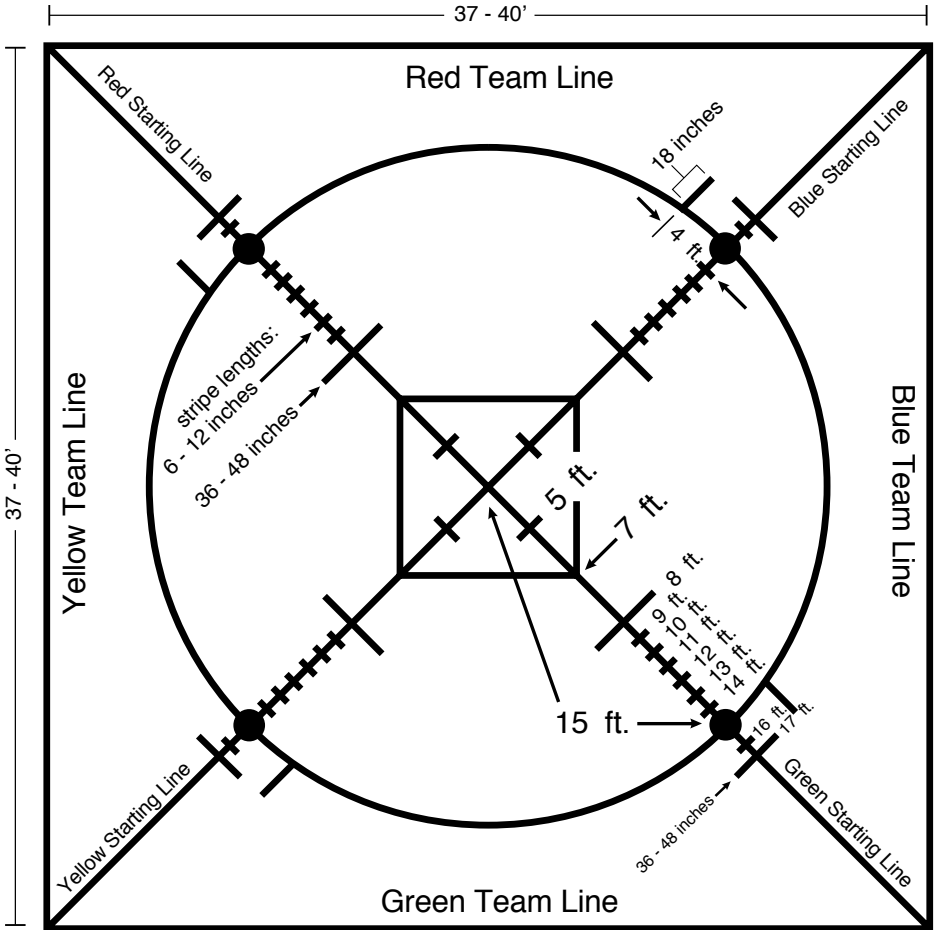
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