

Send North America: Miami

Children's Games

Church Planter Relay

Items Needed:

- Beach pails, 5 per team
- Small beach shovels, 1 per team
- Packing peanuts
- Stopwatch (optional)

Goal: The goal is to start five new churches in Miami. The peanuts represent people living in Miami. The beach pails represent church plants. The goal is to use the beach shovel to transport 20 peanuts (church members) into each pail (church). When a pail has 20 peanuts, the leader should provide another pail. The team getting 20 peanuts each into five pails first wins.

Or, if time is limited, teams can play against the clock. In that case, the team starting the most churches in the allotted time wins.

Play: Divide the group into two evenly matched teams (or more if your group is large). Send the teams to one side of the room, and line them up single file, one behind the other. Place one beach pail for each team at the opposite side of the room. Place the bag of packing peanuts within easy reach between the teams. A leader may need to hold the bag to avoid spills.

On your mark, the first members in line use their shovels to scoop peanuts from the bag. Players race to dump peanuts in their pails on the other side of the room. Players then race back to their teams, passing the shovel to the next player in line. If peanuts float out of the shovel, players can either put them back on the shovel or leave them. (They may use their hands to pick them up.)

Place monitors at each pail to track when the goal of 20 has been accomplished. When at least 20 are in a pail, the monitor provides a fresh pail. If more than 20 make it into a pail, they are to remain in that pail. Do not remove peanuts from one pail to make 20 in another.

Play continues until one team reaches the goal of getting 20 peanuts into five pails or until time is up, if playing against the clock.

Sharks, Minnows and Seaweed Tag

This game is just for fun and can be used as a closing activity while waiting for parents to pick up their children.

The group starts out on one side of the room with one person in the middle of the room who will be the caller.

The caller will call out sharks (boys) or minnows (girls). Then will specify how he or she wants them to cross the room (running, backward, hopping on one foot, etc.).

The caller will then chase in the same manner that he or she has called out. Any sharks or

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minnows tagged are to sit right where they were tagged and become seaweed.

Seaweed must stay seated but can tag others who are crossing as long as they are sitting. If tagged by seaweed the participants become seaweed as well.

Play continues until all players are seaweed.

Captain Says:

This game is just for fun and can be used as a closing activity while waiting for parents to pick up children. "Captain Says" is similar to "Simon Says."

Designate a person to be the captain (a.k.a. Simon). Assign an area to be the brig. The captain stands at the front of the group and calls out commands the rest of the group must do. Any player doing a wrong action or who is the odd man out in a group action is out and goes to the brig.

Explain the following actions to the children before beginning play:

- **Ship-** all players move toward the ship. (Designate a side of the room to be the ship.)
- **Shore-** all players move toward the shore (Which is the opposite side of the room from the ship.)
- **Man overboard-** Two-person action. One person gets down on hands and knees. The other person puts one foot on the back of the person on the ground and shades his eyes as though looking into the distance for someone.
- **Crow's nest-** Three-person action. Three players get together with their backs toward each other and lock arms.
- **Captain's coming-** Each player must salute. Players can't move from "captain's coming" until the captain calls "at ease." If a player moves, he is out.
- **At ease-** All campers put their hands at their sides and can continue when the next action is called.
- **Hit the deck-** All players lay down on their bellies.
- **Three men in a boat-** Three players get together in a line and squat. They must act like they are rowing a boat while singing "Row, Row, Row Your Boat."
- **Octopus-** Players must lay on their backs with their arms and feet waving in the air.