



ZONE OF FUN



GAMES BOOKLET

EQUIP & GROW - CHILDREN ARE IMPORTANT

FUN ZONE

A VBS wouldn't be complete without games! In this section, you'll find fantastic games that will be exciting, fun, and super easy to put into practice. The things you need are very simple, inexpensive, and easy to find. You'll enjoy incredible experiences at this wonderful VBS.

LESSON 1

Materials:

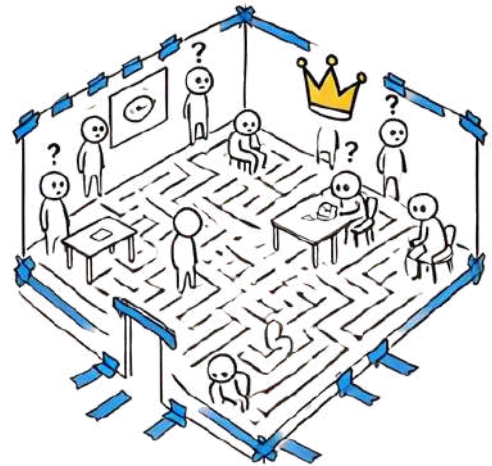
- Tape to mark a maze on the floor.
- Questions or challenges.
- A toy crown or a symbol of purpose (such as a star).

GAME

Reflect on how Esther faced her fears and fulfilled her purpose with courage and trust in God.

Instructions:

1. Mark a maze on the floor with masking tape.
2. Place the crown or purpose symbol at the end of the maze.
3. Players must navigate the maze by answering questions or completing small challenges at certain points.



Little ones: Challenges can include simple questions like "Who was Esther?" or actions like hopping.

Intermediate: Combine more elaborate questions ("What risks did Esther take?") with physical challenges, such as balancing on a tightrope or jumping through hoops.

Teens: Add personal reflections: "What would you do if you were Esther?" They may also face obstacles such as carrying an object while walking.

LESSON 2

Materials:

- A glass with a little sheep (it can be a figure or drawing glued on).
- 4 ropes tied to the glass.
- Maze drawn or marked on the floor.

GAME

"Sheep Rescue"

Reflect on how Jesus seeks and cares for each of us, celebrating when we return to Him.

Instructions:

1. Form teams of 4 people.
2. Each team holds the ropes and must move the cup with the sheep through the maze without it falling.
3. The first team to reach the finish line without knocking down the sheep wins.

Little ones: Use a simpler maze and allow children to walk slowly guided by an adult.

Intermediate: The maze will be a little more complicated, and the children will have to move the sheep without talking to each other.

Teens: Make a more challenging maze and add a time limit to make it competitive.



LESSON 3

Materials:

- Handkerchiefs or ribbons to differentiate roles (one for the player who will be the "temptation").

GAME "The Stain of Temptation"

Reflect on how Jesus resisted temptations in the desert with the Word of God and how we can do the same with His help.

Instructions:

1. One player is the "temptation" and must touch the others.
2. Players who are touched become "frozen" and need to be rescued by another player who touches them saying, "Jesus helps me win."
3. The game ends when all players have been tagged or when time runs out.



Little ones: The play area will be small and safe. Frozen players stay with their arms crossed, and to be rescued, they only need to be touched by another player.

Intermediate: The area will be larger. The frozen children raise their hands for help, and the player who rescues them must say, "God gives me strength to win."

Teens: Add obstacles to the play area (chairs or cones) to make it more challenging. The frozen children raise one hand and shout, "Help!"

LESSON 4

Materials:

- Cloth bags with different objects inside (to guess by touch).
- Blindfolds.
- Optional: Background noise (can be music or whispers to simulate distractions).

GAME "The Invisible Battle"

Reflect on how God gives us spiritual vision to confront the invisible and trust in His protection, as Elisha did.

Instructions:

1. Place different objects in cloth bags.
2. Blindfold the players and ask them to identify the objects by touch.
3. Other players can try to distract them with noises or words while a partner guides them with clues.

Toddlers: Use simple objects like blocks or stuffed animals. The guide can give clear cues, such as "it's soft and round."

Intermediate: Include more varied objects, such as kitchen utensils or small toys.

Teens: Add Bible phrases that players must identify by touching letters made of EVA foam or word pieces.





LESSON 5

GAME "Building the Base"

Showing how to build our lives on a firm foundation in God gives us stability in the face of problems.

Materials:

Building blocks or large cubes.

One stable surface and one unstable surface (optional).

Dynamic:

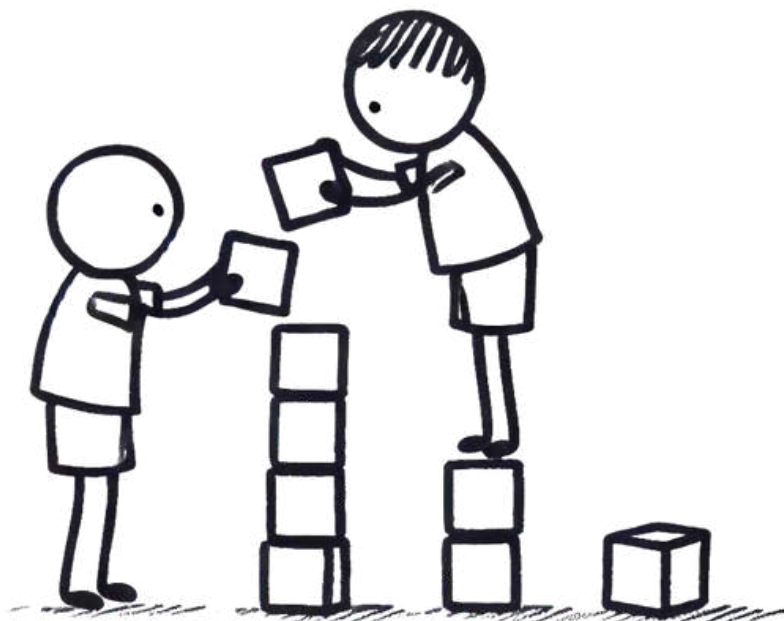
Teams must build a tower in a limited time. At the end, the facilitator tests its stability. If the base is weak, the tower will fall.

Little ones: Use large, simple blocks. The tower should be small, focusing on using a wide base.

Intermediate: Add blocks of different sizes and encourage teams to be creative.

Stability is tested by moving the surface slightly.

Teens: Includes additional challenges, such as building on an unstable surface (example: a tray that moves slightly). They can also compete against time.



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Children are Important

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