



# *Globe-trotting* **Games**

LEADER GUIDE

# GLOBE-TROTTING GAMES

## Course Overview

	Day 1	Day 2	Day 3	Day 4	Day 5
<i>Title</i>	Ready, Set, Go: Before Babel	Hitting a Roadblock: At Babel	One Race, Many Nations: After Babel	One Way—Jesus: Babel and the Gospel	Green Light—GO: Why Babel Matters Today
<i>Continent</i>	South America	Asia	Africa	Europe	North America
<i>Refueling Station Lesson Focus</i>	As the race starts, we explore the beginning of the human race and why nobody has run a perfect race.	On this leg of the race, we stop at the tower of Babel and check out the important and loving roadblock God provided there.	On leg three, we see how the human race developed into people groups with different languages, cultures, and physical features, but how we are still one race.	On our fourth leg, we discover the need to yield our lives to God as he reaches out to all nations, tribes, and peoples with his love.	On this final leg, we learn that because God loves all people groups, we ought to treat others with love and respect, not prejudice and judgment.
<i>Bible Passages</i>	Racing Through Genesis Genesis 1–11	The Tower of Babel Genesis 11:1–9	The Table of Nations Genesis 10 Psalm 139 Acts 17:26	The Gospel and a Glimpse of Heaven Revelation 7:9–10	The Good Samaritan Luke 10:25–37
<i>Mile Marker Memory Verses</i>	For all have sinned and fall short of the glory of God. Romans 3:23	Its name was called Babel, because there the LORD confused the language of all the earth. And from there the LORD dispersed them over the face of all the earth. Genesis 11:9	And he made from one man every nation. Acts 17:26	The Father has sent his Son to be the Savior of the world. 1 John 4:14	If God so loved us, we also ought to love one another. 1 John 4:11
<i>Apologetics Focus</i>	Sin cycle How the world was divided into continents	Ziggurats Languages	One blood, one race I've got DNA—why I look like I do	God provides just one way to be saved	Fighting prejudice and racism
<i>Animal Pals</i>	Bo the Anaconda	Jamal the Camel	Pup Patrol	Agape and Phileo the Polish Mute Swans	Racer the Roadrunner
<i>World-class Science</i>	Light It Up! Let It Rain	Flying High Full of Hot Air	DNA Spot the Color	Polishing Pennies Rainbow Float	Go! All Bandaged Up
<i>World-class Crafts</i>	Table Top Fútbol Tie Snake	Mini Globe Let's Face It	Mud Hut Missions Bank Pipe Cleaner People	Mosaic Cross Backpack Zipper Pull	Kindness Cards Traveler's Tic-Tac-Toe
<i>Globe-trotting Games</i>	South American Games	Asian Games	African Games	European Games	North American Games
<i>Runway Café</i>	Circles and Salsa Brazilian Brigadeiros	Tower Treats Pita Chips and Dip	Shades of Cake Chapatís	Leaning Tower of Chees-a English Scones	Global Cheese Balls Big Apple Mini Pies
<i>Cool Contests</i>	Guessing Game	Team Cheers	Dress-Up Day	Bible Verse Challenge	Mission Money Mania



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# Handy Helps

## On Your Mark, Get Set, Go!

A race. But not just any race. A race filled with fun clues to find. A race loaded with interesting challenges to attempt. A race around the world that's a global scavenger hunt like you've never seen.

At the same time, it's about another race. A race that began at the garden of Eden and continues until this day. A race made up of all people from all time. What race? The human race.

As we move from continent to continent in *The Incredible Race* from Answers VBS, we'll make stops at various times before, at, and after the hugely important tower of Babel incident and see how it matters greatly today.

**Day 1 Before Babel**—As the race starts, we explore the beginning of the human race and why nobody has run a perfect race through life.

**Day 2 At Babel**—On this leg of the race, we stop at the tower of Babel and check out the important and loving roadblock God provided there.

**Day 3 After Babel**—On leg three, we see how the human race developed into people groups with different languages, cultures, and physical features, but how we are still one race.

**Day 4 Babel and the Gospel**—On our fourth leg, we discover the need to yield our lives to God as he reaches out to all nations, tribes, and peoples with his love.

**Day 5 Why Babel Matters Today**—On the final leg, we learn from Babel that because God loves us, we also ought to treat others with love and respect, not prejudice and judgment.

From the minute our racers arrive at *The Incredible Race*, they'll find fun waiting to happen! The day begins at the **Checkpoint Assembly**, a supercharged opening complete with entertaining welcomes, rockin' songs, a mission moment, and prayer. Then we're off to four fun rotation sites:

**Refueling Station**, the teaching time. Here, as racers receive and accept challenges, they'll discover the tower of Babel account isn't just ancient history, but incredibly important to how we live today.

**Runway Café**, the snack spot. Racers will enjoy global goodies at this yummy spot while completing food-related challenges.

**Globe-trotting Games**, the recreation location. At this spot, racers attempt fun physical challenges of international proportions.

**World-class Science and Crafts**, the science, craft, music, mission, and memory verse spot. This location features a wide array of activities to choose from: electrifying science experiments to explore, creative crafts to invent, high-energy songs to sing, fun memory verse games to play, and mission time to investigate (for those who want to spend more time than is given during the Assembly).

After finishing the day's rotations, everyone heads back to the **Checkpoint Assembly** for the closing that includes more singing, a Creature Feature, contest results, and the greatly anticipated daily drama, which is a highlight of the kids' day. The drama features a team on *The Incredible Race* that is flying to the next race location, only to crash in the jungles of Central America at an ancient step pyramid (zigurat). Many funny adventures and epic lessons occur at this unexpected roadblock.

So grab your gear and get ready for the race of a lifetime as we embark on *The Incredible Race*. On your mark, get set, go!

### Our Goal

We are so thankful for how God has chosen to use the Answers VBS programs over the past years! But why did we decide to embark on such an undertaking in the first place, and why are we still at it, by God's grace?

Our primary goal has always been to bring God glory by boldly and unashamedly proclaiming him to a strategic group—young people! From both a biblical and statistical point of view, young people are a big deal. They're not only awesome—we love 'em!—but they're also dearly cherished by our Lord and tend to be soft-hearted toward spiritual things. Researchers generally agree most people become Christians when they're children, so it's apparent this age group is a huge mission field!

Children are loved by their Creator. Jesus said to let them come to him (Luke 18:16). We want children to come to Christ and not be hindered in any way from doing so. To that end, we combine a biblically rich VBS with off-the-chart, irresistible fun. In a day and age when content sometimes suffers, it's critically important to us not to sacrifice rich content. But it's also crucial that the most exciting book in the world not come across as boring or irrelevant. We want to reflect our creative, inspiring, joy-giving God who made laughter and fun!

So why do we do it? We want kids around the world to hear about and personally meet our awesome God and to understand how they can receive eternal life through repentance and faith in Christ Jesus. We believe VBS is a great way to introduce them to God, as it is one of the biggest outreaches of the year for most churches.

We pray you will find that every prayer prayed, every minute invested, every dollar spent, and every word spoken will bring God glory as you reach kids for Christ. Just remember—VBS is worth it! May God richly bless your VBS. We're praying for you!

## Your Role

Your role as the Game Coordinator is outlined in the following pages. Your responsibilities may include:

- Planning games for all age levels
- Gathering game supplies ahead of time
- Setting up games daily during VBS
- Running game time and/or overseeing others who are running game time
- Organizing the daily game time challenges

- Making sure key lesson themes are reinforced through the games
- Overseeing the cleanup of the game area(s) each day
- Praying over all aspects of this job before, during, and after VBS

This is *your* guide. Read it carefully and prayerfully, using our suggestions combined with the ideas the Holy Spirit brings to your mind.

So get ready! Get set! God is about to use you and your church to impact lives.

## Frequently Asked Questions

The content of *The Incredible Race* may be new to you. For a list of helpful articles on the topics covered in this VBS program, please visit [AnswersVBS.com/irfaq](http://AnswersVBS.com/irfaq).

## Terms to Know

Throughout the VBS curriculum, various terms will be used. Here's a list of some of the most common terms to know.

**Racers:** The kids at VBS. Racers are put in teams named after countries (e.g., Team Brazil, Team Kenya, Team Japan, Team Germany).

**Team Leaders:** Adults who guide the racers from place to place during VBS. No teaching is required for this position.

**Trainers:** Teachers at the Refueling Station lesson time.

**Refueling Station:** Rotation site where Bible and apologetics teaching occurs.

**Checkpoint Assembly:** Spot where everyone joins together for the opening and closing assemblies.

**World-class Science and Crafts:** Rotation site where kids make crafts, perform science experiments, sing songs, learn memory verses, and explore missions around the world.

**Runway Café:** Indoor or outdoor site where global goodies are served.

**Globe-trotting Games:** Indoor or outdoor site (outdoor is preferred) for international games to be played.

**Mile Marker Memory Verses:** Daily memory verses.

**Animal Pals:** Friendly animal mascots used to emphasize the key point of each day's lesson.

**Creature Feature:** Daily time during the opening or closing assembly when we marvel together at God's design of various thematic animals.

**Toddlers:** Ages 2–4 years.

**Pre-Primaries:** Ages 4–6 years, or age 4 through children who have completed kindergarten.

**Primaries:** Ages 6–9 years, or children who have completed grades 1–3.

**Juniors:** Ages 9–12 years, or children who have completed grades 4–6.

For multi-age K–6th teams, we recommend using the material for the Primaries.

## Top 20 Tips for Globe-trotting Games

1. Pray! Study God's Word and the VBS lessons! This is your most important preparation. Give all concerns to the Lord and watch *him* do great things.
2. *The Incredible Race* has many fun challenges built into it that are to be completed at each rotation, including the game rotation. Check them out in the Game Time Challenges section beginning on page 7. Make sure to do at least one each day.
3. Decide which games you will play. Consider the age group and the amount of time you have scheduled. Two main game possibilities are given daily starting on page 17, geared primarily for Juniors and Primaries. There are also Toddler Games (page 9), Pre-Primary Games (page 12), and Super Simple Games (page 15). Additional game ideas that can work any day are given at the end of the game guide. Keep in mind that younger kids like to do several simple games each period, as well as repeat favorite games played on prior days.
4. Before VBS, gather the game workers for a trial run. Play all the games to work out any trouble spots.
5. Invest in a megaphone for the game leader to use as a microphone.
6. Use bandanas, strips of material, jerseys, or wristbands to designate teams.
7. Use four cones, rope, or tape to designate the playing area. Use chalk if playing on pavement.
8. Change the size of the balls to make the activities easier for younger children (larger balls) or more challenging for older children (smaller balls).
9. Depending on the game, the amount of time you have, and the size and age of your group, consider setting up several games as stations and having kids rotate through them. This works especially well with large groups or young children who have short attention spans.
10. Teach children to always tag with two fingers on the shoulder.
11. Use water! Children love to get wet. Use water from buckets and get children wet with sponges, cups, or splash balls. (The football-style splash ball works great!)
  - » Note: Limit the wetness to a reasonable amount—don't get the kids dripping wet.
12. Some of the outdoor games that use water can be adapted to indoor games. Play with the same supplies except eliminate the water component and play a dry version.
13. Announce the name and object of the game with excitement and energy. The kids will pick up on how you feel about it.
  - » Example: Hey, kids! We're going to play an awesome game today called \_\_\_\_\_. The object of the game is \_\_\_\_\_.
14. Keep instructions short and simple. Expect children to be quiet and respectful when instructions are being given.
15. Do a quick tie-in of the day's Bible content using the teaching tie-in suggestions. Games are great, but games with a point are better! Make sure to have a Bible so you can read any verses mentioned in the teaching tie-ins.
16. Form teams quickly and in fun ways. Once in teams, pump them up by asking questions:
  - » Who thinks their team is going to win today?
  - » Who thinks Team Kenya will win?
  - » Who thinks Team Japan will win?
17. Have a countdown to get started.
  - » Example: Everyone ready? 5, 4, 3, 2, 1, GO!
18. Make sure everyone who is physically able participates and no one feels left out.
19. Keep children moving as much as possible.
20. Keep everyone hydrated.

# GAMES

# Shopping List

# Game Time Challenges

The daily game challenge is an important part of this year's race-themed VBS, so make sure to allow time each day to do at least one. This section gives you one quick and simple challenge that will only take a minute or two (good to start game time off with) and one quick daily relay race. Any time the team successfully completes a challenge, the team leaders circle a country on their daily score card. (Score cards are found on the Digital Resources if you want to see what they look like.) Team leaders know how the scoring works: they get a new score card each day and circle one country for every successful challenge they complete. Teams can complete one or more challenges during game time. (The other games in this guide can be adapted to earn a challenge score if you want to do more.) The racers will be doing challenges during their other VBS rotations as well.

## Day 1

### Option 1: Ten in Ten

In Ten in Ten, the leader counts to 10 in Spanish (uno [oo-no], dos [dose], tres [trace], cuatro [quat-row], cinco [sink-o], seis [say-s], siete [see-et-ay], ocho [o-cho], nueve [new-ev-ay], diez [dee-ez]), as the players try to do **10 jumping jacks in 10 seconds**. If at least half the team completes this in the allotted time, the team leader circles a country on the South America score card.

### Option 2: Race the Clock

Every day, a race idea is included that involves racing the clock. Also, each day's race has something to do with the animal pal of the day. These are fast and fun challenges.

Each class works together to try to complete the race in a certain amount of time. The amount of time allotted depends on how many students there are per team. Try each day's ahead of time to determine how much time to allot.

The Day 1 animal pal is Bo the anaconda, so today's race has to do with snakes. When the leader yells "Go!" the whole team has to get on their backs in a continuous line, making one long snake. Then the last person (the tail of the snake) should be handed a cup of water which should be passed the whole way down the line until it reaches the first person (the head of the snake). If the team completes the task in the allotted time and still has at least one-fourth of its cup of water, the team leader circles a country on the South America score card.

## Day 2

### Option 1: Ten in Ten

Today's continent is Asia, so in today's Ten in Ten Challenge, the leader counts to 10 in Filipino, also called Tagalog (isa [ee-sa], dalawa [da-la-wa], tatlo [tat-low], apat a-pat], lima [lee-ma], anim [aa-neem], pito [pea-toe], walo [wa-low], siyam [see-yum], sampu [sum-poo]), and the players try to do **10 toe touches in 10 seconds**. If at least half the team completes this in the allotted time, the team leader circles a country on the Asia score card.

### Option 2: Race the Clock

Today's animal pal is Jamal the camel, so our race has to do with camels. The team will be racing with bowls of water on their backs. Point out that camels don't actually store water in their humps, but instead fatty tissue. But for our version, we're using water because it's fun!

Place half the team at the start line and half at the finish line. Each team member gets on all fours, reminiscent of a camel. Put a styrofoam bowl of water on the backs of the first player at the start line and the first player at the finish line. On "Go!" those two players start their way toward the other line. They will pass each other at some point. When they get to either the start or finish line, transfer the bowl of water to the next two players. Continue in like manner until the whole team has gone. If they complete the course in the allotted time and still have at least some water in their bowls, the team leader circles a country on the Asia score card.

## Day 3

### Option 1: Ten in Ten

Today's continent is Africa, so in today's Ten in Ten Challenge, the leader counts slowly to 10 in Swahili, an African language (moja [mow-ja], mbili [bee-lee], tatu [tat-two], nne [nn-eh], tano [ta-no], sita [see-ta], saba [saw-ba], nane [gnaw-nay], tisa [tea-sa], kumi [coo-me]), and the players try to do **10 sit-ups in 10 slow seconds**. If at least half the team completes this in the allotted time, the team leader circles a country on the Africa score card.

### Option 2: Race the Clock

Today's animal pals are the Pup Patrol, so our race has to do with dogs. Have a basket of play dogs, either stuffed animal ones (Beanie Babies™ or other stuffed animal dogs) or laminated pictures of dogs. The goal is to get all the dogs transferred from one end of the course to the other end. Racers line up. On "Go!" the first person grabs a dog, runs down to the finish line, puts the dog in a designated spot, then runs back and tags the next person, who repeats the process. Continue until everyone has gone. If the team completes the task in the allotted time, the team leader circles a country on the Africa score card.

## Day 4

### Option 1: Ten in Ten

Today's continent is Europe, so in today's Ten in Ten Challenge, the leader counts slowly to 10 in French (un [ahn], deux [deuh], trois [twah], quatre [katr], cinq [sank], six [seese], sept [set], huit [wheat], neuf [nurf], and dix [deese]), and the players try to do **10 push-ups in 10 slow seconds**. If at least half the team completes this in the allotted time, the team leader circles a country on the Europe score card.

## Option 2: Race the Clock

Today's animal pals are Agape and Phileo, a pair of Polish mute swans, so our race has to do with working together in pairs. Have the kids pair up, and give each pair a beach ball or other ball. The pairs should stand back-to-back with arms linked and the ball between their backs. Pairs are spread out along the start line. On "Go!" each pair takes off from the start line, goes to the finish line, and runs back, keeping the ball from falling. (In other words, all pairs are doing this at the same time.) If the ball falls, the pair has to go back to the start or finish line they just left and continue on. If all the pairs complete this task in the allotted time, the team leader circles a country on the Europe score card.

## Day 5

### Option 1: Ten in Twenty

Today's continent is North America, so in today's Ten in Twenty Challenge, the leader counts slowly to 20 in English, and the players try to do **10 burpees in 20 slow seconds**. (Burpees begin in a standing position, then go to a squat position with hands on the ground, then kick feet back into a plank position, then back to a squat position, and then back up.) If at least half the team completes this in the allotted time, the team leader circles a country on the North America score card.

### Option 2: Race the Clock

Today's animal pal is Racer the roadrunner, so our race has to do with running. The team lines up behind each other at the start line. On "Go!" the first racer runs to the finish line and back. The next person goes, and so on, until everyone has run down and back. The only hitch is every member of the team must run in a different way. A few ideas are to run using just one foot (hop, in other words), run while doing arm circles, and run while counting to 10 in Spanish or English. Each player must think up his own variation. If the team completes this challenge in the allotted time, the team leader circles a country on the North America score card.

# Toddler Games

Playing is what this age group does best! While they're playing, they're learning. These games are an important part of the teaching process because they help to cement the lessons into the kids' minds in a fun way.

Consider having an outdoor play time if you have a good space for it. It's nice to break up the day and have a new location to explore. The outdoor location should be enclosed so no one wanders off. If you don't have a safe area, use tarped hay bales or snow fencing to create one. Ask church families to bring in plastic slides, big wheel riding toys, and other age-appropriate outdoor equipment.

Make sure they're labeled so they can easily be returned after VBS.

You may also want to consider having wading pools with a small amount of water for outdoor playtime. (Supervise carefully.) Make sure parents are notified ahead of time to bring swim floats, a swimsuit, a towel, and extra clothes for their child. Ask if it's okay to put sunscreen on their child, and apply it at least 10 minutes before going outside. If possible, place the pools in a shady area.

For game time, use the following suggestions or other games from the game guide. Any of these ideas may be repeated throughout the week as time allows.

## Thematic Game Ideas

### Day 1

#### Slither, Slither

Before class, set up simple obstacles in the play area, such as cones, pool noodles on the ground, and a stack of large boxes. During game time, share the teaching tie-in first, then play the game by forming a line with the whole group holding hands or all holding onto a jump rope. This connected group acts as the "snake." Have the leader be the head. Try to stay connected (holding hands) as the "snake" wiggles around the various obstacles.

#### TEACHING TIE-IN

**Bo the anaconda snake is our animal pal today. God made the anaconda the biggest snake in the world. It lives on land and in water. An anaconda can stretch out very long or curl up. We're going to play a game to pretend we're a big anaconda like Bo.**

#### Kick It!

Before class, gather some additional obstacles (besides the Slither, Slither ones) and some balls that are soft to kick. Children should be able to kick the balls over, under, around, and through the obstacles. Possibilities for obstacles include a net (or nets) and a play pop-up tunnel. Share the teaching tie-in first, then play the game by giving the kids time to kick the balls over, under, around, and through the obstacles. Take time to show them any skills you may know.

#### TEACHING TIE-IN

**Today we're going to a special place in the world called South America. Can you say "South America"? Pause. In South America, kids like to play soccer. Have you ever played soccer? Take responses. Soccer is called "fútbol" in South America. Isn't it fun to think that children in South America like to play the same game we're playing? God made them and loves them, and God made us and loves us, too!**

### Day 2

#### Stop and Go

Before class, find a picture of a camel or a stuffed animal camel. Share the teaching tie-in first, then have everyone line up at the start line to play.

**Round 1:** Every time you say "Go," hold up the camel. Everyone should move around on "Go." When you say "Stop," put the camel down. Everyone should freeze and crouch down like a camel that has stopped.

**Round 2:** Continue as before, except now a leader is "It" and tries to tag any child who is stopping when he should be going, or vice versa. Later, you can see if any children want to be "It." If tagged, the tagged child becomes the new "It."

#### TEACHING TIE-IN

**Today's animal pal is Jamal the camel. Camels live in Asia, the place we're visiting today. Asia is where the tower of Babel was built. When the people moved away from the tower because they had not obeyed God, they**

may have ridden on camels like Jamal to move to new homes far away. Let's pretend we're moving as we play Stop and Go.

### Build a Tower

Before class, collect small blocks, boxes, or other safe materials to use for building towers. The kids will work together as a group to build the highest tower they can. If the class is large, divide into two or more smaller building teams. Collect pictures of tall towers and skyscrapers around the world today. Share the teaching tie-in first, then work together to build the tall towers.

#### TEACHING TIE-IN

Let's stand and stretch as tall as we can. Do so. **Wow, look how high you stretched!**

There are towers and buildings in our world today that stretch very high into the sky. Look at these pictures. Show the pictures. But the Bible tells us of a time when some people built a tower that they used for bad purposes. A long time ago, the people on earth lived near each other. One day, they decided to build a city and a tall tower. In fact, they wanted to build the tower so high it would reach up to heaven. Do you think they could make a tower that tall? Take answers. I don't either. But they were going to try, even though God told them to spread out all over the earth. Sadly, they stayed together and didn't listen to God. Is it a good thing to listen to God? Take answers. Yes! We should always want to listen to God and obey him. One way we can obey God is to be kind to each other.

Let's be kind to each other and work together as we build towers.

### Day 3

#### Dashing Doggies

Before class, collect a variety of stuffed animal dogs. These represent the Pup Patrol. The kids will pretend they're dog trainers. Set up an obstacle course with items to represent stations the trainers go through with the dogs. Possibilities include slides to go down, toy hoops or tunnels to go through, something to crawl under, a tricycle to ride on, objects to stack, or a 2x4 board to walk across.

Share the teaching tie-in first, then begin. The stuffed dog and its child trainer will attempt to go through each obstacle together.

#### TEACHING TIE-IN

How many of you have a pet dog? Have them share pet names and their breeds of dogs. In Africa today, our animals are the Pup Patrol! They remind us that dogs can

look a bit different, but they're still dogs, and they're each special. People can look a bit different too, but we're still people, and each one of us is a special creation made by God.

Let's have fun playing with the Pup Patrol now as we take them through a race. When you go through a tunnel, your dog will go through the tunnel, too. When you walk across a board, you'll carry your dog with you. Here we go!

### Four Corners

No pre-prep is needed. Before playing, share the teaching tie-in, then play the game. To do so, have a leader count to 10 slowly while his eyes are closed. As the leader counts, the kids go to one of the four corners of the room. The leader points to one of the corners, and the kids who are standing in that corner need to say, "Jesus loves the children in Africa!" to stay in. Continue playing this way, just changing what the kids say each time, such as, "Jesus loves the children in South America!" or "Jesus loves the children in Asia!" End with "Jesus loves all the children of the world!"

#### TEACHING TIE-IN

Have you ever had to move? Take responses. When the people moved away from the tower of Babel, they went all over the world to live, and people have lived all over the world ever since. People live in every part (or "corner") of the world, and they all need to know that Jesus loves them! Let's pretend to go to the four corners of the earth and tell others about Jesus' love.

### Day 4

#### Swan Call

Before class, get a parachute or a sheet to use as a parachute. If time, print a picture of a Polish mute swan and a trumpeter swan.

Share the teaching tie-in first, then play the game.

#### TEACHING TIE-IN

Today's special animal pals are Agape and Phileo the mute swans. Mute swans are all white with an orange beak. Their necks curve and can make a heart when two are together. Hearts remind me of love. Can you think of someone who loves you? Take responses, and remind them that God loves them the most.

Mute swans are quieter than other swans around the world, like trumpeter swans. Trumpeter swans are very loud. Let's say "Hello!" very loudly, like a trumpeter swan. Do so. Now let's say it quietly, like a mute swan. Do so.

Our game today uses a parachute. We'll all hold on to the parachute and shake it up and down. Then the leader will say "Mute" or "Trumpeter." If you hear "Mute," tiptoe quietly under the parachute to the opposite side. If you hear "Trumpeter," run under the parachute, making as much noise as you can.

### Color Cross

Before class, copy crosses on different brightly colored card stock so there is a set of yellow crosses, a set of blue crosses, etc. (enough for at least one set of crosses per child). Cut them out and hide them around the playing area.

Share the teaching tie-in first, then send the kids out to each find one yellow cross. After that, find the blue crosses. Continue on, asking them to find different colored crosses.

### TEACHING TIE-IN

Today, we're going to be looking for some crosses. Do you know what a cross looks like? Take responses. What does a cross have to do with Jesus? Take responses, and explain about Jesus' life, death, burial, and resurrection. On this first round, each person needs to find just one cross and it needs to be yellow. Hold up a sample yellow cross for everybody to see. Ready? On your mark, get set, go!

## Day 5

### Roadrunner Race

There's no pre-prep needed for this game. Share the teaching tie-in first, then play the game, using the bulleted ideas or coming up with your own ideas to fit your situation.

### TEACHING TIE-IN

Our animal pal today is Racer the roadrunner. Roadrunners love to run around fast! Do you think God wants us to run around and tell others about Jesus? Take responses. Let's play a game where we run here and there and tell people about Jesus. I'll give directions, and you follow! Here we go!

- Run to \_\_\_\_ (a leader's name) and tell her Jesus loves her!
- Find people wearing red and tell them Jesus loves them!
- Find people with tennis shoes on and tell them Jesus loves them!
- Find people with brown hair and tell them Jesus loves them!
- Find people with blue eyes and tell them Jesus loves them!
- Find people wearing shorts and tell them Jesus loves them!

### Sombrero Hat Game

Before class, collect a sombrero, small objects, and Latin American music to play. Place the small objects on the brim of the sombrero. (You may need to prop up the sombrero to keep it from tilting.) Children stand in a big circle around the hat about 3–5 feet away. Share the teaching tie-in first, then play the game.

### TEACHING TIE-IN

Today's game is a game that many children who live in Mexico like to play. Do you see this large hat in the middle of our circle? It's a Mexican hat called a sombrero. On the brim of the sombrero are lots of objects and toys.

Round 1: First, I will call somebody's name and the name of an object. If I call your name, run in and grab the object, then run back to the circle. Once everyone has had a turn, go to Round 2.

Round 2: Now I'm going to call two kids to run in and grab two different objects. For example, you might say, "Kyle—apple. Rachel—ball."

Round 3: This last time, I'll call two names, but only say one object. Whoever gets the object should run back to the outside of the circle to win that round.

# Pre-Primary Games

Each day, three options are listed for the younger set. All three work with Pre-Primaries and most can also be used with Toddlers. (Some even work for the older kids!) In addition, the Toddler Games starting on page 9 are great ideas, including a daily game featuring the animal pal of the day. Because the little racers' attention spans are short, it's good to have several shorter games like these. Use one at a time, or if you have at least three leaders and twelve kids, it works well to set up three daily stations using the three options. The kids rotate in small groups from one option to the next, spending approximately a third of their time at each. You can also substitute other games in this guide in place of any of these options.

## Day 1

### Option 1: Little Feet Fútbol

Before class, create a large play space to practice the fútbol skills of dribbling and shooting (with your feet). Place two goals on the field, one on each end. You can use portable soccer goals or two cones for each goal.

Explain that fútbol is a popular game in South America. It is called soccer in the US. Give each child a soccer-like ball. Have them practice dribbling from one end of the space to the other. As they get close to a goal, they should take one shot at that goal, retrieve their ball, and dribble to the other end. Use your leaders as the goalies.

### Option 2: Angel Falls Water Play

Before class, make a water wall to simulate a waterfall by getting a waterproof background (peg board, lattice, or a piece of coroplast) and attaching various items (empty 2-liter bottles or water bottles, pieces of PVC pipe, buckets, funnels, pool noodles, or other plastic containers) to it with zip ties. Check [YouTube.com/AnswersVBS](https://www.youtube.com/AnswersVBS) to see how to make a water wall. Also gather a handful of plastic cups, a bucket of water, and a plastic tub to put at the base of the water wall.

When the kids arrive, explain that there's a waterfall in South America (Venezuela) called Angel Falls and it's the highest waterfall in the world. Our world is full of beautiful and interesting places to explore and people to care for!

Line up the kids a short distance from the "waterfall" and give each a plastic cup. They can fill the cup with water and run down to the "waterfall" where they will pour their water along the water wall.

You can play this as a relay race if you'd like, dividing the kids into two or more teams and taking turns, or just have a couple kids at a time run down to the wall and put their water on it, then run back to the bucket of water. Adjust to fit your situation.

### Option 3: Rainforest Run

Ahead of time, gather real or artificial potted plants and trees. Place a sprinkler or outdoor misting stand in the center of the play space, surrounded by the plants. Inexpensive misting stands can be purchased online or at home supply stores or can be homemade. Check online for directions on how to make one.

Explain to the kids that there is a place in South America called the Amazon rainforest. It is a jungle with lots and lots of plants and animals. And in the rainforest, it rains a lot!

Allow the kids to stand in or run through the mist. Next, ask them to go through the mist imitating rainforest animals of South America: anaconda (slither through), jaguar (run through), poison dart frog (hop through), macaw (fly through), howler monkey (move through like a monkey), butterflies (fly through), sloth (move through slowly). God made these fabulous animals and the other animals all around the world.

## Day 2

### Option 1: Parachute Games

Use a sheet or a play parachute and try the following.

**Game 1—Ice Age Shake Up:** Explain that after the flood of Noah's day, the world would have gone through a period of time when cold and snow covered a lot of it. This was called the Ice Age. Have the kids close their eyes while you place 200 cotton balls in the center of the parachute. Ask them to gently shake the parachute while opening their eyes. Shake it even harder, making it "snow."

**Game 2—Tall Tower:** Tell the racers that the people built a tall tower at Babel in Asia, and we're going to build a tall parachute where we live. Have the kids lift the parachute over their heads. On the "Down!" command, they pull the parachute down to the ground. Each child kneels on the ground on the edge of the parachute.

**Game 3—Confusion:** Have the players grasp the sides of the parachute and lift it over their heads, take two steps

in, crouch down, pull it behind their backs, and sit on the edge. All children will now be sitting inside the parachute, which you can pretend is like being in the city of Babel. (The parachute can be further inflated with air by having children scoot forward with the end of the parachute under them.) The leader picks one child to make up a silly, nonsense word. Kids can offer ideas of what they think the made-up word means. Repeat this whole process several times. Talk about how it would have been hard to understand each other when God confused the language at Babel.

**Game 4—Dead Sea Waves:** Explain that there's a salt lake in Asia called the Dead Sea. This sea is talked about a lot in the Bible. It's called the Dead Sea because plants and animals can't live in it due to the salt. The kids make Dead Sea waves by first gently shaking the parachute up and down. Next, make medium waves by shaking harder. Finally, make giant waves by shaking as hard as you can.

**Game 5—Animals in Asia:** Before playing with the parachute, talk about what animals live in Asia, the continent upon which the tower of Babel was built. Some possibilities are camels (like Jamal, our animal pal!), giant pandas, Asian elephants, tigers, king cobras, komodo dragons, water buffalo, and orangutans. Pick four kids to pretend they're an animal. Tell them the name of the animal. All other children and leaders raise the parachute as high as possible. The chosen kids go under the parachute and imitate the animal. Play a number of rounds with all children getting turns to be animals. (Note: You may want to hold up pictures of the various animals as you're talking about them. Find pictures online.)

### Option 2: Builders' Race

Place a pile of boxes or plastic cups at the start line. Divide into two teams. The first player on each team races to the building site and places his box or cup on the ground, then races back. The rest of the team continues to do the same until they use all their supplies. Explain that many buildings around the world are really fabulous, but we're talking about one this week that wasn't used for good purposes. Do they know what that one was called? Take responses.

### Option 3: Scatter Tag

The Bible tells us the people at Babel scattered. What does that word mean? Take responses. It means to move away. Play tag with everyone first all clumped together in the middle. On the "Scatter" command, everyone runs around the playing field, trying not to get tagged by "It." If someone is tagged, she must count to three with a leader in Hebrew, a language in Asia (one—echad [eh-had]; two—shtaim [sh-time]; three—shalosh [sha-low-sh]). Then she can continue playing. "It" should be a leader (or a leader and a child with a wristband on).

## Day 3

### Option 1: Pyramids of Sudan

Explain that on the continent of Africa, there are big buildings called pyramids. One country in Africa called Sudan has over 200 pyramids! The players are going to build some pyramids using 3 oz. stacking cups. Give each small group of kids some cups and let them have fun trying to stack them up pyramid style with four on the bottom, three on top of those, then two, then one.

### Option 2: Pup Patrol Match-Up

Before class, photocopy on white card stock the pictures of the African pups (found on the Digital Resources), 1 sheet per child. Cut them into cards and mix them up. Scatter all the sets around a large playing area, face down.

Show sample cards to the racers before they start and remind them that the three pups look different, but they are still all dogs, and still very much alike in many ways. That is how people are, too. We may look a bit different, but we are still all people, and still a lot alike. In fact, we're related!

The racer's job is to find matching pairs. First, he flips over a card and holds on to it as he then flips over another card. If the cards don't match, he flips both of them back over. If the cards do match, he takes that pair to the leader, who collects it and gives him either a dog sticker, a dog stamp, or a high five. Then he goes back and tries to find another match. Play continues as they try to get all three matches, or as time and interest allow.

### Option 3: Carry the Pup Challenge Course

Ahead of time, make an obstacle course that the racers and some "pups" will race through. Possible obstacles include a child's pop-up tunnel to crawl through, hula hoops on the ground to jump in and out of, a large box with ends cut off to crawl through, a play slide to slide down, a rotating sprinkler or misting station to run through, a series of pool noodles laying on the ground to jump over, and a 2x4 to walk across like a balance beam. At the start of the course, you'll need some stuffed animal dogs.

Have each player select a stuffed dog to carry through the course. They should run, hop, jump, and crawl their way through the various fun obstacles. When they finish, they can each choose a different dog and try it again!

## Day 4

### Option 1: Racing on the Autobahn

Germany is a country in Europe with a famous highway called the Autobahn. Vehicles go very fast on this road. We'll set up our own "Autobahn" and have fun driving!

There are three options for setting up the course.

1. Block off a safe section of your parking lot. Use cones to create a course for kids to ride on. Include stop signs, a gas station, and a car wash if you want to

really get into it. Borrow a variety of pedal cars (such as Big Wheels®) and push toys. If using two wheel or balance bikes, provide helmets and disinfectant to spray them after each use.

2. Provide a variety of toy vehicles kids can push through a course in the grass or inside. You can build ramps, add stop signs and gas stations, and so forth, if desired.
3. Use Match Box® or Hot Wheel® toy cars and tracks to create your highway.

### **Option 2: London Bridge Is Falling Down**

Play this classic game that is a traditional English singing rhyme. Check YouTube for video directions if you are not familiar with it. Explain that London Bridge is a famous bridge in Europe, in the country of England.

### **Option 3: Swan Scavenger Hunt**

Photocopy the animal pal swans (Agape and Phileo) onto card stock, cut into squares, and hide around your space so at least a bit is showing of each card. Racers look for swans that are hidden. Point out that their necks together make a heart. What does a heart remind you of? Remind them that God loves them and he sent his Son to the world to show his love. Say the memory verse together (1 John 4:14).

## **Day 5**

### **Option 1: Hoop Hoopla for the Littles**

The modern day plastic Hula Hoops™ were invented in North America (California) in 1958. Toy hoops are circles that don't end, just like God's love doesn't end, and our love for others should not end, either.

Gather one hoop per child. First, have kids line up behind a leader who has all the hoops. (You can also have more

than one line going if you have more leaders and enough space.) The leader calls the first child's name and grabs a hoop. The leader should throw the hoop high and far, putting a back spin on it by flipping the wrist right before release. Have the child try to catch the hoop before it stops spinning and lands flat on the ground. The child runs the hoop back to the leader and gets in line again. Continue on.

Next, give each child a hoop in a large play space. The only rule is their hoops cannot touch another child. They can roll it, toss and catch it, use it jump rope style, pretend it is the steering wheel of a car or plane as they drive, jump in and out of it, etc.

### **Option 2: Racer the Roadrunner**

Before class, make several roadrunner costumes. Check the craft guide in the Day 5 toddler section for one idea. Another is to attach feathers to frames of children's sunglasses.

Create a play space with four cones as the boundaries. Pick kids to be Racer the Roadrunner and dress them in their roadrunner costumes. Explain that Racer wants to run, run, run, race, race, and race to tell others about God and his love.

When play begins, the roadrunners will chase the other kids and try to tag them on the shoulder with two fingers. If a roadrunner tags a child, they say, "God loves you!" and give their costume to that child, who now becomes the new roadrunner.

### **Option 3: Catch It!**

Have the kids scatter out facing the leader. Use either a wet or dry sponge ball. Have the leader gently toss it to one child at a time. After the player catches it, everyone says, "Love one another!" together. Continue until everyone has had a chance to catch it.

# Super Simple Games

Each day, two super simple ideas are suggested—an outdoor and an indoor. Depending on your space, however, the outdoor games may be able to be played indoors and vice versa. Check them out and adapt for your area. These require few supplies and pre-prep.

## Simple Indoor Games

### *Day 1: Even or Odd*

Ahead of time gather small objects, like paper clips, pebbles, or marbles.

Explain that this game is enjoyed by children in Venezuela, South America. Isn't it cool how children all over the world love to play games?

Get into pairs. Each pair needs a handful of the small objects. As one player hides his eyes, the other puts some items in his hand and closes his fist. Now the player who was hiding his eyes guesses whether there is an even number or an odd number of items in the hand. If he guesses correctly, he gets a point. If not, the other player gets a point. Switch places and try again. Continue on.

An even simpler way to play is to put between 1–5 fingers up and cover them with the other hand. Then determine if there is an even number or an odd number up. Players should be encouraged to be honest on this and not try to change the number of fingers hidden.

### *Day 2: Maklot*

Kids love this fun game played by children in Israel, a country in Asia. You need three obstacles (jump ropes, sticks, dowel rods, or pieces of rope) placed on the ground about 1½ feet apart. Players take turns jumping over the three obstacles, keeping their feet together. If a player's feet touch one of the obstacles, or he separates his feet, he is out. He is also out if it takes more than three jumps to get over the three obstacles.

Once all the players have jumped, the obstacles are moved a little farther apart, and those still in the game play the next round. Continue on until only one or a small group of people are still "in."

### *Day 3: Nyama*

Nyama is one of the top five favorite games played by kids in Africa. The word *nyama* means "meat" in the African language of Swahili. Because wild animals are a part of daily life in Africa, kids enjoy playing this game that has to

do with what kinds of meat they eat. It is somewhat reminiscent of "Simon Says."

First, check the Digital Resources to see the list of animals. Read through it with the kids, noting which are animals eaten by some people in Africa and which aren't, then begin to play.

Players sit together on the ground in view of the adult leader. The leader says the name of one of the animals. (Go in random order.) Players must immediately jump up and yell "nyama" if it is edible in Africa, but should stay seated and quiet if not. Those who move incorrectly or speak incorrectly are eliminated and sit out to the side. Keep playing until a winner remains.

Note: You may want to occasionally change the motion from jumping to other things (doing a jumping jack, running in place, hopping, etc.).

### *Day 4: Crazy Travel*

Assign a leader the task of running the game. This person will call out various actions, going quickly, and everyone does them. Racers must return to their starting point to begin each subsequent action. If someone does the wrong action or doesn't start from the starting point, she is out. Use any of these or make up your own. They all deal with modes of transportation and travel.

**Run North:** Racers run to the north side of the room.

**Run South:** Racers run to the south side of the room.

**Run East:** Racers run to the east side.

**Run West:** Racers run to the west side.

**Board the Boat:** Racers drop to the floor into a plank position.

**Bike:** Racers get down on their backs and do a pedal motion in the air.

**Hail the Taxi:** Racers turn to the north, raise arms, and yell, "Taxi!"

**Submarine:** Racers get down in a squat, count out loud to 10, and stand back up.

**Board the Plane:** Racers take off shoes and put them back on (as if going through the security line).

**Red Light:** Racers find something red (anything except a person) in the room and touch it.

**Green Light:** Racers find something green and touch it (not a person).

### *Day 5: Hagoo*

This game originated with the Tlingit (CLINK-it) indigenous peoples of Alaska and Canada. *Hagoo* means “come here,” which was used as a call for a competitor to walk a laughing gauntlet without cracking a smile. Tell the children that many people in this world bring sadness and anger to others by their words, acts, prejudice, and racism. Christians need to do the opposite by bringing joy, laughter, kindness, and love that reflect the love of God for people, who are made in his image.

Divide into two teams and have them face each other standing in lines three to four feet apart. This is the gauntlet. One player from each team must stand at opposite ends of the gauntlet. At the sound of the leader's word—“Hagoo”—they bow to each other and then start walking straight ahead, staring at their opponent. In the middle, they pass each other and walk to the other end. While they are walking, the others in the lines are making faces, acting silly, and doing other things to get the opposite team's member to smile or laugh. However, they may not touch the walker or jump out of line to get in their way. Whoever makes it to the opposite end without cracking a smile earns a point for their team. It is possible that both teams can earn points by not smiling. The team with the most points at the end wins.

## Simple Outdoor Games

### *Day 1: Atrapar la Cola (Catch the Tail)*

Before class gather two handkerchiefs.

Explain that kids in Chile, South America, like to play this game called Atrapar la Cola (Catch the Tail). Divide into two teams and have each team line up to form a “snake.” Each person needs to put his hands on the waist of the person ahead of him. The last person has a handkerchief sticking out of the waist of her shorts.

On the “Go!” signal, both teams start running, keeping their hands on the waists of those ahead of them at all times. The goal is to see which team can first “catch the tail” (the handkerchief) from the other team by pulling it out of the shorts. Only the first person in line (the head of the snake) will be able to get it. Send the first in line to the end after each round.

### *Day 2: Four Corners*

As people moved from the tower of Babel, they eventually made it to all parts of the earth (called “the four corners of the earth”). It may have taken a couple hundred years to spread out that far, but they did! Now people live all over the globe, and every person needs to hear the life-changing message of Jesus' love and sacrifice for sin. This game of Four Corners is a great reminder to take that message to every tribe, tongue, and nation across the world.

To play, use four cones to make a large square playing area. One person stands in the middle of the area with eyes covered and counts loudly to 10. Everyone else quietly goes to one of the four corners. If they aren't there before the person in the middle is done counting, they're out. The person in the middle points to a corner before opening his eyes. Everyone in that corner is out. Everyone else is still in and runs to a corner of their choosing during the next 10 count. Continue until one or only a few people are still

in. Choose one of them to be the next person in the middle and have everyone start again for round two. Play as many rounds as time allows.

### *Day 3: Mile Marker Memory Verse Jump*

This game can be played any day to review memory verses. Children all over the world like to jump rope, and jumping rope dates back to the ancient Egyptians at least.

In this version, players take turns swinging a long playground jump rope while someone jumps and recites the verse. Use one jump rope for every few children.

The Primary/Junior verses are located in the course overview on the first page of this book. The Toddler/Pre-Primary verses are shortened versions of the same verses and are located on the Digital Resources.

### *Day 4: European Lawn Games*

There are many well known lawn games that originated in Europe or are famous for their popularity there. Three of them are bocce ball, croquet, and ladder ball, known as Norwegian golf in Europe. Gather sets of these lawn games and place them around your playing area. Check online for directions if you are not familiar with how to play these games.

### *Day 5: Roadrunner Race*

This game features today's animal pal, the roadrunner, and its unique feet with two toes forward and two toes backward. Team members pair up back-to-back, then hook arms. Each pair lines up at the start line. On the “Roadrunners race!” signal, all teams run to the finish line making sure their arms stay hooked and they continue back-to-back. If their arms come undone, they must start over. Teams cannot run sideways. The pair that gets across the finish line first wins.

# DAY 1

# Fútbol Survivor

## Supplies

- ❑ 1 soccer or playground ball per child
- ❑ 4 cones (to create a play space)
- ❑ Colored wristbands, rubber bracelets, jerseys, or bandanas (1 color per team, 1 per child)

## Pre-prep

Create a play area, using the cones as the corners.

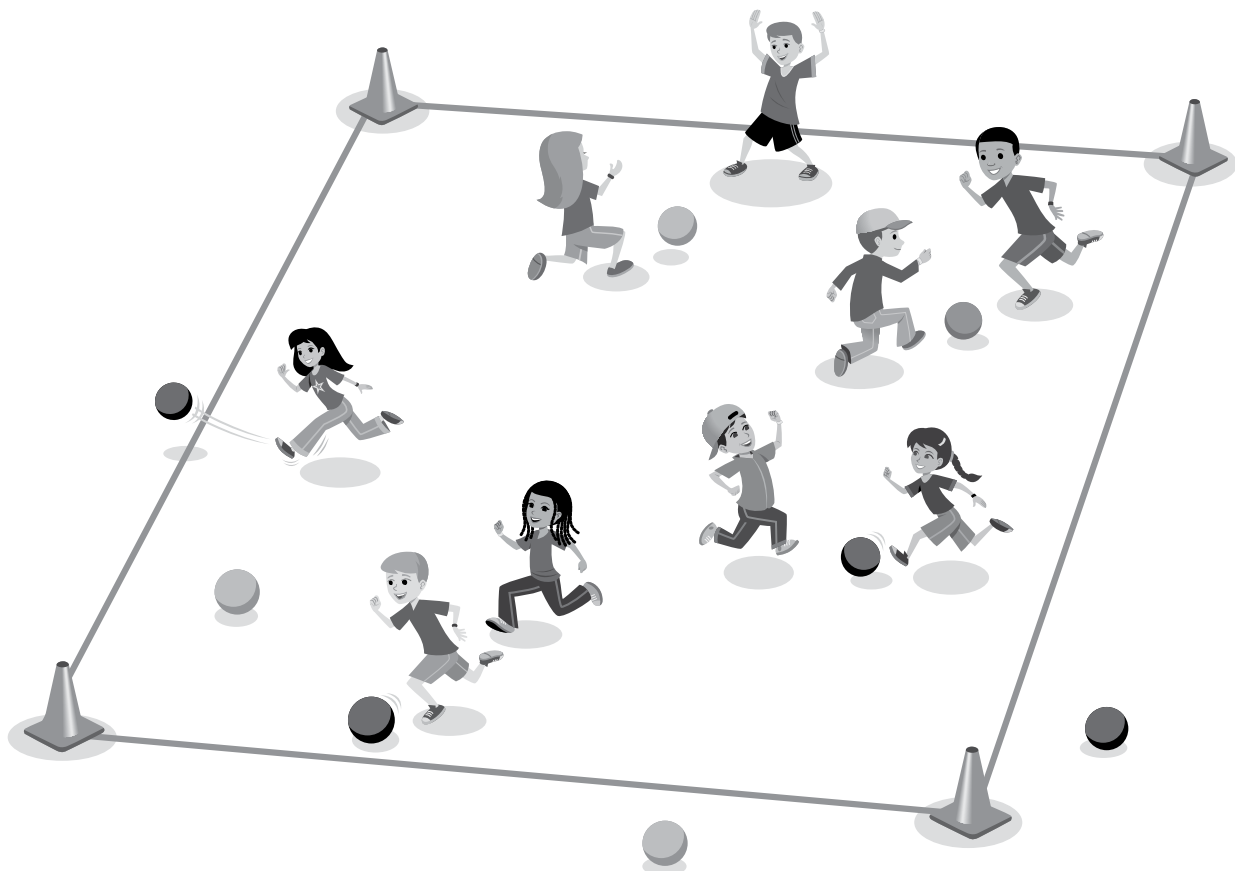
## Teaching Tie-In

Today, we're playing a very popular game in South America called fútbol, known as soccer in the United States. Fútbol is an awesome game that is played all over the world. If you traveled to Africa, Asia, or other continents, you could play fútbol with other kids. Isn't that cool that kids across the world like to play some of the same games as you?

Our version is called Fútbol Survivor. Here's how to play!

## Class Time Directions

1. Divide the kids into two teams. Have team members put on the same colored wristbands (or whatever you're using).
2. Each player stands in the play space with a ball. On the "Go!" command, the children begin dribbling the balls with their feet throughout the play space.
3. The players are attempting to kick other children's balls out of the play space while maintaining possession of their own balls. (They don't want to kick their teammates' balls out!)
4. If a ball goes out, it cannot be retrieved. That player may return to the game without his ball and try to kick other players' balls out.
5. Play continues until only one child is left with a ball.



- If you have two different classes playing against each other, the child who won can earn a score on the score card for her team if you want to do that. Tell the team leader to circle a country to signify the score.

**Tip Corner**  
 You can also play this like regular soccer (fútbol). Check online for directions if you don't know the rules.

Day 1 Overview <i>Ready, Set, Go: Before Babel</i>		
Lesson Focus		Bible Passage
As the race starts, we explore the beginning of the human race and why nobody has run a perfect race through life.		Racing Through Genesis Genesis 1–11
Mile Marker Memory Verse	Animal Pal	Cool Contest
For all have sinned and fall short of the glory of God. Romans 3:23	Bo the Anaconda	Guessing Game
World-class Science and Crafts	Runway Café	Globe-trotting Games
Experiments: Light It Up! & Let It Rain Crafts: Table Top Fútbol & Tie Snake	Circles and Salsa Brazilian Brigadeiros	South American Games

# Through the Rainforest

## Supplies

Note: Supply lists will vary depending on what you choose to put in your course. This is a possible list; tailor to suit your needs. A super fun course that's more elaborate is suggested in the Tip Corner.

- ☐ Large objects to go under, over, and around (large boxes to crawl through, chairs to go around or over, pop-up play tunnels to crawl through, fake trees to go around, cones to weave through, boards to walk on, toy hoops on the ground to jump into, etc.)
- ☐ A sprinkler or outdoor misting stand (see Tip Corner)
- ☐ Fake vines and plants
- ☐ Timer for leader (smartphone can work)
- ☐ Rope, cones, or masking tape for start and finish lines

## Pre-prep

Set up a large obstacle course that the entire group can go through. Place the fake vines and plants around the obstacle course to represent the rainforest.

## Teaching Tie-In

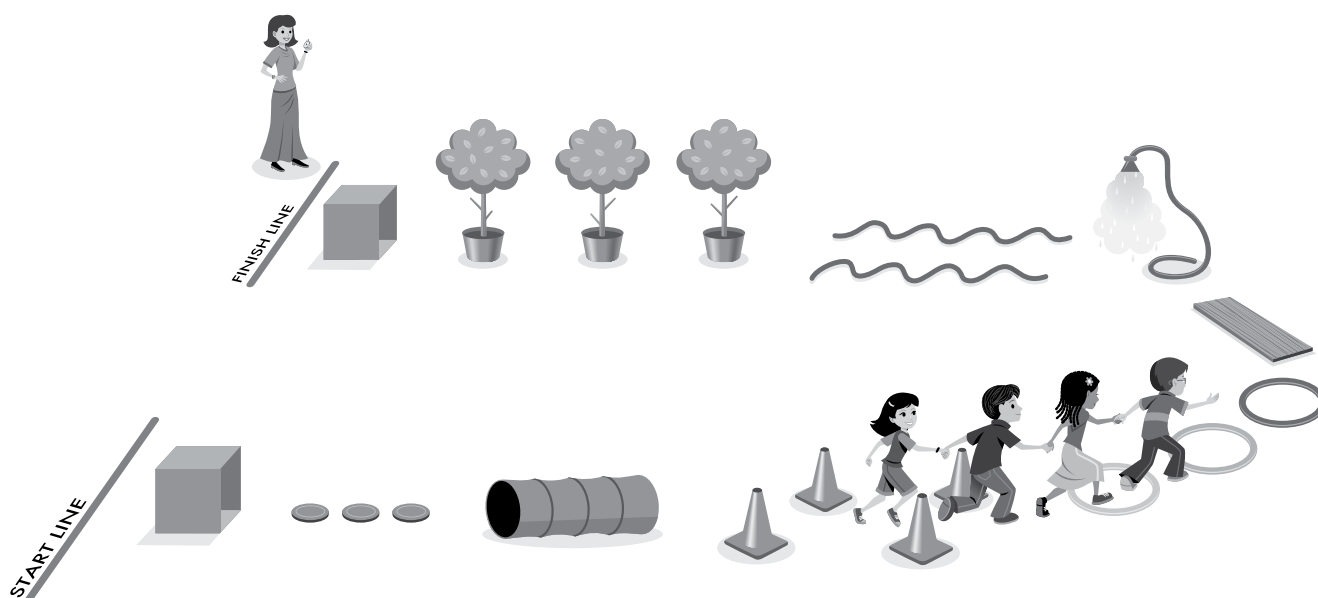
Today, we're playing *Through the Rainforest*. Many continents of the world have rainforests, and South America is no exception. In fact, South America has the largest rainforest in the world. Does anybody know

what it's called? Take responses. Yes, the Amazon rainforest. If you visited there, you would see a spectacular array of plants and animals that God has created, like the anaconda, the howler monkey, the sloth, and the poison dart frog.

Today, we're going to try a team obstacle course to get through our pretend rainforest. Before we start, we have to know how to count to 10 in Spanish. Let's learn that, and then we'll begin!

## Class Time Directions

1. Teach the group to count to 10 in Spanish (uno, dos, tres, cuatro, cinco, seis, siete, ocho, nueve, diez). If you are not familiar with how to pronounce the words, check online for an audible version, or check page 7 in the Day 1, Option 1 section. Have them do 10 jumping jacks as they learn the counting, then 10 toe touches, etc.
2. Once the counting is mastered, have everyone make a hand chain. Each person should hold the person's hand in front of them and behind them.
3. Walk the team quickly through the course so they know what to do at each spot. Go back to the start line.
4. At the "Go!" signal, start the timer.



5. Travel through the course without breaking the chain.
6. If the chain breaks, the group must stop, count to 10 in Spanish, and then continue.
7. Once they reach the finish line, check the time.
8. Try again. If they beat their first time, have the team leaders circle a country on the South America score card.

### ***Tip Corner***

- Outdoor misting stands can be purchased inexpensively online or at home supply stores. You can also look online to learn how to make your own outdoor misting stand. These are nice to use because the kids don't get super wet.
- To take this up a notch, make a course to represent not only the Amazon rainforest, but also other areas

of South America such as the Atacama Desert (one of the driest deserts in the world), a soccer field in Brazil, and Angel Falls in Venezuela (the highest waterfall in the world). Run this course as a relay, eliminating the hand chain and the counting in Spanish. At the desert leg of the obstacle course, the racers run from the start line to the finish line while holding a cup of water over their heads. At the Brazil leg, players kick a soccer ball into a goal area. Use either a play soccer goal or two cones to designate the goal area. At the Angel Falls leg, a leader stands with her back to the kids with a filled cup of water. (The leader will need a bucket of water to continually refill her cup.) Each racer needs a cup. As they come up behind the leader one at a time, the leader slowly begins to create a waterfall by dumping her cup of water over her head, toward the kids. Each player must try to catch water in his cup until his cup is half full.