

### **ABC Ball**

This is a fun game for younger Cubbies who are just learning their letters. Toss or roll a ball to a clubber and say the letter "A." When the Cubbie returns the ball to you, she should repeat the letter "A." Say the letter "B" and toss the ball to another Cubbie, who will return the ball to you and say the letter "B." Continue this pattern until you say the whole alphabet or children lose interest. Close by singing an alphabet song.

### **Beanbag Toss**

Allow clubbers to take turns tossing bean bags into a big bucket (or some other easy to hit target). Let them take turns until they lose interest.

### **Board Games**

Set up a few age-appropriate board games at different tables and have a leader at each table. Allow Cubbies time to complete the game. If there's time, switch tables.

### **Cubbie Bear Hunt**

Do you have the [Cubbies Finger Puppets](#)? Consider buying one of each and have a Cubbie and friends hunt around your club room.

### **Cubbie Says**

Use your [Cubbie puppet](#) (or [finger puppet](#), or using a paper bag, make a hand puppet after cutting out a coloring sheet of Cubbie's face) to play Cubbie Says. It's played the same as Simon Says.

### **Cubbie Time Obstacle Course**

Transform your Cubbies room into a free-for-all obstacle course! Clear out clutter that someone could trip on. Place piles of pillows, cushions, chairs, tubes, cardboard boxes, etc., around the room for the kids to romp over, under or through. Show the Cubbies how to proceed through the obstacle course. Then turn on the music and let the kids take turns.

### **Find Cubbie Bear**

Purchase the [Cubbie Bear Stuffed Toy](#), [Cubbie Bear Puppet](#) or [Cubbie Finger Puppets](#). Have kids close their eyes and turn their backs so you can hide Cubbie Bear somewhere. Then let everyone search for him. Repeat several times so everyone has a chance to find him. Hand out prizes to everyone.

### **Fishing for Cubbie**

Duplicate and cut out pictures of Cubbie Bear and secure a small magnet to the back of them. Using a child's size fishing pole, tie or adhere the opposite side of the magnet to the fishing line. Put several Cubbie Bears in a bucket and let clubbers take turns fishing for Cubbie.

### **Guessing Game**

Bring a lot of pictures to club...pictures of all the different seasons and things that you see in each season. Trees with changing leaves, swimming pools, pumpkins, Christmas trees, umbrellas, etc. The game is to have children tell you which pictures are of things you see in the summer.

### **Head, Shoulders, Knees and Toes!**

Teach your Cubbies while singing! Sing the familiar song, "Head, Shoulders, Knees and Toes"!

*Head and shoulders, knees and toes*

*Head and shoulders, knees and toes*

*Eyes and ears and mouth and nose!*

*Head and shoulders, knees and toes*

**KNEES AND TOES!**

### **Musical Feet**

Since music is the focus of the night, play musical chairs but without the chairs. Play music and have clubbers dance or walk around the room with their popcorn tambourines. When the music stops, they all need to stop. Play until they lose interest. No one is ever out and everyone gets a snack in the end.

### **Parachute**

Get hold of a small parachute or use a flat bed sheet. Have Cubbies and leaders stand (leaders on their knees) in a circle and shake the parachute. Throw a few soft balls or stuffed toys on the parachute and watch them fly and bounce all over.

### **Pick the Apple From the Tree**

Draw a picture of a tree on a large piece of cardboard. Draw and cut out lots of apples. On the back of the apples, write something we can be thankful for at this time of the year such as pretty trees, cooler weather and bright blue skies. Tape the apples to the tree. Let the Cubbies take turns picking an apple from the tree. As they do, read to everyone what the back of their apple says. Let the Cubbies keep their apples.

### **Point and Say**

Point to pictures around the room and say "God made \_\_\_\_\_." Let the Puggles finish the sentence if they can. If they can't, use it as a teaching opportunity and go over what the object is several times. Then come back to it often.

### **Simon Says**

Play Simon Says – you can end the game by incorporating how it's good and right to do what the Bible says (we do what the Bible says when we tell others about Jesus).

### **Special Delivery**

Each Cubbie gets some "mail" to deliver to Cubbie Bear. Designate a place that is Cubbie Bear's house. Have a make-shift mail box (or a real one if you can get it) and as each Cubbie takes a turn putting the mail in Cubbie's mailbox, he or she says "Special Delivery!"

### **Welcome to Fall!**

It's fall! Celebrate with apple juice. Show Cubbies pictures of beautifully colored trees and dried corn stalks. Emphasize how God shows us His power as the seasons change. He also shows His love for us in how beautiful the world looks as the seasons change.

### **Where's Cubbie?**

Do you have a Cubbie puppet or stuffed animal? If not, any stuffed animal will do. Before the clubbers arrive, hide Cubbie in some part of the room. Also hide a few other stuffed animals. During Game Time, announce to your Cubbies that Cubbie and some friends are hiding around the room and their job is to find them.

### **Wiggle Poem**

Use this "game" to get Cubbies ready for the lesson. Everyone stands up and says this poem:

You wiggle up high (all kids wiggle their arms while stretching up)

You wiggle down low (all kids wiggle their toes)

You spin around once (spin around once)

Then wiggle some more (wiggle all your limbs)

You wiggle up high (all kids wiggle their arms while stretching up)

You wiggle down low (all kids wiggle their toes)

You sit down on the ground (everyone sits)

And learn about the Lord

### **Holiday Games**

#### **Colorful Thanks**

Make an artist's palette with several different colors on it. Allow clubbers to take turns naming something that a color reminds them of – something they're thankful for. For example – the color orange might remind a clubber of orange juice. Or yellow might remind a clubber of the color of their dog. Take a moment to say, "Thank you Jesus for orange juice!" or "Thank you Jesus for our pets!"

#### **Cotton Ball Snowman**

You'll need: paper, glue, cotton balls, pencil, cups, macaroni, popcorn and paint

Find different size cups that Cubbies can use to trace. If you don't have different size cups, try small round containers, lids or unopened cans. You'll need three different sizes. Have Cubbies trace three circles on paper in stacking order with the biggest on the bottom. Have them fill in the circles with cotton balls and a little bit of glue. You can simplify the gluing process by squeezing the glue onto a plate and giving them a cotton swab to use. Use painted macaroni and multi-colored popcorn for the eyes, mouth, nose and buttons.

### **Eggs: A Symbol of New Life**

Fill several plastic eggs with important objects from the toy rooster (Matthew 26:33-34), a tiny wooden cross (John 19:16-18) or a stone (Mark 16:3-4). Number your eggs to match the order of story events and put them in a basket. Easter story. Examples: A piece of palm leaf (John 12:12-13), silver coins (Matthew 26:14-16), a feather or small Cubbies sit in a circle and pass one empty egg around the circle. When you say "Stop!" the Cubbie holding the egg gets to open egg number one from your basket. Explain the object and play the game again. The next Cubbie gets to open egg number two and so on. When the last child opens the empty egg, talk about the empty tomb. (To order premade Resurrection Eggs go to [www.familylife.com](http://www.familylife.com).)

### **Find the Snow Globe**

Hide a snow globe in the room and give the clubbers time to find it. Do this several times to ensure many if not all clubbers have a chance to find the snow globe.

### **'He is Risen Indeed!' Game**

Explain that the Church has a special greeting on Easter Sunday. When someone says, "Christ is risen!" someone else answers back, "He is risen indeed!" Practice this call and response several times with Cubbies. Then play a game similar to Marco Polo. The leader closes her eyes and says "Christ is risen!" Cubbies quietly scatter around the room as they answer, "He is risen indeed!" The "blind" leader keeps calling and tries to find and tag Cubbies by listening to the sound of their voices when they answer her call. (Cubbies can stand still or move around. They can continue playing after they are tagged.)

### **Paint the Pumpkin**

Allow Cubbies to paint a small pumpkin or gourd. They don't have to paint a face. Let them paint anything they want. Talk about how God made pumpkins and gourds.

### **Paper Plate Easter Game**

Get several paper plates and draw a happy or sad face on each one. Hide them around the room. Tell Cubbies to find the sad faces. Gather the group and explain that Jesus' friends were sad when He died. Then tell Cubbies to find the happy faces. Gather the group again and say that Jesus' friends were SO happy to find out He was alive. Give a big cheer. Christ has risen from the dead!

### **Pass the Gingerbread Man**

Make a gingerbread man made of construction paper. Cubbies sit in a circle. Play music. When the music stops, the Cubbie with the gingerbread man stands up, runs around the circle and sits back down. Play until everyone has a turn to run around the circle.

### **The Thankful Game**

Cubbies sit in a circle. Have a Cubbie Bear [finger puppet](#) or [stuffed toy](#) for the clubbers to pass around. Play music and when the music stops, the Cubbie holding Cubbie Bear says something he or she is thankful for. You might need to give them some ideas. Have other leaders show how to do the game first or have them sit in the circle, too.

### **Who's got the Gourd?**

Have a gourd on hand. Have children sit in a circle. Everyone closes their eyes with their hands behind their backs. You walk around the circle and place the gourd in someone's hands. Everyone opens their eyes and you pick someone to guess who has the gourd. Allow three to four clubbers to try before starting over.