

Grades 2-4 Get Acquainted/Community Building games

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Dice Game

Give each child a turn to toss the foam dice into the air. When the dice lands on the floor, look to see what number is showing on the top of the die. That is the question they will answer.

If the child's number is:

#1: Name a place where you feel close to God.

#2: What are all your names? Why were these names chosen for you? (first, middle, last)

#3: What's your favorite thing about coming to church?

#4: Tell a favorite birthday memory.

#5: Tell one thing you like about your family.

#6: Where is the place you feel closest to God?

Roll Call

This activity allows identification of individuals within a larger group and is good for introverts and those who are hard to draw into other activities. Participants are asked to respond to a statement by standing and cheering if that statement applies to them.

- Suggested Cheer can be "God is Good" or something like "2nd alpha is the best."
(Naming your Sunday School class name)
- Suggested statements include: Stand up and cheer if...you brought your Bible today, if you like pizza, if you were born in Nashville, if you were born in another state, if you have ever celebrated a birthday, if you were baptized in this church, if you have a pet, if you have a brother or sister, etc.
- When selecting topics, try to have a sequence that will eventually include everyone (example: stand up and cheer if you are from another state. [those people sit down] Stand up and cheer if you are from this state.)

Balloon Ball Skirmish

Form two teams, each with a captain and a retriever. Have teams sit on chairs in two rows, facing each other. Have captains sit on chairs at opposite ends of the rows, facing the center. The retriever for each team stands behind his or her team to recover the balloon if it goes behind the team.

To begin, release one balloon into the center of the rows. Team members must hold their chair seats with one hand and hit the balloon with the other, sending the balloon to their captain who gives a cheer for the team. When a retriever rescues the balloon, he/she must give it to the other team's retriever, who then released the balloon over the heads of that team. Game Debrief: Ask: "How did it feel to have someone cheering for you? What helped your team have success during the game?"

The sock game.

Circle chairs. Start throwing a sock to 1 person and calling that person by name. That person must then call another person by name and throw the sock to them. Continue the pattern of calling a name and throwing the sock to them until everyone in the circle has thrown the sock. Before you begin, caution the children to remember who called them by name and to whom they called and threw the sock.

Now speed it up, continuing to call the person's name before you throw it.

When the group has succeeded in getting the sock around the circle twice or more, add another sock after the first one so that two socks are being tossed around the circle simultaneously. If that succeeds, use three socks.

Early Bird Gets the worm.

Supplies- a stuffed worm or pipe cleaner or anything can be the worm.

Sit everyone in a circle. You begin by holding the worm and **saying**, "State your name and a pretend form of transportation of how you came to be here today. The way you came here must begin with the same letter that begins your name. For example: my name is Dianne, therefore I would state: 'My name is **D**ianne and I came here today on a **D**onkey.' Notice Donkey starts with a D as my name does." After making that statement you would then say, while passing the worm to the person on your right, 'and this is a wiggly, squiggly, worm.' Now the person on your right will do the same thing you just did only using their own name and transportation. Go around until everyone has done this. **Ask:** "Who was the first guest to arrive?" Once that is established, you hand the worm to that person and ask, "Have you heard the phrase, 'The early bird gets the worm?'"

Faith Talk questions.—

Directions: Invite children to take turns answering questions. Remind children that none of these questions has a right or wrong answer. If someone is reluctant to answer the question asked, you may offer them a chance to pass until the next question.

- Imagine that Jesus will have a meal at your house today. What will you talk about? What food will you serve?
- Tell a favorite birthday memory
- What's your favorite room at home in which to think about God?
- What's your favorite room at church in which to think about God?

Play Follow the light tag.

Place 5 carpet squares on the floor spaced out around your room. A teacher shines a flashlight on the floor and students are to follow the light. When the light beam is turned off, Children quickly get on the closest “island,” aka carpet square. Once there they will share a fact about themselves with their fellow island dwellers. Teachers call out the different categories of facts to share.

Note to teachers: If you have chosen this as your first activity as children come in, start with one carpet square and add squares as more children arrive.



Beach ball icebreaker activity

You can ask basic questions or if you know the children from previous years of Sunday School you can ask fun questions like:

- Tell us something fun you did during the summer.
- If you could be any animal, what would you be? Why?
- What are you most looking forward to this year?
- What job do you want when you get older?
- If you could travel anywhere in the world, where would you go? Why?