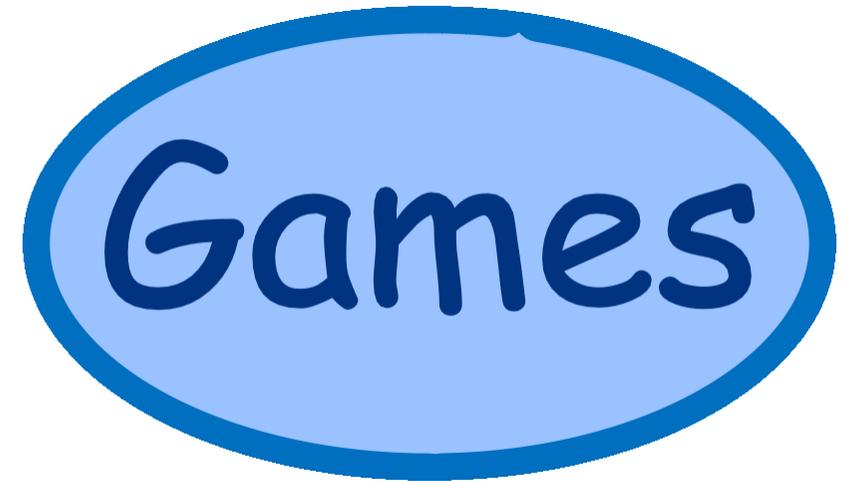
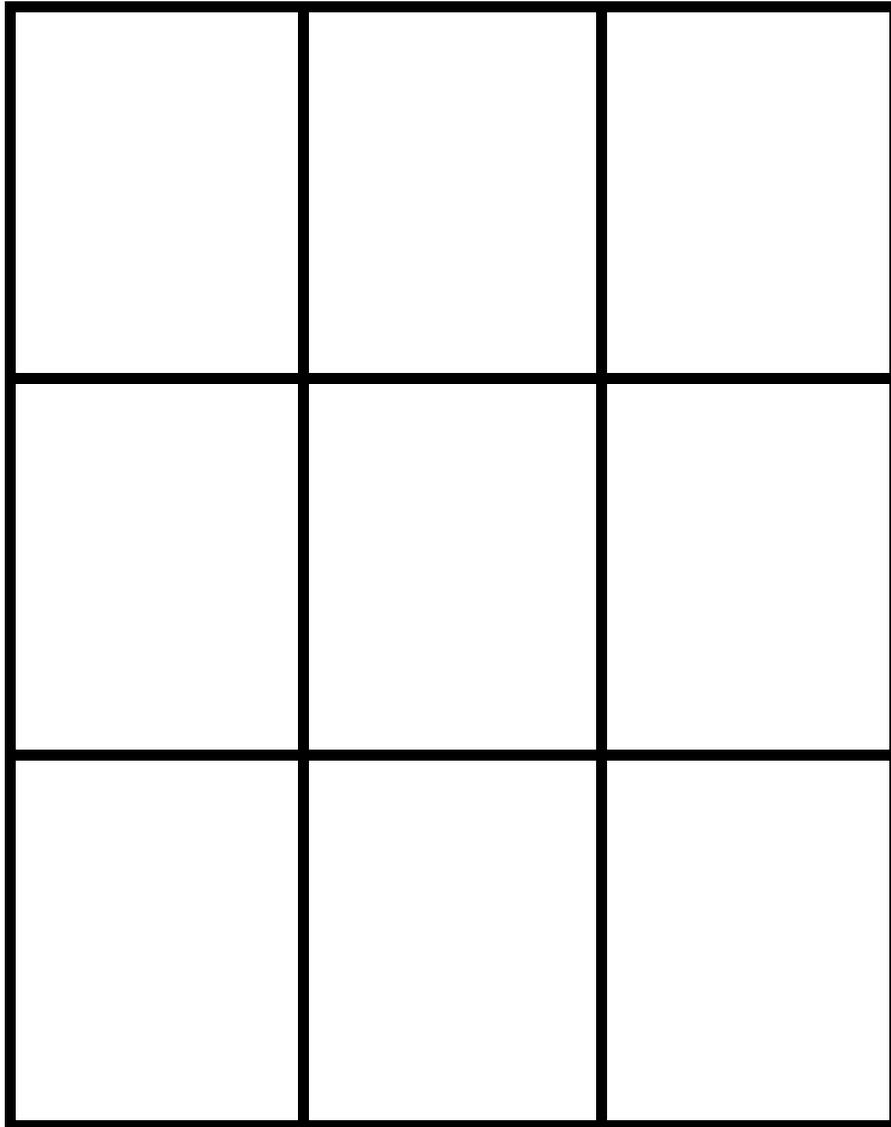


## Noughts and Crosses Board



*Simple Ideas for Games;  
to Make or play,  
for all ages!*

# Why Play Games?

Games are fun and an excellent way of enabling children to engage and learn.

Children learn and develop many skills through play, like listening, patience and taking turns, as well as factual knowledge.

Using games makes learning fun. Children need to feel safe, enjoy and participate to learn. Play is a safe environment for children to practice and develop new skills. Children of all ages enjoy playing.

Because children have a short attention span, a variety of different activities need to be available for children to choose from and use. For example free play, story, craft activities, discussions, prayers and games

Activities need to be innovative, adaptable and appropriate for all. Games can introduce new things in a fun way.

**Remember; play is about involvement and having fun.**

**Games often have a winner but this is not the most important part. Competitiveness can be an aspect of the game, and can also teach children about teams, working together and how to manage feelings and emotions. It is important to emphasise that joining in, having fun and doing your best is the most important part, not winning.**

## How Children Learn;

- Through their senses
- By imitation and copying
- By exploring and curiosity
- Repetition
- Taking part and doing
- Through playing
- Building relationships

## Basic board outline for games based on Bingo


## Basic board outline for games based on Bingo


## The Benefits of Play

### Exploration

- Aids discovery and stimulates curiosity
- Develops problem solving skills



### Energetic

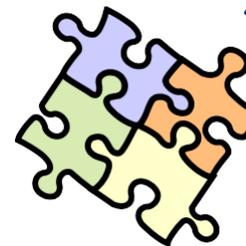
- Helps children to become energetic explorers of environment - a step towards independence.
- Helps children to develop co-ordination and control over bodies

### Skilful

- Helps children amuse themselves constructively
- Reduces frustration
- Leads to useful independent skills like dressing
- Develops new skills and increases self respect
- Learn about weight, shape and size by handling material

### Imaginative

- Helps develop thought, language and understanding
- Encourages creativity



### Puzzle it out

- Develops children's thinking skills
- Encourages curiosity
- It can be sociable; developing friendships and help learn about others' feelings

### Social

- Encourages children to learn from other people
- Develops communication
- helps learn about others' roles and feelings
- Helps the child develop friendship

# Games to Play

These are some suggestions for simple games to play . They can often be easily adapted to suit your group's needs or themes. Many stories, events and Parables from the Bible can be used as ideas for all the games.

## Ideas for "Pass The Parcel":

Using Pass The Parcel is an excellent way to tell a story or to build a scene or picture. You can control the order in which things are unwrapped, or ensure that each child is involved in creating a picture. Try to ensure there is a layer and item for each child.

Once all the items are unwrapped it gives another opportunity to retell the story or re-iterate the message.

*These are some ideas of themes you could use, though the list is endless!*

### Last Supper, meal or food,

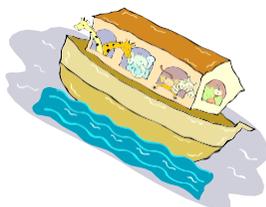
Items associated with the Last Supper or meals; plate, cup, bread, food etc.

### Build an Ark, house or Church,

Use items found in the building; the people animals or objects

### Nativity scene,

Baby Jesus is the last present to open, wrapped in gold or special paper, as God's special gift. The other layers contain items to build the scene and tell the story.



## Matching Pairs

For this game you will need many 'pairs of symbols', which are drawn or glued onto small cards. This game will work for any story or theme.

The cards are then placed face down on the floor or table. Each player takes it in turn to pick 2 cards. If they match the player keeps the 'Pair'. If they do not match, the cards should be returned to the places from where they were picked.

It is a test of people's memory skills to try and remember where the 'matching pairs' are!

The winner is the player with the most 'Pairs'!

## Snap

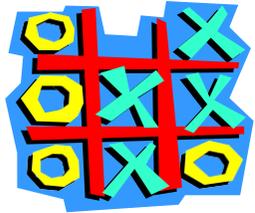
You could play snap using the same cards and pairs of symbols for the Matching Pairs game.

You will need at least 15 pairs of cards. You can use any theme; bible stories, church symbols, festivals, artefacts, people from the bible...the list is endless!

Each player places a card down in turn. When the symbols or pictures match, the first person to say 'SNAP' wins the pile of cards. The person who has most cards or has all of the cards wins!

### Other possible themes:

Prayer, (Please, Thank you and Sorry)	Feelings
The Easter Story	Noah's Ark
Nativity	Road to Bethlehem
Creation	Parables
Harvest	Abraham
Pentecost	Moses



### Games based on Noughts and Crosses

Make a game of noughts and crosses, using two different symbols from a theme or story from the Bible, like Palms and Crosses for Easter or Chalice and Paten for example.

Make 10 small squares of card. Put the same symbol on 5 of the squares and the other symbol on the remaining 5 squares. Either draw a grid ( see back for template) or make one using lolly sticks or green cane.

It is a 2 player game, each one chooses a different symbol, Each player takes it in turns to place one of their symbols in a gap on the grid trying to place 3 symbols in a line, vertically, horizontally or diagonally.

#### CRAFT IDEA

By using magnetic tape it can become a fridge magnet game.

### Fish,

Wrap a fish in each layer, or some netting , a boat or disciples

### People, feelings, or senses,

Include people of different ages, cultures or abilities. Or use pictures of faces with various expressions and feelings on; use them as discussion topics. Use pictures of different parts of the body and include the different senses..

### Creation,

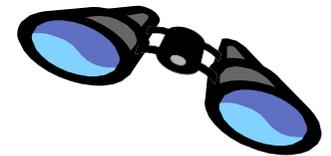
Include all the things God made, either in the order God made them, or arrange them in order after talking about it.

### Others:

Easter	Pentecost	Harvest
Animals	Other bible stories	
Parables e.g. The Lost Sheep, Good Samaritan		

### Hunt The...

Children love looking for things. You could hide almost anything! Make sure there are plenty of things to find so that every child finds something.



Stars	hands
Animals or fish	food
Crockery and cutlery	People or children
Items for a Church or house	Trees and plants
Pieces to make up a picture	Bible characters

## Kim's Game

Collect objects relating to the week's theme. Place them on a tray or flat surface. Ask the children to look at them and try to remember them. Maybe talk about each item, or use the items to tell a story. Cover all the items with a piece of fabric and ask the children to look away or cover their eyes and remove one item. When the object is hidden, ask the children to look at the remaining items and guess which one has been removed.

## Musical Games...

There are many adaptations of party games which can be played. These are a couple;

### Colours

You will need;

Some objects, 4 or 6, of different colours (like balloons, hoops or pieces of paper).

You also need identical items, but smaller, inside a bag.

Music

Space the items around the edge of the room. Play the music and ask the children to dance in the centre of the room. When the music stops ask the children to choose a different colour and stand by it. Try and ensure they don't all pick the same colour. When all have chosen, pick a colour out of the bag. That is the colour that is out! Repeat until there is only one child left...The Winner!

The game can be played with other objects,

Animals, food, symbols, pictures from stories or people

## The Lost Sheep

The shepherd is worried about his sheep, rush forward 2 spaces.

Stops to look in the bushes, miss a go go back 2 spaces to look behind the fence

Sees the water, rush forward to look...etc



## Other ideas

Bible Story Board Games.

Using bible stories, events or characters from a Bible, create a board game with discussion questions like...

'What would you do if...?'

Go forward for positive emotions and backwards for negative or hurtful feelings.

## Prayer Board Game;

I used Teddy Horsley as a the theme. There were 36 squares in total including nine squares with instructions on; 3 for Please, 3 for Thank you and 3 for Sorry.

One was a positive move and was a negative. For example; Teddy Horsley remembers to say please when he asked for an ice-cream, move forward 2 spaces.

Teddy Horsley doesn't say sorry when he hurts Betsy Bear, go back 1 space.

There was an additional square about talking to God; Teddy Horsley enjoyed the autumn colours and remembered to say thank you to God.

The instruction squares are spaced throughout the board.

## Ideas;

Parables	Easter
Colours of the church year	Characters from the Bible
Items around the Church	Items on the Altar
The Last Supper	Festivals
All about me	Different Bible stories
Animals	Christmas
Parts of a Service	Feelings

## Board Games

Divide a large board or piece of card into equal sized squares (like a snakes and ladders board) or in a spiral like stones on a path and number them.

On some, write a question or instruction for when you land on the space. Decorate the board with appropriate pictures and find some objects to use as counters.

## Ideas for The Road to Bethlehem Board Game. (Nativity)

Mary rides on a donkey, move forward 3 spaces.

Mary walks, move forward 1 space.

Mary tired, miss a go.

Donkey tired and needs a rest, miss a go.

Donkey hungry, go back 1 space.

Donkey eats a carrot, move forward 2 spaces.

Mary and Joseph hungry, go back 2 spaces.

No room at the inn, go back 2 spaces

Find a stable, go forward 3 spaces.

Stops to look in the bushes, miss a go

go back 2 spaces to look behind the fence

Sees the water, rush forward to look



## Waft The Fish

Cut out several large fish shapes out of thin paper, either enough for one for each person, or one for each team. and slightly curl the tail.

Roll up a newspaper, again one for each child or one for each team and secure with tape.



Give each person or team a fish and a wafter, and ask them to place the fish on the floor, with the curled tail upwards.

The aim is to race the fish to the end of the room without touching the fish. Either by wafting the fish or by hitting the ground behind the fish. You could have a net at the end of the room for the fish to go into.

## Where is...

You will need...

Something to find (e.g. animal, figurine like Jesus, Angel or a symbol)

Music and player

How to play...

Ask people to sit in a circle with their hands behind their back. One person needs to sit in centre of circle with their eyes closed.

When the music plays the item is passed around the circle behind people's backs. When the music stops, the person in the centre opens their eyes and has 3 guesses to find the item. If they guess correctly they swop places with the person who has the item.

If not, play again, passing the item behind backs.

# Games to Make

There are many games that can be made easily and cheaply.

They are based on games you may remember.

They can often be easily adapted to suit your group's needs or themes.

Many stories, events and Parables from the Bible can be used as ideas for all the games.

There are some 'Instant Art' books in the Resource Centres. The pictures could be used to make the games. Alternatively clip art could be used if you have access to a computer.

*Here are some ideas...*

## Games based on Beetle

Have a base board with a simple scene and build up a picture as you throw the dice. Take it in turns to throw the dice and add a character each time the number is thrown.

The winner is the child who completes their scene first. If you want a longer game then you must throw a 6 to start building your scene

### Nativity

Have the stable as a board

- 6 for the Manger and Jesus
- 5 for The Star or The Angel
- 4 for Mary or Joseph
- 3 for one of the Three Kings
- 2 for A Shepherd (have 2 or 3)
- 1 for Sheep or Animals (have 2 or 3)



## Noah's Ark

Have a blue board for the water.

- 6 for The Ark
- 5 for Noah or his Wife
- 4 for Animals (have several types, in pairs)
- 3 for The Sun
- 2 for A Dove
- 1 For A Rainbow



### Other Themes;

The Church furniture  
The Altar  
Creation  
The Last Supper  
Parables

The Easter Story  
The Feeding of the 5000  
The Wedding at Cana  
People (all about Me)  
Other Stories

## Games Based on Bingo;

You will need a game board for each person playing. Each board should have six or eight squares on it. Each square should have a different symbol or picture in it and each board should be unique though there will be some common pictures and repetition.

There is a template at the back of this booklet for the boards.

You will also need some blank squares or individual pictures to cover each square of each board. A tile of each picture is also required for 'picking'.

The tiles are placed into a bag or face down. Each player needs a board. As the tiles are 'picked' each player covers their matching square on the board. The winner is the person who has all squares covered.