Day 5 Games

Volunteer and Groups

Introduction for Station Leader:

 Good morning! It sure has been an exciting week. We all hope that you have had just as fun this week as the children had. We have learned so much, and it isn’t quite done yet! The theme of today and the last theme of the week is God empowers us. After Jesus dies on the cross and is resurrected from the dead, he appears to His disciples. He tells them that God will send them something. As the disciples are hiding, God sends them the Holy Spirit. This empowers them to spread the Word of the Lord to the world.

 The settlers who came to the West came with practically nothing. They had some items and resources provided for them, but mostly, they didn’t have anything. They had to do everything for themselves. Many of the people in the West were some type of entrepreneurs. There were the farmers and ranchers and blacksmiths and masons and so much more! They were empowered. They had the power to do everything for themselves. God empowers us and the people of the West were also empowered.

 Today’s games are going to be very different from the rest of the week. This is the last day of Vacation Bible School, and it should be special. Today’s theme is God empowers us. What better way to be empowered than to have a giant group of people working together. The games for Day 5 will be everyone together, every group and every volunteer. We will play a few games that will allow us to all work together and empower us. The games we will be playing are Chute Ball and Cowboy Horse Farmer.

How to Play Chute Ball:

 Have the entire group split into two teams, a mix of volunteers and children. One team gets one side of the parachute, and the other team gets the other half. The goal of the game is to get the ball to fall off the parachute on the opposite team’s side.

How to Play Cowboy Horse Farmer:

 Have everyone split into partners. The ones who are partnered with preschoolers stay by their partners. The rest go to opposite ends of the playing area. This is to get the partners far away from each other. The leader counts down from ten, but they can shout “Cowboy”, “Horse”, or “Farmer” at any time when they are counting down. When the leader shouts one of these three, the partners must go to each other and act out what the word is.

Cowboy: One partner holds their hands as if they are holding a lasso. The other partner gets down on all fours and moos like a cow

Horse: One partner gets down on all fours like a horse. The other sits on them.

Farmer: One partner stands on one leg with their hands in the air pretending to be corn. The other pretends to hold a shovel.

The goal is to get to your partner first and act out what was said. The last group to find their partner and get into position is out. Play continues until there is one team left.

Supplies:

* Parachute
* Ball

Instructions for when everyone arrives:

1. Welcome everyone
2. Explain Chute ball
3. Split into two teams
4. Play the Game for around 20 minutes
5. Explain Cowboy Horse Partner
6. Let everyone get into partners
7. Play the Game for around 20 minutes