



BGMC

MISSIONS CARNIVAL

**A GREAT WAY TO HAVE FUN
AND RAISE MONEY FOR MISSIONS!**



- ◆ ***Booth ideas!***
- ◆ ***Prize ideas!***
- ◆ ***And lots more!***

Getting Started

Purpose

A missions carnival is a great way to raise missions awareness within the church and within the hearts of kids. The activities suggested in this manual can be used any time of year. Here are some suggestions:

- * As a BGMC fund-raiser on BGMC Sunday
- * As a Halloween night alternative
- * As a kids' event during your church's annual missions convention
- * As a missions awareness event in your kids' church
- * As a summertime kids' event

Setting a Goal

As you prepare your missions carnival, the first thing to do is set goals. What do you hope to accomplish during the event? Goal-setting will help direct the planning and preparation as you keep the end in sight from the beginning. Sample goals:

- * To honor Christ
- * To raise missions awareness
- * To reach out to the community
- * To reach a missions giving goal

General Setup

The concept behind this missions convention is to set up several booths that kids will visit, much the same as an activity center area in a Sunday School classroom but on a much larger scale. Each booth will provide an activity where the kids can win prizes. Costumes can be worn by booth participants, if desired.

Well in advance of the event, post a listing of the supplies and materials you'll need. Ask members of the church to help provide these. Have a place for church members to check off what they can supply and to include their name and contact information.

Schedule

Set a schedule for your convention that will suit your church or community. Options are to hold it several evenings throughout a one-week period, on a Saturday, or all week long during the summer. If you hold evening or morning sessions, allow 1½ to 2 hours per day for kids to visit the booths. If you hold a one-day convention, create three or four 1½ hour sessions, with breaks in between for puppet shows and lunch.

Ticket Sales

Tickets can be sold at a nominal rate, such as 25¢ each or five for \$1. Admittance to each booth requires one ticket. (Exception: There is no charge to visit the prayer chapel or the food booth.) The sale of tickets will be your main source of revenue, both to recoup expenses and to raise money for missions.

Prize Resources

Before purchasing prizes, calculate the other costs of the carnival and the estimated revenue from ticket sales to determine how much you can afford to spend. Prizes that cost more should be reserved for activities that take greater skill to win. Some local businesses might donate prizes.

Make sure no kid leaves a booth without receiving something. If a kid does not win a prize, give him a BGMC sticker. Buddy Buttons make great prizes (see the next page). Give out a different Buddy Button at each booth, and encourage kids to try to win them all!

Ideas for prizes that match the theme of the booth are included with some of the booth instructions. Many of these and other inexpensive prizes can be purchased from BGMC. Check a recent catalog for ideas. The profit from those resources goes to the BGMC ministry, so by purchasing them, you are increasing your giving to missions.

Inexpensive prizes can also be obtained through Oriental Trading Company. Visit their website at: www.orientaltrading.com.

At the beginning of the carnival, provide bags for kids to keep their prizes in.

Volunteers

As with all kids' events, several volunteers must be recruited. You'll need at least one volunteer per booth. If your event will last several hours, consider recruiting swing volunteers—people who will move from booth to booth to relieve workers. Sample letters for volunteers are found on page 29.

Booth Ideas

Following are suggestions for several booths. Feel free to use your imagination to create booths of your own. You might consider having at least one booth that represents your community, such as its historical or ethnic background. This helps kids to realize that missions takes place at home as well as far away.

Instructions for each booth are provided. You may choose to print the pages on heavy stock and cut each page in half. This way you can give an instruction card to each booth worker. Be sure to provide prizes for the booths.

Some of the games require groups. These are marked *GROUP GAME* in the upper right corner of the card. For these games, you can wait until several kids arrive, then divide them into teams as required. Or have kids move from booth to booth in groups, such as class groupings or age-level groupings. Games suited for Preschoolers begin on page 23 and are marked *PRESCHOOL* in the upper right corner.

Buddy Buttons

Buddy Buttons make great prizes and are very inexpensive. Two-piece metal style with safety pin back. Full-color printing. 1 1/4" diameter. **Sold in packages of 10.** \$2.95 per package of 10 buttons. Buy more, save more. [Click here](#) to see all available buttons and pricing.



All BGMC products can be ordered from My Healthy Church by visiting www.MyHealthyChurch.com/BGMC or calling 1-855-642-2011.

 **WARNING: CHOKING HAZARD** - Small parts. Not for children under 3 yrs.

Ticket Booth

A good place to locate this booth is in the church foyer (if event is to be held in the church), or at the entrance to the area where your event is taking place.

Rolls of tear-off tickets are inexpensive and convenient to use. A good place to get them is OrientalTrading.com.

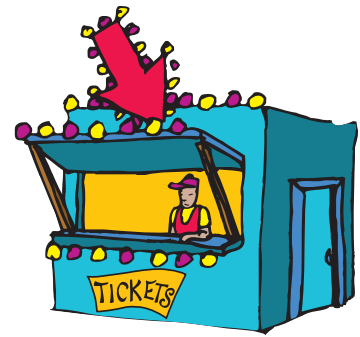
Another option is to print your own custom-made tickets from a computer. If you are selling groups of tickets at a discount (such as five for \$1), the booth worker should tear off groups of five in advance for quick dispersal.

If you decide to draw names for door prizes, have the ticket seller provide pens for each attendee to write his name on the back of every ticket purchased. (Be sure the kids remain at the ticket booth while they write their names, and return the pens to you!)

Materials Needed

- cash box with small bills and coins for making change
- information sheets and maps
- pens or markers
- table and chair
- waste basket

You may also wish to provide lunch-sized bags for each attendee to keep his prizes in. Write the kid's name on the bag when you give it to him.



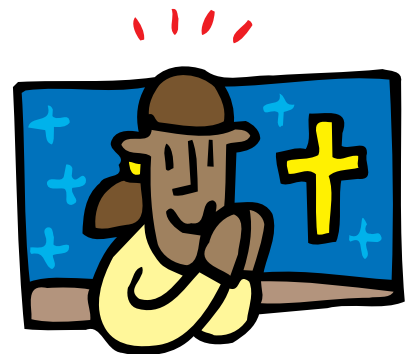
Prayer Chapel

Missions Emphasis: Prayer has always been a necessary tool in helping Christians grow as well as helping others to understand the good news of Jesus giving His life for us on the cross.

Instructions: Set aside a quiet area for prayer. Inform attendees that they are welcome to spend some time in prayer. Admittance is free. Remind them that this is a special place and no food or drink should be brought in. Play soft praise music in the background and keep the lighting low.

Materials Needed

- soft praise music
- CD player or mp3 player



Fill Buddy Barrel

Missions Emphasis: BGMC is a very important part of missions. The money raised by kids helps supply missionaries with anything they need to spread the gospel.

Setup and Decorations: Decorate this area using Buddy Barrels and/or Buddy Boxes. You could include a supply of BGMC flyers (item 715-554) with a sign that says, "Free, Please Take One." Provide a large BGMC bucket (like the one shown at right) or barrel (such as a plastic pretzel barrel painted yellow). Put a masking tape line on the floor some distance away.

Instructions: One ticket buys three pennies to toss into a barrel or bucket, one by one. Players must stand behind the masking tape line.

Suggested Prizes:

- 1 coin in barrel—punch ball
- 2 coins in barrel—rubber key chain
- 3 coins in barrel—small stuffed toy

Materials Needed

- pennies
- large BGMC bucket or barrel
- masking tape
- prizes
- BGMC stickers

2-gallon pails (shown below) can be ordered inexpensively from Uline.com (1-800-295-5510), item S-9941 (specify yellow). Lids are sold separately, item S-9947 (specify yellow or orange).

Put a Buddy Face Sticker on the bucket. [Order stickers](#) from MyHealthyChurch.com, item 715-267.



Food Booth

Missions Emphasis: Missionaries have to eat whatever food is common to the country they are in.

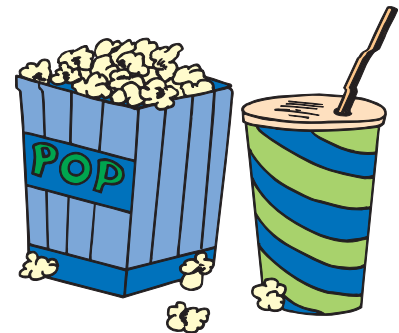
This booth should be located in or near the kitchen or fellowship hall. Provide snacks and beverages for the attendees. Sell these items at a reasonable price, but enough to earn a small profit. Provide some foods from other countries for an international experience. Files of recipes can be found in any BGMC Missions Manual on DVD or with a simple Internet search.

Option: Ask members of the youth group to work this booth, and let all the profits go to Speed the Light.

Suggested Foods: juice, hot chocolate, apple cider, coffee, sandwiches, popcorn balls, peanuts, chips, fruit, cookies, etc.

Materials Needed

- paper plates and cups
- plastic dinnerware
- napkins
- cash box
- money for making change



Basketball

Missions Emphasis: Some Christian athletes travel to different countries to play the local teams there and spread the gospel.

Setup and Decorations: If you are fortunate enough to have a gym with a basketball hoop, locate the booth there. Otherwise, you can provide a large trash can for a basket. Use masking tape to create lines for the kids to stand behind when they toss the ball. Prizes for this activity should be sports-related. The booth worker could wear a workout uniform or sweats. Find a volunteer who is good at basketball. Someone who can do trick shots and spin the ball on his finger is a good choice.

Instructions: Each ticket buys three tries to make a basket. Older kids should stand behind a line farther away from the basket than younger kids. The activity should be challenging but not impossible.

Suggested Prizes:

- 1 or 2 baskets: sports eraser or Buddy Button
- 3 baskets: sport water bottle

Materials Needed

- basketballs
- hoop or trash can
- prizes
- BGMC stickers



It's a Jungle Out There

Missions Emphasis: Some missionaries go to dangerous places, like jungles, where they might run into wild animals, charging beasts, and venomous snakes.

Setup and Decorations: Workers can dress in safari gear or just wear a safari hat. Hang jungle-type vines around the area. (Green and brown crepe paper can be used for this.) If the booth has a room to itself, hang the "vines" from the doorway so the kids have to brush through them to enter. Create one or more animal targets for kids to shoot "tranquilizing balls" at. Targets can be drawn on poster board, painted on plywood, or they can be stuffed animals set on a table. Create lines on the floor with masking tape to show the kids where to stand.

Instructions: One ticket buys 3 sponge balls. Kids are to try to hit the target by shooting the sponge balls one at a time.

Suggested Prizes:

- 1 hit: animal eraser or Buddy Button
- 2 hits: animal-themed memo pad
- 3 hits: Earth note pad

Materials Needed

- sponge ball shooter
- several sponge balls
- wild animal targets
- masking tape
- prizes
- BGMC stickers



Pin the Heart on the World

Missions Emphasis: Jesus loves all people all over the world. But those who don't know Jesus are spiritually blind. They need to open their eyes to the truth that Jesus died for them because He loves them.

Setup and Decorations: Attach a world map to the wall. Decorate the area with red hearts.

Instructions: One ticket buys one paper heart. Blindfold each kid, spin him around, and have him try to stick the heart to the world map. To win a prize, he/she must get the heart on a country, not in the ocean.

Suggested prizes:

- Buddy Button
- globe key chain
- globe pencil sharpener
- globe metal yo-yo
- earth coil spring
- squeeze earth ball

Materials Needed

- map of the world
- several red paper hearts with rolled tape on the backs
- blindfold
- prizes
- BGMC stickers



Jungle Shoot

Missions Emphasis: Missionaries living in the jungle may have to depend on the hunting skills of the natives for their food.

Setup and Decorations: Provide several small plastic animals set up on one or more tables. Create masking-tape lines for kids to stand behind. Older kids should stand farther away from the target.

Instructions: One ticket buys 3 arrows. Players should try to hit a plastic animal by shooting the arrow from the bow.

Suggested Prizes:

- Player wins any animal he/she hits.
- Shoot 3 animals with 3 arrows, win the bow and arrow.

Materials Needed

- plastic bows and arrows with suction cups or dull tips
- small plastic animals
- prizes
- BGMC stickers



Chopstick Pick-Up

Missions Emphasis: In many Oriental countries, the kids use chopsticks to eat with instead of forks and spoons.

Setup and Decorations: The booth worker should wear an Oriental outfit. Decorate with inexpensive Oriental fans.

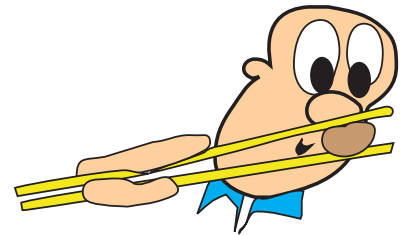
Instructions: One ticket buys one try. Players should choose an object in the large bowl and try to pick it up using only the chopsticks.

Suggested Prizes:

- If player successfully picks up object but drops it on the table, he/she can keep the chopsticks.
- If player successfully moves the object to the small bowl, he/she wins the object and the chopsticks.

Materials Needed

- several pairs of chopsticks
- large bowl full of small objects
- small empty bowl
- prizes
- BGMC stickers



Radio Disks

Missions Emphasis: For some countries, the only way to hear the good news of Jesus Christ is through radio air waves.

Setup and Decorations: Create large shapes of five or more different countries cut from paper or poster board and taped to the floor. Place a radio on a table nearby.

Instructions: One ticket buys one toss. Players should stand behind a designated line, toss the flying disk, and try to make it land on a country. Decide ahead of time how much of the disk must be on the country to count as a win.

Suggested Prizes:

- mini-flying disk
- globe key chain
- earthball finger yo-yo
- Buddy Buttons
- globe pencil sharpeners
- globe metal yo-yo
- earth coil spring
- squeeze earth ball

Tip: Provide a different prize for each country so kids will try again and again to hit each of the countries. The most difficult country to hit should earn the best prize.

Materials Needed

- BGMC flying disks
- country shapes
- prizes
- BGMC stickers



Speed the Light

Missions Emphasis: Speed the Light is the missions project of our Assemblies of God youth. The money raised for Speed the Light provides necessary equipment and vehicles for our missionaries. These purchases enable the missionaries to spread the good news of Jesus in a “speedy” fashion.

Setup and Decorations: Ask members of the youth group to work in this booth. Set up an obstacle course using items such as a sand pile, water trap, jungle area (streamers), etc. You may wish to lay a large tarp on the floor before setting up this course.

Instructions: Players move a remote-controlled truck through an obstacle course. Award a prize for completing the course within a designated time period.

Suggested Prizes:

- toy truck

Materials Needed

- remote-controlled truck
- watch or stopwatch
- prizes
- BGMC stickers



Emergency Car

Missions Emphasis: Some missionaries live in areas where planes cannot land. When villagers get sick, they have to be rushed to a distant hospital by car. The people must drive quickly but safely.

Setup and Decorations: Workers can dress in hospital scrubs and masks. Set up a croquet course and tape numbers to each wicket so the kids will know what order to drive their cars through. Designate an “emergency room” parking area at the end of the course.

Instructions: One ticket buys one try. Each player must “drive” a toy car through the course using a mallet to tap it through the wickets in the correct order. Anyone who can reach the “emergency room” in one minute or less will win a prize. (The amount of time allotted can vary depending on the difficulty of the course.)

Suggested Prizes:

- toy car
- small rubber ball

Materials Needed

- croquet wickets and mallets
- numbers written on papers and taped to wickets
- toy cars
- prizes
- BGMC stickers



Magnetic Motorcycle

Missions Emphasis: Speed the Light provides the mode of transportation that is best for the region in which a missionary lives. In some areas, the roads are so narrow or crowded that a bicycle or motorcycle provides the best means of getting from one location to another.

Setup and Decorations: Create a “village” with game pieces, such as Monopoly® houses and hotels. Set these up on a piece of heavy cardboard on which is drawn streets and other features of a village. Set each corner of the cardboard on a chair and secure with tape.

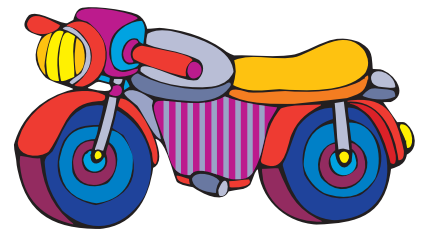
Instructions: One ticket buys one try. Each player must go under the cardboard and guide the motorcycle through the “village” using only the magnet. He/she must not run into any buildings on the way.

Suggested Prizes:

- motorcycle sticker
- Buddy Buttons

Materials Needed

- strong magnet
- toy metal motorcycle or bicycle
- pieces for a “village”
- prizes
- BGMC stickers



Sailing for Jesus

Missions Emphasis: Some missionaries must travel from place to place on boats.

Setup and Decorations: Fill a child’s plastic swimming pool with water. Add a few plastic alligators and several toy boats. Decorate the room with water toys.

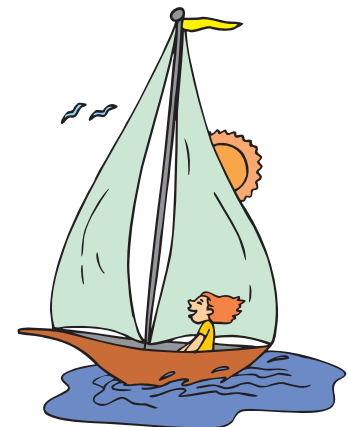
Instructions: Using only a water pistol, each player must guide a boat from one side of the “lake” to another without hitting any other boats or alligators, and without sinking his boat.

Suggested Prizes:

- toy boat
- toy alligator
- water pistol
- Buddy Buttons

Materials Needed

- child’s plastic swimming pool
- toy boats
- toy alligators
- water pistols
- water
- prizes
- BGMC stickers



Bush Pilots for Jesus

Missions Emphasis: Many places in the world cannot be reached by car because there are no roads. The missionaries who live in these areas must depend upon small planes to bring them supplies. These pilots often must land on special airstrips surrounded by plants and bushes.

Setup and Decorations: Make large white clouds from white paper or poster board and tape them to the walls. Create an airstrip with masking tape and surround it with tissue paper “bushes.”

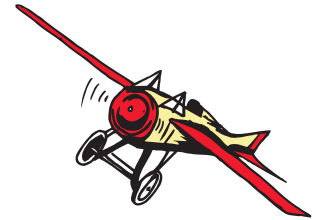
Instructions: Give each kid a piece of paper and have him make a paper airplane. Then he/she must stand behind a designated line and “launch” his airplane, trying to make it land on the “airstrip.”

Suggested Prizes:

- If the plane lands on the airstrip without crashing into the bushes, a homemade pilot’s certificate.
- If the plane misses the airstrip but does not crash into the bushes, the kid gets an additional “free” try.
- If the plane crashes into the bushes, it can no longer fly. The kid can keep the plane he/she made. The kid can “pay for repairs” with another ticket and try again, if he/she wishes.

Materials Needed

- paper for making airplanes
- green tissue paper
- masking tape
- table
- prizes
- BGMC stickers



Medical Pilots

Missions Emphasis: Many places in the world do not have a hospital nearby. People in these places might rely on special licensed pilots to get them to the hospital.

Setup and Decorations: Choose to make the area look either like a hospital or an airport, depending on what materials are available.

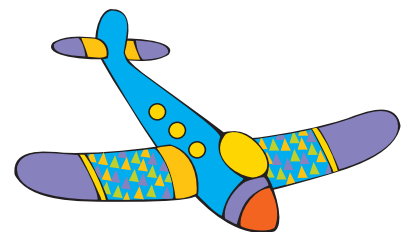
Instructions: One ticket buys 3 tries. This game can be played similar to mini golf—wherever the plane lands is where it takes off again. In this way, the player moves the plane some distance to the finish area. Allow three times for the plane to “take off” and reach the destination.

Suggested Prizes:

- foam airplanes
- Buddy Buttons

Materials Needed

- foam airplane gliders
- designated “hospital” area with landing zone
- prizes
- BGMC stickers



Sponge Diver

Missions Emphasis: From outer space, Earth resembles a beautiful blue marble. The intense blue comes from the various oceans which 72 percent of the earth's surface. The oceans are filled with many marvels, one of which is the many varieties of sponges. These minuscule marine animals join together to form large colonies attached to the bottom of the ocean. The sponges are collected by specially licensed divers and used around the world. In this game, the sponges strike back.

Setup and Decorations: Paint the box as an underwater scene. Cut out a hole for the volunteer worker's face.

Instructions: Each player has three chances to hit the worker's face with a wet sponge.

Suggested Prizes:

- 3 hits—sponge stamper
- 2 hits—sponge ball
- 1 hit—sponge shapes

Materials Needed

- large cardboard box, such as a refrigerator box
- paints
- small sponges
- bucket of water
- prizes
- BGMC stickers



Pygmy Soccer Maze

Missions Emphasis: When Europeans discovered Africa, they considered it to be mysterious and impenetrable. Eventually they explored all of the "dark continent." Hidden in the lush jungles were several races of miniature people called Pygmies. Most Pygmy tribes were reached with the gospel early in this century, but many still need to hear about Jesus.

Setup and Decoration: Create a maze using several chairs. To decorate, use any African decorations available to you.

Instructions: This activity reduces everybody to a Pygmy level. Kids must kick a soccer ball through a maze while holding their ankles.

Suggested Prizes:

- soccer ball erasers

Materials Needed

- chairs
- soccer balls
- prizes
- BGMC stickers



Cookie Walk

Missions Emphasis: Many churches have bake sales to help raise money to support their missionaries. The bakers are using the talents God gave them to help others.

Setup and Decorations: Create several country shapes from poster board and tape them securely to the floor. Write the names of the countries on the poster board shapes and also on slips of paper.

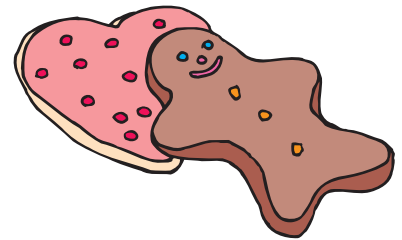
Instructions: Have each participant stand on a country shape, one person per shape. While music plays, the participants must march from country to country. When the music stops, the participants stop. The booth worker then draws the name of a country. Whoever is standing on that country wins a prize.

Suggested Prizes:

- bag of cookies
- Buddy Buttons

Materials Needed

- music
- CD player or mp3 player
- bags of cookies
- prizes
- BGMC stickers



Squash the Bug

Missions Emphasis: Many of our missionaries have to keep a sharp eye out for poisonous insects and spiders.

Setup and Decorations: Create a “thatched roof” look to the room by attaching several strands of yellow or brown crepe paper to the center of the ceiling, then stringing them out to the walls. Attach several plastic or paper insects to the walls.

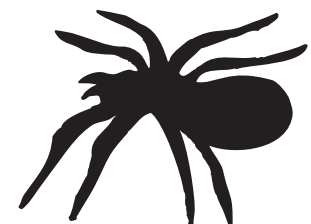
Instructions: Each ticket buys one toss. The kid must toss a shoe to try to hit a plastic spider.

Suggested Prizes:

- plastic spiders
- Buddy Buttons

Materials Needed

- plastic spiders
- old shoe
- prizes
- BGMC stickers



ChildHope

Missions Emphasis: Many kids in Latin American countries may not be able to attend school because their families don't have the money to buy the school supplies their kids need. Also, many kids do not get proper nourishment. Latin America ChildHope uses the funds they raise to provide kids with a good education and quite often a hot meal.

Setup and Decorations: Make the room look like a school classroom using desks, chalkboards, and schoolbooks.

Instructions: Try to get the pencils to stay in the pencil cup by dropping them from a standing position. Each participant selects three pencils and tries to get them to land and stay in the cup. Let the younger kids use smaller pencils, which are easier to keep in the holder.

Suggested Prizes:

- 1 pencil in cup—pencil
- 2 pencils in cup—pen
- 3 pencils in cup—notebook

Materials Needed

- pencils
- pencil cup
- prizes
- BGMC stickers



Attitude Aim

Missions Emphasis: In thinking of missions, we must not forget to let our own lights shine right where we are. One way to do this is to make sure we always treat others with a good attitude.

Setup and Decorations: Tape signs to each hole on a beanbag tic-tac-toe game. Five signs should read: kind, polite, loving, respectful, helpful. Four signs should read: fighting, lying, cheating, sassing. Create lines with masking tape for the kids to stand behind when they toss the beanbags. Create different lines for different ages of kids.

Instructions: One ticket buys four beanbags. Each beanbag that goes through a hole with a "positive attitude" earns 2 points. Each beanbag that goes through a hole with a "negative attitude" loses 1 point.

Suggested Prizes:

- mini beanbag animals
- squishy yo-yo
- world water ball
- Buddy Buttons

Materials Needed

- beanbag tic-tac-toe game
- beanbags
- paper signs
- tape
- prizes
- BGMC stickers



Pygmy Polo

Missions Emphasis: When Europeans discovered Africa, they considered it to be mysterious and impenetrable. Eventually, they explored all of the “dark continent.” Hidden in the lush jungles were several races of miniature people called “pygmies.” Most pygmy tribes were reached with the gospel early in this century. But many still need a more effective witness. This game reduces everybody to a pygmy level.

Instructions: Mark off two goals, one at either side of the room, with masking tape. Divide kids into teams. Start the game by dropping a soccer ball in the center of the “field.” Everyone squats down and takes hold of his ankles firmly. On the “go” signal, each person tries to kick a goal without letting go of his ankles. If anyone is caught with his hands not holding his ankles, that player is automatically out. The object of the game is to score a goal.

Suggested Prizes:

- soccer squishy ball
- Buddy Button

GROUP GAME

Materials Needed

- masking tape
- soccer ball
- prizes
- BGMC stickers



The Cocoa Bean

Missions Emphasis: Early Spanish explorers noticed many South American Indians chewing the beans from the cocoa tree. These beans became especially popular when it was discovered an extract could be made into chocolate!

Instructions: Kids will guess how many coffee beans are in a jar. (Coffee beans are used because they are much more accessible than cocoa beans. If desired, use chocolate-covered espresso beans.) Each kid is allowed one guess per ticket. Workers will record each number guessed on a notebook. Winners will be those kids whose guesses are closest to the actual number. The winners should be announced at the end of the event.

Suggested Prizes:

- chocolate bar
- Buddy Button

Materials Needed

- jar
- coffee beans
- notebook
- pencils
- prizes
- BGMC stickers



The Chile Copper Dropper

Missions Emphasis: The Republic of Chile is one of the most unusual countries on the western coast of South America. It is a long, narrow country, 2650 miles long. It averages only 110 miles in width and is only 221 miles at its widest point. It is very rich in copper, iron ore, nitrates, coal, and oil. To acquaint kids with the country of Chile, they will carry copper pennies over a long, narrow path (just like Chile).

Instructions: The glass bottles are placed on the floor. Contestants are instructed to put a penny between their knees and hold it there while they walk up to the bottles about ten feet away and drop the pennies into the bottles. Winners are the first to get a penny in the bottle. This game can be played with as few as three kids.

Suggested Prizes:

- copper enameled pin
- chocolate coin
- Buddy Button

GROUP GAME

Materials Needed

- 3 glass bottles with narrow necks
- pennies
- masking tape
- prizes
- BGMC stickers



Globe Trotters

Missions Emphasis: Around the world, there are hundreds of interesting countries. Some are massive, like China, some are small, like Monaco, which has a population of only 25,029. That's smaller than an average U.S. city! Some are small islands surrounded by miles of ocean. Large or small, Jesus loves them all. BGMC helps carry the gospel into nearly every country in the world. This game will teach kids the names of various island countries as they go island hopping with Buddy Barrel.

Setup and Decorations: Decorate the room like a tropical island. Set up one fewer chairs than the number of kids playing. Chairs should be placed in two rows, back to back. Each chair is labeled with the name of an island country: Iceland, New Zealand, Madagascar, Japan, Tonga, Indonesia, Philippines, Taiwan, Fiji, Cuba, Puerto Rico, Jamaica, etc.

Instructions: Kids walk around the chairs to music. When the music stops, each person should quickly get into a chair. The person without a chair goes to the sidelines. After each round a chair is removed. Continue until there is a single winner.

Suggested Prizes:

- globe pencil sharpener
- globe metal yo-yo
- globe metal key chain
- Buddy Buttons

GROUP GAME

Materials Needed

- music and player (island music is best)
- names of islands, tape
- chairs
- prizes
- BGMC stickers



Turkey Trot (Bingo)

Missions Emphasis: The Apostle Paul made three missionary journeys through the Bible lands of Syria, Galatia, Pisidia, Pamphlyia, Achaia, and Macedonia. These countries were a part of Asia Minor. Today, most of these Bible lands are in modern Turkey and Greece.

Instructions: Download the Turkey Trot Cards. Duplicate the 16 pages onto card stock. Make one extra copy of any page and cut the pictures apart. These will be the “master cards” for the booth worker (the caller). Each kid’s Turkey Trot card should remain whole.

Up to 16 kids can play at one time. Give each kid a Turkey Trot card. An adult caller should draw one of the master cards and call it out. Each participant will lay a square of paper over that image. The caller should set the master cards aside for checking winning cards at the end of the game.

When a player has covered 4 across, 4 diagonal, 4 vertical, or 4 corners, he/she should call out “PAUL, PAUL.” The caller should check the winning cards against the master cards.

Suggested Prizes:

- Buddy Buttons

GROUP GAME

Materials Needed

- Turkey Trot cards* (1 per participant)
- squares of paper to fit over the squares on the card
- prizes
- BGMC stickers

*[Click here](#) to download Turkey Trot cards.



Bankroll

Missions Emphasis: Since its inception in 1949, BGMC has contributed millions of dollars to missions. It all began with a humble \$9.35 offering from the New York-New Jersey District. Most of the offerings come from boys and girls faithfully giving pennies, nickels, dimes, quarters, and dollars in their Buddy Barrel banks. One offering may seem insignificant, but when combined with others, it becomes a staggering amount. It all stacks up. This game rewards the kids for successfully stacking BGMC banks.

Instructions: Give each of three or four contestants a supply of Buddy Barrels or Buddy Boxes. The contestants are to see who can stack the most barrels or boxes in a designated time, such as 20 seconds. Award a prize to the person with the tallest stack.

Suggested Prizes:

- Buddy Buttons

GROUP GAME

Materials Needed

- stopwatch
- 100 Buddy Barrels or Boxes
- prizes
- BGMC stickers



Piute Paint Pots

Missions Emphasis: When settlers arrived in America, a clash soon followed with painted Indian warriors. This pattern continued across America. Countless tragedies occurred between the Indians and the white settlers. This was especially true in Southwest, where the Piutes waged continual war to preserve their lands. Today, U.S. home missionaries are fighting a spiritual battle to win Native Americans to Jesus. Home missionaries are involved in building churches, schools, and friendships.

Instructions: Decorate the kids with paint: hearts, BGMC, Jesus ♥ U, flowers, Indian symbols, and so on.

NOTE: Depending on where you live, this game may need to be adjusted for cultural sensitivity.

Materials Needed

- small table
- mirror
- face paint
- facial tissue
- smock or towel to protect the kid's clothing
- prizes
- BGMC stickers



Elephant's Trunk

Missions Emphasis: Man has been in contact with elephants for centuries. They are found on the continents of Asia and Africa and have been used as beasts of burden. More recently, the great elephants have been threatened by poachers killing them for their ivory tusks. Both Asian and African elephants are noted for the versatile ways they use their trunks, such as spraying water, lifting logs, eating peanuts, etc.

Instructions: Make two lines on the floor with masking tape to designate where to stand, one for older kids, one for younger kids. Each player has three chances to throw a hoop over the elephant's trunk.

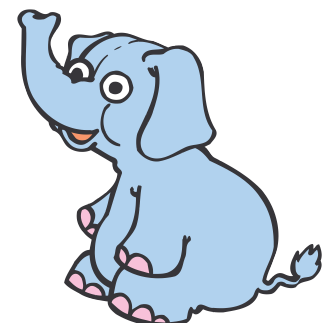
Suggested Prizes:

- 3 hoops—small beanbag elephant
- 2 hoops—giant lollipop
- 1 hoop—giant comb

Materials Needed

- large elephant made of plywood*
- hoops
- masking tape
- prizes
- BGMC stickers

*Option: Use the inflatable elephant ring toss game from Oriental Trading Company.



Wallaby, Wallaby

Missions Emphasis: As our missionaries travel to the far corners of the world, they often see strange and exotic animals. Australia is noted for its diverse animal population. A favorite is the wallaby, a gray kangaroo-type animal noted for carrying its young in its pouch. Some wallabies are no larger than a rabbit. But whether large or small, they are unique and appreciated.

This game reminds the boys and girls of another kind of pouch—the mail pouch. Letters sent to our missionaries, whether large or small, are unique and appreciated, too. The object of the game is to send their letter (a flying disk) “air mail” to the missionaries via a mail pouch.

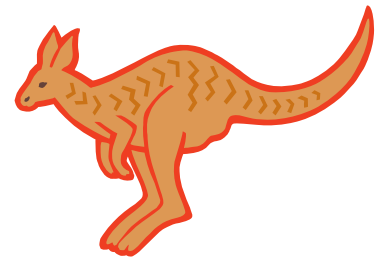
Instructions: Create lines on the floor using masking tape. Each person gets 3 tries to get a flying disk in the mail pouch trash can.

Suggested Prizes:

- 3 disks in can—small beanbag kangaroo
- 2 disks in can—flying disk
- 1 disk in can—Earth coil spring

Materials Needed

- large trash can concealed in a large postal sack (or canvas bag)
- flying disks
- masking tape
- prizes
- BGMC stickers



Amazon Adventure

Missions Emphasis: The Amazon River in South America flows from the Andes Mountains in Peru, across Northern Brazil, and into the Atlantic Ocean. It is the largest river basin in the world—covering more than 3,300 miles. Many efforts have been made to reach the primitive tribes of the Amazon with the gospel. Even today the Amazon remains largely unreached and dangerous to travel.

Instructions: This game is a shooting gallery. Suspend various objects from the ceiling with nylon line, e.g., rubber snakes and spiders, native shields, masks, etc. Each contestant gets three shots with the cork guns. Anyone successfully hitting a critter or object receives a special prize.

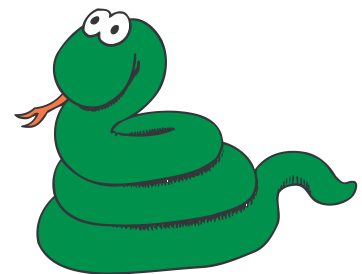
Suggested Prizes:

- 3 hits—woven friendship bracelet
- 2 hits—religious friendship bracelet
- 1 hit—rope bracelet

Materials Needed

- 2 Daisy Cork Guns (from Oriental Trading Company)*
- 1000 corks
- rubber snakes and spiders
- cardboard shields and masks
- nylon fishing line
- prizes
- BGMC stickers

*If you'd rather not use “guns,” let the kids throw foam balls.



Typhoon

Missions Emphasis: Our missionaries must adapt to incredible climatic changes. They face sub-zero temperatures in Alaska, monsoons (torrential downpours) in Southeast Asia, and burning desert heat in Africa. Sometimes, weather conditions can be life threatening. This is especially true when typhoons blow out of the China Sea. These cyclonic storms grow to hurricane proportion and pound the South Pacific islands with devastating effects. This game will remind the participants of the typhoon force winds.

Instructions: Have four contestants sit at a card table. Give each one a drinking straw to place in his mouth. Kids must stay seated and must either hold their chairs or put their hands behind their backs. The leader will place a Ping Pong® ball in the middle of the table and shout “TYPHOON!” This will signal the beginning of the contest. The one who successfully blows the ball off the table on the side opposite him is the winner.

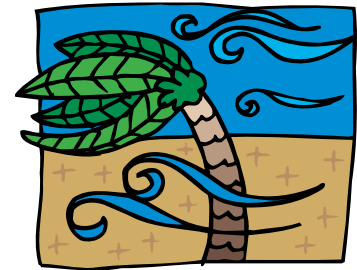
Suggested Prizes:

- tropical fish straw
- Buddy Button

GROUP GAME

Materials Needed

- drinking straws
- card table
- chairs
- Ping Pong® ball
- prizes
- BGMC stickers



Pencil Pal's Pie Shop

Missions Emphasis: One of Buddy Barrel's best helpers is his good friend Pencil Pal. Pencil Pal reminds boys and girls to pray for and write to missionaries wherever they are in the world. This game reminds them they “hit the mark” every time they pray for or encourage our missionaries.

Instructions: Suspend three pie pans from the ceiling at three different lengths—one at approximately the height of a second grader, one at the height of a fourth grader, and one at the height of a sixth grader. Mark a line on the floor with masking tape in front of each pie pan. The line for first and second graders should be closer to their pie pan than the line for the fifth and sixth graders. Player has three chances to hit the pie pan with beanbag balls.

Suggested Prizes:

- 3 hits—beanbag ball and fancy pencil
- 2 hits—beanbag ball
- 1 hit—fancy pencil

Materials Needed

- nylon fishing line
- foil pie pans
- masking tape
- beanbag balls
- prizes
- BGMC stickers



Puppets

Missions Emphasis: Use this activity as an opportunity for evangelism.

Instructions: Every 15 minutes, have the puppets perform a song with taped music. Occasionally toss candy to the audience. At the end of the event, have the puppets give an evangelistic message. During this time, the other booths can begin closing down.

Tip: Placing this activity near the food booth will encourage people to buy refreshments.

Materials Needed

- puppets
- puppet stage
- music and player
- scripts
- candy



Mystery of the Pyramids

Missions Emphasis: Egypt is known for the pyramids and the Great Sphinx. The pyramids contain mysterious passages. The mystery of this game is to throw the tennis ball in such a way that it will stay in the cans.

Setup and Decorations: On the inside bottom of the cans, mark four of the 10 cans with the number 1, three with the number 2, and three with the number 3. Position the cans on a board in a triangular shape. Draw a triangle on the board around the cans. Saw the board and paint it. Attach the cans to the board with screws through the bottom of each can. Lay the board in the room at a waist-high position. Mark a masking tape line on the floor some distance away.

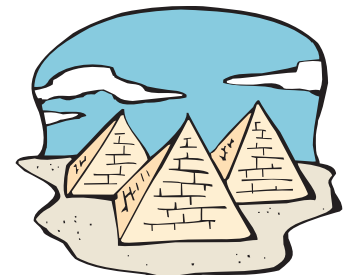
Instructions: Each contestant has three tosses to throw a tennis ball into a can. The prize is determined by the number on the can into which the ball was thrown.

Suggested Prizes:

- Number 3—mini M&M's® (wrap container with BGMC mini label)
- Number 2—make-your-own mini kaleidoscope
- Number 1—transparent kaleidoscope

Materials Needed

- 10 numbered tin cans
- board prepared as described under Setup and Decorations
- masking tape
- balls that will fit inside the cans
- prizes
- BGMC stickers



Button, Button, Who's Making the Button?

Missions Emphasis: One way to tell the good news to others is through printed materials such as buttons, bumper stickers, etc. In this booth, kids can make buttons to use to share the good news of Jesus' love.

Instructions: Let the kids create their own buttons using markers and/or colored pencils. Charge one ticket per button, or let the kids make the buttons for free. Have a few Christian buttons on display for decoration.

Materials Needed

- paper
- markers and/or colored pencils
- table-top button-making device

If you don't have access to a button-making device, you can use blank stickers.



Clowning for Christ

Missions Emphasis: All around this world, clowns and mimes are telling the good news of Jesus Christ. Kids of all ages are able to enjoy and understand the warmth of God's love shared in this very special way.

Instructions: This activity could be done in several ways. A booth is not necessary—just have the clowns mingle with the carnival attendees and make balloon animals for the kids. You can decide whether the balloons will be given out free or if you would charge one ticket for each balloon. If you set up an area for a clowning booth, consider providing a helium dispenser and balloons and charging one ticket per balloon. Have several balloons blown up and tied throughout the area for decoration.

Materials Needed

- balloons for balloon animals
- helium dispenser
- helium balloons
- string



Candy Walk

Instructions: Cover each large poster board square with clear contact paper for durability. Tape the large squares to the floor in a circle. Always have more squares down than kids playing. Play music and let kids walk around the circle on the squares. Stop the music. Each kid should stop on a square. Draw a color from among the small squares. All kids standing on that color will win a prize. Kids receiving a prize are to leave the circle. Those waiting to start the game will take the empty positions. Play the game until everyone has won.

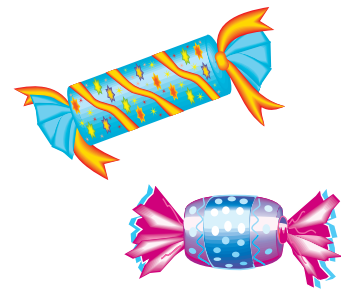
Suggested Prizes:

- wrapped candy

PRESCHOOL

Materials Needed

- 12 squares (12 inches square) of poster board in 3 different colors
- clear contact paper
- small squares of poster board in the same 3 colors
- music and player
- prizes



Red Hot Walk

Instructions: Use tape to make a start line and a finish line. Set the containers by the finish line. Arrange kids in two lines for the relay "race." Have two kids at a time carry red hots in a spoon and go from start to finish, dumping red hots into the container at the finish line. Continue the game until all the red hots are transferred.

Suggested Prizes:

- box of red hot candies

PRESCHOOL

Materials Needed

- red hot candies
- spoons
- 2 containers
- masking tape
- prizes
- BGMC stickers



Fishing Pond

Instructions: Attach paper clips to small plastic fish. Create fishing poles from doles, string, and magnets. Have each player “fish” until he/she catches a plastic fish. Color of fish determines what prize will be won. (Option: Have only one of a particular color. This will be the “rare” fish.)

Suggested Prizes:

- Color 1—globe metal key chain
- Color 2—globe pencil sharpener
- Color 3—globe metal yo-yo
- Color 4 (rare fish)—squeeze Earth ball

PRECHOOL

Materials Needed

- child’s swimming pool
- plastic fish in 4 colors
- paper clips
- fishing rods (dowels) with magnets tied to the ends of the lines
- prizes



Basketball Toss

Instructions: Set up plastic/foam basketball sets. Use masking tape to make a free-throw line. Let each kid have 3 tries to make a basket. Provide an easy line for really young kids.

Suggested Prizes:

- 3 baskets—beanbag basketball (or other sports ball)
- 2 baskets—basketball hoop pen
- 1 basket—plastic basketball (or other sports ball) clapper

PRECHOOL

Materials Needed

- 3 foam basketball sets
- masking tape
- prizes
- BGMC stickers



Big Beautiful Bubbles

Instructions: As the kids have fun making bubbles, talk with them about how bubbles remind us of clouds floating in the sky. Jesus said He will return someday in the clouds to take everyone who loves Him to live with Him forever.

OPTION: For a shower of smaller bubbles, use a plastic straw as the bubble blower. Only the worker should do this, as preschoolers may suck in the bubble solution. For a super bubble blower, tape six straws together side-by-side!

PRESCHOOL

Materials Needed

- bubble solution*
- bubble wands
- plastic to cover tables and floor

*For inexpensive, homemade solution, mix 2 cups warm water with 6 Tbsp glycerine, 6 Tbsp liquid dishwashing detergent, and a dash of sugar



Heart Beanbag Toss

Instructions: Set the box on two child-size chairs to raise it up off the floor. Using masking tape to make lines for kids to throw from. Provide an “easy” line for very young kids. Give each kid three beanbags to throw. Cheer for every throw.

Suggested Prizes:

- 3 beanbags in box—one sheet glitter heart sticker
- 2 beanbags in box—one sheet of sticky hearts
- 1 beanbag in box—one smile face heart tattoo

PRESCHOOL

Materials Needed

- large box with three to five heart-shaped holes cut into it*
- beanbags
- masking tape
- prizes
- BGMC stickers

*One side of the box may have one large heart-shaped hole for 2-3 year olds.



Bowling

Instructions: Set up two games with six pins each in a triangular shape on the floor. Use masking tape to define lanes and standing area. You could have two lane lengths, one for older kids and one for younger kids. Let the kid roll the ball down the aisle to knock over the pins. Give each kid two tries. Reset the pins and return the ball to the front of the line for each game.

Suggested Prizes:

- 4–6 pins down: mini bowling game
- 1–3 pins down: small rubber ball

PRESCHOOL

Materials Needed

- 2 sets of large, plastic bowling pins
- small plastic bowling balls
- masking tape
- prizes
- BGMC stickers



Tip the Duck

Instructions: Have the fewest of the ducks marked with the number 3. Most of the ducks should be marked with the number 1. Let each kid pick up a duck. Give him or her a prize corresponding to the number on the bottom of the duck. Replace duck in water.

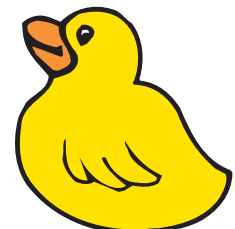
Suggested Prizes:

- Number 1—duck beak whistle
- Number 2—flipping duck
- Number 3—funny duck pen

PRESCHOOL

Materials Needed

- plastic weighted ducks, marked on the bottom with a 1, 2, or 3
- large washtub half-filled with water
- prizes
- BGMC stickers



Puddle Jumping

Instructions: Place all the paper puddle shapes on the floor about 10 inches apart. Line the kids up and give each a turn to jump over the puddles. Two adults may stand one each side and assist kids in jumping over the puddles.

Give each participant an inexpensive water toy.

PRESCHOOL

Materials Needed

- 12 blue “puddles” made of poster board
- prizes
- BGMC stickers



Candy Bombs

Instructions: Give each player five pieces of wrapped candy. He/ she should try to drop the candy into the jar, aiming from his nose and standing with the jar touching his toes.

Suggested Prizes:

- Player can keep any candies that make it into the jar.

PRESCHOOL

Materials Needed

- quart jars
- wrapped candy pieces
- BGMC stickers



Sample Letter to Volunteers

Dear Friend(s):

Thank you for volunteering to work one of the booths at our missions carnival. Your help is greatly appreciated! We honestly couldn't do the carnival without you.

Attached is a description of your booth. All the materials you need should be in the room when you arrive the evening of _____ (date). Feel free to bring anything to add to the atmosphere of the booth or to dress in character. For example, the airplane booths might want to put up posters of planes and dress like pilots. Adding extras to your booth is fun, but optional.

Please be at the church by _____ (time) so you can be sure everything you need is in your room and you will be ready to start at _____ (time). The convention is scheduled to end at _____ (time) each day. After straightening up your area and returning any unused prizes to the _____ area, feel free to leave or gather in the fellowship hall for a time of fellowship before going home.

One of the most important things you can do between now and the day of our carnival is to join with others in prayer that this will not only be a fun night, but will in all ways honor God and be an outreach for His glory.

Thank you again for volunteering. If you have any questions, please don't hesitate to ask.

In Christ,

(Your Name)

Sample Letter to Those Bringing Items for the Booths

Dear Friend(s):

Thank you so much for volunteering to bring the following items to church for our missions carnival:

(List Items)

The items should be brought to the church by _____ (day and time). This will enable us to have everything ready and set up before the carnival begins. Please mark your items if you wish them to be returned. They may be taken home after the carnival is over, or picked up later in the week.

If you volunteered to make cookies, two to three dozen would be wonderful. Please package them in sandwich type bags, a half-dozen cookies per bag.

To everyone, THANK YOU for your help and support in making this event possible. We would appreciate your prayers between now and the carnival, that God's presence would be very real in every room, and that He would receive the glory in all that we do.

If you have any questions, please feel free to ask.

In Christ,

(Your Name)