**☺ BIBLE TEAM GAMES ☺**

| **#** | **Game** | **Details of Game** | **Materials Required** | **Scoring System** | **Location & Game Leader** |
| --- | --- | --- | --- | --- | --- |
|  | Fishers of Men | Catch as many fish that have one of the disciple’s names on it   * Team members take it in turn to use the 2 fishing rods to catch fish. * If the fish has a name of a disciple on it, keep the fish – if not, throw it back into the ‘water’. | * Pool with water * Fish with disciples’ names (foam) * Other fish with no names * 2 fishing rods with magnets on end | 1 point for every fish caught with a disciple’s name on it |  |
|  | Nehemiah the King’s Cupbearer | Team member to identify various drinks before giving to the king   * Blindfold team member. * Run to tasting station. * Game organiser gives a small cup with one of the liquids in it. * Team member to guess liquid. * Run back to team and next player is blindfolded – continue until time runs out. | * Small disposable cups * 2 blindfolds * 1 table * Apple juice, orange juice, coke, vinegar, milk, water, tea, coffee, lime cordial, ginger ale, lemon juice, milo * Bucket of dishwater * Tea towel x 2 | 1 point for each “drink” that is correctly guessed |  |
|  | Lydia – Seller of Purple | Relay to hang as many purple clothes on the clothes line   * Run to the clothesline. * Take one item of purple clothing and hang on the line. **Adults to only use one hand!** * Run back to your team and continue through team members until the time runs out. | * Rope for clothesline * Pegs * Purple clothes / material | 1 point for every item on the clothesline |  |
|  | Wilderness Journey | Obstacle course to represent the children of Israel travelling through the wilderness   * Crawl under the tarp (Red Sea). * Walk along the plank. * Go under 3 sets of bars (use 2 chairs with broom stick across them as the bar). * Run back to your team and continue through team until time runs out. | * 6 chairs * 3 broom sticks * Tarp and pegs/rocks * Plank * 2 blocks | 1 point for every round completed |  |
|  | Pin the Jewel on King David’s Crown | Similar to “pin the tail on the donkey”   * Blindfold team member and get them to put a sticker on King David’s crown. * Team to guide player to the picture (with words). * Repeat until time runs out.   (Replace crown for each team) | * Large picture of King David + 4 crowns * Jewel stickers * Blindfold * Blu-tac | 1 point for every correctly placed ‘jewel’ |  |
|  | Build the Walls of Jerusalem | See how high you can build the walls of Jerusalem   * Team to work together to build a wall as high as possible, out of the blocks of wood. | * Wood pieces * Tape measure | 1 point per inch |  |
|  | Elijah’s Altar | Help Elijah collect water to put on his altar on Mt Carmel (set up bucket with grate on top and 12 stones on top of the grate – water to be poured over rocks and into bucket)   * Run up to the bucket of water with your cup. * Fill your cup with water and run back to the ‘altar’. * Pour the water over the ‘altar’. * Repeat until time runs out. | * Water * 2 buckets * 1 cup * 12 rocks * BBQ grate / grill (to sit altar on) | As per point markings on the bucket (1 point per cm of water) |  |
|  | Food in the Wilderness | Help the children of Israel collect manna and quails (that are hidden)   * Find the crackers and quails that are hidden in a designated area. * Manna and quails will be hidden in lots of 4 (for the 4 rounds) – each team can only take 1 manna or quail from each spot. | * Box of crackers * Quails | ½ point per quail or manna collected |  |