

# KLAG TERM 3 - THE GAMES!

date		THEME	Main teaching idea	Games	Other
30-Jul	warming up	1. God's gameplan Acts 17:16-31	God has a plan for this world and for us! God made the world and wants us all to live with him as our coach and captain.	see separate sheet	Opening ceremony kids are put in teams, make identification tags
6-Aug		2. Bad Sports	We didn't want to obey God's plan, we all ignore God's rules.		make flags for countries
13-Aug		3. Back in the game Mark 2:13-17 2 Cor 5:17	God loves us so much that he sent Jesus to rescue us. Jesus is like a doctor - he came for the sick.		
20-Aug	playing the game	4. Listening to the coach.	Jesus is our coach and we need to listen to him in the bible.		make mascots
27-Aug		5. Being a team player	God wants us to love each other, pray for each other, help each other and cheer each other on.		make mascots
3-Sep		6. When we stumble	When we mess up as a follower of Jesus, that's not the end, we say sorry, and Jesus forgives us and helps us keep going.		
10-Sep	Full Time	7. Running to win 1 Cor 9:24	Persevering in the race so we reach the end and receive God's prize		make wreaths
17-Sep		8. CLOSING CEREMONY	Overview of whole term for parents!		video highlights of the KLAG term explaining gospel medal presentation kids march dressed up in colors of countries sausage sizzle or International food feast face painting

Daily program for games term...

4:00 warm up (some warm up games while everyone arrive)

4:10 Game time (games for the day)

4:35 half time... Afternoon tea

4:45 coaching time (Bible input)

5:00 team time (small group worksheets)

5:15: FULL TIME!

### **ideas for the closing ceremony**

1. **mini olympics** (parents included.... e.g. javelin throwing with straws.... 4 different activities running simultaneously... the 8 teams playing off against one another).... this will take time! 20 minutes?
2. **march in** (dressed in colours) (parents sit down as athletes go out)
3. **summary by Wayne** explanation of how the medals were awarded etc)
4. **medal presentation** (gold, silver, bronze) (to all those who didn't get one, doesn't matter... more imp medal, what we've been thinking about at KLAG this term etc)
5. **video highlights** from each week (little blurb before each weeks highlights from Wayne)
6. **international feast**
7. **fireworks!**

Game	DESCRIPTION	EQUIPMENT NEEDED
sock hockey	two teams, kids are numbered off, called the numbers out one at a time and kids try to hit a sock through the goal (a chair)	to rolled up newspapers, a sock
blind balloon volleyball	two teams heating balloons over a net, but the net is a blanket so you can't see through it.	Balloons, blanket
team high jump	the team has to get over a high jump bar without touching it, the whole team needs to work together to get over the bar.	High jump bar and some way to hold it up.
straw Javelin	players from alternating teams take turns to see who can throw a javelin either (a) the furthest distance away or (b) closest to a mark	drinking straws or wooden skewers
water balloon shot put		water balloons
ping-pong ball soccer	One person on each side of a table, trying to blow a ping-pong ball over the opponents cite without touching the ball.	Ping-pong ball
Team boat races	A 'boat' is a team squatting in crouched position, or one behind the other, holding the shoulders of the person in front. All players jump together to move the boat forward. One person stands at the front as the 'cox' calling out 'stroke' and that is when the team jumps. if the boat breaks that team loses. first team over the finish	none
relay race	running, hopping, walking, crab walking, one person from each team does each leg.	none
hammer throw with a gumboot	see who can throw gumboots are furthest distance or, how many people can throw their shoe into a circle and the number of shoes is the points for that team	gumboots or shoes
equestrian	team members carry one person from their team around a course on a blowup air bed. two teams race against the clock.	air beds
pistol shootong	water pistol into cup, 30 seconds each person, whole team goes, most filled cup wins!	2L bottles funnels water pistols - big ones
knots- fastest to undo	Participants cannot hold hands with the person immediately on either side of them, nor can they join both hands with the same person.	none

Game	DESCRIPTION	EQUIPMENT NEEDED
boat race	<p>squatting in a crouched position, one behind the other, each holding the shoulders of the person in front.</p> <p>Facing the players is a 'cox' who stands and holds the hands of the front player.</p> <p>The boat moves forward by all the players springing together off both feet, the cox assisting by calling out the rhythm. The activity should be made competitive, one boat racing against two or three others. During the race, any boat which founders, ie breaks</p>	
poison Island, (wrestling)	kids form a circle and hold hands around a mat or chair etc. the aim is to pull the other players onto the mat, anyone who touches the mat or breaks hands is out	some kind of a mat
balloon netball	two teams, normal netball but with balloons and a goalie has to pop the balloon when they receive it to score a goal	balloons
balloon and netball on chairs	like above but team has to get the balloon from one side of the hall to the other, each member of the team stands on a chair and must not move their chair	balloons
aerial balloons - weightlifting	each person has a balloon and is trying to keep it in the air without holding onto it, at the same time trying to knock other people's balloons to the ground	balloons

**game: Soccer ping-pong**

**equipment: one ping-pong ball, one table**

## **RULES:( readout before the game starts)**

This game is played one-on-one.

The team needs to number off from one to six or whatever.

one person from one team stands on one side of the table.  
one person from the opposing team stands on the other side of the table.

A ping-pong ball is placed in the middle of the table.

When the whistle blows the two players have to try to blow the ping-pong ball off the other side of the table.

If the ping-pong ball goes off the opponents side of the table, you win.

If the ping-pong ball touches any part of your face or body or hands, you lose.

If it goes for more than 30 seconds, or if the ping-pong ball goes off the side of the table, it is a draw.

the team with the most number of " goals" wins a gold medal.

if you go through the entire team and there is still time, then start letting people play different people, for example number one from each team can play number two from the other team, number three can play number four and so on.

**game: balloon netball**

**equipment: balloons**

## **RULES:( readout before the game starts)**

This game is played as a team.

Each team needs to select one goalie.

At the start of the game the umpire throws one balloon into the air.

The aim of the game is for you to get the balloon to your goalie, and for your goalie to pop the balloon.

If anyone else on your team pops the balloon you lose a point!

You are not allowed to run with the balloon. if you do the balloon is given to the other team.

You are not allowed to hold the ball for more than three seconds. If you do the ball is given to the other team

You are not allowed to stand closer than 1 m to the person with the ball, otherwise the balloon will be given to the other team.

You can hit or throw the ball to someone else.