

KIDS PARTY ONE-SHOT!

Midweek Games and Bible Event
for Kids Third to Sixth Grades



Here's a
well-planned
90-minute event
that draws
kids in!

High-energy indoor/outdoor
games plus the story of Jesus
and Nicodemus, with prizes and
refreshments.

www.clamcentral.com

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What is **KIDS PARTY ONE-SHOT?**

- **KIDS PARTY One-Shot** is a single 90-minute games and Bible story high-energy event for kids. One-Shot is based on our highly effective and proven KIDS PARTY three-year program, a great way to draw new kids and families into your fellowship. From the kids' point of view, KIDS PARTY One-Shot is a super fun get together featuring action games, stunts, teams, points and prizes, plus an entertaining dive into the Bible. For you, KIDS PARTY One-Shot provides all the games, instructions and forms to run a successful event. You'll have the opportunity to meet and befriend new kids and their parents, a terrific way to extend warm invitations to your worship services and other church events.
- **KIDS PARTY One-Shot** is aimed at kids in third to sixth grades. We recommend that you run with either third, fourth and fifth together or fifth and sixth; third graders are too young to play action games with the more mature sixth graders.
- **Extra Good News:** A huge staff is not required to run KIDS PARTY. We list the needs in detail in the **FAQ article** on page 18.



Preparing for **KIDS PARTY ONE-SHOT**



Well Before the Big Event:

- **KIDS PARTY One-Shot's overarching purpose is two-fold:** To help you gain experience in hosting events like this one, and to draw new kids and their families into your church.

In the first instance, be sure you understand all aspects of the event including how the games are played, what staffers would be best at what positions, is the playing area adequate for the number of kids you expect and so forth.

Make sure you or others are prepared to greet kids and parents as they arrive. Provide church brochures or any other means of inviting parents to check out your church. Plan how you wish to provide follow-up for kids and parents.

- **Line up your volunteer staff.** See the **FAQ** article (page 18).
- **Advertise.** Mail outs, announcements in church, even a visit to the school(s).
- **Buy or find the props, supplies and prizes you need.** Don't forget the refreshments.

A Day or Two Before:

- **Print one copy of this resource.** Use the pages as masters to make as many copies as you need of each page. For example, you'll want one or two copies of the Bible Story/Questions pages but a couple dozen or more of the Welcome to KIDS PARTY form.

Pro Tip: We mentioned two copies of the Bible Story/Questions because in the heat of all the action we find it easy to lose track of just one copy. We always have a backup near by!

The Day Of:

- Make sure YOU understand how all the games and things work. Rehearse it all in your mind.
- When they arrive, gather your staff around for a pep talk and prayer time.

YOU'RE READY!!

And Finally the Big Event:

- **Kids sign in at a table or two.** Use the provided sign-in sheet. Be aware that many kids do not know the answers to some of the requested information such as their mailing address; you'll want to have parents standing by.

At the same time, the volunteers at the sign-in tables print each kid's first and last name on an index card. These are placed in a bucket for points drawings throughout the event.

- **Play the Early Bird game** during the sign-in time. It usually takes about ten minutes to get everyone to arrive and registered.
- **When ready, sit the kids on the floor** (be sure all chairs are removed from the area). Lead in a quick prayer for safety, sportsmanship and fun. Give any announcements, explain what's going to happen and describe expectations and rules of behavior.
- **The main games start now.** But kids are likely to be super-charged and noisy (a good thing up to a limit). Quieting the crowd should be handled more by the adults in the audience than the person at the front. However, many adults are so focused on you it never occurs to them to calm the kids around them. Make the coaches keep them quiet each time you give playing instructions.
- **The Bible story and questions** are your chance to tell the kids about our Savior. Your kids will retain the story details best if you repeat questions more than once. And of course, you gotta toss out candy or other small treats for correct answers.

When you ask a question, no one is allowed to shout out an answer. Instead, pick only someone who has raised a hand. You can toss the candy yourself or have an adult hand them out more gently.

Pro Treat Tip: Don't allow kids to request specific treats—that burns a LOT of valuable time. Instead, tell the winners to come to you when the event ends to trade treats with you.

- **The hour and a half goes by quickly**, so keep an eye on the clock. Your kids will want to do KIDS PARTY events over and over—be sure to check out CLAMcentral.com for the full KIDS PARTY program.
- **Serve simple refreshments while parents pick up the kids.** You're done!

Oh, and don't forget to video all the fun!

All About **POINTS and Prizes**

The Points system is indispensable, so let's take a look at how the system works and how you work the system...

How Points are Earned

INDIVIDUAL KIDS earn points by:

- Showing up and signing in!
- Winning a name drawing (use the sign-in pages);
- Performing volunteer quick challenges performed in front of the crowd;
- Answering questions about the Bible stories you tell.

TEAMS earn points by:

- Receiving the same number of points their members have earned individually. This is why you need someone to record and add up the points earned during KIDS PARTY.
- Winning team games.

How many points?

- The amount of points you reward is up to you. Give the most points to the things you consider highest priority or hardest to achieve. For example, the lowest amount of points we normally give is 1,000 (easy to add up). This is for answering a question based on the Bible story just told. Games can double that or more.

What do the winners get for their points?

Because KIDS PARTY One-Shot is a one-time-only event, prizes might be a bit of a challenge. Here are our best thoughts but you might come up with better ideas, so put your mind to it. Whatever you decide, be sure to **advertise these in advance.**

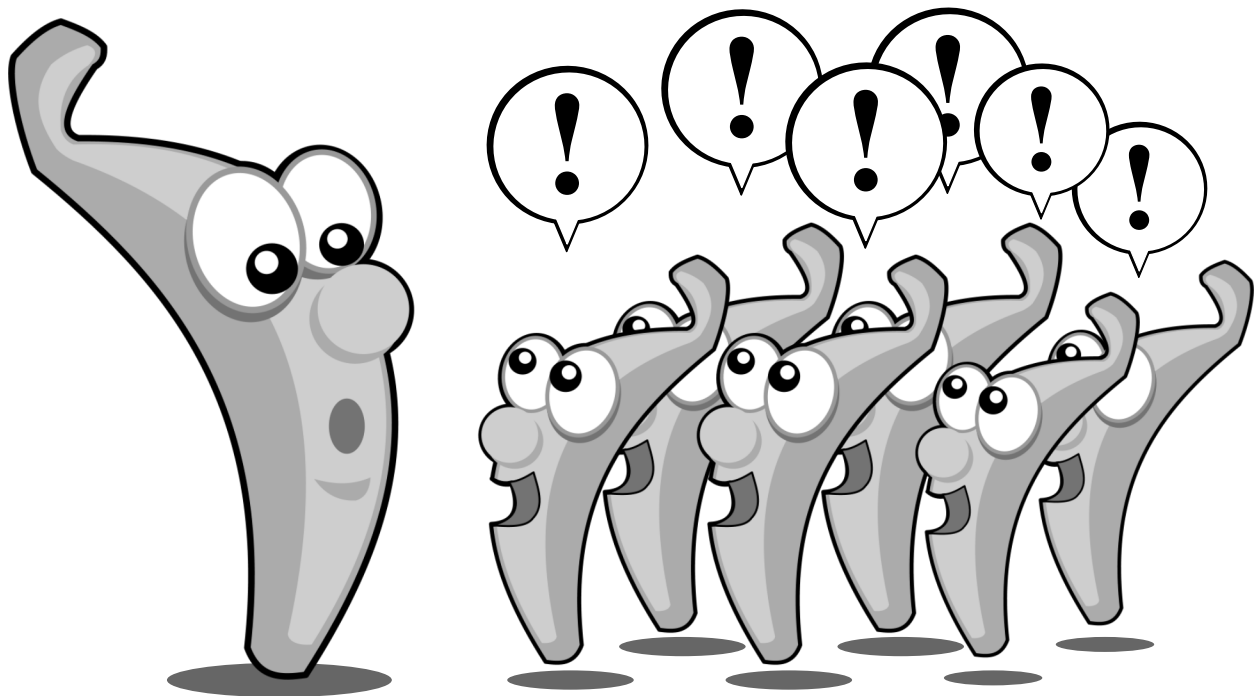
- **The Winning Team:** Something simple and inexpensive such as a team cake in addition to the regular refreshments served to everyone. Or you could go all out by organizing a special event at a later date, such as a pool party (each kid can invite a friend, hopefully from the other team).
- **Individuals:** Gift cards for the top five players. Possibly a Grand Prize such as a free scholarship to your kids camp.

All About **COACHES**

Every team gets a Coach, a leader who keeps the team on track throughout the event.

What Do the Coaches Do?

- Their first and foremost responsibility is to get their teams to follow your instructions for each game and activity. If you say, "Red Team go to the far corner of the room," it's the Red Team coach's job to get that done.
- Coaches keep track of their team members' whereabouts during the Party.
- Coaches help the kids play the games, always showing enthusiasm and energy.
- Coaches are responsible to keep their teams attentive and quiet when you are talking.



A Good Idea:

- Get together for pizza and brainstorming a few days before your KIDS PARTY event. Explain the whole thing to all your volunteers, showing the coaches pages and so on. Have a great time of prayer asking God to bless!

A Word About **SAFETY**

Injuries

In the twenty years we've run KIDS PARTY we have never had a bad accident. But we have seen a few bumps, bruises and cuts.

- Please exercise all reasonable caution when working with children.
- A quality first aid kit and someone who has a good idea how to use it are essential.
- Never have teams cross paths at high speed.
- If you have plate glass doors, you can be certain kids will try to run through them. Tape posters to them or block them with chairs or potted plants.
- People pulling into your parking lot might not realize it's KIDS PARTY time. Make any necessary adjustments to the traffic flow. Keep kids away from questionable areas.
- Train your staff to be on the lookout for trouble BEFORE it happens.

Pro Tip: There is a happy medium between paying too much attention to a hurting kid and not enough attention. On the one hand, you don't want to call a halt to everything while five worried-looking staff members and twenty kids hover over a child with a scraped knee. On the other hand, it's good to have a friendly adult stick with a kid long enough for the shooting stars to subside.

Predators and Abuse

- A child that is dropped off at KIDS PARTY must be picked up by the same person unless clear arrangements have been made. Never allow "uncle" or an ex-spouse to take the child unless prearranged with you. Never permit a child to tell you that he or she has decided to go to a friend's house unless you are absolutely certain they have their parents full permission. **Be sure van drivers know this policy.**
- By law—and common sense—ministers are required to report obvious signs of abuse.
- Coaches and van drivers should **never** be alone with a child.

Medical Release Forms

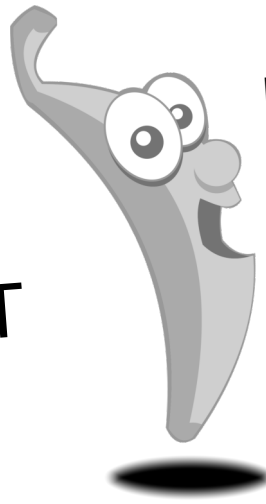
Your church undoubtedly has a preferred policy regarding medical release forms.

KIDS PARTY ONE-SHOT 90-MINUTE PLAN

This page and a copy of the two Volunteer pages are what you want on your clipboard. Our suggested evening times work well for most kids and their families, and Friday nights seem best overall. The time frame below is explained in detail on the Volunteer pages.

- 7:00 to 7:10** Sign in the kids. Play the suggested Poop Deck game as kids arrive.
- 7:10 to 7:15** When ready, explain the rules (expectations, noise factor and so on), give a quick hint of the games and make a big deal about the points and prizes. Ask if there is anyone who didn't sign in. If so, send them to an adult to get their information and index name card.
- 7:15 to 7:20** Say a prayer for safety, sportsmanship and fun for all. Draw names from a container to award points.
- 7:20 to 7:25** Introduce the coaches. Quickly assemble teams of no more than about eight to ten kids per team.
- 7:25 to 8:00** Play the games you've chosen from the Suggested Games pages. Draw names in between games.
- 8:00 to 8:10** Tell the Bible story. Keep your eye on the clock.
- 8:10 to 8:15** Ask the questions. Record points and hand out treats.
- 8:15 to 8:25** One final game.
- 8:25 to 8:30** Award prizes.
- 8:30+** Refreshments. Done!

KIDS PARTY ONE-SHOT VOLUNTEER SHEET



DEAR VOLUNTEER: Thanks so much for serving God by working with us on our fun KIDS PARTY event. We have lots going on, so feel free to step up to the plate in one or more of the following areas. Most of all, have FUN!

Sign-In Table Volunteers:

- Welcome kids and parents alike.
- Have each kid fill out a sign-in sheet.
- Be sure you can read their printing!
- Encourage them to supply as much info as possible (parents can help).
- Print their FIRST and LAST name on an index card for the points drawings.
- Direct the kids to the KIDS PARTY area.

Welcome to
KIDS PARTY!
We're glad you're here!

Please PRINT and make it SUPER easy to read!!

Name: _____
Email: _____
Phone: _____ Grade: _____
Mailing Address: _____

I was invited here
by this person: _____

Material Needed:

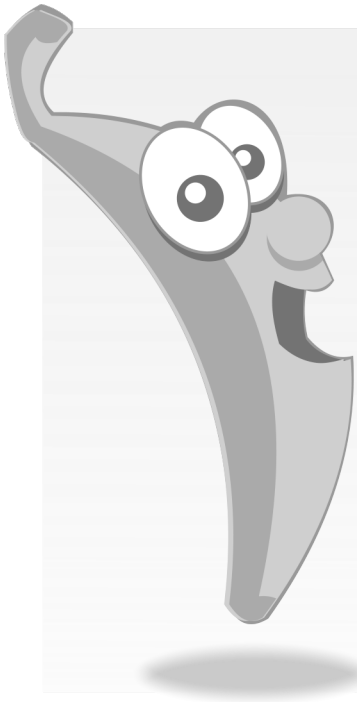
Plenty of sign-in sheets, several pens, table(s), index cards, two containers (one for the completed sheets and one to hold the index cards for the points drawings).

Time Frame:

Begin signing kids in as soon as the first one arrives. Continue for about ten minutes after the official start of KIDS PARTY. If you see anyone arrive late, sign them in. Kids who bypass the sign-in won't have a name card to draw for points.

Other Jobs:

During the event we need people to serve as team leaders, people to set up games, someone to prepare refreshments, someone to add up the points and people to help clean up after.



Welcome to
KIDS PARTY!

We're glad you're here!

Please **PRINT** and make it **SUPER** easy to read!!

Name: _____

Email: _____

Phone: _____ Grade: _____

Mailing Address: _____

I was invited here
by this person: _____

BIBLE STORY KIDS PARTY ONE-SHOT

Walking on Water
Based on
Matthew 14:14-33

Background: Jesus had just performed a huge miracle of feeding thousands of people with a small amount of food.

After a busy day spent with a huge throng of people, Jesus finally sent the crowd on its way home. He made His closest disciples get into the boat and sail on ahead of Him to the far side of the lake, while He walked up a hill to find a place to pray undisturbed.

The word *disciple* means student or follower of a teacher.

Jesus was still praying when the sun went down, but the boat was out in the middle of the lake, far from the safety of shore. The winds had come up and the boat was making poor headway against the blustery waves.

Several hours after midnight Jesus walked out to them, striding straight across the surface of the water. When the disciples saw Him coming in the distance, they watched in terror. "A ghost!" they screamed with fear.

Jesus shouted above the wind, "Be brave! I'm here. No need to be afraid."

"Lord, if it is you," Peter called, "command me to walk to you on the water."

Peter was a fisherman by trade. He fished from boats like this one. He was fully aware of the danger from the wind and waves.

"Come," Jesus said to Peter.

Peter scrambled over the side of the boat. He walked right across the surface, heading toward Jesus. But Peter saw the wind. His fear got the better of him. He began to sink.

"Lord, save me!" Peter yelled.

Jesus was there instantly, reaching out His hand to catch him. "You have such little faith," he said. "Why do you doubt?" Jesus and Peter climbed into the boat. The wind immediately stopped blowing. The men in the boat bowed to worship Him, saying, "Without a doubt you are the Son of God!"

Four miracles happened on that lake: Jesus walked on water; Peter walked on water; the storm ceased and the men worshiped. True worship is a miracle in that it transforms ordinary people into the men and women God intends us to be: committed, godly and in love with the Lord.

The Questions

- What does the word **disciple** mean? **Student or follower of a teacher.**
- After His disciples sailed away, what did Jesus do? **He prayed.**
- Who or what did they think Jesus was when they saw Him on the water? **A ghost.**
- What disciple walked out toward Jesus? **Peter.**
- When Peter got out of the boat, what made him afraid? **The wind.**
- When Peter began to sink, what did he cry out? **"Lord, save me."**
- What did Jesus say? **"You have such little faith, why do you doubt?"**
- What did Jesus do? **Reached out and caught him.**
- What happened when they climbed into the boat? **The wind died down.**
- What did the men do? **Worshiped Jesus.**
- What did they say? **"Without a doubt you are the Son of God."**

Games to Play as Kids Arrive

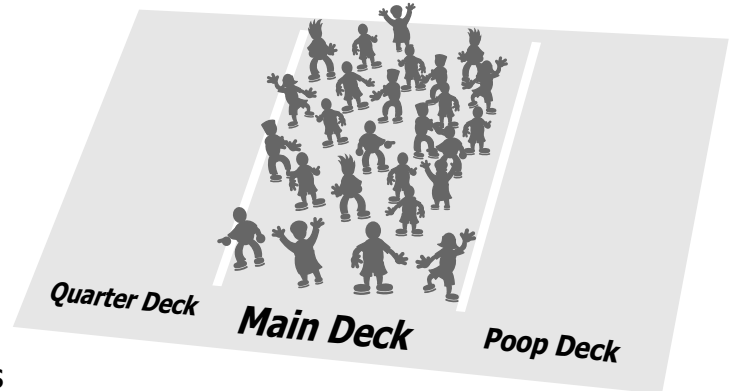
Games that can be played with a handful of early birds.

Poop Deck

One of the most brilliant kids game ever!
Simple to play, kids ask for it over and over.

Set up a playing area as shown, indoors or outdoors as you prefer. Use tape, ropes or garden hoses to mark the three “decks” found on your vessel.

To begin, all the kids stand in the middle area, called the Main Deck. The other areas are the Quarter Deck and the Poop Deck (named after decks on naval vessels). When ready, you—the Admiral—call out one of the other decks. The kids run to that deck. Last one to cross into the proper deck is out. Call out another deck each time, eliminating players as you go.



Tips: As the game progresses, call out one deck but point to another: a lot of kids will mistakenly follow your hand, leading to mass eliminations. Also, call out the deck everyone is already standing on; some may step over the line and be eliminated.

Coordination Clap



The illustration shows how the leader plays this game. Seat the kids on the floor. Cross your hands by swinging each arm vertically up and down. Each time you cross your hands, everyone must clap one time loudly. If a person does not clap when your hands cross, they are eliminated. If they clap when yours do not cross, they are eliminated.

Tips: Your job is to fake out the players. Get into a rhythm of crossing your hands several times, then suddenly stop. Most of the kids will clap at the wrong moment. Because it's impossible to know with certainty who in a large crowd did or did not clap at the wrong time, play this one just for fun, not for points.

Points Giveaway Games

Giving away points by drawing names is a great way to calm the kids down, grab their attention, transition between larger games or settle the kids in for the Bible Story after a high-energy game.

You'll be working with **sign-in index cards**. The index cards are created as the kids arrive and fill out the sign-in information form. Grab a plastic pitcher or other container to serve as your **Points Bucket**. Set this out where kids sign in upon arrival.

REMEMBER: Though these first several games are for individuals, not teams, the points an individual earns are also awarded to the team.

Draw Names from a Container

Simply draw cards and coupons from your Points Bucket, giving a good amount of points to the winners. You can pick five or so names per round, playing three or four rounds during your KIDS PARTY event.

10x

This game can be played several times during KIDS PARTY, and works well at the beginning of the event when only a few kids have arrived.

Set Up: You need a dozen or more index cards taped to the wall. Each card has a letter of the alphabet to identify it. On the back, each card has a points multiplier (2 through 10). You can have more than one of each number if you wish to have many cards on the wall.

Play: When a name is drawn from your Points Bucket, that player is awarded 1,000 points. The player then tells you which index card to pick. Tear it off the wall and show everyone the number on the reverse side. The player is awarded that number times 1,000. 10,000 is the highest amount we recommend, thus the name **10x**.

Relay Races, etc.

Before playing any relay race, count to see which team has the most players. That's the number of rounds to play. Teams with fewer kids send some players more than once.

Gloves and Gum Relay

A player from each team runs to a chair or table, puts on garden gloves, unwraps a stick of gum, chews, spits the gum in a trashcan, takes off the gloves and runs back to tag the next player. Station an adult or two by the chairs to observe.

Waffle Relay

We call this the Waffle Relay, but we substitute loafs of bread when they cost less than frozen waffles (sometimes they do, sometimes they don't). If you use bread, avoid the super cheap stuff because it crumbles and makes a terrible mess on the floor.

Each team has a chair or table to run to. The chairs each have a loaf of sliced bread or box of waffles unwrapped on a plate. Adult sponsors should man the plates. The first kid on each team is given a spatula.

Let's say you're playing with waffles. On a signal, each player with a spatula runs to the team's chair, puts one waffle on the spatula and runs back to the team. The next player takes the spatula and its waffle, runs to the chair and adds a second waffle. The number of waffles on the spatula grows with each kid. Players may NOT hold the waffles on the spatula; it's a balancing act. They must stop to pick up any dropped waffles. First team to run back with all its waffles wins, or the most waffles when you call time.

Mad Ads Relay

You need several copies of the same magazine; one for each team and one for the leader. The leader's magazine is torn apart; just keep a dozen or so pages to use in the game. Place the teams' intact magazines on chairs to run to, one chair per team.

To play, the leader holds up a page to begin the race. The first player on each team runs to the team chair, grabs the magazine and hunts for the same page to tear out, running back to the team when successful. The first team to find all the pages wins. You will need an assistant or two to hold up pages still needed by slowpokes.

Chair Stacker

There are no winners for this game, it's just silly fun. Sit the kids in metal folding chairs in a circle facing in. Do not use plastic garden chairs, they will break.

The **Chair Stacker List** below is a set of instructions for the kids to follow. As you read the items one at a time, the kids do as instructed at each step. Some kids will change chairs and some won't. In the end, kids often end piled up on just a few of the chairs!

Tip: It's not necessary for kids to sit on top of one another. As long as they are sitting on some corner of the chair, that's fine.

Chair Stacker List

Move...

2 chairs left
3 chairs right
1 chair left
3 chairs left
2 chairs right
2 chairs right
3 chairs left
1 chair right
1 chair left
1 chair right
2 chairs left
2 chairs right
1 chair right
1 chair left
3 chairs right
2 chairs right
3 chairs right
1 chair left
2 chairs right
2 chairs right

If...

You own a dog.
You are blond.
You ate eggs this morning.
You watched TV after dinner last night.
Your first name begins with the letter J.
You have a little brother.
You have an older sister.
You went to a movie this past week.
You are wearing socks.
You have full length pants on.
You are 10 years old.
Your birthday is in October.
Your birthday is in November.
You are wearing a belt.
You are a girl.
You have black hair.
You are in the fifth grade.
You came tonight in a van.
You are wearing shoes with laces.
You are wearing earrings.

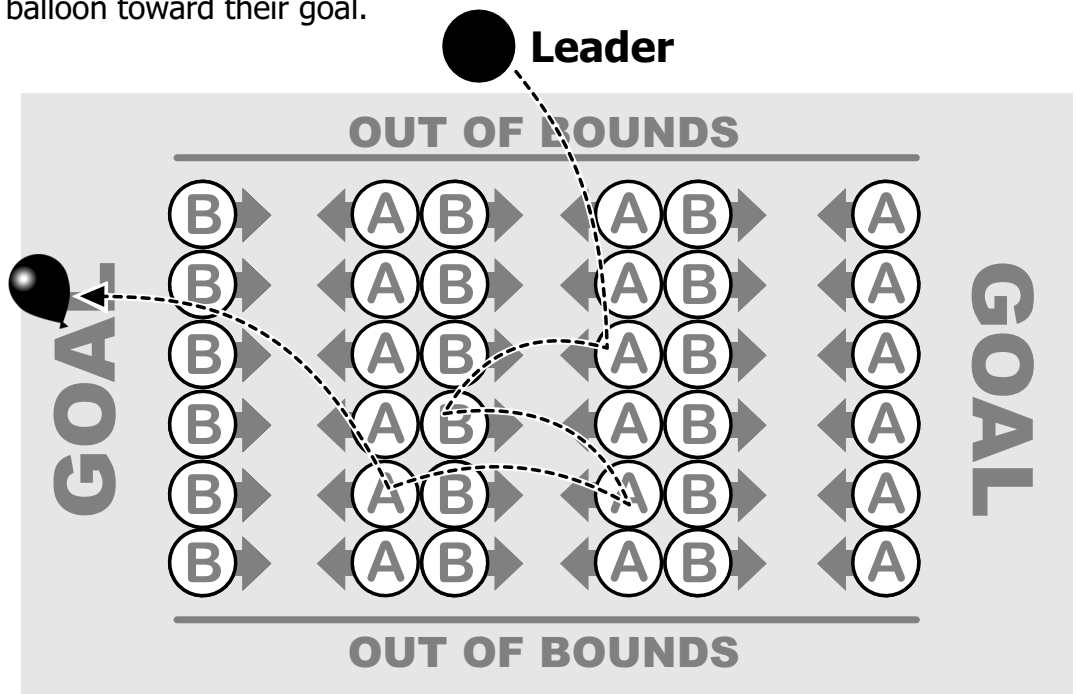
Balloon Volleyball

Call us sentimental, but we like Balloon Volleyball, an oldie but a goody.

Form two teams; we'll call them **Team A** and **Team B**. Have the teams sit cross-legged on the floor, back-to-back in rows as shown. The rows facing each other should be no more than a couple of feet apart.

A leader tosses in a balloon from the sideline. The players cannot rise or change locations; they stay seated to hit the balloon toward their goal.

Any balloon that goes out of bounds is tossed back in by the adults. After the kids get the hang of batting the balloon back and forth, you can add a second and third balloon to ramp up the fun.



And One Water Game: Musical Squirt Bottles

Once in awhile you just want to let the kids get wet.

You need two or three squirt bottles, a music system with a fast-paced song, and several towels.

Play outdoors or on indoor/outdoor carpet. Kids sit in circle on the ground facing inward. As music plays, one or two squirt bottles are passed around (it's a good idea to keep a third as a back-up). A kid who has a bottle when the music stops gets to squirt any other two kids from where he or she is sitting. Super fun! Don't award points for this one.

Note: Don't eliminate players. It's important to have volunteers keep an eye out for kids who try to hold on to the bottles without passing.

Vital Tip: We highly recommend you replace all your small squirt guns with water bottles. Squirt guns fail constantly, leak like sieves and are hard to fill quickly. Squirt bottles are dependable, hold lots of water and spray good amounts of water quickly. Buy empties at any home supply store.

PS: Here at KIDS PARTY HQ we hook an iPad to our sound system and use the free Novation Launchpad iOS app to pound out awesome rhythms for this and other games.

FAQS: Good Things to Know

- **How many adult staff do we need?** You need one fully-engaged KIDS PARTY manager. That's you—you run the show from start to finish. And another four or five adults can handle two or more jobs each: people to sign the kids in, people to set things up between games, adults who understand crowd control, someone to set out the refreshments, team coaches, and someone who knows how to add points in a hurry. If you run a van, you need a driver or two. A total of **five adults** can easily run a KIDS PARTY of 20-30 kids.
Pro Tip: Parents dropping off kids will sometimes ask, "Do you need help tonight?" Grab 'em and put them to good use. That's a great way to build community.
- **What sort of facilities do I need for KIDS PARTY One-Shot?** A room big enough to run simple relay races and/or some outdoor space primarily for any messy games.
- **What age levels should I cater to?** Because of physical differences between age levels, we recommend you allow two consecutive grades, three at the most. KIDS PARTY One-Shot is appropriate for kids in third to sixth grade, but it would be unwise to have third graders with sixth graders in a large group.
- **What days and times do you recommend?** Parents, kids and staff seem to prefer Fridays, 7:00pm-8:30pm. We've tried Saturday during the day but it's harder to get kids to show for that, often because families are involved in other things by then.
- **Some of the parents like to go on date night during KIDS PARTY. They want Junior to bring his seven-year-old sister.** Bad idea. The games don't work for little kids.
- **What if a kid doesn't want to play a particular game?** We tell all the kids up front that they can sit out any game they like. However, almost always a kid will regret not joining a game when he or she sees the players having a great time.
- **What if a game doesn't go over so well?** Not to worry. Kids understand if things don't always work out. Just say, "Well, we won't try that one again" and move on.
- **Is it OK to have an all-girls or all-boys team?** We allow that, though none of our games are geared that way. If you put a little effort (and some points) into it, you can usually get groups to mix.
- **What about refreshments?** Just do the bare minimum. Water available during the entire event, water or juice and a cookie or the like afterwards. Seriously—don't waste your precious budget on food. No kid will come or not come because of the quality of the food.