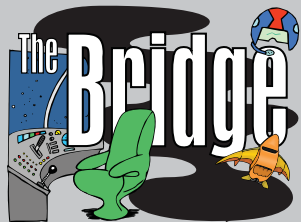


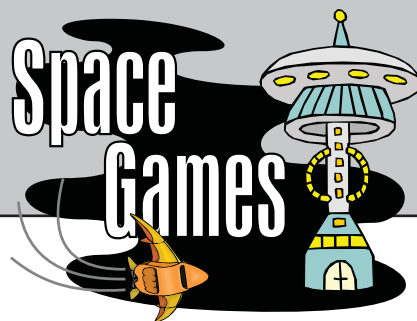
Space Games



“Galaxy Express”
Vacation Bible School
Pamphlet for the Games



Games



Game options, Day 1

Form a Word

Using 3 children from each team, the children will stand on stage and spell out an assigned 3-letter word using their bodies. There can be multiple rounds of play, and each team will compete against the clock.

When the leader says go, the leader whispers the first word to one team and without talking they form the word with their bodies. The audience of only that team guesses. When they are correct, the watch stops and the leader records how many seconds it took for their team to guess the correct word.

If your teams are boys against girls, the girls will get a word for example, and the 3 girls on stage will form the word with their bodies while only the girls in the audience will shout out guesses of what the word is. If the boys participate, they just end up helping the girls win. Some suggested 3-letter words are: dog, cat, hat, sun, pig, fun, jet, etc.



Taste Test

Invite on stage one child from each team. Prepare different foods with different flavors and textures. Hide the food from everyone, and blindfold both students that come up front. Bring one food at a time to the students on stage to have them taste and identify each one. Have the rest of your students try not to mention what they see to make it more of a challenge. (Don't let your class give the answers!) Each student only has one chance to give an answer, and give them only 10 seconds to decide. Have napkins or towels available to clean up any mess that may occur. Have the students on stage take turns guessing with the variety of different foods. The team that correctly identifies the most food wins.



Game options, Day 2

Drinking Relay Race

Use 3 children for each team, forming a line. On the other side of the room put a table with a pitcher of water for each team. Provide each of the participating children a straw. The students will run down to the table and begin drinking their water with the straw until the leader blows a whistle. They run back and another team member runs down and continues to drink. The winning team has less water when the time runs out. (Or finishes their water first.)



Banana Eating Race

Select one child to represent each team, simply peeling and eating a banana. The problem is that one hand must always be behind their back. When the leader says 'Go', the children must try to peel the banana as best as they can using one hand and their teeth. As soon as it is peeled, they must eat the whole banana to win.



Game options, Day 3

Funny Sound Effects

The leader prepares ahead of time a list of sound effects:

1. Cough. 2. Hiccup. 3. Burp. 4. Sneeze. 5. Hand clap. 6. Yawn. 7. Giggle. 8. Foot stomp. 9. Clearing throat.

Line up 6 players, 3 from each team, alternating them. Instruct the players that they must copy all the sounds you make in the order you make them. Make the first sound on the list. Go down the line, having all the players make that sound individually. Then make the first and second sounds, and all the players must make those sounds too. Then add the third sound, and so on. If a player cannot make a sound, forgets a sound, or makes them in the wrong order; that player is out. Keep adding sounds until only one player is left. His team is the winner!



Sticky Head

Wrap masking tape (sticky side out) around the forehead and chin area of one person for each team. Scatter paper strips across a table. Have the players put their hands behind their backs while standing behind the table, facing the audience. When you say, "Go" the players roll their heads along the table, attempting to stick as many paper strips to their head as possible. The player with the most strips at the end of a minute wins.

(If a child has long hair, pull it back before applying the tape to avoid painful hair-pulling)



Game options, Day 4

Noodle Jousting

Two children participate, one from each team. The children stand on a piece of wood (2" by 6"). The goal is to knock the other player off the board using the swim noodle as if it was a sword, without hitting the other person in the head.

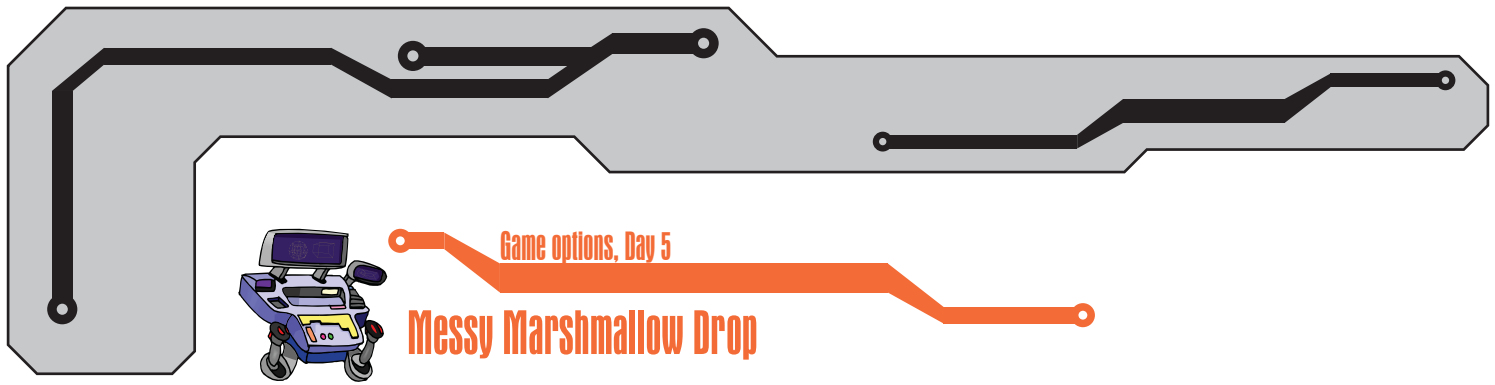
A player is out as soon as one foot hits the ground. The remaining player must still have his balance on the wood in order to win. Don't put the wood up too high, so that no children get hurt. Substitute the swim noodles for anything that is soft and will not be dangerous.



Make a Pyramid

This is a simple game where each team uses 6 children to make a pyramid as fast as they can. (Three players form the base, kneeling on the floor, facing the audience. The next two children kneel on their backs, and the smallest player climbs to the top and kneels on top of the middle row.)

The first team to complete the pyramid wins!



Game options, Day 5

Messy Marshmallow Drop

The idea of this game is to have the teams compete to see how many marshmallows they can get into the cup on the forehead of their team member. It's fun to make this game extra messy for the audience to enjoy.

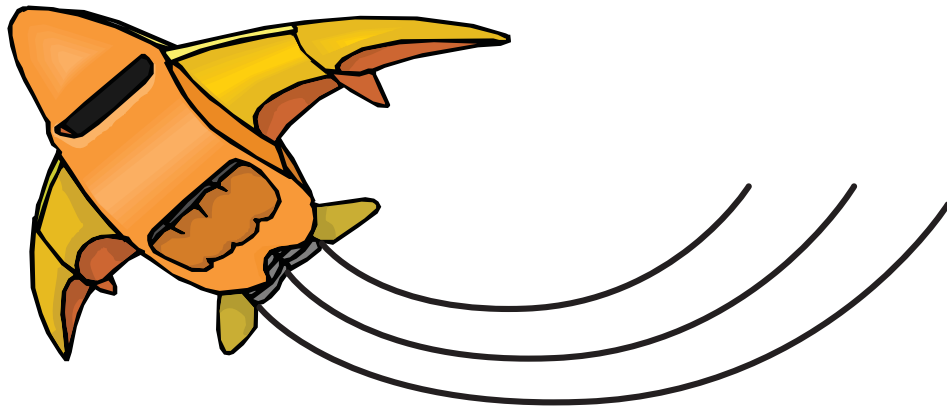
Put a ladder or chair in front with two children holding it to keep it steady. Each team needs 5 children to participate, and only one team goes at a time, guarded carefully by a watcher! Two children (or adult leaders) will lay down on the ground in front of the ladder head-to-head. Protect the children's clothes by cutting a whole out of a garbage bag for the head, and putting it on like a shirt. It would also be good to have these two children wear clear protective glasses. Put marshmallows and chocolate syrup in equal amounts into two bowls.

One child goes on top of the ladder with the bowl of marshmallows. Two children hold the ladder and two children lay on the ground, holding the cup on their foreheads. When the leader says 'Go', the child at the top of the ladder tries to drop the chocolate dipped marshmallows into the cups as fast as he can until his 60 seconds are up. At the end, count the marshmallows in the cup. Eaten marshmallows do not count! After one team finishes, set up the second team. The team with the most marshmallows in the cup wins!



Cake Relay

The idea of this game is to have two children from each team decorate a cake as fast as possible as a relay that is fun to watch for the whole audience. Prepare ahead of time two cakes that have not been frosted. Provide aprons, the frosting, some knives and some sprinkles or other ways to decorate the cakes a little. When the leader says go, the children put on the aprons, frost the cake, decorate it, and take a quick bite out of the cake. The fastest team is the winner. As a bonus, provide enough cake to be a fun treat for all the children at the end of your VBS!



Games Galaxy



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