Games for 3rd – 6th grade

American Eagle 15 – 20 minutes

A large area is marked off with rope or cones. Pick one of the older kids to be “it”. “It” stands in the middle of the large area with the rest of the players at one end of the marked area. “It” yells AMERICAN EAGLE and the players at one end of the marked area runs to the other end without getting tag by “it”. The players getting tag can either freeze in place with the ability to tag others that are running past, or help “it” tag others. Those who have run to the other side without getting tag has to again run to the other side when “it” yells AMERICAN EAGLE.

The last person getting tag wins that round.

Circle Soccer 15 – 20 minutes

Use two ropes to mark out two half circles. Choose two teams and line up one team along one of the ropes on one side of the circle and the other team line up on the other team on the other side. Number each player on team one 1 through whatever and then number team two the same. Put a soccer ball in the middle. You call out, “number 4”, and the two kids that have number 4 race in and try to kick the soccer ball across the opponents line. The rest of the team blocks the ball from crossing or kicks it away. The round does not end until the soccer ball crosses a line. Then the leader calls out a different number until all the numbers had a chance to kick the ball. The team who kicks the ball across the line the most often, wins.

North – Central – South America 15 – 20 minutes

Mark off a large rectangle playing area with rope or cones. One end is North America, the other end is South America and a mark off area in the middle of the playing area is Central America. Players start in the middle, (Central America). The players are told where North, South and Central America are in the field. They are also informed that when you yell North America, you need to run to North America. The last person to reach North America needs to sit out . Trickery is a big part of leading this game as you will look and step towards South America when you are yelling North America. Play continues until one player is left. Last person standing, wins.

Grab 15 – 20 minutes

A rope line or cones are used as a starting line. On the other end of the playing area, tennis balls, or whatever the players can grab, is scattered. The number of items for the players to grab is one short of the numbers of players. The players are then lined up and with a 1,2,3 go, race to the end of the playing area and grab one of the items. The one that does not have an item needs to sit out until that round is complete. After each run, one item is removed. Players then line up and race again for one of the items. The last one with an item wins.

Scurry 10 – 15 minutes

Players stand in a large circle facing inwards with one player standing in the middle. Each player is given a number. The game leader then shouts out two of the numbers and the players with those numbers run (inside the circle) to change places. The player standing in the middle must run and take the place of one the players whose number has been called out before that spot has been taken by one of the runners. If he succeeds the runner without a spot must stand in the middle for the next round.

Steal the bacon 15 – 20 minutes

Use rope or cones to make two lines at the ends of a large area. Divide players into two teams, and line them up on each end of the playing area. Players count off consecutively and told to remember their number. A dish towel or clean rag is placed in the middle of the playing area. The leader then calls out a number and the two players with that number race to grab the “bacon” and return it to his line without getting tagged by the opposing team. If the two players reach the “bacon” at the same time, there may be some sparring with fake and false starts. A time limit of 20 seconds should be set for each round.

Stop 15 – 20 minutes

One player is “it” and is given a rubber ball. The rest of the players are gathered around “it” and are given a number. “It” then throws the ball into the air and calls a number. All players scatter except the player whose number is called out. The player with that number catches the thrown ball and yells STOP. All players freeze in place. “It” then chooses the player closes to him and is allowed to take three steps toward the chosen player. ‘It” then throws the ball and attempts to hit his chosen victim. If “it” is successful, the player who got hit is now “it”.

True or False 10 minutes

Use rope or cones to mark off two ends of the playing area. Have a list of true or false statements. Line players along the line at one end of the playing area. Read a statement. If the statement is true the players race to the other end; if the statement is false everyone must stay in place. Questions can be taken from the Bible lesson or create your own from what the players can see. Example: Sam is wearing a red shirt. Or general questions, a hawk is a type of bird, being true or a zebra is a type of bird, being false.

Catch the Dragon’s Tail 15 – 20 minutes

Players are put in groups of 3 or 4 and put their hands on the waist of the person in front of them. The last player in line tucks a handkerchief, clean rag, or dish towel, in his back pocket, or belt. The groups are scattered in a large playing area and told that the first player in the line needs to grab the “tail” of the “dragon” from the other “dragons” and the last player’s job is to prevent their tail from being taken. The dragon with their tail still on wins.

Fruit Basket 10 – 15 minutes

Players are standing or are seated in a large circle. A person is designated as “it” stands in the center. The names of one fruit for every three players is given out. The player who is “it” calls out the name of a fruit. All players with that fruit must change places and “it” races to fill the spot left vacant before that spot is taken. The player without a spot is the next “it”. If you want to make life interesting, yell “FRUIT BASKET”, in which everyone must change places.

Shoe Scramble 10 – 15 minutes

Players take off their shoes and make a pile at one end of the playing area. Players are then line up at the other end. Players run to the pile of footwear, find their own, put them on and run back the starting line. The player who finishes first wins.

Shoe Kick. 10 minutes

Use a rope to mark a line. Players then line up and see who can kick off their shoes the farthest.

Barnyard. 10 -15 minutes

Give each player a folded piece of paper with the name of an animal that you would find on a farm, examples: pig, horse, cow, chicken, cat and dog. Players are scattered in the playing area. With two players given the same animal, but are instruct not to say what animal they have received. Player are then to mimic the sound of the animal given and to find the other player with the same animal. When found, they lock arms and sit down. The last players seated losses.

Hot Towel. 10 – 15 minutes

Players sit in a circle with one player chosen to be “it” who stands in the center. One of the players that is seated is given a knotted up towel which he then throws to another player who then throws it to someone else. The object of the game is for “it” to tag the person with the towel, which is difficult because the towel is in constant motion. When “it” finally is successful the player tagged is the new “it”.

Capture the Flag. 15 – 20 minutes

Two old dish towels can act as flags which are set on opposite sides of a large playing area. Player are divided into two teams. Two more ropes or cones are used to mark off the teams home base. The object of the game is for both teams to capture the opposing team’s flag and bring it to their home base. To prevent the players from standing over their flag, thus guarding to closely, make a large circle with rope and put the flag in the center. The player who grabs the opposing teams flag must run to his home base without getting tagged by the owners of the flag.

Chair Ball Confusion. 10 – 15 minutes

Players sit in a circle with “it” sitting on a stool in the middle. One of the players is given a foam, or rubber playground ball. Players sitting in the circle passes the ball to one another until “it” gets confused. Then a player in the circle throws the ball and tries to hit the stool “it” is sitting on. “It” defends the stool by blocking the ball. The player who is able to bypass “it’s” defenses and hits the stool is the next “it”.