



Set up:

- Determine your method of selecting the children who will participate in the game. Use either:
 - The Question Method - In this method, you prepare a list of questions from the lesson of the night or general Bible questions. As you ask the questions, the child who answers correctly gets to come up and play the game.
 - The Object Method – In this method, you as the leader will turn away from the children and wait as they pass a bean bag or other object down each row. When you say stop, the one holding it gets to come up and try the game.
- Place the 12 “Whole World” cards with the letters face down on a table.
- Identify the teams for the night. Either:
 - Boys vs. Girls
 - Even grades (2nd, 4th, and 6th grade) vs. Odd grades (1st, 3rd, and 5th grade)

Directions:

- The child is selected by either the question method or object method. The child comes to the front and picks a total of 7 out of the 12 cards. The goal is to spell the word “world” with the cards that they chose. The child gets 10 points for every letter spelled correctly. If they spell the whole word “world” they get an additional 10 points. Please see examples below.
- Give the child a piece of candy for participating.
- Shuffle the cards for the next participant.

Examples:

- Child A comes up and picks 7 cards. On his cards he has the letters: O, W, L, D, D, O, W. This child has spelled WO__LD, but is missing an “R”. This child would get 40 points for his team, because 4 of the letters are in the right place.
- Child B comes up and picks 7 cards. On his cards he has the letters: O, W, L, D, R, O, W. This child has spelled WORLD. This child would get 50 points for his team plus an additional 10 points for getting the whole word...therefore 60 points total.

WHOLE
WORLD

WHOLE
WORLD

WHOLE
WORLD

WHOLE
WORLD

WHOLE
WORLD

WHOLE
WORLD

WHOLE
WORLD

WHOLE
WORLD

WHOLE
WORLD

WHOLE
WORLD

WHOLE
WORLD

WHOLE
WORLD

W

O

R

L

D

W

O

R

L

D

W

R



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 - The Object Method - In this method, You as the leader will turn away from the children and wait as they pass a bean bag or other object down each row. When you say stop, the one holding it gets to come up and try the game.
- Place the 20 "Wipeout" cards with the letters face down on a table.
- Identify the teams for the night. Either:
 - Boys vs. Girls
 - Even grades (2nd, 4th, and 6th grade) vs. Odd grades (1st, 3rd, and 5th grade)

Directions:

- The child is selected by either the question method or object method. The child comes to the front and picks a card (the cards will have one of the following 6 things written on it: 10 points, 20 points, 30 points, 40 points, 50 points, or "wipeout"). Now if the card is a "wipeout" card, then this wipes out their score, they get zero points, and their turn is over. If it is not a "wipeout" card then they get the points that are on the card. They now have a choice. They can keep the points on the card and stop or they can try and add more points by turning over another card. Any additional points will be added to their score, but if they turn over a "wipeout" card it will wipe out their score and their turn will be over. The goal is to get the highest number of points without getting a "wipeout". Please see examples below.
- Give the child a piece of candy for participating.
- Shuffle the cards for the next participant.

Examples:

- Child A comes up. First they pick a card with 10 points on it and decide to pick again. Now they pick a card with 30 points on it. They now have a total of 40 points and child A decides to stop and so his team gets 40 points.
- Child B comes up. First they pick a "wipeout" card. Their turn is over and they get zero points for their team.
- Child C comes up. First they pick a card with 20 points on it and decide to pick again. Now they pick a card with 40 points on it. They now have a total of 60 points and they decide to pick again. This time they pick a card with 30 points on it. They now have a total of 90 points and they decide to pick again. This time they pick a card with a "wipeout" on it. All their points are wiped out to zero and their turn is over.

WIPEOUT

WIPEOUT

WIPEOUT

WIPEOUT

WIPEOUT

WIPEOUT

WIPEOUT

WIPEOUT

WIPEOUT

WIPEOUT

WIPEOUT

WIPEOUT

**10
Points**

**10
Points**

**10
Points**

**20
Points**

**20
Points**

**30
Points**

**30
Points**

**40
Points**

**50
Points**

WIPEOUT!

WIPEOUT!

WIPEOUT!



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 - The Object Method - In this method, You as the leader will turn away from the children and wait as they pass a bean bag or other object down each row. When you say stop, the one holding it gets to come up and try the game.
- Place the 12 "More or Less" cards with the letters face down on a table.
- Identify the teams for the night. Either:
 - Boys vs. Girls
 - Even grades (2nd, 4th, and 6th grade) vs. Odd grades (1st, 3rd, and 5th grade)

Directions:

- The child is selected by either the question method or object method. The child comes to the front and picks 3 cards. Add the point values for all three cards together give the child that score.
- Give the child a piece of candy for participating.
- Shuffle the cards for the next participant.

Examples:

- Child A comes up and picks 3 cards. On his cards he has: 10 points, 20 points, and 50 points. This child would get 80 points for his team.

MORE
-OR-
LESS

MORE
-OR-
LESS

MORE
-OR-
LESS

MORE
-OR-
LESS

MORE
-OR-
LESS

MORE
-OR-
LESS

MORE
-OR-
LESS

MORE
-OR-
LESS

MORE
-OR-
LESS

MORE
-OR-
LESS

MORE
-OR-
LESS

MORE
-OR-
LESS

10
Points

10
Points

10
Points

20
Points

20
Points

30
Points

30
Points

40
Points

50
Points

60
Points

70
Points

80
Points



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Directions:

- The child is selected by either the question method or object method. Bring the child to the front and give the child a balloon and let them blow it up as much as they want to. Set a target out in front of them and tell them to let their balloon go. Give them points depending on how close their balloon comes to the target.
- Give the child a piece of candy for participating.

Examples:

- Child A comes up and blows up the balloon and lets it go. It lands on the target. The place where it landed is worth 20 points. This child would get 20 points for his team.



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Directions:

- The child is selected by either the question method or object method. Bring the child to the front and give them a Q-tip and a straw. Have them load their Q-tip into one end of the straw. Then they put their mouth on the other end and blow. Allow them to practice once. Put a target on the floor. Give the child the number of points based on where their Q-tip lands on the target. You will be surprised how well they fly and the kids always enjoy it.
- Give the child a piece of candy for participating.

Examples:

- Child A comes up and shoots the Q-tip. It lands on the target. The place where it landed is worth 20 points. This child would get 20 points for his team.



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Directions:

- The child is selected by either the question method or object method. Bring the child to the front and give each child a CD. They will use it like a Frisbee and see who can throw it the farthest or get is the closest to a target.
- Give the child a piece of candy for participating.

Examples:

- Child A comes up and throws the CD. It lands on the target. The place where it landed is worth 20 points. This child would get 20 points for his team.

