



Games to Play in Advent

Here are some fun games from *The GO Project 2021 Church School Curriculum for Advent: The Four Directions of Advent*, prepared by Marilyn Robitaille, to be played as we unwrap the season. For more church school ideas and resources, be sure to check out The GO Project at UCRDstore.ca (search “GO Project” or “curriculum”).

SHEPHERD AND SHEEP GAME

In this game, children take on the roles of the shepherds and sheep on their journey to find Jesus.

Set up an easy obstacle course around the perimeter of your program space. Have children get into pairs. Each pair needs one person to be the sheep and one person to be the shepherd. The sheep will be blindfolded as the shepherd carefully guides them through the obstacles to the finish line. The shepherd’s responsibility is to keep their sheep safe, so they must warn them of upcoming obstacles and use only their voice to guide their sheep to safety.

Each pair can take a turn going through the course; have partners switch roles if there is time.

Try different levels of challenge: only using voice commands, having the sheep hold on to a rope that is guided by the shepherd, etc.

Discuss:

- What role did you like the best?
- What role did you find the most challenging?



FOLLOW THE DONKEY

As we focus on the donkey's perspective of our story this week, invite the participants to play follow the leader/donkey. Select a donkey for the group; this player can lead the group around the room and prompt the group to walk in funny ways such as galloping, skipping, or crawling.

DONKEY SAYS

In your group select a "Donkey."

Like Simon Says, the Donkey can lead the group in a series of actions while saying "Donkey says" before each instruction.

If the Donkey does not say "Donkey says," the players who follow that action are out.

PIN THE TAIL ON THE DONKEY

Have fun with an old classic birthday game. Buy a set or make one at home!

Have participants take turns being blindfolded and pinning the tail on the donkey.



MOO GAME

Have participants sit in a circle and select one person to be the farmer. The rest of the participants are cows. The farmer can go up to any cow in the circle to ask silly questions such as "When is your birthday?" or "What is your favourite food?" The cow must answer every question with the reply "moo" while keeping a straight face. The first cow to laugh is out or can have a turn being the farmer.

Remind participants to keep all questions appropriate.



MAKE ROOM FOR JESUS

Have participants line up on one side of your program space. Select one participant to be the “Inn Keeper.”

Have each participant in the lineup select an animal that was in the stable when Jesus was born. Ask them to keep their animal to themselves by just thinking it in their head.



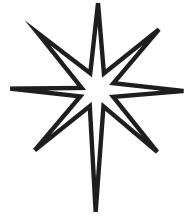
The Inn Keeper stands in the middle of the room facing the line. The Inn Keeper yells out animals one by one. If a player’s animal gets called, they must try to make it to the other side of the play space without being tagged by the Inn Keeper. Tagged players are out for the remainder of the round.

The Inn Keeper can also yell “Make room for Jesus,” in which case all players have to run to the other side of the room.

The player who makes it the farthest without being tagged is the winner!

STAR HUNT

Cut out yellow paper stars (amount can vary based on the size of the group). Hide the stars around the room and have participants hunt to find every star.



If you want to add another challenge, write a letter on the back of each star to spell out peace, hope, joy, love. Have participants work together to piece together the code words.

FOLLOW THE STARS

Use paper cut-out stars to create a trail through your program space. Have participants follow the stars to the end of the route. If possible, hide a prize of treats at the end of the trail as a reward for making it to the finish line!



NATIVITY CHARADES

Have participants take turns silently acting out people and animals from the nativity scene. The observing participants can watch and guess who the actor is trying to portray.



Possible characters: Donkey, Mary, Joseph, Shepherd, Sheep, Wise Ones, John the Baptist, Angels

With thanks to The GO Project 2021,
written by Marilyn Robitaille.