

M.P. Wiggleworth's  
*Three-Ring*  
**CIRCUS**

*See incredible feats of faith!*

**GAMES**





Welcome and thank you for your willingness to work in games this year! In this packet you'll not only find your game instructions for the week but also lots of helpful tips and hints to make **M. P. Wiggleworth's 3 Ring Circus VBS** the best it can be and tons of fun.

## SPIRITUAL

- The best place to start is always prayer. Before you begin planning for the week of VBS spend some time talking to God about the children He plans to bring and how you can help reach each one of them. You can ask your director for a list of children who have pre-registered and pray for them by name.
- Each day, kids will watch a cartoon about the performers at the circus that will display how to begin and then show their faith in their daily lives. (You can find a summary of each story, the Bible lesson, and verse for the day on your Week Overview.) If a class has already had its lesson time, use the opportunity to ask them about it and reinforce what they learned. While several of the games directly incorporate the daily memory verses into their play, try to look for even more ways to incorporate the lesson as you might see available.
- A great way for kids to see faith in action is through prayer. While games isn't usually an area where kids are used to praying you can change that. End your time together with a quick prayer thanking God for the fun you've shared.
- While game time is meant to be a blast and give kids a chance to get out some of their energy, it is first and foremost (like all areas of VBS) intended to help children grow spiritually. Keep that in mind as you interact with the other leaders, take time to get to connect with each child, and study the Bible stories and verses during the week.
- VBS is certainly made to deepen children's relationship with the Lord, but it's also an opportunity for adults to do the same. Ask your director for copies of the lessons and devotions. You too can be reminded of some incredible truths, strengthen your faith, and be better prepared to share with the kids each day.

## EXPERIENCE

- Kids will love the fun games you teach them, but with a little extra effort you can make game time a real experience. Start by naming your game area, something like The Acrobat Arena.
- Decorating is a great way to get kids excited. You don't need much. Since most days you'll be outside try decorating the doors by making them look like the entrance to a tent, or section off your game area with colorful crepe paper and balloons. Use your imagination and the possibilities are endless.
- Creating a character for yourself is another fun way to reinforce the circus theme. Paint your face like a clown, do cartwheels like an acrobat, pretend to be a lion tamer, show your muscles like a strong man, or start off each game mimicking a carnival barker with a loud "step right up, step right up!"
- Have music playing as the kids play games. Their VBS songs are always a good place to start.



## **PRACTICAL**

- Check the registration forms each day to be reminded of children's allergy information (for example insect bites or stings).
- Always have a whistle handy to get kids' attention.
- Keep a first aid kit nearby and know what's inside.
- As the week progresses you'll know the kids better and better. Alter games so they work for you children. Remember, things don't always need to be competitive. For the youngest class sometime just doing an activity together is best.
- Rope or tape off your play area, especially if you're near a street or driveway.
- Keep beach towels on hand for children to use on the water game days.

## **NEEDED MATERIALS - EVERY DAY**

- ☐ Whistle
- ☐ Caution/Neon tape or rope
- ☐ Stakes
- ☐ Beach towels
- ☐ First aid kit



# DAY 1 - BALL TOSS AND MEMORY VERSE

## NEEDED MATERIALS

- ☐ Folding chairs x6
- ☐ Buckets x6
- ☐ Whiffle balls x6
- ☐ Sheets of paper x6
- ☐ Scotch tape

## SET UP

Write the numbers 1, 2 and 4 on the sheets of paper (two of each number).

From the location the children will be throwing, place the three folding chairs in a line, at increasing distances. \*Note: the distances can vary based on the age of the children, but the furthest chair should be far enough away that the children will not consistently be able to toss a ball into it.\* Then, place the three buckets on top of the chairs and tape the papers on the buckets, 1 for closest and 4 for the furthest. Divide the six whiffle balls in half (three per team)

## DIRECTIONS

Divide the children into two teams. Explain that an important part of VBS is learning the verse of the day, so you're going to help with that today by including the verse in the game. Go over the verse for a minute or two (long enough that the kids can recite it without your help). Reiterate the importance of memorizing it.

Then go over the rules to the game: The two teams will form a line behind the throwing area. Two children at a time (one per team) will step up to the line to throw three balls. Each made ball counts for the points listed on the bucket. Once the first child is done with their three balls, the next child is up. The first team to score 25 points is close to winning... but before they can win, each one of the team members will have to recite the verse to one of the adults. The first team to do both is the winner.

## VARIATIONS

For smaller children, adults can help with the memory verse, or you can remove the recitation portion completely. Decrease the chair distances so they are closer, or remove the graduated distances completely and play with just one bucket for each team (i.e. first team to make the ball in ten times wins).



# DAY 2 - SILLY DANCE AND MUSICAL HOOPS

## NEEDED MATERIALS

- ☐ MP3 Player or Boom Box with Kids' music
- ☐ Hoola-hoops (several) or circles constructed of thick plastic tubing
- ☐ List of fictitious silly sounding dances
- ☐ 6-10 cones

## SET UP

Make a list of the silly dances, (e.g. squirrely worm, spinning skipperoo, wild waterfall, etc.)

Circle the outside of the playing area with the hoola-hoops (the amount used will be dictated by the number of children playing the game), trying not to place any two too close together. Roughly circle the inner-area with cones to establish another boundary, trying not to place them too close to the hoola-hoops, but also leaving enough room for the entire class to move around.

## DIRECTIONS

This game is a variation of musical chairs.

When the kids are ready, put them in the center of the playing area and explain the rules: when the music starts, you will call out the name of a dance. The kids will then have to dance however they feel the dance would go. Since the dance is made-up, there is no right or wrong way to dance, they just have to do their best and try. Some of the kids may be shy at first, so continue to encourage them and even declare that at the end of the game, the adults will pick the best dancer of the class (small prize may also be awarded).

During this time try to keep the kids in an "inner area" to prevent them from drifting too close to the hoola hoops.

When the music stops, the kids have to run to one of the hoola-hoops, and if they are the last one in a hoola-hoop, they are out. Keep removing a hoop until only one remains. Last one left is the winner.

## VARIATIONS

For larger groups double up two kids to a hoola-hoop early in the game.



# DAY 3 - RUBBER DUCK RACES

## NEEDED MATERIALS

- ☐ Rubber duck racetracks (instructions below) x 3
- ☐ Light weight rubber ducks (~5-6 ounces) x 3
- ☐ Water guns x 3 (the type shaped like a tube with push and pull plunger will work best)
- ☐ Large bucket

## CONSTRUCTION

To construct the “rubber duck racetrack”:

- Purchase three 10’ vinyl half-round gutters from your local home improvement store, along with six vinyl half-round endcaps.
- Place the end caps on the gutters and caulk around the seam to prevent leaking
- To prevent rolling of the race tracks, using construction adhesive glue the three tracks side-by-side on two lengths of 2x4 lumber placed 2 feet off center, ensuring there is enough space for three children to stand next to one another.
- If time allows, spray paint the gutters with light blue paint to maximize water effect.
- Paint / draw / tape a black line at the end of the track to signify the finish.

## SETUP

Place the racetrack assembly on a long folding table and fill with enough water that the ducks can float freely.

Fill the large bucket with plenty of water, which will supply the squirt guns during the races.

## DIRECTIONS

The children will be given the three water guns. After the start has been announced, the children will try to push the ducks down the raceway and whoever’s duck crosses first is the winner. To heighten excitement, announce the race just like at the carnival!



# DAY 4 - "SIMON SAYS" OBSTICAL COURSE

## NEEDED MATERIALS

- ☐ Pool noodles
- ☐ Stakes
- ☐ Tunnels
- ☐ Large 4x4 to use as a balance beam
- ☐ Cones
- ☐ Limbo bar
- ☐ Similar objects that may be fun to include in an obstacle course

## TO DO AHEAD

Set up an obstacle course with any or all of the following: pool noodles bent into arches (and stuck in the ground with stakes) as hurdles, tunnels or large boxes to crawl through or jump over, 4x4 board as a balance beam, etc. It helps if the course loops back on itself and finishes at the starting line.

## DIRECTIONS

Arrange the children into a line at the start of the course. First, explain that this is an obstacle course, and take a moment to demonstrate each obstacle and how to navigate through it. Then tell the children that since today's lesson is about obedience, there is an added twist: they will receive an instruction at the beginning of each round and they will have to go through the course according to that instruction.

For the first round, let them go through normally. Then for the second round start introducing new ways to go through. Some examples can be crawling, hopping, or holding hands with a partner.



## DAY 5 - VERSE SEARCH AND SAY

### NEEDED MATERIALS

- ☐ Balloons (large quantity)
- ☐ Laundry baskets x2
- ☐ 5 Gallon bucket (or similar sized container) x6 or 8
- ☐ Sharpie marker

### TO DO AHEAD

Inflate the balloons to between the size of a baseball and a softball (size does not have to be exact or consistent). Then, using the marker, write the week's verses out on the balloons (one word per balloon unless the verse is long, then a few words on each).

Place each team's set of buckets at one end of the playing area opposite from the starting line, side-by-side, ensuring that the two sets are at least five feet apart from one another. Fill the containers mostly with the unwritten balloons.

Place two empty laundry baskets back at the starting line, one for each team.

### DIRECTIONS

Start by splitting the class into two teams. Explain to the entire group that you will be using all of the verses from the week's lessons in this game, so they need to pay attention and remember them to win.

Proceed by having one adult choose one set of balloons with a verse on it and go over that verse with one of the teams for a minute (to refresh their memories). Have another adult do the same with the other team. Once finished, place the verse balloons into the containers at the other end of the playing area and mix them up so they are hidden throughout the unwritten on balloons. When you say go, one member of the team will run down to the first container and find all the balloons that have a portion of the verse on them. Once they have found them all in the first container, they will run back to the start with those balloons and place them in the empty laundry basket. The second person will then do the same at the second container, and so on, until all the containers in one set have been searched.

After the last container is done, the team will get together and sort out the words for the verse. The first team to successfully put the verse together wins. Run the relay several times with different verses to ensure everyone has a chance to search the baskets.

### VARIATIONS

For younger ages, replace the balloons with verses on them with balloons that have smiley faces, crosses or similar drawings. Only place one balloon per bucket. The team who finds their balloons first wins.