

Harvest Kids Handbook

The following is a handbook of activities, games, and other crafty ideas that can be used on Sundays during Harvest Kids.

Typical Harvest Kids Sunday

- **Check-in (10:30 - 11:00)**
 - 2-3 staff need
 - 1 person at check-in table
 - 1-2 people for playing games with kids entering
 - Seeds worship music playing in background
- **Snack Time (11:00 - 11:15)**
 - Creative snacks (John the Baptist snack)
- **Activity 1 (11:15 - 11:45)**
 - Games on activity list (kickball, tag games, games dealing with the lesson, scavenger hunts/nature walks)
 - Submit ideas
- **Lesson Review/ New Lesson (11:45 – 12:05)**
 - Questions on lesson taught earlier
 - New short lesson
 - Treasure box reward for correct answers
- **Activity 2 (12:05 – end)**
 - Games in gym
 - Seeds worship

INDOOR/OUTDOOR GAMES

- Hide and Seek
- Kickball
- 4-square
- Red Light, Green Light
- Simon Says
- Capture the Flag
 - Divide the group into two teams and assign each group a side of the playing field. You can either have the teams hide their flags in the playing field or just have them placed at the back line of each side. Once the two teams are ready, start the game. If a player is tagged while on the opponent's side, they must be taken to "jail". Once in Jail, players can only exit if a teammate releases them by tagging them without being tagged. Once a prisoner is tagged by a teammate, they get a free return to their side to start again. Once a team's flag is captured and brought back to the opponent's side, the game is over.
- Doggy, Doggy, Where's the Bone?
 - A student is picked as the dog and sits in a chair with his/her back to the class. An eraser or another object is placed under the chair as the "bone". While in the chair the "dog" must have his/her eyes closed. Someone from the group sneaks up and takes the bone and hides it on his/her person. Then everyone sings: Doggy, Doggy, Where's your bone? Someone took it from your home! The dog then has 3 chances to guess who might have taken the bone. If they guess it right, they switch places with the person who had the bone; if they guess wrong, they remain the dog.
- S.P.U.D.
 - This game is played with a kickball or something similar. Everyone gathers around in a close circle and someone throws the ball in the air as high as they can. Once the ball is tossed in the air, students run away from the ball as fast as they can. While the ball is in the air, the person that threw the ball or the staff calls out a person's name. The person whose name was called catches the ball and yells "SPUD!" Once SPUD is called, everyone has to stop running and hold their position. The person that caught the

ball then has 3 steps to take towards someone and try to hit them with the ball. Once a player has been hit 4 times (S.P.U.D.), they are out of the game.

- Wolf's Dinner Time
 - One player becomes the wolf and he/she will stand with his/her back turned to the others about 20 feet away. The other players call out, "What's the time Mr. Wolf" and the wolf turns to face the players and shouts out a time. (9 o'clock) The other players would then take 9 steps toward the wolf. The group will take the same amount of steps toward the wolf as the amount of hours the wolf calls out. (ex. 4 o'clock = 4 steps) The wolf will then turn his back to the group again for them to yell "What's the time Mr. Wolf". When the group comes close to the wolf the next time the group yells "What's the time.." and the wolf will yell "IT'S DINNER TIME" and run after the group who are running back to the starting line. The person caught becomes the wolf.
- Lily Pad Leap/ Ice Berg Jump (Musical Chairs spin-off)
 - Set out various news papers folded into squares and tell kids they are the Lily Pads or Ice Bergs. Have the kids run around until you shout "Here comes the hungry fish (or walrus/ polar bear for Ice Bergs). Then they have to jump on a lily pad or ice berg to be safe. When the creature says "no food here I guess" the kids know it's safe to come off, then take away one of the newspapers. Keep playing until there is a winner. Any frog or penguin that gets caught can help you catch others.
- Hen and Chickens (or whatever animal you want it to be)
 - Have two safe spots such as trees the same distance apart or different lines in the gym. One person is in the middle as the hen trying to round up her chicks. When she calls for her chicks all the kids run from one point to the other while the mother hen tries to catch them. If they are caught they have to stay in the middle and help mother hen. The last chick caught gets to be the hen for the next round.
- Freeze Tag
 - When the person "it" tags someone they are frozen. They can only become unfrozen by someone else crawling under their legs.
- Blob Tag
 - The person "it" tags people but once they are tagged they must hold hands with the person it and form a "blob". The Blob continues to try to tag people until no one is left.
- 4 Corners
 - One person is "it" and closes her eyes in the middle of the playing area. The rest of the players pick a corner of the room to go to (4 corners or 4 designated spots). After everyone has found a corner, "it" calls a number and all the kids in that corner are out. Continue until there is a winner. In bigger groups, continue until there are 6 or 8 left, then there can only be 2 people in each corner; when 4 players are left, one per corner.
- Relays (Funattic.com has tons)
 - Just be creative and think of different relays you could do.
 - Cracker Whistle Relay
 - Set up 2-4 teams depending on the number of players. The first player on each team will run to one main table, eat two crackers and then attempt to whistle. Once a player has whistled they run back to their team and tag the next player. That player will also do the same until everyone has completed the task. The first team done is a winner. Make sure you have cups of water nearby just in case someone needs a drink.
 - Dizzy Basketball Relay
 - Divide up players into teams. Give each team one basketball and one baseball bat. One player at a time from each team will go to their baseball bat, bend over, put their head on the end bat and circle it 5 times while in this position (They should be very dizzy at this point). Then they will go pick up their basketball dribble down to the hoop and shoot a basket with the ball. Once they have done this they return the ball to its position by the bat and tag the next player on the team to do the same. The first team done completing this rotation is the winner.
 - Flapjack Relay
 - Ahead of time cook up enough pancakes so that each team will have about 10-15 pancakes. Have the same amount of pancakes for each team at the starting line on a plate and another plate at the other end the course about 25-30 ft. The first member of each team is to carry the

stack of pancakes (all at once) very carefully on the pancake turner to the other plate, lay them on the plate, then return to the next player, and give them the turner. They are to go to the end of course and return the stack back to the starting plate. Keep repeating until everyone has had a turn. The first team done is a winner.

- Jelly Bean Relay
 - Each team has equal amount of jelly beans in one dish and one empty dish. You'll need enough spoons for everyone that is playing. The object is for each team to have one person at a time, move jelly beans from one bowl to the other. This is done with hands behind their back, spoon in their mouth and one bean at a time. The first team to have all members complete this task is the winner. You can use items like lemon drops (my favorite), heart candies or anything other than jelly beans.
- Fisher's of Men Relay
 - This game requires two fishing poles with wiffle balls attached to the end of the line. Divide the group into two teams. The object of the game is to catch all the "fish" by casting out the line and having the "fish" catch the ball and be reeled in. The first team to reel in all their "fish" wins.

CRAFT IDEAS (www.enchantedlearning.com, <http://amazingmoms.com/htm/craft-blog-arts-and-crafts-for-kids.htm>)

both have a lot of good ideas)

- Pop-up Cards
- Picture frames
- Make your own puzzles
- Crosswords/ word searches
- Musical Instruments (shoebox guitars, paper plate shakers, homemade kazoo)
- Water colors paints
- Flower pots (for herbs/flowers)
- Sun Catcher

YOUR IDEAS HERE: (If you have any more suggestions about activities or crafts write them in the space below)