

USING GAMES AS A TEACHING TOOL

By Brent Randall

I. THE PURPOSES OF GAMES

1. As a _____
2. For _____
3. As _____
4. As _____
5. The _____

II. THE CHARACTERISTICS OF A GOOD GAME

1. The _____ of the game is very _____ to the _____.
2. It involves the most _____ possible without creating _____.
3. It is _____ to _____, as it keeps everyone's _____.
4. The _____ is _____ throughout.
5. It is _____ - _____ and _____ - _____.
6. It features _____ playing throughout.

III. IDEAS TO USE WHEN PLANNING GAMES

1. _____ game with _____ prior to playing.
2. Have all _____ ready; you should not have to do any _____ once started.
3. Always try it out _____.
4. Getting _____: Names from a _____ is the best way
5. In a large _____: already have kids _____ and _____
6. Use _____ in some cases: kids LOVE to watch.
7. Make _____ VERY clear to players. _____.

IV. GAME PITFALLS

1. If not well-planned, _____
_____ can occur.
2. A game can easily lose the interest of the _____ while only a _____ have fun.

3. If a game goes too long, you can lose the _____ of your _____.
4. If a game goes too long, you can also lose the _____ of your session.
5. Beware of _____ games: they sometimes reward only the sharpest, _____-_____ kids in the room.
6. Allowing players to _____ will cause _____.
7. Staffers and helpers must be in _____ with the _____.
8. Beware using _____ vs. _____ as teams: sometimes _____ or _____ are out of balance, giving one side the edge. Mixed teams are much better.
9. Relay races: If a relay race has a contestant that just _____, _____, HELP her.
10. Safety issues: beware of _____ or _____-_____ type accidents.

V. SCRIPTURE MEMORY GAMES

1. _____ Race
2. _____ Toss
3. _____ Pop
4. _____ Hunt
5. _____ Games

VI. MY ALL-TIME FAVORITE GAMES

1. Pizza _____
2. _____ Relay
3. _____ Rope
4. _____ Search
5. Musical _____
6. _____ War
7. _____ the _____
8. _____ Roll

VII. TIME-FILLER GAMES

1. _____ - _____
2. _____ (Use terms from lesson)
3. _____ (Use theme of the class)
4. _____ : items in one's possession