

Games – Day 1 – Handouts and Directions



Key Truth

God created everything. Even time. Although He exists outside of time, He created time for His creation.

For this game all you need is a child or children and a timer of some kind that can count in seconds. It is perfectly fine if you just want to have someone count silently to themselves.

Object – Demonstrate to children the idea of time. For this game we will measure in seconds.

Play – The child or children all stand a little apart from each other. The timekeeper can see everyone and will give the command to start and stop. The timekeeper will tell the child or children how many seconds they are to do the activity. When the timekeeper says start the child or children will all begin doing the action that was described for this round. In their minds they will attempt to stop doing the activity as close to the time limit as possible without going over. The one who gets the closest wins that round. If only one child is playing, let them try a particular activity two or three time to see if they get closer (without going over) the time limit the second or third time.

To Win – The child who stops closest to the specified number of seconds without going over wins that round.

HINT: For older children the time period can be longer than 15 seconds.

ACTIVITY SUGGESTIONS –

- 1) Jumping Jacks – 15 seconds
- 2) Running in place – 15 seconds
- 3) Standing on one foot – 15 seconds
- 4) Hop like a bunny – 15 seconds
- 5) Clapping and stomping – 15 seconds