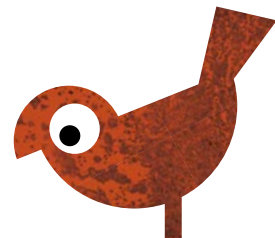




HEY



childcare team



INTRO

SCHEDULE

YOUNGER
GROUP
GAMES

OLDER
GROUP
GAMES

VIDEO TIME

FUN CENTERS

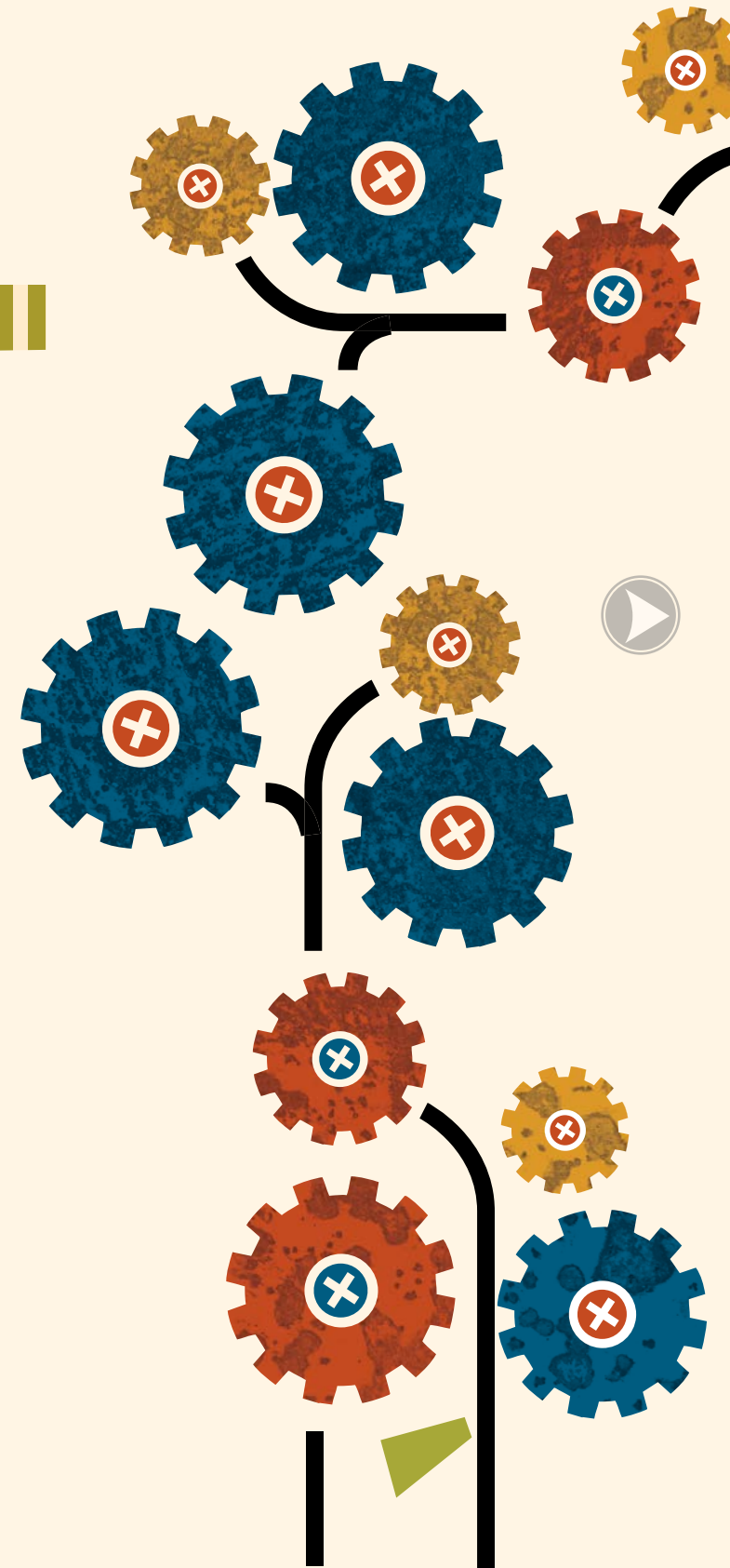


Hi.



Welcome to the Childcare Team!

Thanks for creating a fun and safe environment for kids. This guide has ideas for ways to give kids some structure and keep them engaged for two to three hours. Have fun!



SCHEDULE

Choose a column below that works best for your shift. Each box represents 15 minutes. Each box in the table below represents about 15 minutes. This is just a *guide* so feel free to adapt.


HOW MUCH TIME DO YOU HAVE?

2 HOURS	2.5 HOURS	3 HOURS
Free Play	Free Play	Free Play
Group Game	Group Game	Group Game
Video Time	Video Time	Video Time
Free Play (optional)	Free Play (optional)	Free Play (optional)
Snack/water/bathroom break	Snack/water/bathroom break	Snack/water/bathroom break
Fun Center	Fun Center	Fun Center
Fun Center	Fun Center	Fun Center
Group Game	Video Time	Free Play/bathroom break
Free Play (optional)	Group Game	Group Game
	Free Play (optional)	Video Time
		Group Game
		Free Play (optional)

YOUNGER GROUP GAMES

Simon Says

Line kids up in a row. Their job is to follow Simon (you!) and do what you say.




Stand a few feet away, facing them. Explain that you will give them a command. Before some commands, you will say, “Simon Says.” (e.g., “Simon says take two steps forward!”) If Simon says it, the kids should do it. If Simon doesn’t say it (e.g., “Jump backwards once!”), the kids should stand still.

To make it competitive, have kids sit when they accidentally do actions Simon didn’t say. Let the last kid standing be the new Simon.

Teacher, May I?

Kids line up facing you at a predetermined location (a wall or a table) along the perimeter of your group’s area while you stand several feet away.



One at a time, kids request to move forward a specific number and type of steps (e.g., three baby steps, two scissor steps, one giant step, six jumping jack steps, etc.). Before their request, they must say, “Teacher, may I _____?”

You can answer yes or no, and they must obey.

Once somebody reaches you, he/she is the new teacher.

Duck Duck Goose

Sit kids in a circle on the floor; they're the "ducks."

Choose one person to be "it," and call him/her the "goose."

The "goose" circles the group, touching each kid on the head and saying "duck." When he/she is ready for some action, he/she says "goose!" Then the new "goose" chases the person who's "it" around the circle, trying to beat him or her to the open seat in the circle.

Whoever makes it to the seat first gets to join the "ducks."

Freeze Dance

Play some upbeat music (use the Kids' Club CD in the room) and have everyone dance like crazy while the music is playing.

Stop the music at random intervals and have kids freeze in place until the music plays again.



What time is it, Mr. Fox?

Line kids up against one wall. Stand as far away from them as you can. Turn your back or close your eyes. You are Mr. Fox.

Kids ask, “What time is it, Mr. Fox?”

Answer them with a time. “It’s five o’clock.”

Kids can take that number of steps forward (e.g., five steps for five o’clock.)

Continue until one kid reaches you; he/she becomes “Mr. Fox.”

Hot Potato

Choose any small object in the room to be the “potato.”

Have all kids sit in a circle.

Start the music, and pass the potato around. When the music stops, whoever has the potato is “out.” To keep all kids engaged, instead of having kids get out, you could have the kid with the potato say his/her name and the rest of the group say, “Uh-oh, [kid’s name]!”

Buzzing Bee

Have all kids sit on the floor in a circle. Choose one kid to be the first volunteer to turn around and close his/her eyes.

Hand a small object to another kid, and let him/her hide it in his/her hand.

Have the volunteer open his/her eyes and try to guess who has the object. Every time they guess, kids should make buzzing sounds—loudly if the guess is close and softly if it's far away.

This is similar to Hot/Cold, which you could also play by hiding an object somewhere in the room and letting kids direct the person looking for it by saying “hot” when they are close and “cold” when they are not.

Animal Party

Make a circle.

Choose one person to be the leader (be the leader first to show kids how it's done).

The leader names an animal and then everybody imitates that animal! Be as loud and crazy as you want. Do sounds, movements, or both!

To keep it interesting, limit animal choices per round. Ask kids to choose specific animals such as jungle animals, farm animals, birds, bugs, fish, etc.



Follow the Leader

Walk around the room in a variety of ways—on your heels, on your toes, forward, backward, quickly, slowly, left, right, standing tall, bent over, arms in front, arms behind, hands on head, hands on toes, with a partner, alone, in a line, in a curved line, etc!

You can lead or choose kids to be leaders. For fun, add music.

Musical Chairs

Set the chairs up back to back. Have one chair per kid. Then remove one. (So if there are 15 kids, there should be 14 chairs.)

Start some music, and let the kids start marching in a circle around the chairs. When the music stops, the kids should race to find a seat.

You can have the kids who didn't get a chair control the music with you next round!



OLDER GROUP GAMES

Red Light, Green Light

Line kids up against the back wall (or another perimeter).

One person is “it” and stands on the side of the room opposite the kids.

When he/she says “green light,” kids should take GIANT steps toward the leader as he/she turns to face away from the kids.

As soon as the person says “red light,” he/she whirls around to face the kids—and kids must freeze. If the leader catches anybody moving, he/she must go back to the wall and start over.

The first person to reach the opposite side becomes “it.”

Human Rock, Paper, Scissors

This is like normal rock, paper, scissors except it uses the whole body:

For scissors, stretch out your hands to open and close them (like a crocodile).

For rock, grab one knee with your hands and bring it up to your chest.

For paper, put your hands up in the air as if you’re a flattened sheet of paper.

Rock beats scissors. Scissors beats paper. Paper beats rock.

Birdie on a Perch

Have each kid find a partner. One is a perch: have that kid take a knee. The other is the birdie: have that kid sit on the perch's knee. Make sure kids understand this stance.

Then have the perches stand in a circle.

Birdies should stand in a circle around the perches—creating an inner and outer circle.

The perches begin walking clockwise in a circle; the birdies begin walking counter-clockwise in a circle.

The leader should randomly yell “birdie on a perch!” Then kids should rush to find their partners and get into their stance (from above). The last pair to get into position is out and must have a seat on the sideline.

Begin walking in two circles again until leader randomly yells “birdie on a perch!”

Once again, the last pair to get into position is out. Continue until there's a winning pair.

The Best Game

Split kids into groups of three to five (depending on how many kids you have).

Announce the first contest category (like “the tallest” or “person who can jump the highest” or “loudest whistler.”)

Have each group choose the person they think will win; one member per group competes. If a person is “the best” in that category, his/her group gets a point.

Make up any categories you like. Just try to include all types of kids by providing a variety of contests, like tallest thumb, fastest crab walker, fastest alphabet song singer, smallest shoe size, longest hair, etc.

Keep score so kids know who wins!

Spiders & Flies

Choose one kid to be the spider; the rest are flies.

Play tag, but like this: the spider is going to try to catch a fly. Every fly the spider catches becomes part of its web, holding hands with the spider and trying to catch the remaining flies. Each fly that is caught holds on to the chain and helps catch more flies.

The last player to be caught becomes the new spider.

4 Corners

Assign each corner of the room a number: 1, 2, 3 or 4.

Stand in the center of the room, close your eyes and have kids go to a corner.

Call out a number; everyone in that corner has to sit in the center of the room, because they're out.

Close your eyes again and have the kids still standing choose a new corner.

Call a number and continue eliminating kids from corners until you have a winner.



Pizza Maker

Choose one kid to be the pizza-maker.

Separate remainder of kids into groups of three to five and have those kids select a pizza topping for their group.

Choose a start line on one side of the room and a safe line on the other side of the room; point it out to the kids.

Have groups report their topping of choice to the pizza-maker and then stand in a line facing him/her. (Have all the groups mix up so that kids in the same group aren't standing next to each other.)

The pizza-maker stands about halfway

between the start line and the safe line.

Pizza-maker calls a pizza topping and kids from the group that chose that topping try to run past the pizza-maker without being tagged. If they're tagged, they become the pizza-maker's helpers.

Continue through toppings until all kids are either on the safe side or a helper.

Flip the safe and start lines and continue play in the other direction until all kids besides one have been tagged.

The kid tagged last is the next pizza-maker.

Human Knot

Kids should stand in a circle, shoulder to shoulder.

Tell everyone to put his/her right hand up in the air, then grab the hand of someone across the circle.

Everyone then puts his/her left hand up in the air and grabs the hand of a different person.

Check to make sure that everyone is holding the hands of two different people and that they are not holding hands with someone directly next to them.

Kids have to untangle themselves without breaking the circle. If they break, start over!

You can time kids and have them try to beat their own record.

Charades

Give each kid a small piece of paper and have them write a movie/book title, famous person or some action. Collect their papers and make sure you can read them (and they're appropriate). Then place all papers into a bucket or box.

Have one kid choose a piece of paper. He/she acts it out and other kids guess.

The kid who guesses first goes next!

If you prefer, you can split kids into two teams and award points to whichever team guesses it first.

Shark Attack!

Secretly choose one kid to be the shark; everybody else is a fish. (It's one vs. all.)

Everybody stands up and mingles around the room. The shark's goal is to wink at a fish without anyone noticing.

If a person gets winked at, he/she must "swim" to a designated area in the room (outside of the game area). The shark continues to wink at as many fish as possible.

If a fish thinks they figured out who the shark is, they can raise their hand and say, "Shark attack!" Then point out who they think the shark is.

Another person must "second" their agreement. (If nobody agrees, continue playing.)

Once a guess has been "seconded," the kid must say if they're the shark or not. If correct, the shark has been caught and the fish win!

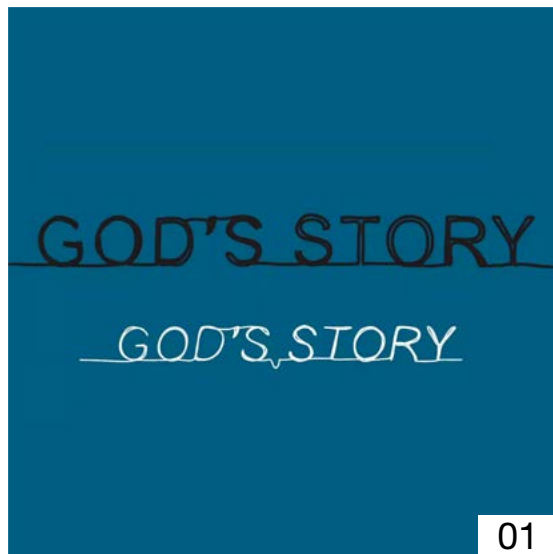
If incorrect, the fish have one strike. Three strikes and the shark wins! Or if there's only one fish left, the shark wins (since there's nobody to second the fish's guess).

Optional rule: no talking (with the exception of guesses).





VIDEO TIME OPTIONS



01



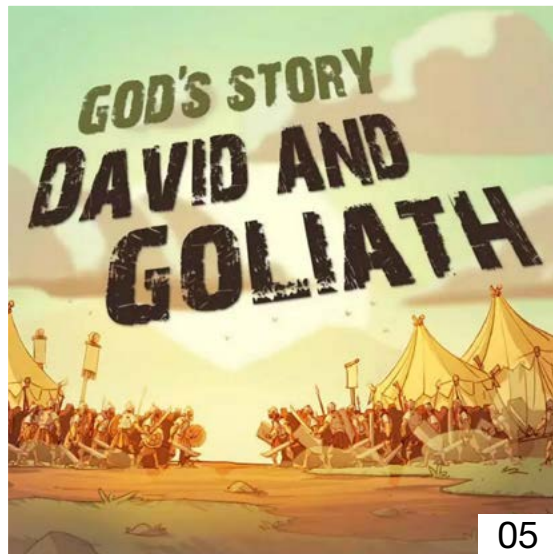
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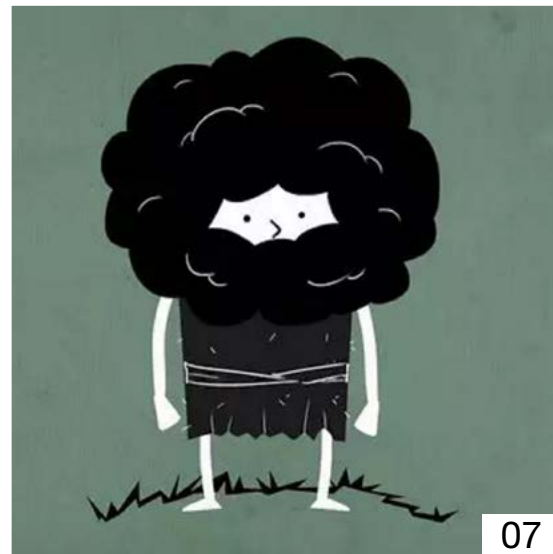
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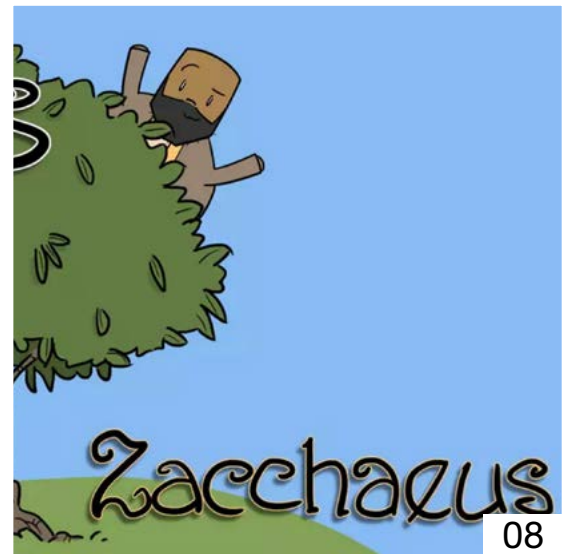
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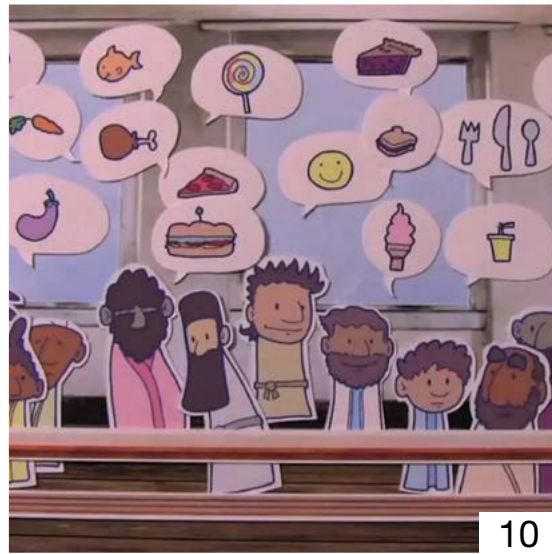
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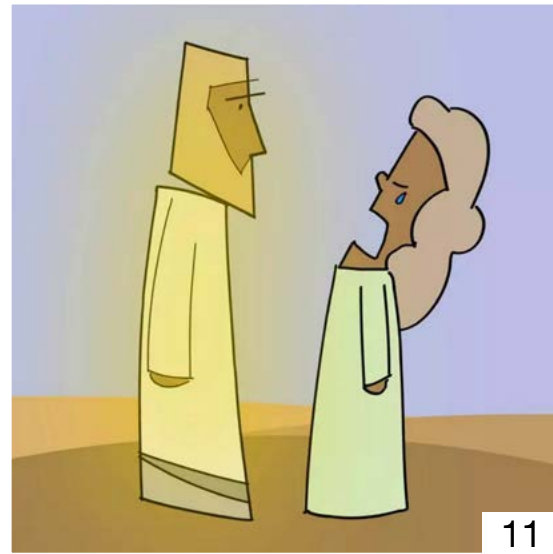
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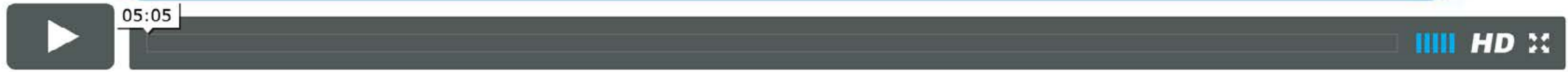
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11

Choose a story...

WATCH THIS



NOW WATCH THESE

The Story Song

The Brave Ones
SONG

WATCH THIS



NOAH



NOW WATCH THESE

Kid Bible Story:
Noah

Noah (God's Friend)
SONG

WATCH THIS



NOW WATCH THESE

Kid Bible Story:
Moses

Who I Am
SONG

WATCH THIS



NOW WATCH THESE

**Ask Shrimpola:
God's People Were Slaves**

All Our Hope
SONG

WATCH THIS



NOW WATCH THESE

Short Story:
David & Goliath

David (D to the A)
SONG

WATCH THIS



DANIEL



NOW WATCH THESE

Ask Shrimpola:
Daniel & the Lions' Den

Daniel
SONG

WATCH THIS



JOHN THE BAPTIST

NOW WATCH THESE

**Kid Bible Story:
John the Baptist**

**Come With Me
SONG**

WATCH THIS

God's Story

Zacchaeus

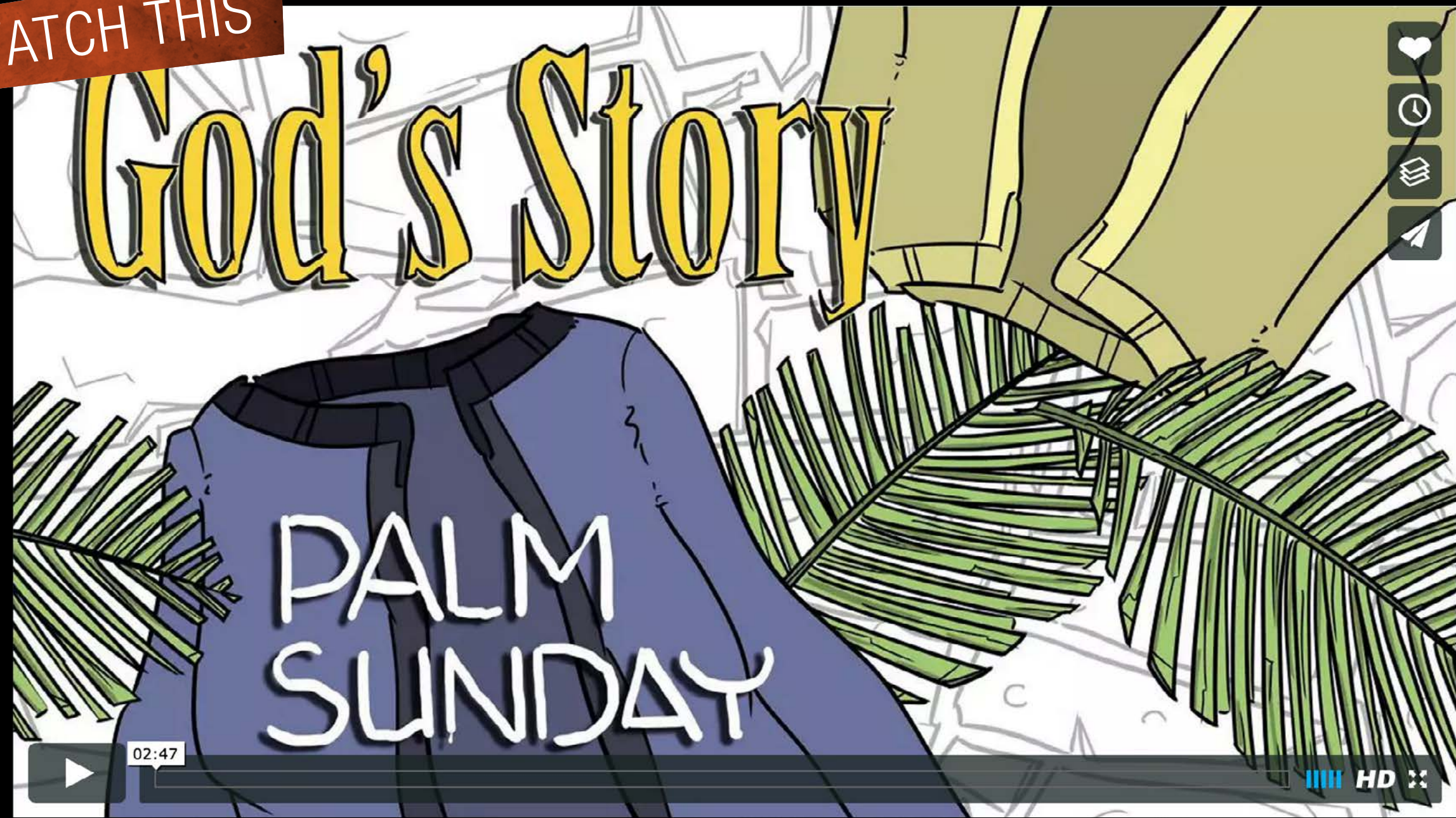


NOW WATCH THESE

**Ask Shrimpita:
Zacchaeus**

**The Ballad of
Zacchaeus SONG**

WATCH THIS

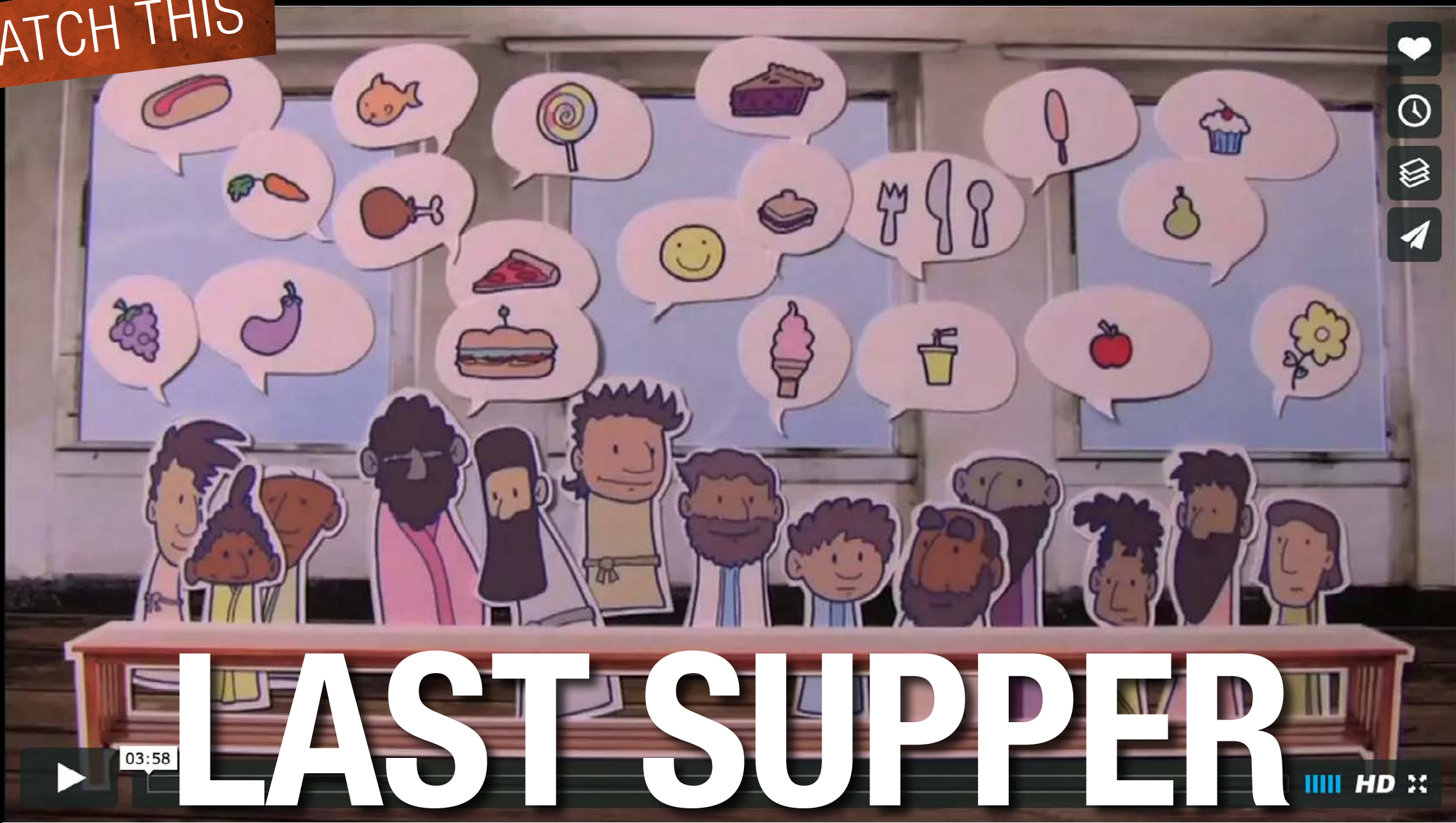


NOW WATCH THESE

Ask Shrimpola:
The Triumphant Entry

From Us
SONG

WATCH THIS



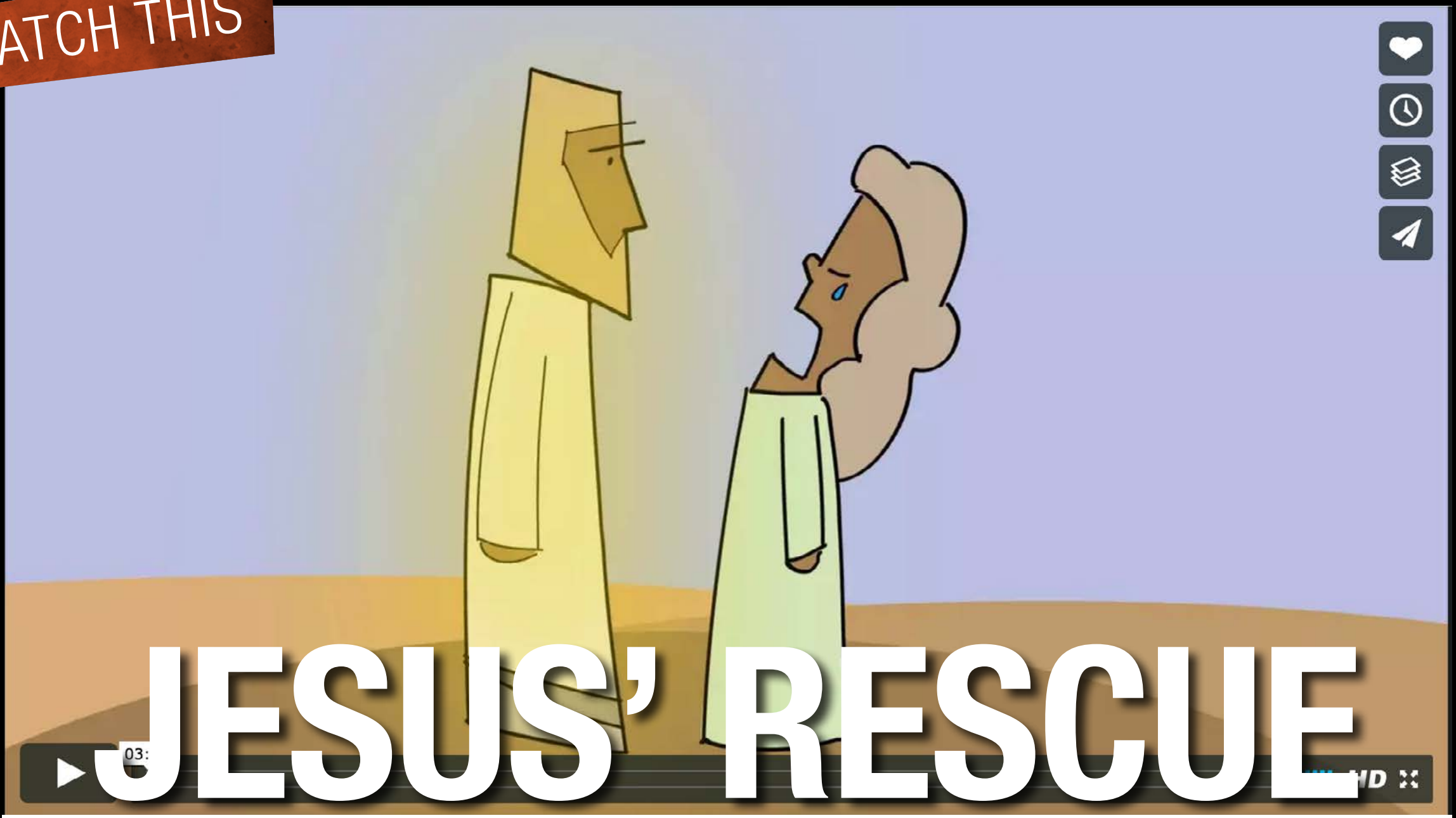
LAST SUPPER

NOW WATCH THESE

**Ask Shrimpola:
The Last Supper**

**Listen
SONG**

WATCH THIS



NOW WATCH THESE

Ask Shrimpola:
Resurrection

I'm Yours
SONG

FUN CENTERS

Choose the centers you want to set up for the day (one per adult). Ideally, host these in separate parts of the room so kids feel like they're moving around. You can break kids into small groups and have them switch centers (participating in all of them). Or you could offer each small group a choice.

Choose one activity from each category to set up your Fun Center:

PLAY

small group game options

+


CREATE

draw, build, sculpt or tell stories

PLAY

I Spy

Say, “I spy something with the color _____” and let kids guess. Or say, “I spy something shaped like a _____” and let kids guess. Let the kids come up with their own objects, too.



You can also ask kids to find something in the room with a certain color or shape and bring it to you. (Don't make it a contest to find a particular object first—just have fun seeing many examples of colors and shapes!)


The Vegetable Game

Every kid should choose a vegetable.

One kid starts by saying their vegetable twice and then naming another person's vegetable twice. (e.g., “Corn corn peas peas.”)

Whoever has the second vegetable—in this case, peas—does the same thing and says his/her vegetable twice followed by another.

The very important part is that no one can show his/her teeth, so the whole game is played with lips curled up and down over the teeth. Once a kid's teeth are seen, he/she is out!



Fruit Bowl Mix-Up

Sit in a circle with one kid standing in the center.

The kids says something like, “If you have red on, switch seats.”

Everybody with red tries to find a new seat including the person from the middle.

The last one left becomes the new person in the middle and can choose their own identifier for those who have to switch seats. Continue as long as you want!

Two Truths & a Lie

Have each kid come up with two things that are true about themselves and one lie.

Then go around and make introductions: “Hi! I’m Bob. I love solving math problems. My favorite food is chocolate chip pancakes. And I’m afraid of birds.”

(Kids can write these down if they’re having trouble remembering.)

Guess which one isn’t true!

Never Have I Ever

Everybody hold up ten fingers.

Take turns sharing things you've NEVER done.

Each round, all kids who have done that thing have to put one finger down.

Make sure rounds stay kid-friendly. Here are some ideas: Never have I ever...

...eaten breakfast for dinner.

...had a pet fish.

...ridden on a roller coaster that goes upside down.

...built a snowman.

...had dark hair.

Figure It Out

Choose a leader. He/she is going to say, "I'm going on a picnic, and I'm going to bring _____."

But FIRST, have the leader come up with a secret rule.

Examples of rules: items that begin with the letter B, round items, items that have two syllables, items that end in vowels, items that begin with the same letter as the player's first name, etc.

Once there's a rule, the chosen leader says "I'm going on a picnic, and I'm going to bring (something that fits the rule)."

Then go around the circle and kids will ask, "Can I bring a _____ to the picnic?"

The leader will answer "yes" or "no" based on the secret rule. The goal is for the rest of the kids to figure out the rule.

Do one sample round with an adult leader. Your rule can be: items that begin with "S."

Telephone Pictionary

Give each kid a stack of Post-it size pieces of paper (as many as kids in their group) and a pen.

Everyone writes a phrase on the top paper of the stack. This can be as ridiculous or as serious as the kids want it to be. (Ideas: their favorite movie, video game, actor, etc.)

Pass the whole stack clockwise once. Kids will receive someone else's phrase. They should move that paper to the back of the stack.

Then draw a picture of the phrase on the next piece of paper.

Pass the stack clockwise again (with the drawing on top this time).

Everyone will receive a drawing from the same neighbor who gave them a phrase. They should move the drawing to the bottom of the stack and write a phrase that they think interprets the drawing on the next blank piece of paper.

Repeat the writing-drawing stages until the kids receive their original stack of paper.

Then, take turns sharing your stacks. See how well the original phrase stayed intact...or how funny it has become!

CREATE

Build

1. Create a craft using supplies in the room.
(You can guide kids or just let them make whatever they want.)
2. Use Legos, blocks or other objects to build a tall tower together. You can see who can build the tallest tower...or have fun knocking it down!
3. Make a race track out of paper and race cars.

Sculpt

Let kids build whatever they want out of Play-Doh.

Give them “challenges,” like: create yourself out of Play-Doh, make a snowman, see if you can build a log cabin by working together (complete with trees, maybe a person), etc.

Play a game similar to Pictionary but using the Play-Doh to sculpt the animals, actions, objects, people or places.

Draw

Kids can color their own picture or play a game of Pictionary:

Split your group into two teams.

Have each kid write an animal, action, object, person or place on a small slip of paper. Then collect the papers.

Give both teams a large piece of paper. The first team selects an artist who chooses a slip of paper from your pile.

The artist has 60 seconds to draw while his/her team guesses what he/she is drawing. If the team guesses it, award them a point. Then it's the next team's turn!

Keep score and go back and forth, awarding one point per correct answer.



crossroads

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TO SEE WHAT WE DO ON THE WEEKENDS.

