



Games list and Resources kit list

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Games list

The purpose of this document is to remind you of games that you may already know, and help you to think through what games would be appropriate in each situation. I personally have played all the games in one context or other, and often in the small spaces and group sizes indicated. It is a good idea for you and any co-leaders (if you have them) to join in where there are low numbers of children, though not in any games that require physical contact with the children. The age limit is the LOWER age that the game is suitable for, and is given as Key Stage (KS1 = 5–8, KS2 = 8–11, KS3 = 11–14). Always check with a teacher that you can move tables etc around.

Please be aware that there is always a risk involved in playing even the most innocent of games, but don't let that stop you from having a go. Controlled risk is part of growing up and learning for children. Be aware of the abilities of the children and make any game a positive experience. Even if children are 'out' they should be encouraged; perhaps play another game straight after where the loser of the first game is a key part or gets first go. Games for younger children are generally non-competitive. Please be sensitive concerning 'touching' games (tag for instance) when being played with children from other cultures and faiths: sometimes it is inappropriate to permit physical contact between boys and girls or between any children. If a child does not want to join in, encourage but do not force them to. Seek advice from teaching staff if you are unsure. In the end, you are the person who knows the situation and the children, and the responsibility is your own for deciding whether or not you choose to use the suggestions made, and for ensuring that suitable precautions are taken.

Newspaper games	Age	Minimum group size	Minimum space req'd
1. See who can rip the longest piece of newspaper.	Any	Any	Any
2. Rag hockey. Two teams are arranged and numbered in two lines, with a 12-foot-wide gap down the middle. Player number 1 on one team should be opposite the highest numbered player on the other team. Two chairs are placed at either end to create goals. Rolled newspaper 'sticks' are placed centrally, either side of a ball or balloon. On a call of '1' the player 1s rush out, grab the nearest stick and attempt to play one-on-one hockey to get the ball through the chairs of the correct goal. If it goes outside of the lines it is out of play and they return to their lines.	KS2	10+	Hall or large classroom
3. Musical newspapers. Sheets of paper spread around the floor, play music! When the music stops everyone jumps on the sheets. You can have more than one child on each sheet. Each time the music stops at first remove whole sheets, then start tearing bits off the paper. Children stay in as long as their feet are not touching the floor (well, only through the paper!) It's fun to watch them squeezing on, and they are surprisingly cooperative and big ones help small ones.	Any	5+	Classroom, furniture pushed back
4. Hats. Make paper hats out of the newspapers. Have a hat-judging competition at the end.	Any	Any	Classroom

Newspaper games	Age	Minimum group size	Minimum space req'd
5. Flapping fishes. Divide kids into teams of no more than five (otherwise it takes too long and they get bored). Cut out a fish from a piece of toilet paper or newspaper. Give five sheets of newspaper, folded, to each team. A rope marks the start line and a plastic cup, chair or rope indicates the finish line. Relay race by using the newspaper to flap the fish shapes to the marker and back. If necessary they can pick up the fish and run back.	Any	6+	Classroom, furniture pushed back
6. Indoor snowball fight. Great use for when you have used all the newspapers. Screw them into small snowball-sized balls and make sure that each person has between two and five balls. Split the group into two teams. You can either hang a rope or string between two points, such as chairs or tables, or just use a rope stretched along the floor. The teams stand either side of the rope similar to a game of volleyball. On the given signal all the balls are thrown into the opposing team's half (they can aim at the other team if they wish, it makes no difference to the scores). Any balls that fall into a team's half may be picked up and thrown back again. Allow the game to continue for no longer than two minutes before calling a halt to the game. Count up how many balls lie on the floor or are being held by each team. The winning team is that which has FEWEST balls (ie the team that threw the most) on their side. Award the winning team one point. Play as many times as you like.	Any	8+	Classroom, furniture pushed back Note: watch for balls going under tables etc, that children do not hurt themselves scrabbling around for lost balls

Ball games	Age	Minimum group size	Minimum space req'd
If playing any of these games indoors where there are breakable things or windows, use a soft ball or balloon.			
1. Murder ball. Mark two 'bases' at either end of the playing area. They can be hula-hoops or a similar size space formed with ropes. The teams face each other at either end of the playing area and two balls (not balloons) are thrown in the air. Teams rush the balls, and attempt to get both balls into their own base. Make up your own safety rules.	KS2	10+	Hall
2. Down on one knee. Classic game, played in a circle. Leader stands in the centre and randomly throws the ball to a person in the circle. If that player drops the ball they have to pay a forfeit – namely going down on one knee. If they catch the ball next time they can get up again but if they drop the ball again they must go down on two knees. The order is: one knee, two knees, one elbow (and two knees),	Any	5+	Classroom, furniture pushed back

Ball games	Age	Minimum group size	Minimum space req'd
two elbows, out. After catching the ball the player can move back to the previous position. The leader should make it as easy as possible.			
3. Dodgeball. Two players are throwers, everyone else runs from end to end of the playing area. When they reach each end they must either put their hand on the wall or cross a rope that marks the edge of the playing area. When the throwers shout 'Dodgeball' they throw the balls at the other players, below waist height. If a player is hit they are out. When holding the ball the thrower may not move.	Any	6+	Hall
4. Dodgeball variation 1. Those who are out stand still where they were caught as an obstacle to other players. For a further variation, players who are out become part of the throwers' team and can throw the ball between each other; however they are not allowed to move, only the original throwers are.	Any	10+	Hall
5. Dodgeball variation 2. Create a circle of rope, large enough for people to run in (about 20 feet across). Throwers are on the outside of the circle and not allowed to enter it. Other players are inside the circle and are not allowed outside. Throwers try to hit those in the middle. When someone is caught they join the throwers. If the ball is 'trapped' in the circle, then one thrower may retrieve it (but not throw until they are outside the circle again).	Any	6+	Hall
6. Dodgeball variation 3. Players form snakes of 8 or more players. Throwers try to hit the rear of the snake (not any other player). When caught, the player on the back becomes a thrower, and the thrower becomes the new head of the snake.	KS2	16+	Hall
7. Dash. Form teams with no more than five players per team. Two beanbags per team are placed in the middle. Team members are numbered one to five, and teams are positioned around the hall or playing area. They have their own bases formed with rope or masking tape. TEAMS MAY NOT GUARD THEIR BASES. The leader shouts a player number eg 'One' and all player ones run out to grab a beanbag from the centre. Once all beanbags are gone they may 'steal' from another team. Only one beanbag may be carried at any one time. Restrict each round to just three minutes. This game can be played also with shoes instead of beanbags.	KS2	16+	Hall

Relay games	Age	Minimum group size	Minimum space req'd
In relay games teams form lines, preferably with no more than ten per line otherwise children get bored waiting. Place ropes to mark the back or front of the line, so that as each player moves to the back / front of the line, the team shuffles forwards / backwards to stay at the rope marker. For all except the last game, the winning team is the one where the first player returns to the first position.			
1. Overhead balloon pass. When the balloon gets to the end, the back person runs to the front.	Any	10+	Classroom, furniture pushed back
2. Over under. As above, but the balloon goes over heads and under legs alternately down the line.	Any	10+	Classroom, furniture pushed back
3. Put a marker about 20 feet away from the teams. Each player runs to the marker and back to the line. Variations: run, hop, jump etc; carry something (egg and spoon is classic); run with a balloon between the legs.	Any	10+	Classroom, furniture pushed back
4. Fun teenage variations. Pass a matchbox from nose to nose. Pass an orange under the chin. Or try this: put a blob of lipstick on the nose of the front person, who then rubs it on the nose of the one behind, who does the same going backwards... but if the lipstick runs out then the front player needs to rub noses again with number two... and the lipstick is passed down the line again. The winning team is the one who gets the blob of lipstick to the back first.	KS3	10+	Classroom, furniture pushed back

Toilet roll games	Age	Minimum group size	Minimum space req'd
1. Form relay race lines. Pass the toilet roll under the legs of all players, and then over the heads of all the players. Repeat until all the toilet roll is used up. If it snaps all toilet roll is removed that has already been used, and they start again. Winner is the team with the least toilet roll on the floor, or else the team with the longest unsnapped piece.	Any	8+	Classroom
2. Mummy game. Played in teams with a toilet roll each, they wrap one player from each team in toilet roll. The winning team is judged as the best wrapped mummy.	Any	4+	Classroom

Shoe game	Age	Minimum group size	Minimum space req'd
Odd one out. Everyone puts one shoes in the middle (the	Any	10+	Classroom

Shoe game	Age	Minimum group size	Minimum space req'd
other shoe should be put to one side) and players stands in a circle some distance from the central shoes. One to five shoes, depending on size of the group, are removed from the centre. The leader shouts 'go' and everyone dives for a shoe. Those without shoes are out. Repeat until there is a winner.			

Balloon games	Age	Minimum group size	Minimum space req'd
1. Balloon volleyball. Use string as a net. Use more than one balloon! Points are scored when the balloon hits the floor of the opposing team.	Any	6+	Classroom, furniture pushed back
2. Use wool or string to tie balloons to the ankles of players, with about a 24 inch piece. Play as teams or individually. On 'go' the players try to stamp on each others' balloons. The winner is the last player or team with a balloon still inflated. When a balloon is popped the wearer sits down.	Any	6+	Classroom, furniture pushed back
3. Get hold of old pairs of over-sized adult trousers. Have a child put the trousers on and everyone else sees how many balloons they can push into the pair of trousers. Played as a team game give everyone three minutes to stuff as many balloons as possible. Winning team is the one with the most balloons. Alternatively use XXL T-shirts or shirts. As a non-contact variation, push balloons into pillow cases or black sacks. As a finish to the game, the person who has been 'stuffed' can roll around trying to burst the balloons. This can be for bonus points to the first player to burst all their balloons.	Any	4+	Any

Playing card game	Age	Minimum group size	Minimum space req'd
Two packs of playing cards are thrown into the air. Players compete either as teams or individuals trying to find matching pairs.	Any	6+	Hall

Hunt the...	Age	Minimum group size	Minimum space req'd
1 ...Elephant. Pre-cut elephant shapes about 3 inches wide and hide them around the building. Kids hunt the elephants. The winner is the one with the most. Play in teams or solo. Use different colours, eg blue worth 1 point, orange worth 5	Any	4+	Classroom

Hunt the...	Age	Minimum group size	Minimum space req'd
points. Make fewer of the higher value elephants. You can use anything really to hunt like this, eg for Valentine's Day use hearts.			
2 ...Penny, thimble etc. Classic game. Children hide their eyes or even go into another room whilst the leader hides the item.	Any	3+	Classroom
3 How green you are. A strange variation on the classic game of 'Hunt the thimble'. One person leaves the room whilst the object is hidden in the sight of everyone else. When the person comes back into the room everyone starts to sing 'How green you are, how green you are, how green you are, how green!' over and over, to the tune of 'Auld Lang Syne'. As the person walks further away from the object, everyone sings more quietly; as they walk closer to the object everyone else sings louder until the object is found.	6+	4+, but the more the merrier!	Any indoors space

Non-prop games	Age	Minimum group size	Minimum space req'd
1. Fish and rocks. Divide players into four teams and three catchers. The corners of the rooms are bases (though not allocated to specific teams). The four teams move to the corners of the room and are given fishy team names (eg whale, cod, haddock, plaice). Catchers are in the middle. The leader shouts two or more team names, eg cod and whale, and those teams try to swap places without being caught by the catchers. They are considered 'safe' if they put their hands on the wall at the corner base, or you can use a cone or chair as a marker. If a player is caught they must sit on the floor where caught, and they become a rock. A fish may put their hand on a rock and when they do they cannot be caught. However there is a time limit, and if they are still in the middle and not at their base when time runs out, they are considered caught. About 30 seconds is good.	KS2	16+	Hall
2. Bounce! Have the little ones bounce on the spot and then shout out 'stand on one leg' – pause, then start them bouncing again. You can shout out such things as 'hands over ears', 'close eyes', 'tongue out', 'hands on head', 'look like a monkey'. Loads of fun and giggling!	KS1	4+	Classroom, furniture pushed back
3. Where is it? Sit in a circle, hold a small item (a ball of crumpled paper is best for little ones as they can see it easily). Have someone go out of the room. Pass the object to one of the children. Now the children pass the object to	KS1	6+ (ideally 10)	Classroom, furniture pushed back – hall for large

Non-prop games	Age	Minimum group size	Minimum space req'd
the person next to them in the circle. At the same time everyone else pretends to pass the object in the circle. The volunteer comes back into the room and stands in the middle of the circle. They have three guesses to say where the object is. For competition, see who can guess quickest.			groups

Tag games	Age	Minimum group size	Minimum space req'd
In these games there is always at least one catcher, and everyone else are players. Tag points on the body should be not above the shoulder or below the waist. Please be aware that children from some cultures might find playing these games unacceptable. Seek advice if you are unsure.			
1. Stuck in the mud (AKA scarecrow tag). If caught, the player stands legs apart. They can be 'freed' and rejoin the game if one of the other players crawls through their legs. If this is unsuitable (eg if there are girls wearing skirts) then you can duck under arms.	KS1	10+	Hall
2. Simple tag. One or two people are catchers, and chase everyone else until all are caught. Those caught sit to one side.	KS1	6+	Hall
3. Chain tag. Form chains of four or five people. The lead person of each chain attempts to catch the tail person of another. When that person is caught, they move to the front of the chain that caught them.	KS1	10+	Hall
4. Chain tag 2. Two people are catchers, holding hands. When they have caught someone, that person joins their chain. The chain can split into pairs when there are four. They can now work in two teams, adding to their chains. Each time they make a chain of four they can split to make two chains. This is a great non-competitive game and everyone is continually involved. Weaker players are able to work in teams to catch stronger players. It is rare for any game to last more than five minutes.	KS1	10+	Hall
5. Duck and goose. Players sit in a circle. One player walks round the outside of the circle, tapping each other player in turn on the head and saying 'duck'. They keep doing this until they choose someone to chase them, when they shout 'goose' and then run in the same direction as they were walking. They are pursued by the player they chose. If caught, they are on again. If they get back to the space in the circle first, they sit down and the chaser takes over	KS1	10+	Hall

Tag games	Age	Minimum group size	Minimum space req'd
walking round the circle.			

Detection games	Age	Minimum group size	Minimum space req'd
1. Thief. Players sit in a circle well spread out. One end of the hall is chosen as the place to run to, and a set of keys or similar is placed in the centre of the circle of the players. One person goes out of the room, the detective. Quietly, the leader chooses a thief. The detective comes in. It is a strict rule that the detective may not enter the circle, but must walk around the outside of it. When he thinks it is safe to do so, the thief steals the keys and tries to make it to the wall without being tagged. A new thief and detective are chosen each time.	KS2	8+	Hall
2. Wink murder. A classic game. As above, but when the detective comes back in he stands in the middle of the circle. The chosen person winks at the other players in the circle who 'die' as dramatically as possible. The murderer tries to kill as many people as possible by winking at them (blink for small children) without being identified by the detective who has just three guesses. For a more complicated game for older children, add 'zombies'. The murderer can choose to create a zombie by winking twice at someone. A zombie can kill other players but not create further zombies. If the detective identifies a zombie, they shout 'zombie!' and die, but the detective still has to identify the real murderer.	Any	10+	Classroom
3. Guess who? Have everyone sit in a circle. Choose one person to be on; they sit in the middle of the circle and are blindfolded. Point to someone else in the circle who walks up to the blindfolded person. The blindfolded person then tries to guess who the person is in front of them by GENTLY feeling their face and hair. Please be aware of appropriate contact in this game.	Any – best kept to groups of a similar age	6+	Any

Classics	Age	Minimum group size	Minimum space req'd
1. Pirates. The hall or playing area is marked as bow, stern, port, starboard. When the direction is shouted players run to the appropriate area. Additional directions are: climb the rigging (climbing action), scrub the decks (scrubbing on the floor), rats (loud squealing and running around), man	Any	16+	Hall

Classics	Age	Minimum group size	Minimum space req'd
overboard (grab someone else), captain's daughter (strike a model pose and say ooooooh). There are loads of variations that some players are bound to know – just ask.			
2. Ladders. Two teams, numbered in parallel in pairs. Players sit together in pairs with their feet touching. A marker or chair is placed at either end of the playing area (a hall works best). Make sure there is some room between pairs of players, at least enough to step in. When a number is shouted that pair jump up, run towards the first marker over the legs of the other players, touch the marker and then run back again down the outside of the lines to touch the second marker, then back over the legs again (up the ladder once more) back to their places. The first of the pair of players back to their place scores a point for their team. More than one pair can be called at one time. Important: you must take adequate safety precautions – stamped fingers, damaged legs, trips and falls are normal in this game. Best played on grass. Girls should be wearing trousers. Please note this game is not suitable for schools. There is a high risk element and there should be a high ratio of adults to children to watch for potential incidents.	KS2	10+	Classroom, furniture pushed back – hall is better
3. Cabbages and cauliflowers. A rope is placed in the centre of a large hall dividing two teams, each player paired with an opposite of a similar size on the other team. Everyone stands with one foot on the rope. One team is cabbages, the other is cauliflowers. The leader calls either 'cabbages' or 'cauliflowers'. The team called runs towards the wall on their side, chased by the other team. If they make it to the wall they are safe. If caught, then they swap over to the catcher's side and are allowed to chase the other players. If the leader shouts anything but cabbages or cauliflowers (such as crocodiles) and someone takes their foot off the rope then they must swap over.	Any	8+	Hall
4. Sudden death. Great for teens. A mat is placed in the centre of a circle of people who are all holding hands. Players tug on their neighbours' hands to try to force other players onto the mat. Anyone who touches the mat (they can jump it!) is out. If the circle splits, both those who dropped hands are out.	KS3	8+	Large classroom
5. Bring me (also known in the UK as Wishy Washy's laundry). Teams of four or five are spread around a room an equal distance from the leader. The leader shouts 'bring me (some item)' and the first player to arrive with that item	Any	6+	Classroom, furniture pushed back

Classics	Age	Minimum group size	Minimum space req'd
gets two points for the team, the second player gets one point, no points for anyone else.			
6. Unseen drawing. Have a set of papers on which are simple drawings, eg a house, a stick man etc. Players sit back to back, one person has the drawing, the other person who has not seen the drawing has a pen and paper. Player one describes the drawing but cannot look at what player two draws. The description may use common shapes such as line, square, circle etc, but they may not say eg 'draw a stick man'. This can be non-competitive or made more competitive by judging and voting on the most accurate copy.	KS2	2+	Any
7. Blindfold follow my leader. Not strictly blindfold! Have the children line up facing in one direction for follow my leader, and have them put their hands on the shoulders or waist of the person in front. All people except for the leader should close their eyes. The leader leads them around the room. Be very careful with this game that players are careful, and that there is nothing they can trip up on. It is wise to make sure that the players know a signal such as a shout or loud whistle so that when they hear it the immediately stop and open their eyes. This game can easily get out of hand with younger children.	KS2	4+	Large space
8. Blindfold follow my leader in pairs. Similar to the above, but one child leads another by the hand – the leader keeps their eyes open whilst the follower keeps their eyes closed or is blindfolded. This is a simpler version and safer.	KS1	2+	Any with care

Younger games	Age	Minimum group size	Minimum space req'd
1. Belly button. Children run around the room, and a part of the body is called. The children run to the nearest person and point to that body part. If 'belly button' is called everyone shouts 'belly button' really loudly and points to someone else's belly button.	KS1	5+	Classroom, furniture pushed back
2. Monkey frogman (version of Simon says). Played like regular 'Simon says' (ie if Simon says do it, you do it; if Simon isn't mentioned you don't do it – various silly actions are called for). However when 'frog' is called everyone jumps around like a frog; for 'monkey' leap around like a monkey making monkey noises; for 'man' look like a man standing on a bus or a train holding on with one hand and carrying a briefcase in the other. The fun comes when the	Any	5+	Classroom

Younger games	Age	Minimum group size	Minimum space req'd
leader chooses combinations of monkey, frog and man as the players have to work out what it might look like (for example frog and man).			
3. Heads, shoulders, knees and toes. Sing the song and slowly miss out the words whilst still doing the actions. Vary it by going really fast and really slow.	KS1	6+	Classroom
4. Traffic lights. There are three positions, red, amber and green, at one end of a hall. Players line up at the green position. The leader calls a position and players run to that position and do appropriate actions: at green run on the spot; at red stand still; at amber stand on one leg but at flashing amber do star jumps. The last player to reach the position called and be doing the action is out. Mix it up a bit by calling other words which relate to the colours such as stop, go, get ready. If space is limited you could choose to keep the children where they are but simply doing the actions for the colour called.	Any	8+	Classroom, furniture pushed back
5. Hello goodbye. Great for under 6s. Everyone runs around the room. When the leader calls 'hello' everyone runs to someone else shouting 'hello' until everyone is standing next to someone. When the leader shouts 'goodbye' everyone runs as far away as possible from everyone else. Shout hello and goodbye quicker and quicker until all are tired and noisy.	KS1	12+	Large classroom, furniture pushed back

Sorting games (to get children into groups instead of counting them off)	Age	Minimum group size	Minimum space req'd
1. Work out how many teams you need and divide the total number of kids by how many teams you need. Now call out various numbers; the children get into groups of these numbers. Finally, call for a number which will give you the right number of teams, and say that when they get into that number they should sit down. Put any stragglers into appropriate teams.	Any	6+	Any
2. Line up along a line – this can be a rope, or newspapers, or with teens on chairs (don't stand on chairs in schools!). They sort themselves into order not touching the floor... by age, by month born, by height, alphabetically etc.	Any	8+	
3. Get kids into groups of: similar socks, similar eye colour, who watched what programme on TV last night, etc.	Any	Any	

Parachute games	Age	Minimum group size	Minimum space req'd
1. Around the edge of the parachute, together raise and lower the chute to make a mushroom. Good warm-up game.	Any	10+	Hall
2. Wind machine. Half the kids lie with on their backs under the parachute whilst everyone carries on doing the basic mushroom.	Any	10+	Hall
3. All change. As the parachute goes up and down, the leader calls a colour or other feature of clothing, or birth month or whatever. Those children swap places by running under the parachute whilst it is in the air.	Any	10+	Hall
4. Mexican wave. Use a ball, and working together in a Mexican wave make the ball go around the outside of the chute.	Any but needs work with KS1	10+	Hall
5. Up and down. Use a ball and see how high the ball can go. Do this one outside!	Any	10+	Playground
6. Cat and mouse. One player (the cat) is on top of the chute and another (the mouse) is underneath. The cat and mouse start at opposite sides of the chute. Everyone else sits down and creates a choppy 'sea' with the chute by wafting out of time up and down. The cat tries to catch the mouse. Swap over with new players. Note: this game should only be played on a soft surface such as grass. There is a high risk of the 'cat' slipping and falling, which is dangerous on a hard floor.	Any	10+	Field
7. Tortoise. The players hold the parachute over their heads tight and all move in the same direction.	Any	10+	Hall
8. Swamp monster. One player is selected as the swamp monster and everyone else sits on the floor with their feet under the chute. The swamp monster captures the feet of other players, who get pulled under the chute with a scream, and themselves become more swamp monsters.	KS2	10+	Hall
9. The sea. Two leaders hold a parachute folded in half. The children sit on the floor in a close group. Run the parachute up towards the children and back again. Repeat bringing the chute closer each time until finally running the chute just over the children's heads.	Any	10+	Hall

Resource kit list

The following items are what you will need to play the majority of the games listed, and should fit into an average sized plastic crate for easy transport. If you don't need it however, don't feel it has to be in the box – for example you might not have access to a parachute. Some of the items are ideal for crafts etc as well, though for a full craft kit you should also look at the list in the front of the *Light* material from Scripture Union. We have also listed a few other items which you might find of use in children's ministry.

1. Parachute. A play-chute (available from school county suppliers or search on the web for best prices) is recommended. These are preferable to army surplus 'drop chutes' as they are often safer – no hole in the middle – and lay flat rather than a mushroom shape, which is important for throwing and catching games. They are more expensive but perhaps an investment that a school and church could make together. For further information and a new book on Christian play-chute games please see www.playchutes.com and www.playchutes.com/childrensministry. Cheaper army surplus chutes are sometimes available through Scripture Union; call 01908 856116 for details.
2. Story books. Learn a story ready for when the children need something quickly. Once you have told a story learn a new one. Recommended *Fifty Stories*, Lynda Neilands, published by Children's Ministry.
3. *100 Creative Prayer Ideas for Children*, Jan Dyer, Kingsway.
4. *100 Bible Craft Ideas for Children*, Sue Price, Kingsway.
5. *Everyone's a Winner*, Ruth Wills, Scripture Union.
6. *Multi-Sensory* series from Scripture Union. There are now eight books in the series: *Multi-Sensory Church, Parables, Prayer, Prophets, Scripture, Seasons, Together* and *Resources: Hands-on Bible Creativity*. Activities may need adapting for children's work, but they are great sources of ideas for exploring the message in different ways, and many ideas can be adopted for other situations.
7. *10 Rulz* (Scripture Union) and *Bible Alive* (Scripture Union). Great books for bringing the history of the Bible alive for children.
8. CDs. Good kids' CDs for worship are produced by Scripture Union – *Light for Everyone* and *Reach Up*. You can also use these CDs for backing for reflection times. Also have a look at material from Doug Horley (www.duggiedugdug.co.uk) and Dave Godfrey (www.omegazone.org.uk/shop/cd.htm) for expressions of worship that relate to children.
9. Paper – 1 ream of A4 white printer paper. This is the cheapest way of getting paper for any activity.
10. Newspapers x 4. Broadsheets are best. You are advised as well to look through the papers first before giving them to the children in case there are any unsuitable images.
11. Roll of cheap lining wallpaper – B&Q or similar.
12. Pack of felt tip pens (100).
13. OHP pens – permanent and non-permanent. Have these even if you use a video projector, because at times they can be invaluable.
14. OHP acetates if you use an overhead projector.
15. Large permanent marker pen.

16. Smarties – keep for ages.
17. Roll of plastic sandwich bags.
18. Two packs of playing cards.
19. Play dough. You can make your own, but Toys 'R' Us provide some very cheap versions that are in self-contained pots.
20. Blu-tack or similar.
21. Sellotape.
22. Masking tape.
23. Elephant tape (also called gaffa tape or duck tape).
24. Matches.
25. Sharp knife.
26. Scissors. A few pairs of children's size and a couple of pairs of adult size. A pair of hairdresser's scissors is also useful for cutting fiddly bits in crafts. Good sources of scissors are pound or saver shops for cheap and cheerful, or a bit better quality from Early Learning Centre (www.elc.co.uk). Do make sure that you have at least one pair of LEFT HANDED scissors as children who are left handed often feel excluded if they can't join in the cutting.
27. Night lights – 20 approx. Suitable safety should be observed.
28. Polished stones. Any cheap furnishings outlet.
29. String.
30. Wool.
31. Bag of balloons.
32. Blow up balls x 2. If you can get hold of it, try a Balzac, often called a balloon ball (www.newitts.com/product/IT000537/Balloon_Ball.htm). You can put a balloon inside this cloth bag, and once inflated it provides an excellent go-anywhere ball that will fit in the pocket. Alternatively check out Toys 'R' Us for various blow-up footballs. Around £5.
33. Rope. It can be used as a marker as well as in playing games. In the *Multi-Sensory Prayer* books there is a use for rope in creating a Celtic knot. However, DIY shops do not sell the right kind of rope. Ropes should be thick and visible, and to buy those at a DIY shop is very expensive. Instead, invest in thick magicians' rope which is available in red, white and blue. You can also get extra thick rope, which is very visible. It won't stand a tug-of-war, but will suffice as a marker, net line etc. Recommended source is www.tricksfortruth.com and at the time of writing the rope is at page www.tricksfortruth.com/shop/browse.asp?cat=20&path=20. Lengths are around 20 yards but if you contact the owner, Paul Morley, he may be able to supply you with longer lengths.
34. 2–4 cheap toilet rolls.
35. Spare batteries if required for CD players, MP3 players etc.
36. Blow-up musical instruments – cheap from Asda and great in a worship celebration.
37. Plastic drinking cups x 6–20 – ideal markers for slalom-type games.