

# Exploration crafts, games and quizzes - extra ideas

## EXPLORATION CRAFTS

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### Code breakers

#### You will need:

- Card (card stock) strips – measuring 8cm x 20cm
  - Paper strips - measuring 4cm x 24cm
1. Take a piece of card (card stock), and fold it in half portrait so the long ends meet. Cut into the fold at 3cm from the top. Make sure the slit goes within 2cm of the edge. Repeat at the bottom of the card (card stock). Open it up to make the code maker frame.
  2. Down the left-hand side of the code maker, write the letters A to M, one below each other. On the right-hand side write N-Z.
  3. On the paper strip, write the alphabet letters in another order or draw symbols. This is the "code breaker".
  4. Slot the paper "code breaker" into the "code maker".
  5. Decorate
  6. Children have to match the symbols to the letters to use as a decoder.
  7. If you have time, have them set each other simple codes to break.



### Cork ships

#### You will need:

- Corks
  - Toothpicks
  - Rubber bands
  - Card (card stock)
  - Scissors
1. Wrap three corks together using two rubber bands.
  2. Design a sail on the card (card stock) and cut it out.
  3. Thread the toothpick as your mast through the sail.
  4. Stick the toothpick into the middle cork, in-between the rubber bands.



### Fish windsock

#### You will need:

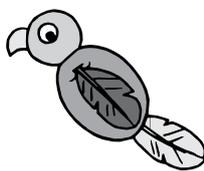
- A4/US letter size coloured paper
  - Scissors
  - Tissue paper
  - Crêpe-paper streamers
  - Hole punch
  - String
  - Glue
1. Using the tissue paper, cut out lots of fish scales (oval with one flat side).
  2. Spread glue along the long side of the sheet of paper.
  3. Stick down a line of scales in a combination of colours.
  4. Spread glue in a line alongside the scales and stick down a second line of scales.
  5. Continue this process covering 2/3 of the paper.

6. Cut a long thin strip from black paper and stick it over the last layer of scales.
7. Cut several 50cm strips of crêpe paper.
8. Turn the tissue paper over. Spread glue on the bottom side and stick down a row of streamers.
9. Roll the paper into a tube. Glue together.
10. Cut two big black eyes and stick on opposite sides of the tube.
11. Punch two holes at the top of the tube and tie a string to hang up.

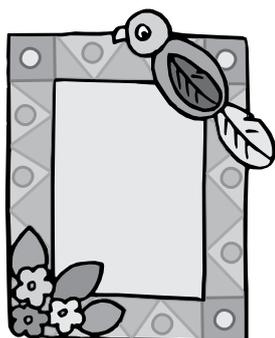


### Birds of paradise frame

- Cheap photo frames with wide enough edges for children to decorate



- Felt-tip pens
  - Cold-glue guns
  - Coloured air-hardening clay
  - Craft feathers
  - Googly eyes
  - Flower and leaf stickers
1. Ask the children to decorate their frame using felt-tip pens and stickers.
  2. Then, with a small piece of clay, make an oval for the bird's body.
  3. Use another blob of clay to make a circle for the head. Press the two together and smooth over the joints with water.
  4. Make a beak from clay and attach to the head.
  5. Then push a small googly eye into the head.
  6. Dig the end of a feather into the oval-shaped clay, but at an angle so it lies flat as the bird's wing.
  7. Another feather could be fixed into the bottom of the oval piece of clay as the tail feathers.
  8. Attach the bird to one corner of the frame, using the cold-glue gun.



## CIRCLE GAMES



### Find the missing explorer

1. One person is sent out of the room.
2. While away, another child is sent into a different room to hide and wait.
3. The first child is then brought out and has a set time to work out who is missing from the group.



### Fruits

1. Have the children sat in a circle with a leader in the middle. Explain that when you explore, you often come across interesting food.
2. Each person in the circle picks the name of a different fruit.
3. The person in the middle then tries to say one of the fruits three times (e.g. "apple, apple, apple") before that fruity person says it once.
4. If the person in the middle is successful, then they swap places with the person who lost. If not, they stay in the middle.



### Wink murder on the island

1. Children sit in a circle and you choose a detective.
2. The detective goes outside whilst you choose the murderer.
3. When the murderer winks at a child, they must play dead.
4. The detective then must try and catch the murderer.

## EXPLORATION GAMES

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### The feeling trial

**You will need:**

- Shoe boxes with a hole cut in the front
  - Objects to place in the box
1. One person at a time to come up, put their hand in the box, and try to guess what's inside.
  2. They score a point if they identify the object correctly.

## RELAY RACES

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### Discovery dens

**You will need:**

- A small network of tunnels made using boxes taped together and with two entrances
  - Place different explorer objects within the boxes e.g. a compass, binoculars, a map, a hat, a water bottle
1. Divide the children into two teams and have them line up.
  2. Call out an item, and the first player from each team is to run up, enter the tunnels through their entrance and explore the box den to find the item.
  3. The first one to find the object earns a point for their team.
  4. Repeat with another object and team member.



### Tunnel away!

1. Divide the children into teams and line the teams up at one end of the room.
2. The individuals in each team must stand quite close together with their legs apart. When the race starts the last person in the line must crawl through the legs of the others to the front and stand with his legs apart.
3. The person who is now last in the line does the same, and continuing like this, the team must travel across the room.

4. When the team reach the other side, they must now race back the same way, but in reverse with the first person in the line crawling through the legs to the back.

## RUN-AROUND GAMES

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### Compass points

**You will need:**

- North, East, South and West labels for the sides of the playing areas
1. Explain the following commands to the children:
    - North, East, South or West:** run to the relevant sides of the room.
    - Mountain climb:** children should pretend to climb.
    - Dig for gold:** children to kneel and pretend to dig.
    - Make a yeti:** one child to climb on another's back and roar like a yeti.
    - Get into your three-man cave huddle:** children to get into a group of three and huddle close, as if they were in a cave. This instruction can be with a variety of numbers, eg: a four-man huddle, a two-man huddle...
    - Row your boat:** children to sit down and pretend to row.
    - Roof collapsing:** children to bend over, covering head.
    - Captain's coming:** children to stand up straight and salute.
  2. If a child does the wrong action or is too slow, they are out.



## Creeping up

### You will need:

- A blindfold
- A leader standing as an ancient tree

1. A “tree” is guarded by a blindfolded player.
2. The rest of the children are to try and creep up to the tree without the blind guard catching them.



## Marooned

### You will need:

- A large towel (the “island”)

1. Choose someone to be the “shark”.
2. The shark is to try and tag the “marooned explorers”.
3. The “island” is a safety zone where two explorers can take refuge for ten seconds at a time.
4. When the shark catches an explorer, they too become a shark and try to catch the others.
5. The last remaining explorer wins the game.

## TEAM GAMES

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## Explore or discover

1. Divide the group into two teams and line them up across the middle of the hall facing each other at about an arm’s length. Each team must have a clear path to run to the wall on their side of the hall.
2. One team are the Explorers and the other team are the Discoverers. An umpire calls out either of the team names. So if he calls out “Discoverers”, the Discoverers must chase the Explorers before the Explorers reach the wall on their side of the room.
3. If any are caught, they have to join the other side, and the teams line up again for a second round. When “Explorers” is called, they must chase the Discoverers.

4. Call out some random other things as well beginning with “D” or “E” to trick the teams.



## Mummy game

### You will need:

- Toilet paper

1. Divide the children into teams.
2. At one end of the room, the teams have to wrap up one team-mate like a mummy with toilet paper.
3. The mummies must race to the other end of the room and back; then slalom in and out of their team-mates. However, they must try to keep their wrappings intact.
4. The mummy with the most paper left on at the end of the race is the winner.



## Stealing treasure

### You will need:

- Nine beanbags

1. Divide the children into 4 groups, one in each corner of the room. In each team, number the children 1,2,3,4,5...
2. They need a chair for each team set up in a square – they should be an equal distance from each other. Put nine beanbags in the middle of the floor.
3. Shout a number. Number “X” from each team must collect the treasure (beanbags) from the middle and put them on their chair and then must steal them from someone else.
4. The winner is the first to get three beanbags on their chair.

### Additional rules are:

- Must only carry one beanbag at a time.
- The beanbags cannot be thrown – they must be placed on the chair.
- You cannot interfere or stop someone from stealing a beanbag.



## Chalices or stones

### You will need:

- Small flexi cones

1. Place enough small flexi cones on the floor so that there are at least one for each child. Half of them need to be placed on the floor in the normal way, and half upside down. This creates the “stones” and “chalices”.
2. Divide the children in two teams. Depending on whether they are a chalice or stone, they have to turn the flexi cones over for their team. The team with the most cones turned over within a set time, eg: 30 seconds, wins.
3. The game can be repeated by lengthening the time, or travelling in a specific way, eg: hopping.

## QUIZ IDEAS

 *Note: For each quiz, prepare a range of questions based on the main teaching points and what has been covered in the session. Make sure the questions are clear and pitched at all ages.*



## Gold-rush scramble

**Aims:** To collect as many real coins as possible; to reinforce what has been taught in a fun way; and to help teams score points.

### You will need:

- Large coin flash-cards, with different amounts written on the back of them, ranging between 10-100, and some with “fake” written on them.
- A range of questions based on the main teaching points and what has been covered in the session. Make sure the questions are clear and pitched at all ages.

1. Explain that: “While exploring, treasure is discovered – but is it real or fake...?”
2. If a child answers a question correctly, turn over a card and show them the value. They have to decide if they want to “stick” and

keep the points, or “risk” and try to add more points to their score.

3. If they choose “stick”, make a note of their points. This marks the end of their turn, so ask the other team the next question.
4. If they choose “risk”, turn over another card. Again, they have a choice of adding it to their value and sticking, or choosing to risk once more. They can keep choosing ‘risk’ until they decide they want to stop – or until you turn over a ‘fake’.
5. If you turn over a ‘fake’, they lose all the points they’ve earned in that round.
6. The winning team is the team who scores the most.

It’s good to get the teams chanting either “risk” or “stick”.

## INTRODUCTORY ACTIVITIES: SESSION 1, BREATHTAKING BAY



## Red light, green light

**Aim:** To introduce the idea that we listen to and obey people who are in charge.

1. Line the children up, side by side, at one end of your space facing you.
2. When you shout: “green light!” the children walk or run (depends on space) towards you.
3. When you shout: “red light!” the children have to stop where they are. If they don’t, they go back to the beginning.
4. Continue shouting “red light” or “green light” until the children reach you. The first one who does is the winner.
5. Repeat. (You could put someone else in charge for the next game.)

Afterwards, explain that they listened really well and showed who was in charge by obeying what you said. We’re going to see today how Jesus’ words in action showed he was in charge and told people to “go” or “follow”.

## INTRODUCTORY ACTIVITIES: SESSION 2, DISCOVERY DENS

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### Obey!

**Aim:** To recognise that all of us disobey and ignore God.

1. Split the children into teams
2. Each team must think of an action to mime that the other team(s) must guess. It has to be connected to obedience, eg: washing the dishes, sitting quietly, tidying up.
3. Repeat with the other team(s).
4. You could do this up the front with leaders miming and the children guessing.

At the end, ask if any of them ever have trouble doing the things they've just acted? All of us break rules – not just the ones we acted, but also God's rules. We don't live the way he wants us to, but today we'll discover that Jesus is able to forgive our disobedience.

## INTRODUCTORY ACTIVITIES: SESSION 3, MYSTERIOUS MOUNTAINS

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### Stuck in the mud

**Aim:** To introduce the idea that we need to be rescued from the trouble we're in.

1. Introduce the game by saying that when you've been tagged (and you're stuck in the mud) you need someone to save you (by crawling through your legs).
2. Choose one person to be the rescuer and another to be "on".
3. Swap so others have goes at chasing and at rescuing.

Afterwards explain that, in the game, those who were in trouble needed help. They were saved by the rescuer. Today we will see that we are in need of help, and that Jesus came to save us from the punishment we deserve.

## INTRODUCTORY ACTIVITIES: SESSION 4, CROWN CAVE

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### Prove it

**Aim:** To begin to think about how we know something is true.

1. Split the children into small groups.
2. Decide as a team something unique that one person in the team can do, eg: wiggle your ears or roll your tongue.
3. When they have decided, pair up with another team and tell them what the skill is. The other team has to guess who it is who can do it.
4. After guessing, say: "Show me the proof". That person then needs to do his unique trick.
5. Repeat with other teams. Maybe have one or two children showing their skill up front.

At the end, say that today we're going to be thinking about proof: "How can we prove that Jesus came back to life?" We will discover that there's lots of evidence.

## INTRODUCTORY ACTIVITIES: SESSION 5, ROCKY ROAD

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### You choose

**Aim:** To encourage the children to think about the choices they make.

1. Have the children line up down the middle of the room.
2. Children are to move to opposite sides of the room depending of their choice, eg: red/blue; ice-cream/chocolate; dog/cat; football/rugby, etc.
3. If space is limited, have the children vote in other ways, eg: hands on heads or on their hips.

Afterwards, say that making a choice between two things can sometimes be hard. We're going to be thinking this session about choices we have to make.



# Decorating your venue - extra ideas

## CAMPFIRE

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On a thick piece of card/card stock, draw a circle (around 40cm diameter). Around the outside of the circle, use spray foam insulation foam to create rocks. When the rocks have dried, spray paint them, and the centre circle, black. Add grey and brown spray paint to create texture.

Add some small logs to the fire pit, and make flames from red, orange and yellow tissue paper.

## HAMMOCK

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Hang a hammock between two palm trees.

## TREASURE CHEST

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Either buy or make a treasure chest. To make one, use a large cardboard box. You will find plenty of example online if you search for "make a treasure chest".

Fill the treasure chest with gold coins and plastic jewellery.

## A SHIP OR SHIPWRECK

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If you have lots of room, you could also have in the venue a ship or shipwreck, which includes:

- A captain's wheel
- Barrels
- Ropes
- A telescope
- Sails
- A plank

## AN UNDER-THE-SEA AREA

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Including:

- Shells
- Inflatable sharks
- Jellyfish
- Octopus
- Fish

## CEILING DECORATIONS

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General decorations hanging from the ceiling will add colour.

- Pennants
- Balloons
- Flip-flops/thongs
- Beach balls
- Maps
- Binoculars