

# Games

Games are great way to keep kiddos busy and burn off that sugar! For the best success:

- Read all game instructions in advance.
- Collect the materials needed long beforehand.
- Choose games to fit the ages and temperaments of the majority of guests.
- For team games, determine which team starts by flipping a coin.

It may help to have the following supplies on hand:

- clipboard
- list of groups
- starting and finish lines (mark lawn with flour or landscaping spray paint)
- timer or stopwatch
- whistle
- pad and pen for scorekeeping
- several small prizes



***Lord, keep us safe.  
Help us to play fair,  
and when we don't,  
to learn from our  
sins and become  
more like You.***

## Egg Spoon Race



**1 piece of string, streamer,  
tape, etc. (for clearly  
marking the starting  
and finish lines)**

**1 raw egg for each player**

**1 spoon for each player**

Provide each player with a raw egg and a spoon. At the starting line, instruct players to place their eggs on their spoons. The first one across with an intact egg wins.

If you run short of eggs and/or spoons, play the game in two rounds, having someone begin the race and time it. In this case, the player wins who crosses the finishing line with the best time and an intact egg. Even with this adaptation, don't expect to reuse all of your eggs in the second round—some won't make it!

***Continued on the next page...***

## Egg Spoon Race

CONTINUED

### Optional Versions:

**A cleaner but less dramatic version:** Use plastic eggs and specify that dropping the egg will disqualify the player instantly.

**Three-legged race:** Pair players in groups of two. While the children are standing side-by-side, tie their inner legs together in two or three places with old nylon stockings or strips of cloth. Have each child carry an egg with a spoon. The first pair of children to cross the finish line with the eggs intact wins.

## Cardboard Egg Hop Race



**1 12- to 18-inch cardboard or construction paper egg\* per player**

**1 piece of string, streamer, tape, etc. (for clearly marking the starting and finish lines)**

\*The designing and decorating of the paper eggs can be done

- in advance by you
- by the children at the party, or
- on simple grocery sacks or poster board squares instead of decorated paper eggs.

Divide the children into pairs and give each pair two paper eggs. One child will play the “hopper” role, and the other will play the “helper” role in this variation of leapfrog.

The hopper stands on Egg 1 at the starting line, and the helper places Egg 2 a short distance in front of the hopper, who hops onto it. Then the helper moves Egg 1 in front of Egg 2, and once again, the hopper hops to it. The pair moves from the starting line to the finish line where they reverse roles. The first pair to complete the course wins.



# Waterbed Egg Race



**1 16-inch balloon per team  
(and extras for breakage)**

**1 water faucet**

**1 egg\* per team (and  
extras for breakage)**

**1 piece of string, streamer,  
tape, etc. (for clearly  
marking the starting  
and finish lines)**

\* If you can withstand the drama and the mess, use raw eggs. If not, opt for hardboiled eggs.

Fill balloons with water to 3/4 capacity. Divide the players evenly into two or more teams. Explain that each team will be given a waterbed (balloon) and an egg.

The objective is to have each team member travel to the finish line and back while nesting the egg in the balloon without breaking the egg. If a player breaks an egg, he must return to the starting line and begin the course again. If the egg falls, but does not break, the player can stop, re-nest the egg, and resume the race from that point. The first team to complete the course wins.

### **Tip:**

Create a nest by pressing an indentation on both sides of the center of the balloon. The egg can rest in this. (As players hurry, eggs may become airborne!)

# Duck Race



**1 piece of string, streamer,  
tape, etc. (for clearly  
marking the starting  
and finish lines)**

When you say "On your mark," the children are to squat down and grasp their ankles. At "Go!" they are to waddle to the finishing line, without letting go of their ankles. The first one across the finish line wins.

## 'Rez' Eggs Chalkboard Charades



**chalkboard, chalk, & eraser**

*or*

**flipchart, easel, & markers**

Except for egg #12 (it's empty), place the Resurrection Eggs in a paper sack so that they are hidden from players. Divide children into two groups. Invite a child from the playing team to approach the board or flipchart, choose and open an egg (so that no one else can see), and identify the object.

Set a timer for 30 seconds. Explain that on your mark, the player should draw the object and refrain from using written or spoken words. To score, his or her team members should guess what the drawing is before time runs out. Should the team fail to score, the opposing team has a chance to score by guessing the correct answer within five seconds.

Whichever team scored in the last round is "up" to play in the next round. If both teams fail to score, the opposing team from the previous round is up. Play until a team scores ten points or your predetermined winning score.

## Easter Twenty Questions



The team leader starts by choosing an Easter-related person, place, or thing. When she says, "I'm thinking of something. What is it?" the children try to guess what it is by asking no more than 20 questions that can be answered "yes," "no," or "I don't know." The child who guesses correctly wins a small prize (optional) and becomes the leader of the next round.

