

VBS 2026

SUNCATCHER RECREATION

Recreation Rotation Leader Cards

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SHARING THE GOSPEL WITH KIDS

The word *gospel* means “good news.” It is the message about Christ, the kingdom of God, and salvation. Use the following guide to share the gospel with kids.



GOD RULES. The Bible tells us God created everything, including you and me, and He is in charge of everything. (Genesis 1:1; Revelation 4:11; Colossians 1:16-17)



WE SINNED. We all choose to disobey God. The Bible calls this sin. Sin separates us from God and deserves God's punishment of death. (Romans 3:23; 6:23)



GOD PROVIDED. God sent Jesus, the perfect solution to our sin problem, to rescue us from the punishment we deserve. It's something we, as sinners, could never earn on our own. Jesus alone saves us. (John 3:16; Ephesians 2:8-9)



JESUS GIVES. Jesus lived a perfect life, died on the cross for our sins, and rose again. Because Jesus gave His life for us, we can be welcomed into God's family for eternity. This is the best gift ever! (Romans 5:8; 2 Corinthians 5:21; 1 Peter 3:18)



WE RESPOND. We can respond to Jesus. The ABCs of Becoming a Christian is a simple tool that helps us remember how to respond when prompted by the Holy Spirit to receive the gift Jesus offers.

Turn this card over for more about how we respond.

ABCs OF BECOMING A CHRISTIAN

ADMIT to God that you are a sinner. The first people God created chose to sin and disobey God. Ever since then, all people have chosen to sin and disobey. (Romans 3:23) Tell God you messed up and you are sorry for doing your own thing and turning away from Him through your thoughts, words, and actions. Repent, turn away from your sin. (Acts 3:19; 1 John 1:9) Repent doesn't just mean turning from doing bad things to doing good things. It means turning from sin and even from your own good works, and turning to Jesus, trusting only in Him to save you.

BELIEVE that Jesus is God's Son and receive God's gift of forgiveness from sin. You must believe that only Jesus can save you, and you cannot save yourself from your sin problem—not even by going to church or reading your Bible. Your faith or your trust is only in Jesus and what He did for you through His life, death, and resurrection. (Acts 16:31; Acts 4:12; John 14:6; Ephesians 2:8-9)

CONFESS your faith in Jesus Christ as Savior and Lord. Tell God and tell others what you believe. If Jesus is your Savior, you are trusting only in Him to save you. Jesus is also Lord, which means He is in charge. You can start following Him and doing what He says in the Bible. You are born again into a new life and look forward to being with God forever. (Romans 10:9-10,13)

RECREATION FAQs

WHAT IF I HAVE A SMALL GROUP OF KIDS?

- If your group of kids is small, no problem! Play the games as one team. Race against the clock instead of another team. As you repeat the game, try to complete it faster and faster.

WHAT IF I HAVE A LOT OF KIDS IN MY REC TIME?

- If you have a lot of kids in rec at one time, group the kids into more teams. This way, there is a smaller number on each team. Play elimination rounds and let the top two teams compete against each other while the other kids are cheering them on.

WHAT IF MY GROUP IS ALL YOUNGER KIDS?

- If you have a group of all younger kids, do not time games. Give kids plenty of time to complete the activities. If the game includes obstacle courses, simplify the course. Give kids a second chance without penalizing them in the game. Also look at the games in the preschool recreation cards in the *VBS 2026 3s-Kindergarten Rotation Pack* (9798384537502).

WHAT IF MY REC IS OUTSIDE/IN A PLACE I CAN'T DIM THE LIGHTS?

- Many Illumination Station games suggest dimming the lights. This isn't possible in every rec space! Feel free to remove the light element or choose a different game from these cards as a substitute. Adjust games to make them suit your space and kids! And NEVER dim the lights beyond the point where you can supervise all kids.

RECREATION FAQs

WHAT IF MY KIDS ARE ALL OLDER?

- If you have older kids, you might want to check out the games in the *VBS 2026 VBX® Preteen Bible Study Leader Guide* (9798384536949) or the student leader guide in the *VBS 2026 Student Starter Kit* (9798384537526). Another option is to increase the difficulty of the games for older kids. Make obstacle courses longer, give them time limits to complete the games, and have more than one game ready in case older kids finish more quickly.

WHAT IF I HAVE KIDS WITH LIMITED MOBILITY?

- Move ground activities to a tabletop so kids with mobility issues or in wheelchairs can more easily participate.
- Provide pool noodles to extend reach for kids with limited mobility to use in simple tag games like “Duck, Duck, Goose.”
- Offer options that would include the child such as being the timekeeper or scorekeeper.

WHERE ELSE CAN I USE THESE GAMES?

- Recreation games can be added to many aspects of VBS. Use them as part of your Family Night celebration or Kickoff night. The *VBS 2026 Worship Rally Guide* (9798384537588) uses some of these games as stage games; if you have extra time, feel free to add more games.

REC TIME IS TEACHING TIME

Use every moment as teaching time. Here are some tips to help recreation be teaching time:

- When kids are lining up to play a game or leave the area, ask review questions about the day's Bible story.
- Play songs from the *VBS 2026 Music for Kids CD* (9798384537533) during rec games to reinforce what kids are learning.
- Review all of the Bible content. Be prepared to use facts from the Bible stories during games and activities you will play in recreation. The more you know about the Bible stories, the easier it will be to find ways to incorporate the information into games kids are playing. Ask a lot of questions and use Today's Point after each game.
- Recite John 8:12 often. Using the verse to complete a game, or while players are waiting for their turns to play, will help kids learn the verse. Consider having a Bible nearby to read daily Bible verses. Keep the day's Bible Story Rec Card in your pocket for a quick reference.
- Tell your personal story about how you learned more about Jesus and how you are growing with Him.
- Pray. Be sure to include information kids learned during the day's Bible study in the prayer.

REC TIME IS TEACHING TIME

- Build relationships with kids during rec. Talk to them about their favorite things about VBS, things they like to do, what they will do or have done during the summer, and so forth. Solid relationships make it easier to share with kids about the greatest relationship they can have—with Jesus!
- Remember that kids think in concrete terms and probably do not understand church jargon. Use simple language and define any word that they may not understand.
- Answer questions that a child has about becoming a Christian, no matter how unexpected the timing. Be ready to suspend or interrupt your plans to talk to a child if needed. Refer to the “Sharing the Gospel with Kids” card in this pack to help prepare for your conversation.
- There’s much to learn, so let’s head to Suncatcher Recreation!

RECREATION TIPS

Kids are competitive and like to win. Even games in VBS can cause kids to get angry, argumentative, or frustrated with themselves. As a leader, you need to be a friend, encourager, leader, participant in the games, and possibly even a referee. Keep some of these tips in mind as you help everyone enjoy a fun, successful recreation time:

- Be prepared. Gather all supplies and be ready to play before kids arrive. Minimize downtime to prevent problems from occurring.
- Keep rules simple and short. Repeat the rules as necessary. Be sure some general rules are in place such as: Respect others. Respect the church. Respect your leaders.
- Interact with the kids. Be actively involved with every game.
- Enforce the rules of the game. Kids want games to be fair.
- Remind kids that being disappointed about losing a game is an opportunity to show good sportsmanship.
- Address any issues quickly and discreetly.
- Choose games that are appropriate for the ages you are teaching. Some games in these cards are more challenging and better for older kids while others will appeal to younger grades. Be mindful of the needs of kids with special needs in your group.

RECREATION TIPS

- Designate a “cooldown” area for kids who get too competitive or are easily angered. They can rest before returning to the activity.
- Encourage kids to play their best. Lead kids to encourage each other as well.
- Remove sunglasses, kneel with kids, and direct their attention away from distractions when making Today’s Point and debriefing the game.
- Use consequences when needed. Be sure kids realize that playing the games is a privilege, so following the rules allows everyone the opportunity to play. Focus on positive reinforcement as much as possible.
- Change the game or activity before kids lose interest in it.
- Ask your VBS director, pastor, or children’s minister for help if difficult situations arise.
- Pray. Ask God for patience and guidance to deal with difficult situations.

BIBLE STORY GAME DAY 1

CAPTURE THE GLOW STICK

JESUS IS GOD'S PROMISED SON

BIBLE STORY

Jesus Asked Who People Thought He Was
(Matthew 16:13-20)

THEME VERSE

John 8:12

SPOTLIGHT QUESTION

Who is Jesus?

Jesus is the Messiah, the promised Son of God.

TODAY'S POINT

Jesus is God's promised Son.

BONUS VERSE

Matthew 16:16



CAPTURE THE GLOW STICK

SUPPLIES

- Cones
- Glow sticks (2 matching sets of 4 colors)

PREP

- Set up a rectangular area with a line of cones in the center.
- Mark a box in the back corner of each side.
- Place one set of activated glow sticks near the back center of each side. Each side should have a set of the same colors.
- Tip: Attach a neon tape flag to each glow stick to help it stand out if playing in sunlight.

PLAY

- Form two teams of players and instruct them to line up on opposite sides of the area.
- On “Go,” players will run to the opposing team’s side to try and capture a glow stick in the color you assign for that round. Each team will also be defending the glow stick on their side, so if a player on the opposing team crosses the middle line, defending players can tag him.
- If a player is tagged, he stays in the opposing team’s box. A teammate can rescue him by running to the box and high-fiving him. Both kids can return freely to their team’s side and then may reenter play.
- The game ends when one team captures its assigned glow stick and runs it to their team’s territory without being tagged. Play multiple rounds as time allows.

BIBLE/LIFE APPLICATION DEBRIEF

- (Read Matthew 16:13-14.) John the Baptist, Elijah, and Jeremiah were all important men of God, but they were not Jesus. In our game, there were multiple glow sticks your team had to choose from, but there was only one that would get your team the victory. Let’s see who Peter said Jesus is. (Read Matthew 16:16.)
- Peter knew that Jesus is the Messiah, the Son of the living God! Jesus is the only One who can save us from our sins.

LIGHT BEAM LASSO

JESUS IS GOD'S PROMISED SON

BIBLE STORY

Jesus Asked Who People Thought He Was
(Matthew 16:13-20)

THEME VERSE

John 8:12

SPOTLIGHT QUESTION

Who is Jesus?

Jesus is the Messiah, the promised Son of God.

TODAY'S POINT

Jesus is God's promised Son.

BONUS VERSE

Matthew 16:16



LIGHT BEAM LASSO

SUPPLIES

- Beach balls (15–20)
(consider including some *VBS 2026 Glitter Beach Balls* in the mix [9798384539810])
- String/rope
(20 feet per team)
- Lightweight hula hoops
(1 per team)
- Cones

PREP

- Tie string/rope to each hula hoop.
- Place a cone where each team should line up.
- Inflate beach balls and scatter them 10–18 feet away from the cones.

PLAY

- Create teams of 5–10 kids and guide them to line up behind their cones.
- Explain that each team has a “light beam lasso” that they will be using to gather the “balls of light.”
- On “Go,” the first player on each team will hold onto the rope with one hand and throw the hula hoop with the other hand, trying to land it around a beach ball.
- If a player successfully rings the beach ball, she will slowly pull it back to her. When she can reach it, she can pick it up and allow the next player to go. Each player can try tossing 3 times before allowing the next player to go.
- If a player rings the beach ball but loses it while she is pulling it back to her, she must pull the hula hoop back and let the next player in line go.
- The team who has retrieved the most beach balls at the end of the game wins!

TIP

- To connect with the theme even more, consider using light-up beach balls.
- To make it more challenging, consider giving each team a specific color beach ball they must lasso.

SPOTLIGHT CHARADES

JESUS IS GOD'S PROMISED SON

BIBLE STORY

Jesus Asked Who People Thought He Was
(Matthew 16:13-20)

THEME VERSE

John 8:12

SPOTLIGHT QUESTION

Who is Jesus?

Jesus is the Messiah, the promised Son of God.

TODAY'S POINT

Jesus is God's promised Son.

BONUS VERSE

Matthew 16:16



SPOTLIGHT CHARADES

SUPPLIES

- Flashlight
- Index cards
- Pen
- A playing area where you can dim the lights (optional)

PREP

- Write items on index cards for charades.
- Suggested items:
dog, heart, bird, circle,
tree, bug, flower, sun,
cat, star

PLAY

- Form 2 teams of players and guide teams to sit across from each other near a wall.
- Dim the lights if possible and turn on the flashlight.
- Ask a volunteer from Team 1 to act out a word. He will draw a card and act it out between the flashlight and the wall so his shadow can be seen. He can use his hands to make a hand shadow or can use his whole body to act out the word.
- Allow Team 1 to have 20–30 seconds to guess. If they guess correctly, Team 1 gets a point. If they guess incorrectly, give Team 2 a chance to guess correctly and steal the point.
- Then, choose a volunteer from Team 2 to act out a word.
- Continue playing until all the words have been used. The team with the most points at the end of the game wins!

TIP

- For safety and security, do not dim the lights beyond the point where you can supervise all kids. Inform kids that you will be dimming the lights and using a flashlight. Consider an alternative activity if kids with sensory issues will struggle in the dark. Test the activity in the space you will be using ahead of time.

BIBLE STORY GAME DAY 2

NEON NUMBER FLIP

JESUS IS GOD'S PERFECT SON

BIBLE STORY

The Baptism of Jesus
(Matthew 3:13-17; Mark 1:1-11;
John 1:29-34)

THEME VERSE

John 8:12

SPOTLIGHT QUESTION

Was Jesus just an ordinary man?

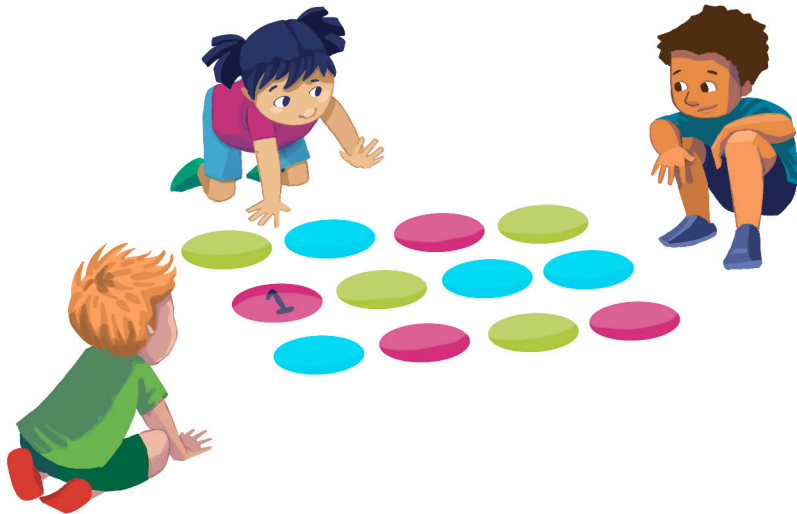
Jesus is the perfect Son of God who came to be the Savior of the world.

TODAY'S POINT

Jesus is God's perfect Son.

BONUS VERSE

Mark 1:11



NEON NUMBER FLIP

SUPPLIES

- Neon-colored paper plates (1 set of 12 per 6 kids)
- Permanent marker

PREP

- Make a set of 12 plates for every 6 kids by writing the numbers 1–12, one on each plate.
- Set the plates upside down randomly in a 3-by-4 grid.

PLAY

- Form teams of 3 and assign 2 teams to each grid. Explain that the goal is to flip plates in order from 1–12. If a player flips a 1, she can flip another plate. If it is a 2, she can flip again. If she flips them all in order, her team wins, but if she flips the wrong number, she must turn plates upside down and allow a player from the other team to go.
- As the game progresses, teammates can help the player who is flipping the plates remember the location of numbers that have been found.
- The team who successfully flips all 12 plates in order wins.

TIP

- Once teams finish the first round, allow them to rotate grids and play against another team. Make sure the plates are in a new random order if a team stays at the same grid.
- For younger kids, consider using fewer plates.

BIBLE/LIFE APPLICATION DEBRIEF

- In the game, you had to be perfect to win. If you flipped one wrong plate, you lost your turn! Was anyone able to be perfect on the first try? (*Allow kids to answer.*) Probably not, and in life, we're not able to be perfect either. We all disobey God. But Jesus never disobeyed God. He is God's perfect Son!

MIRROR BALL MIX UP

JESUS IS GOD'S PERFECT SON

BIBLE STORY

The Baptism of Jesus
(*Matthew 3:13-17*;
Mark 1:1-11; *John 1:29-34*)

THEME VERSE

John 8:12

SPOTLIGHT QUESTION

Was Jesus just an
ordinary man?

Jesus is the perfect Son of
God who came to be the
Savior of the world.

TODAY'S POINT

Jesus is God's perfect Son.

BONUS VERSE

Mark 1:11



MIRROR BALL MIX UP

SUPPLIES

- Inflatable toy mirror balls or silver beach balls (15–20) (consider including some *VBS 2026 Glitter Beach Balls* [9798384539810] in the mix)
- Hula hoops (1 per every 2 kids)
- Cones

PREP

- Inflate the mirror balls/ beach balls.
- Using cones, set up a rectangular area and scatter the mirror balls throughout the area.

PLAY

- Form teams of two kids and give each team a hula hoop. Explain that players must hold their team's hula hoop between them, and both must keep a hand on it the entire game.
- On "Go," teams will attempt to grab a mirror ball and toss it or dunk it into other teams' hula hoops while attempting to guard their own.
- If a mirror ball goes into a team's hula hoop, they are out for that round.
- The last team standing wins.
- Play multiple rounds as time allows.

TIP

- Decrease the play area as fewer teams remain.

TWINKLING TIC-TAC-TOE

JESUS IS GOD'S PERFECT SON

BIBLE STORY

The Baptism of Jesus

(Matthew 3:13-17;

Mark 1:1-11; John 1:29-34)

THEME VERSE

John 8:12

SPOTLIGHT QUESTION

Was Jesus just an ordinary man?

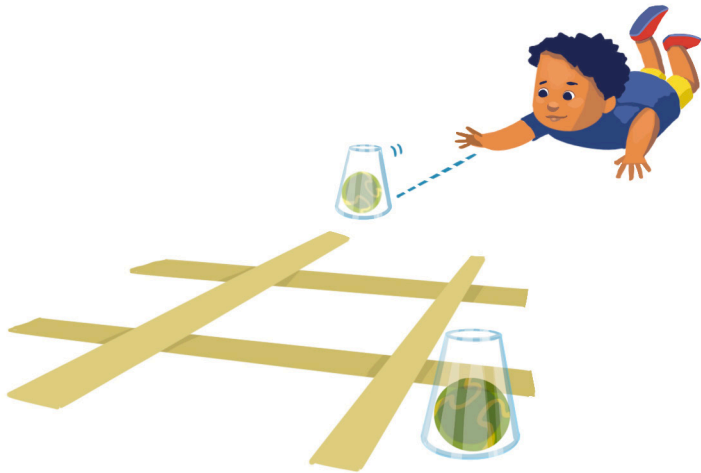
Jesus is the perfect Son of God who came to be the Savior of the world.

TODAY'S POINT

Jesus is God's perfect Son.

BONUS VERSE

Mark 1:11



TWINKLING TIC-TAC-TOE

SUPPLIES

- Neon plastic cups (6 of the same color per team)
- Painter's tape
- Tennis balls (6 per team)

PREP

- Create 3-by-3-foot tic-tac-toe grids with painter's tape—1 grid per every 2 teams.
- Place 2 sets of plastic cups & tennis balls 5 feet away from each grid, making sure there are 2 colors of cups at each grid.

PLAY

- Form teams of 3–5 kids. Assign two teams to each tic-tac-toe grid.
- Explain that kids will try to get three of their cups in a row like regular tic-tac-toe, but there will be a twist in how they do it!
- Kids must lie on their stomachs about five feet away from the grid, place a tennis ball under an upside-down cup and slide it toward a space on the tic-tac-toe grid.
- Teams must take turns sliding the cups: one attempt per team per turn. If teams slide all six cups and still don't have three in a row, they can collect the cups that were not successfully slid onto the grid and continue playing. If a kid slides a cup into a space that is already taken, the cup that was already there keeps the space.
- The team who gets three in a row first wins!

TIP

- This game is best done on a non-carpeted, slick surface if possible. Use a table if there are no floors where this can work.
- If you are playing outside, modify so that kids must carry cups to the grid in a funny way such as between their knees while penguin waddling or on their heads while hopping. Make it a race and allow the first kid to arrive to choose his spot first.

COLLECT THE LEFTOVERS

JESUS IS THE POWERFUL SON OF GOD

BIBLE STORY

Jesus Performed Miracles
(*Matthew 15:29-39*)

THEME VERSE

John 8:12

SPOTLIGHT QUESTION

Was Jesus just a teacher?

Everything Jesus said and did showed that He is the powerful Son of God.

TODAY'S POINT

Jesus is the powerful Son of God.

BONUS VERSE

Matthew 28:18



COLLECT THE LEFTOVERS

SUPPLIES

- Ball pit balls (30–50)
- Sack race bags (or large trash bags) (1 per kid)

PREP

- Scatter balls around the playing area.

PLAY

- Explain that the kids' goal will be to collect as many "leftovers" (balls) as possible, but in order to carry them better, they will step into a bag and hop around, placing ball pit balls in their bags as they play.
- When all the leftovers are collected, allow kids to count how many they collected. The kid who collected the most leftovers wins!

TIPS

- To continue with the theme, use light-up or glow-in-the-dark balls.
- Assign kids specific colors to make it more challenging.

BIBLE/LIFE APPLICATION DEBRIEF

- In our Bible Story today, Jesus knew the people needed to eat. He asked His disciples to feed the crowd of 4,000, but all they had were 7 loaves of bread and a few small fish! That doesn't sound like enough food! (Read Matthew 15:35-37.)
- They started with a tiny amount of food but, because of Jesus, everyone was satisfied! When they collected the leftovers—just like you did in this game—there were 7 baskets full! Jesus showed that He is the powerful Son of God through miracles like this!

FLIPPING FRENZY

JESUS IS THE POWERFUL SON OF GOD

BIBLE STORY

Jesus Performed Miracles
(Matthew 15:29-39)

THEME VERSE

John 8:12

SPOTLIGHT QUESTION

Was Jesus just a teacher?

Everything Jesus said and
did showed that He is the
powerful Son of God.

TODAY'S POINT

Jesus is the powerful
Son of God.

BONUS VERSE

Matthew 28:18



FLIPPING FRENZY

SUPPLIES

- 8-ounce water bottles (about half full—1 per child)

PREP

- Consider painting the bottles with neon or glow-in-the-dark paint to make the bottles more illuminated. Or try glow-in-the-dark tape.

PLAY

- Give each kid a water bottle.
- On “Go,” kids will attempt to flip their water bottles so they land upright.
- Make the first round 2 minutes. If kids do not successfully flip their water bottles within this time, they are out.
- In future rounds, shorten the time they have to flip the bottles, making it more difficult to stay in the game.
- Once it is down to 2–3 kids, the player who flips his bottle successfully first wins!

TIP

- Play in an area where you can dim the lights if possible to make the bottles glow! For safety and security, do not dim the lights beyond the point where you can supervise all kids.

SPOTLIGHT SEARCH

JESUS IS THE POWERFUL SON OF GOD

BIBLE STORY

Jesus Performed Miracles
(*Matthew 15:29-39*)

THEME VERSE

John 8:12

SPOTLIGHT QUESTION

Was Jesus just a teacher?

Everything Jesus said and did showed that He is the powerful Son of God.

TODAY'S POINT

Jesus is the powerful
Son of God.

BONUS VERSE

Matthew 28:18



SPOTLIGHT SEARCH

SUPPLIES

- Flashlights (1 per kid or per 3 kids)
- Index cards (multiple color sets—1 set of 7 per team)
- Permanent marker

PREP

- Write the motto (*Jesus is the Light of the world.*) on each set of cards—1 word per card.
- Hide the cards facedown in the playing area.

PLAY

- Lead kids in saying the VBS motto together. “Jesus is the Light of the world.” Explain that the words of the motto are hidden around the playing area.
- Create teams of 3 kids, giving each kid or each team a flashlight and assigning them a specific color card. Explain that each team has 7 cards to find.
- On “Go,” dim the lights and allow kids to search for their team’s color of index cards.
- Once a team has found all 7 of their cards, they can put the cards in order, forming the motto.
- The team who forms the motto first wins!

TIP

- For safety and security, do not dim the lights beyond the point where you can supervise all kids
- For light-sensitive kids, consider keeping the lights on, writing on the cards in invisible ink, and giving kids a black light flashlight that will illuminate it.

BIBLE STORY GAME DAY 4

LIGHT SPEED LINE UP

JESUS IS THE PROVEN SON OF GOD

BIBLE STORY

Jesus Died and Rose to Life
(Mark 14:43–16:7)

THEME VERSE

John 8:12

SPOTLIGHT QUESTION

Was Jesus just someone who
lived a long time ago?

Jesus lived, died, and rose to
life again to be our Savior,
now and forever.

TODAY'S POINT

Jesus is the proven Son of God.

BONUS VERSE

Mark 15:39



LIGHT SPEED LINE UP

SUPPLIES

- 3-inch pool noodle pieces (8 per team)
- Permanent marker
- Tape (optional)
- Stiff nylon rope (20 feet per team)

PREP

- Write the following phrase from the Bonus Verse on the pool noodle pieces (1 word per piece): *Truly this man was the Son of God!*
- Pile each team's pool noodle pieces on the floor near one end of their rope.

PLAY

- Form teams of 5–10 players. Instruct teammates to stand side-by-side and for each player to grab their team's rope.
- On "Go," the player nearest to her team's pool noodle pieces should reach down, grab, and thread the first pool noodle piece onto her team's rope. Kids should pass pieces by sliding them down the rope and off the other end.
- Once all the pieces have been passed from one end to the other, the team must work together to put the quote in order. The first team to complete this wins!

TIP

- Optional: Write the words on tape and stick tape on pool noodle pieces.
- Play a second round where players must thread the pieces in order and leave them attached to the rope.

BIBLE/LIFE APPLICATION DEBRIEF

- In our game, what phrase did you put together? (*Truly this man was the Son of God!*) And who is this talking about? (*Jesus*) (Read Mark 15:39.) Jesus proved He is the Son of God by how He lived His life, by the way He died, and then by the way He rose to life again!

TAGGER IN THE DARK

JESUS IS THE PROVEN SON OF GOD

BIBLE STORY

Jesus Died and Rose to Life
(Mark 14:43–16:7)

THEME VERSE

John 8:12

SPOTLIGHT QUESTION

Was Jesus just someone who lived a long time ago?

Jesus lived, died, and rose to life again to be our Savior, now and forever.

TODAY'S POINT

Jesus is the proven Son of God.

BONUS VERSE

Mark 15:39



TAGGER IN THE DARK

SUPPLIES

- Cones
- Blindfolds (for hygiene reasons, have fresh blindfolds for each Tagger)

PREP

- Set up a play area with cones.

PLAY

- Choose a volunteer to be the Tagger, give her a blindfold, and guide her to stand in the center of the playing area with the other players in a loose circle near her, but just out of reach.
- Explain that the Tagger will say, “Step,” and take a step while the other players also take one step.
- As the Tagger steps, she will try to tag someone near her. The other players will try to avoid being tagged. Players are out for the round when they are tagged.
- Continue making the play area smaller as more kids are out.
- The last player standing wins and becomes the new Tagger.

TIP

- Since the Tagger cannot see, consider allowing her to take two steps while everyone else takes one.

BRIGHTNESS BLACKOUT

ALLERGY ALERT
latex

JESUS IS THE PROVEN SON OF GOD

BIBLE STORY

Jesus Died and Rose to Life
(Mark 14:43–16:7)

THEME VERSE

John 8:12

SPOTLIGHT QUESTION

Was Jesus just someone who
lived a long time ago?

Jesus lived, died, and rose to
life again to be our Savior,
now and forever.

TODAY'S POINT

Jesus is the proven Son of God.

BONUS VERSE

Mark 15:39



BRIGHTNESS BLACKOUT

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SUPPLIES

- Balloons (1 per kid, plus several extra)
- Small pieces of paper
- Marker

PREP

- Starting with 1 and counting up, write a number for each kid on a piece of paper.
- Place each number in a separate balloon.
- Inflate the filled balloons, along with several empty ones and scatter on the floor.

WARNING

- Uninflated/broken balloons are a choking hazard for kids under age 8. Collect all pieces when done. Post a latex allergy alert.

PLAY

- Give each kid a number between 1 and the number of kids in the group.
- On “Go,” kids will have 10 seconds to pop as many balloons as they can. When time is up they must freeze immediately.
- When that round is over, kids will find the pieces of paper that were in the popped balloons and bring them to a leader. Kids whose numbers were in popped balloons are now out.
- Continue playing until there is one balloon with a paper inside left—the kid whose number matches that balloon wins!

TIPS

- To make this game extra fun, use glow in the dark or light-up balloons and play with dimmed lights.
- Consider giving each kid a sticker with his number on it to help him remember his number. Be ready to shorten or lengthen the time given to pop balloons based on each group.

BIBLE STORY GAME DAY 5

GLOW STICK GRAB

JESUS IS GOD'S PLAN FOR FORGIVENESS

BIBLE STORY

Peter Preached About Jesus
(Acts 2)

THEME VERSE

John 8:12

SPOTLIGHT QUESTION

Why do I need to respond
to Jesus?

Jesus is the only way to receive
God's forgiveness.

TODAY'S POINT

Jesus is God's plan for
forgiveness.

BONUS VERSE

Acts 2:38



GLOW STICK GRAB

SUPPLIES

- Glow sticks (1 per kid)
- Cones
- Music

PREP

- Create a small square area with cones. Place one less glow stick than kids in your group in the square.

PLAY

- Guide kids to stand outside the cones with their backs to the cones. When the music begins, kids will begin to side step around the cones. When the music stops, kids turn and grab a glow stick. The player without a glow stick is out.
- Remove another glow stick so there is one less than the kids playing and play another round. The last kid playing wins!

TIP

- If you have a larger group of kids, form groups of 10 or less. Allow kids who are out to help you start and stop the music.

BIBLE/LIFE APPLICATION DEBRIEF

- (Read Acts 2:38.) What does Peter tell people to do in this verse? (*repent & be baptized*) Does anyone know what it means to repent? (*Allow kids to answer.*) Repent means “to turn away from sin and receive God’s gift of forgiveness.”
- That’s like our game! You turned away from the outside and you went toward the glow sticks. When we realize we are sinning, God calls us to turn away from that sin. When we repent and turn to Jesus to save us, He will! Jesus is the only way to receive God’s forgiveness!

RADIANT RING TOSS

JESUS IS GOD'S PLAN FOR FORGIVENESS

BIBLE STORY

Peter Preached About Jesus
(Acts 2)

THEME VERSE

John 8:12

SPOTLIGHT QUESTION

Why do I need to respond
to Jesus?

Jesus is the only way to receive
God's forgiveness.

TODAY'S POINT

Jesus is God's plan for
forgiveness.

BONUS VERSE

Acts 2:38



RADIANT RING TOSS

SUPPLIES

- Tap lights (sets of 6 per every team)
- Neon ring toss rings (6 per team)
- Boundary markers

PREP

- Set tap lights up in a 1-2-3 pyramid shape.
- Set up a boundary marker across from each pyramid where each team should stand to toss their rings.

PLAY

- Form teams of 4–6 players. Explain that kids will attempt to toss ring toss rings around tap lights.
- The first player on each team will toss a ring. If he is successful, he will run down, turn on that tap light, then go to the back of the line. If he is not successful, he will run to gather the ring and pass it to the next person in line.
- The first team to ring all of their tap lights wins!

TIPS

- For following rounds, consider increasing the throwing distance.
- Use cones if you don't have enough tap lights.

LANTERN LETTERS

JESUS IS GOD'S PLAN FOR FORGIVENESS

BIBLE STORY

Peter Preached About Jesus
(Acts 2)

THEME VERSE

John 8:12

SPOTLIGHT QUESTION

Why do I need to respond
to Jesus?

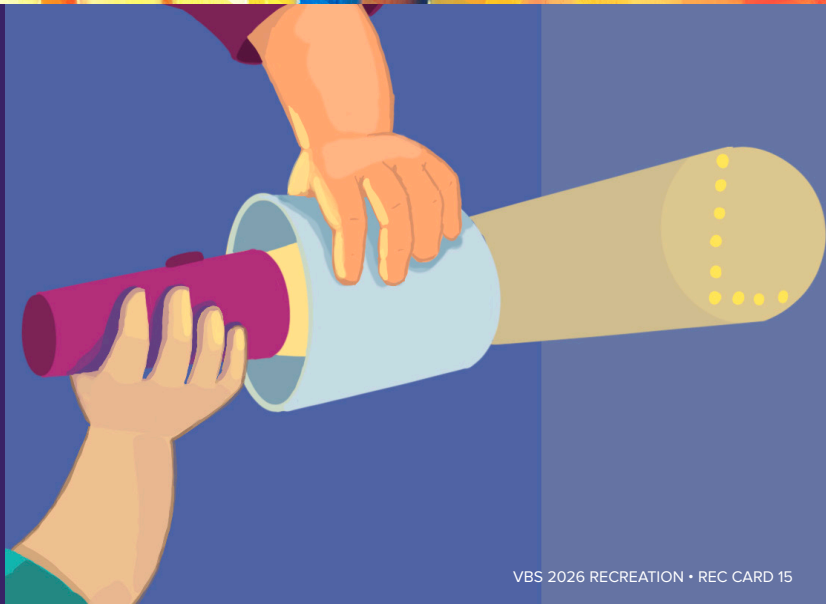
Jesus is the only way to
receive God's forgiveness.

TODAY'S POINT

Jesus is God's plan for
forgiveness.

BONUS VERSE

Acts 2:38



LANTERN LETTERS

SUPPLIES

- Flashlights (1 per group)
- Foam cups (5 per team)
- Permanent markers (1 color per team)
- Wood skewer

PREP

- Make sets of cups by turning them upside down and using the backwards letters to the right as a guide to poke holes in the shape of letters on the bottom, 1 letter per cup.
- Mark each set of cups with a different color permanent marker
- Scatter/hide cups around the room.

PLAY

- Form teams of 3–5 kids and give each team a flashlight. Assign each team a color.
- On “Go,” dim the lights and allow teams to walk around the room shining their flashlights on the cups, looking for their color of cups.
- Once a team has found all 5 of their cups, one kid can shine the flashlight on the wall or floor while another moves a cup into the beam of light, experimenting with the position that will best project a letter onto the ground or wall. Kids should determine what letter each cup is and what word the letters make, then put the cups in order to spell “LIGHT”.
- The team who does this first wins!

TIPS

- Allow teams to work together by giving each group a different word that makes a phrase, like “Jesus is the Light of the world,” when groups come together.

THE LIGHT

WATER GAMES

HEAD LAMP HURRY



HEAD LAMP HURRY

SUPPLIES

- Yellow plastic cups (1 per team), sponges, buckets of water (1 per team), rope, swim goggles (1 pair per round per team, for hygiene reasons)

PREP

- Mark a “Start” line for each team using rope
- Fill up buckets of water at each team’s “Start” line.

HOW TO PLAY

- Form teams of 5–10 kids.
- Ask a player to volunteer to “wear the head lamp,” which involves putting on a clean set of goggles, lying down on his back about 20 feet from the “Start” line and holding the yellow plastic cup on his forehead like a head lamp.

- Other teammates will stand at the “Start” line and run to the player wearing the “head lamp” one at a time with a water-filled sponge and squeeze the sponge over the cup, trying to squeeze as much water into the cup as possible to “make the head lamp brighter.”
- The team who fills up their “head lamp” first wins!
- Play additional rounds as time allows and as other kids want to wear the head lamp.

TIPS

- For players who want to hold the cup but do not want the water in their faces, allow them to hold the cup between their feet.

WATER GAMES

WATER BUCKET BONUS

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WATER BUCKET BONUS

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SUPPLIES

- Sponges or water balloons, buckets of water (6 per team), rope to mark a “Start” line for each team

PREP

- Fill up buckets of water and place them in a triangle 15–20 feet from each team’s “Start” line.

PLAY

- Form teams of 5 kids and instruct them to line up on their “Start” line.
- Give the first kid in each line a sponge or water balloon and allow her to toss it toward her team’s triangle of buckets.
- Award points based on which bucket the sponge or water balloon lands in. Allow each kid to have a turn.
- The team with the most points after everyone has thrown wins that round.

- Suggested Point Totals:

1st Row = 25

2nd Row = 50

3rd Row = 100

TIP

- Consider switching up the points or ways kids have to throw each round to keep it exciting. For the final round, allow teams to toss as many balloons or sponges as they can for 30 seconds to see who has the most at the end of that round.

WARNING

- Uninflated or broken balloons are considered a choking hazard for kids under the age of 8. Be mindful when using balloons around younger kids and collect all pieces when done. Post a latex allergy alert.

WATER GAMES

TORCH TUMBLE

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TORCH TUMBLE



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SUPPLIES

- Large serving spoons (1 per player), water balloons, buckets

PREP

- Partially fill water balloons and store them in a large bucket half-full of water.

PLAY

- Give each kid a spoon and a water balloon—explain that this is his “torch” and his goal is to keep it from tumbling to the ground.
- Guide kids to balance their water balloons on their spoons.
- On “Go,” kids must walk around trying to knock other kids’ water balloons off their spoons. Kids cannot touch the other players’ bodies but they can touch the other players’ spoons/water balloons.

- If a water balloon falls to the ground, that player must move to the side and take a knee or sit in a dry spot.
- The final player standing wins!

TIPS

- Play a round where kids with the same color water balloons are on the same team, working together to be the last team standing.

WARNING

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WATER GAMES

SUNCATCHER CRAZE

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SUNCATCHER CRAZE

ALLERGY ALERT
latex



SUPPLIES

- Translucent reusable water balloons, regular water balloons, small foam letters or plastic letter tiles, kiddie pools or buckets

PREP

- Choose a word or phrase related to the day's Bible story for kids to spell using letters found in water balloons. Place multiples of each of the letters needed (one of each letter for each team) in a reusable water balloon and fill up the water balloon. Fill up several reusable water balloons without letters and several reusable water balloons with incorrect letters. Place all of the water balloons in a water-filled kiddie pool or bucket. Add empty regular water balloons to increase the difficulty.

PLAY

- Form teams of 5 kids and guide each team to line up an equal distance away from the kiddie pool full of water balloons.

- On "Go," the first kid on each team will run to the kiddie pool and search for a water balloon with the first letter of the word they are trying to spell. Guide kids to hold the water balloons up to the light like a suncatcher to see the foam letters inside balloons.
- Once a player has found the correct letter, she can run back to her team, bust the water balloon over her head, and then grab the foam letter.
- The first team to place the letters in the correct order wins!

TIPS

- Consider giving each team a different word to find.

WARNING

- Uninflated or broken balloons are considered a choking hazard for kids under the age of 8. Be mindful when using balloons around younger kids and collect all pieces when done. Post a latex allergy alert.

TABLETOP GAME

SPOTLIGHT SHUFFLE

SUPPLIES

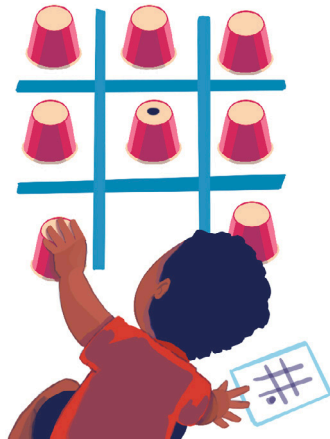
- Painter's tape, plastic cups, paper, markers, permanent markers

PREP

- Create several 3-by-3 grid templates on paper, drawing a circle in a different square on each template.
- Create several 3-by-3 grids with painter's tape—big enough for 1 plastic cup to fit in each square. Set a cup facedown in each square but 1. Draw a circle on the bottom of one cup with a permanent marker. Make sure the cup with the circle is not in the square marked on the first template.

PLAY

- Assign each kid, or team, a tape grid. On "Go," show a paper template you created.
- The kid (or first kid) at each grid will attempt to slide the plastic cups one at a time around the grid to eventually place the cup with the circle (the spotlight) in the square that was marked on the template you showed.
- Whoever is successful first wins a point! Continue playing more rounds as time allows. Allow team members to take turns if they are sharing a grid.



TABLETOP GAME

ILLUMINATE THE MYSTERY



SUPPLIES

- Invisible ink pens, black light flashlights, colored paper (6 pieces per team; 1 color per team)

PREP

- Divide the theme verse into 6 phrases. Using invisible ink that is revealed by black light, write each phrase of the theme verse on a separate piece of paper. Make one set for each team, each on a different color of paper.

PLAY

- Form teams of about 5 kids and assign each team a specific color of paper to search for.

- On “Go,” each team will search the room for 6 pieces of paper in their team’s color.
- When a team has found all 6 of their pieces of paper, they must use their black light flashlight to read what is written on each piece and put the theme verse in order.
- The team that does this first wins!

TIP

- For older kids, consider breaking the verse up into smaller phrases and hiding more pieces of paper. For younger kids, consider writing the motto instead.

TABLETOP GAME

RADIANT RUMMAGE

SUPPLIES

- Bowls (2 per group), activated glow sticks (15 per color; 2 colors per group), stopwatches (1 per group)

PREP

- Place 15 glow sticks of 1 color in 1 bowl and 15 glow sticks of the other color in the other bowl. Place bowls next to each other.
- If you have a larger group, create a few stations so more kids can play at once.

PLAY

- Form groups of 4–5 kids at each station.
- One at a time, a kid will stand between the two bowls and race to switch all the glow sticks of each color to the opposite bowl.

- On “Go,” a player must reach into each bowl, grab one glow stick of each color and then swap them to the opposite bowl.
- Other players in his group will time him and make sure he puts the correct color in the correct bowl.
- As he switches the glow sticks around, it gets harder to remember which bowl is which.
- If a kid messes up, instruct the groups to reset the bowls and allow a new kid in the group to have a turn.
- The kid who successfully switches all the glow sticks around the fastest wins!

TIPS

- This game would also work great with colorful table tennis balls.



TABLETOP GAME

BLACK HOLE ROLL



SUPPLIES

- Black poster board (1 sheet), painter's tape, tables (2 of the same height), ball pit balls (20 of each color, 1 color per team), buckets, scissors

PREP

- Cut a ball-pit-ball-size hole in the black poster board. Align the tables, short end to short end, with a poster board's length between. Tape the poster board to each table, with the hole directly between.
- Place one color of ball pit balls in each bucket and place a bucket on the floor at either end of each table. Place a large bucket directly under the hole in the poster board.

PLAY

- Form two teams and instruct them to line up on opposite ends of the tables.
- On "Go," the first player of each team will roll a ball toward the hole in the center of the table. If the ball rolls into the hole, the team gets a point! Allow each kid to take a turn rolling a ball.
- The team with the most points at the end of the round wins!

TABLETOP GAME

GLOW STICK CARRY

SUPPLIES

- Glow sticks (4 per station), plastic cups (16 per station)

PREP

- Create stations for each group of 6 players with 2 sets of 8 cups in a line across from each other.

PLAY

- Form groups of two to six players at each station. Two kids will compete at a time.
- Players will line up at one end of their cups and will pick up their glow sticks—one in each hand.
- On “Go,” players will use their glow sticks to pick up the first plastic cup and stack it on the second one.

- Next, they will pick up the first two plastic cups and stack them on the third plastic cup.
- The first player to successfully stack all of their cups while only touching them with glow sticks wins that round!
- Continue playing until every kid at a station has a turn.

TIPS

- Consider using glow-in-the-dark cups and slightly dimmed lights to add to the fun!
- Allow younger kids, or kids who are struggling, to move one cup onto a stack at a time instead of picking up several at once to reduce frustration.



TABLETOP GAME

CARRY THE TORCH

SUPPLIES

- Table tennis balls (1 per team), plastic cups (10 per team)

PREP

- Stack plastic cups in a pyramid shape (4 cups on bottom, 3 on the next row, 2 on the next row, and 1 on top).
- Place a table tennis ball on the top cup.

PLAY

- Choose players from each team to stand at their team's cup pyramid.
- On "Go," players will race to disassemble and stack all the cups in the pyramid. The only

catch is that the table tennis ball cannot fall off of the top cup!

- Players must slowly stack the cups while balancing the table tennis ball. If the ball falls, players must freeze while a helper retrieves the ball and puts it back on the top cup for them.
- The first player to finish stacking the cups wins a point for his team!

TIP

- To make it more challenging, allow a player from an opposing team to blow a party blower toward the table tennis ball to try to knock it off the top cup.

