

VBS Backyard Kids Club

Game Ideas

Red Light/Green Light

Red Light/Green Light Variation - The person who is "It" has an item (cone, bandana, cup, etc.) placed between where they are standing and the rest of the players on the ground. "It" turns around and counts quickly to 10. Other players race quickly toward the item. All players must freeze when "it" finishes counting and turns around quickly. Any player caught moving must return to the start line. Players try to retrieve the item and return it to the start line without the item being seen or "it" being able to spot who is carrying the item. If the item is spotted, it must return to the original spot and the player must return to the start line.

Simon Says

Duck Duck Goose

Hot Potato

Everybody's It

This game is exactly what it sounds like. Everybody is "it". Begin the game by establishing boundaries and having all players find their own space in the area. On the signal, everyone is "it" and can tag any other player. Once a player has been tagged by anyone, they are frozen. Eventually there are only a few players chasing each other around all those statues. As soon as nobody is left, you can begin again.

Tunnel Tag

Played like basic freeze tag. When a person is tagged, they stand with their legs apart and wait for someone to crawl under their legs to free them.

Steal the Bacon

As many as 24 players could participate in one game. Line players up in two equal lines that face each other as follows:

1 2 3 4 5 6 7 8 9 10 11 12

Bacon

12 11 10 9 8 7 6 5 4 3 2 1

The two sides stand about twenty feet apart. An object (cone, bandana, cup, etc.) may represent the bacon. The referee calls the numbers and decides points in a dispute. When the game starts, the referee calls a number, for example, number two. Number two from each side makes a run for the bacon. The person who secures it makes one point for his side. The game should continue until at least every number has had a chance to grab for the bacon.

Ships & Sailors

Select one player to be the captain. The captain stands at the front of the designated play space. All other players line up single file, facing the captain. Introduce the various commands and actions to be used in the game. When ready for begin, the captain calls out a command. The players do the action associated with the command. Play continues with the captain calling and the 'crew' responding. The faster the actions are called and performed, the trickier (and funnier) the game becomes.

COMMANDS: Captain's Coming - standing still, hand saluting, you can't move until the leader says: "At Ease"! You can't do any other command unless you have been told At Ease, otherwise you are out!

Ships - go to the left Sailors - go to the right

Hit the Deck - drop to lying on the floor

Seasick - go to the back and pretend to throw up

Person Overboard - in pairs, with one lying on the ground, second young person standing but holding their pairs hand & their other hand reaching up

3 Men Rowing -Find a group of three, row in a line together.

If players don't find a partner or aren't in the groups (person overboard, rowing and eating) or don't complete an action quickly enough, they are put out.