



# 20 FAMILY MINISTRY GAMES

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We recommend you use discretion, common sense, and all safety precautions as you decide on games, ideas and activities. You must understand the possibility of unforeseen hazards and know the inherent possibility of risk. Ministry to Parents is not responsible or liable for damages, losses, diseases, or injuries incurred by people using **THE BIG BOOK OF FAMILY MINISTRY GAMES** as a resource.

# PARENTS VS. KIDS CHALLENGES

## All Ages

Host your next Family Ministry event with creative challenges between kids and parents.

## WHO IS THAT?

### SUPPLIES

- TV/Projection System
- 10 Celebrity Images (five from the 1980s, five from the 1990s, and five current ones)
- Paper and Pens

### GAMEPLAY

This activity is a battle for the generations. Do parents know the current celebrities, and do students know celebrities popular with parents when they were young?

Copy and paste the celebrity pictures into the preferred presentation program (PowerPoint, Pro-Presenter, Keynote, etc.). Show each photo by alternating between parent and student celebrities. When the photo is on the screen, ask everyone to write down the answers. At the end of the game, see how many got ten out of ten.

### SUGGESTED 80S/90S IMAGES

Madonna  
Tom Cruise  
Princess Diana  
Prince  
Jon Bon Jovi  
Matt Perry  
Lindsay Lohan  
Luke Perry  
Jaleel White  
Jonathan Taylor Thomas  
Hanson

### SUGGESTED CURRENT IMAGES

Millie Bobby Brown  
Chance the Rapper  
Drake  
Neymar JR.  
Kylie Jenner  
Hank Greenspan  
Halsey  
Zendaya

# PARENTS VS. KIDS CHALLENGES

## All Ages

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## TAMBOURINE TUNES

### SUPPLIES

- Tambourine
- Egg Timer or digital countdown clock on a projection screen
- Optional: Microphone

### GAMEPLAY

A group of parents vs. kids in a “Name that Tune” game using a tambourine.

Kids take a turn by sending a player upfront to perform a song with a tambourine in less than thirty seconds while kids shout out their guess. Parents go next, and the rotation continues. The group with the most points wins.

### SONG SUGGESTIONS - YOUNGER KIDS

Happy Birthday  
Ring Around the Rosie  
Row Row Row Your Boat  
Jesus Loves Me  
Baby Shark  
Wheels on the Bus  
Let It Go  
If Your Happy And You Know It

### SONG SUGGESTIONS - OLDER KIDS

Take Me Out To The Ballgame  
I’m a Little Tea Pot  
Do You Want to Build a Snowman  
YMCA  
Happy  
Old Town Road  
Shout to the Lord  
Amazing Grace

# PARENTS VS. KIDS CHALLENGES

## All Ages

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## MEGA MONKEY IN THE MIDDLE

### SUPPLIES

- 4 to 5 dodgeballs or other kinds of balls that are squishy or soft
- 5 to 10 Cones
- A stopwatch or timer

### GAMEPLAY

This activity is a playground classic that gets supersized for your next family event.

Use a field area such as a local park or school. Create two end zones on either end of the playing area by using five cones to create a line. The line marks the end zone. Make sure to gauge your space between the two end zones based on the number and age of participants.

For the first round, send all the parents to the center of the playing area and divide kids into two equal teams. Have the kids stand behind the line of cones in the end zone on either side of the field. Give each side dodgeballs.

On "Go," kids attempt to throw the balls over the parent's heads to the other kids' team. If a parent catches the ball, they are out of the game and must sit down. The game continues until the assigned time is up or one kid remains.

The game resets with kids standing in the middle and parents lining up behind the cones. Play the round the same as the first.

### SUGGESTIONS

Mark a section in the middle of the field and send a few players to help catch and throw from end zone to end zone.

# PARENTS VS. KIDS CHALLENGES

## All Ages

Host your next Family Ministry event with creative challenges between kids and parents.

## WHOP CHOP WALK

### SUPPLIES

- 2 sets of chopsticks
- 2 cartons of chocolate Whoppers candies (or something similar)
- 2 buckets

### GAMEPLAY

A relay race with parents and kids to transport candy using only chopsticks.

Line parents up in one line and kids in another, then place buckets on the far end of the field away from the lines. Hand the first player one pair of chopsticks and a piece of candy.

On "Go," each team sends a player to the empty bucket with the candy on the chopstick. They drop the candy in the bucket and run back to hand the chopsticks to the next person in line. The game continues until every person in line has completed the race. The winner is the first one to finish.

### SUGGESTIONS

If lines are uneven, ask parents or kids to volunteer and go twice until there is an equal number of turns.



# PARTNERS & PARENTS

## All Ages

These games bring kids and adults together to create some fun, bonding experiences.

## CAN U?

### SUPPLIES

- No supplies needed

### GAMEPLAY

A twist on the old game, "Simon Says." The leader calls out a pose starting with "Can U?" and partners work together to make one pose as fast as they can. The leader can also call out a pose without using the words, "Can U?" If any player moves without the words "Can U," they are out. If they move too early or do the wrong one, they are out. The last partnership standing wins.

### POSES

- Can U make a U (lay on the ground and together make a U)
- Can U make an S
- Can U make a T
- Can U make a dog and a tree
- Can U make a cat chasing a mouse
- Can U be a queen and king

### SUGGESTIONS

Try to say the poses quickly to keep the game moving fast.

## HOLD THE LINE

### SUPPLIES

- 2 pieces of rope 10-12 ft. long (One per team)
- 2 large buckets
- 2 tennis balls per team

### GAMEPLAY

The goal is to transport a tennis ball using the two pieces of rope from one end of the playing area to the other.

Divide the group into two teams of child-parent partners. On "Go," partnerships grab the end of each rope, pull it tight between them, place one ball ON the rope and work together to transport the ball to the other end of the playing area and drop it into the empty bucket.

### SUGGESTIONS

For older students, consider playing the game with silence for an extra challenge.

# PARTNERS & PARENTS

## All Ages

These games bring kids and adults together to create some fun, bonding experiences.

## LISTEN TO ME!

### SUPPLIES

- Blindfolds or bandanas (One per partnership)
- 100 splash balls

### GAMEPLAY

Blindfolded students listen to their parent's voices as they attempt to collect splash balls.

Spread out the splash balls over the playing area. Have students line up with parents and ask parents to blindfold their students securely.

On "Go," the kids gather as many splash balls as possible while parents communicate the location. Once kids have as many as they can hold, students make their way back, give the balls to the parent, and return for more.

The game continues until time runs out. The winner is the one with the highest number.

### SUGGESTIONS

Each ball counts as five points, but include a few (spray-painted) "gold" splash balls, which are worth extra points. This addition gives parents and kids a chance to strategize.



# PARTNERS & PARENTS

## All Ages

These games bring kids and adults together to create some fun, bonding experiences.

## PUMPKIN UNICORN

### SUPPLIES

- 20 small flat gourd-size pumpkins
- 2 chairs
- 1 table

### GAMEPLAY

This activity is an “upfront” game to use during an event. Two teams, made up of one parent and one kid, compete to stack ten small flat pumpkins on top of the forehead.

Have two teams come to the front of the room and ask the parents to sit down in the chair and lean their head back onto a table, so they are looking up. Give each student ten flat pumpkins. On “Go,” students create a “pumpkin unicorn horn” on their parent’s forehead with the pumpkins.

The winner is the one who stacks all ten pumpkins first.

### SUGGESTIONS

The winner is the one who keeps the most pumpkins in a unicorn horn for five seconds without falling over.



# FAMILY FACE-OFF

## All Ages

Create a fun and exciting atmosphere at your next family event with Family Face-Off, seated challenges where entire families compete against each other.

## CUP HEAD

### SUPPLIES

- Plastic cup (One per family)
- Ping pong ball (One per family)

### GAMEPLAY

Family members have sixty seconds to see how many times they can bounce a ping pong ball and catch it with a cup on their head.

Hand out a ping pong ball and cup to every family. Players use one hand to keep the cup held flat and secure to the top of their head while using the other hand to bounce the ball. Every family member must try at least once before players repeat a turn.

The winning family is the one with the highest number.

### SUGGESTIONS

Give each family member thirty seconds. Total the points at the end for a family count.

When numbers are uneven, ask families to let a player go twice.

## PUDDING PENNE PICASSO

### SUPPLIES

- Boxes of penne pasta
- Pudding cups (One per person)
- White card stock paper (One per person)

### GAMEPLAY

Everyone creates a masterpiece using only pudding and a piece of penne.

Players dip the penne pasta into the pudding cup and fill the noodle. They paint or draw on the paper by gently blowing the pudding out of the penne pasta onto the paper.

Have children or youth volunteers judge the competition and give out a trophy cup filled with gold, spray-painted pasta for an award.

### SUGGESTIONS

Give families a few minutes to collaborate on a family-sized project.

# FAMILY FACE-OFF

## All Ages

Create a fun and exciting atmosphere at your next family event with Family Face-Off, seated challenges where entire families compete against each other.

## MARSHMALLOW IGLOOS

### SUPPLIES

- Bags of mini marshmallows (One per family)
- Plates (One per family)

### GAMEPLAY

Families' face-off as they create mini-igloos using mini marshmallows.

Give each family a bag of mini marshmallows and a plate to create an igloo. Have volunteers judge based on criteria. Hand out an award made from extra large marshmallows.

### SUGGESTIONS

**Awards:** Most Realistic, Most Creative, Most Funny, Best Design, Best Overall

Give each family a permanent marker to draw on the marshmallows.

Depending upon the age, add glue as a supply.

## WALRUS WARS

### SUPPLIES

- Box of craft or popsicle sticks
- Bag of small craft pom-poms
- Small styrofoam bowls

### GAMEPLAY

Every family member receives two craft or popsicle sticks to create a pair of "walrus teeth." Place five pom-poms next to a bowl. Using the teeth, they attempt to pick up or flip the pom-poms off the table into the bowl.

### SUGGESTIONS

They can use their hands or blow air to move the pom-poms around the table, but they cannot use their hands. Families can work together using their "teeth."

# FAMILY VS. FAMILY

## All Ages

Games for families to have fun and compete against each other while standing and moving around the room.

## BOTTLE FLIP MINIATURE GOLF

### SUPPLIES

- Mini water bottles (One per player)
- Index cards
- Golf pencils (small mini pencils)

### GAMEPLAY

Create a nine-hole course around your church or park as families play the Bottle Flip Challenge.

Give every family an unopened mini water bottle and ask them to drink the water needed to give the bottle the right balance to land a “bottle flip.” Find nine spots for challenges around the location and mark them with signs, number one through ten, and add a brief explanation.

Stagger families to the nine different places on the course. At each spot, say “Go,” and ask families to try and land a successful bottle flip. Once, or if they do, record the number of tries on their index card.

### SUGGESTIONS

1. Classic flip onto a table
2. Stand on a chair and flip onto another chair
3. Flip onto the top of a ladder
4. Flip onto a clipboard as a parent holds the clipboard
5. Flip off the stage into a hula hoop on the floor
6. Flip backward over your shoulder onto a small table
7. The most flips and lands in 60 seconds
8. Flip down a flight of stairs
9. Flip onto a playground platform

# FAMILY VS. FAMILY

## All Ages

Games for families to have fun and compete against each other while standing and moving around the room.

## AWKWARD FAMILY FOTOS

### SUPPLIES

- Cellphone with a camera (One per family)

### GAMEPLAY

This activity is a scavenger hunt that meets the Christmas card photo shoot that meets the families of your ministry.

Families have fifteen minutes to go around the church building and take a series of awkward family selfies. Choose or create a custom hashtag for the night, e.g., #ministrynamefamilyfotos.

Give families points for every picture they post. Give extra points for every encouraging comment they leave on other families' posts to the hashtag.

### SUGGESTIONS

#### Awkward Family Selfies

- in front of the church sign
- with a staff member
- in a nursery
- with a bush or tree
- on the stage
- playing with toys
- in your car
- making snow angels
- building a human pyramid

## YOUR KNOT NICE

### SUPPLIES

- 1 Rope 8-10 ft (One per family)

### GAMEPLAY

Give each family a rope with a knot in the middle of it. Ask them to tie each end of the rope around two family members' belt loop or wrist. If you use the wrist, keep the tie loose.

On "Go," families work together to completely unknot their rope without untying the connection to the people on either end.

### SUGGESTIONS

Before the game, research types of knots online. Cut as many pieces of rope as you need, then create a variety of knots in the middle of the rope. Make sure to leave plenty of room on either end.

# FAMILY VS. FAMILY

## All Ages

Games for families to have fun and compete against each other while standing and moving around the room.

## POST-IT NOTE PARENT

### SUPPLIES

- Pack of Post-It/Sticky Notes from the dollar store (One pack per family)

### GAMEPLAY

Kids use a complete stack of sticky notes to cover a parent entirely before time runs out.

Give each family a packet of unwrapped Post-it/sticky notes. Have them choose one parent to be the "Post-it Note Parent." On "Go," the rest of the family works to use every note to cover the parent from head to toe in sticky notes.

The first team to use the entire stack of sticky notes wins.

### SUGGESTIONS

After the family runs out of sticky notes, keep the competition going. Give each family a few permanent markers and a quote, e.g., I love fluffy kittens. Ask them to write one letter from the quote on one sticky note. Once they assign a letter to the note, take off the sticky notes, and unscramble the letters into the quote. The first family to get the quote wins.



# BIG GROUP GAMES

## All Ages

Big Group Games are a time for parents to experience the fun that happens during standard, students-only ministry time.

## MOM VS. DAD VS. KID DODGEBALL (3-WAY DODGEBALL)

### SUPPLIES

- Dodgeballs
- Painters' Tape

### GAMEPLAY

This activity is a twist on the classic dodgeball game with three teams instead of two.

Divide the playing area into three equal sections using painters' tape. Assign one part to moms, dads, and kids. Each team eliminates players from the other two sections using the standard dodgeball rules.

### SUGGESTIONS

Invite siblings and create a fourth section.

## COLOR CHAOS COLLECTION

### SUPPLIES

- 200 to 240 ball-pit style balls (50 to 80 of four different colors)
- 4 large storage tubs
- 1 large kiddie pool
- Ladder

### GAMEPLAY

The goal is for teams to collect their team's color of balls. The first team to collect them all wins.

Place all the balls in the kiddie pool at the center of the playing area. Put four large tubs in the four corners of the playing field.

Divide the group into four teams- Dads, Moms, Sons, and Daughters. Assign each team a color and have them go to their corner and assigned tub.

Players transport one ball at a time back to their team's tub. On "Go," flip the kiddie pool and send the balls into the air.

### SUGGESTIONS

Put multiple kiddie pools around the playing area. Flip one pool every thirty seconds.

# BIG GROUP GAMES

## All Ages

Big Group Games are a time for parents to experience the fun that happens during standard, students-only ministry time.

## IRONMAN, BATMAN, SUPERMAN

### SUPPLIES

- No supplies needed

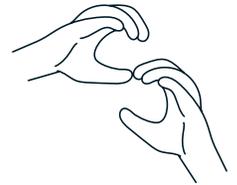
### GAMEPLAY

This game is similar to rock-paper-scissors or gorilla-man-gun. Players partner up and stand back-to-back. Leaders count down from three and yell "turn." Players choose one of the three superhero symbols to create with their hands on their chests. The eliminated players must sit down.

### SHAPES

#### Superman

Shape hands into a "c" creating two C's. Connect the pointer finger and thumb, creating an "s" on their chest.



#### Batman

Lay hands straight out, then pointing hands inward touching at the middle fingers creating a "bat" shape on their chest.



#### Ironman

Shape hands into a "c" and connect both pointer fingers and thumbs touching, creating a circle on their chest.



**Ironman defeats Batman**

**Batman defeats Superman**

**Superman defeats Ironman**

### SUGGESTIONS

Add sounds or dance movements to each character.

# BIG GROUP GAMES

## All Ages

Big Group Games are a time for parents to experience the fun that happens during standard, students-only ministry time.

## PROTECT THE PARENTS

### SUPPLIES

- Dodgeballs

### GAMEPLAY

A version of dodgeball where players protect their parent.

Similar to dodgeball, students throw the ball to eliminate the opposing team by hitting other student's parents. In this version, parents may not throw. They can catch and pass to other students or move and dodge.

When a student tags a parent, both the parent and student are out. When a student tags another student, both the parent and student are out.

The winning team is the one that eliminates the opposing team's parents.

### SUGGESTIONS

Parents stand still and are unable to move their feet, but they can catch the ball. The student does all the running and throwing.

