

BIBLE-BASED TEAM RACES

By Shirley Davis

Here are a few different examples to help you think of other races:

- 1) **3-legged race** – each team lines up with the members in pairs, with a leg of one partner tied to the leg of the other in the pair. In turn each pair must run to the end of the course and then return, before the next pair can leave. All must sit down at the end in order to win. *The teaching afterwards discusses the importance of working together, joining up with those going in the same direction we are, so as not to be led astray etc....*
- 2) **Blindfold race** – each team divides into two, with one half at the beginning of the course and the other at the far end. Those at the beginning are blindfolded and in turn, must run toward the end of the course, guided by shouts from their team members. On arrival at the far end, each blindfolded member is led back to the start by a “sighted” team member, and then another blindfolded one can set off. *Afterwards the teaching discusses how it is to be blind or lost - wandering, dangers of falling, led astray by others etc, and then the advantages of being led by someone who can see and help us (Jesus).*
- 3) **Water to Wine race** – each team lines up at the beginning of the course and the leader starts with a large ladle or plastic cup, dipping it into a bucket of clean water, then running to the end of the course, where he/she pours the water into a large clear jar, before returning and handing the ladle to the next team member. The race continues until the jar is filled with water – which will actually appear red, if some red coloring or a package of red fruit drink mix was put in the bottom of the jar before the race. *This is a good illustration before telling the story of Jesus’ first miracle – although I always tell the children how the “water turns red” in the race, wanting to avoid the appearance of “magic”.*
- 4) **“Dressing” races** – in these, several bases or stopping places around the course are set up. One representative from each team runs the race, stopping at each base in turn to put on another item of clothing before continuing on. The first to arrive at the finish wearing ALL the clothing items, wins. (This is very funny!) Examples include: the **“Armor of God race”** – where the items of clothing represent the armor as in Ephesians 6 (belt, shoes, hat, vest, sword and shield); the **“Missionary race”** – where the clothing represents different countries and cultures (gloves, sari, sweater, sandals, Chinese hat etc) *Discussion afterwards can be about different customs and culture shock that missionaries must deal with.*
- 5) **Christmas race** – this is similar and was explained in the Christmas 2005 WK PAL page.
- 6) **Scripture Balloon race** – this uses the same principle as the Hidden Christmas Clues in the Christmas 2005 WK PAL page, but the scriptures are written on small pieces of paper (different colored paper for each team, with scriptures used to form a different word for each team, but with the same number of letters). The clues are then placed inside balloons of each team’s color, and then inflated. The full explanation of the game is found on page 10 of the Joy with Jesus Workshop “Teaching your children the Bible through games” handbook. The scripture clues can also be hidden around the room or playing area so that members of each team run around hunting paper clues of their own team color.