



GAMES KIDS
CAN PLAY WITH
BUDDY BARRELS
BUDDY BOXES
AND MORE

Introduction

Buddy Barrels and Buddy Boxes are offering containers specially made for the BGMC kids missions program of the Assemblies of God. These games were written with Buddy Barrels and Buddy Boxes in mind, but you can adapt them for use with any offering container.

The products below can be ordered from My Healthy Church at MyHealthyChurch.com/BGMC, or call 1-855-642-2011.

Buddy Barrel Games.....	3
Buddy Box Games	7
Inflatable Globe Games	9
Stuffed Buddy Games	11



Buddy Barrels with Lids

Watch your BGMC offerings grow with this translucent yellow plastic Buddy Barrel! Kids fill them with money and bring them back to church each month on BGMC Sunday. Includes lids. Approx. 2¾" x 5".

Must order in increments of 24.

715-022 24 for \$6.00

Replacement Lids


715-122 10¢ each

Clear Inflatable Globe

A beautiful, clear inflatable globe. Use to help kids locate a country or to pray for regions of the world. Approx. 12" diameter.

715-070 \$2.00 ea.

12 or more, \$1.50 ea.

 **WARNING: CHOKING HAZARD** – Kidren under 8 yrs. can choke or suffocate on uninflated or broken balloons. Adult supervision required. Keep uninflated balloons from kidren. Discard broken balloons at once.

Buddy Boxes

Comes folded flat and fits inside church bulletins. Great for older kids to use for BGMC offerings. Approximately the size of a juice box. Design may change.

715-200 FREE



Stuffed Buddy Barrel

Colorful stuffed Buddy Barrel can stand on its own. The plush toy is surface washable and comes in its own polybag. The colorful face is made of non-toxic inks. Kids will love having their very own stuffed Buddy!

715LA728 12"\$24.95

715LA727 6½"\$9.99

Buddy Barrel Stress Toy

Kids and adults will love squeezing this 3D squeezable Buddy Barrel. Great to give out as prizes, incentives, or gifts. Comes individually poly-bagged. Safety tested. 4" tall.

715LA095 \$6.50



Click here to visit
the BGMC website,
bgmc.ag.org

Buddy Barrel Games

Preparation: Several games require questions about the lesson to be written on slips of paper. Other needed items are noted at the beginning of each game. For any of the games that require money, you can use play money.



Blindfolded Buddy

You'll need a stopwatch and a blindfold for this game. Choose a volunteer to represent a missionary. (Optional: Have the volunteer wear a shirt or hat that represents a country.) Instruct that person to stand at a designated spot in the room. Ask another volunteer a question about the missions lesson. If he answers correctly, he gets a chance to play today's game. If not, choose another volunteer. Blindfold the kid who answers the question correctly, and give him a Buddy Barrel. Twirl the blindfolded kid around a few times, then time him to see how fast he can get the barrel to the missionary. The other kids in the room can yell out instructions to help guide him. Continue asking questions of other volunteers and see who can get the money to the missionary the fastest.

Stump 'Em

Divide the class into two teams. Have each kid (or a group of kids if you have a large group) write down a question about the missions lesson. Place each question in a separate Buddy Barrel. Put each team's barrels in separate piles. Choose team members to select a barrel from the opposing team's pile. If they answer the question correctly, they get points for their team.

Pick a Barrel

Make a list of questions from the missions lesson numbered from 1 to 10 (or more). Then write the numbers 1-10 (or more) on separate small slips of paper. Put each number in a separate Buddy Barrel. Choose a kid and ask him to pick a barrel. The number in the barrel corresponds to the number on the list of questions that he must try to answer. If he answers correctly, he gets points for his team.



Seek to Score

Write questions about today's missions lesson and place them inside Buddy Barrels, one question per barrel. Write different point values on the bottom of the barrels. If you do not want to write on the barrels, put a piece of tape or a sticker on the bottom and write on that. Before the kids arrive, hide the barrels around the room. At the end of the lesson, divide the kids into two teams and instruct them to find the barrels. Each kid who finds a barrel should answer the question inside it. If he answers correctly, give his team the number of points on the bottom of the barrel.

Buddy Barrel Bubbles

You'll need bubble mixture, small bubble wands, and a stopwatch for this game. Pour a bubble mixture into two Buddy Barrels. Use small bubble wands so that only a few bubbles will form. Choose two kids to see who can blow the most bubbles in one minute. Instruct the kids to stand on chairs and blow the bubbles toward the ceiling so that the bubbles will not hit the ground as quickly. As the kids blow the bubbles, have two adult helpers count them. If two or more bubbles are stuck together, they only count as one. The kid who blows the most bubbles in one minute is asked a question about today's missions lesson. If he gets the question correct, his team gets the same number of points as the amount of bubbles that he blew. If he gets the question wrong, the other player gets a turn to answer the question.

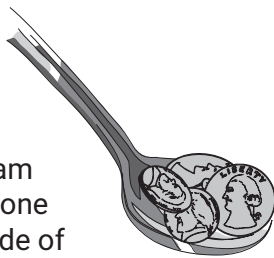


Buddy Barrel Basketball

You'll need two small basketball hoops for this game. Attach the two hoops to a puppet stage or wall or have two kids hold them. Place a bucket of Buddy Barrels in front of the hoops. Divide the class into two teams. Choose one kid from each team. Give them one minute to throw as many Buddy Barrels into their team's hoop as possible. Have someone keep score. They get two points each time they make a basket.

Just Fill It

You'll need bowls and coins for this game. Fill two or more bowls full of coins. Line up a team of kids behind each bowl. Send one kid on each team to the other side of the room and give each of them a Buddy Barrel to hold (with the lid removed). Give the first kid on each team a spoon. At the starting signal, the kids scoop up as much money as they can from the bowl and begin walking as fast as they can to the kid on the other side of the room who is holding the barrel. If they spill the coins, they are not allowed to pick them up. They then pour their coins into the barrel, then run back and give the spoon to the next kid in line on their team. The first team to fill up their barrel wins.

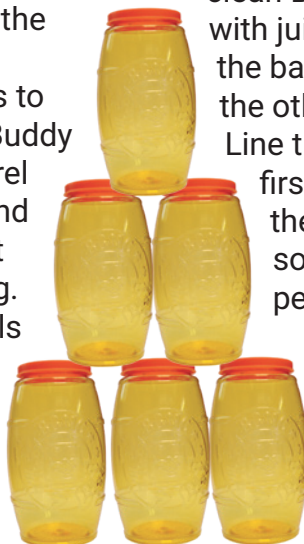


Buddy Barrel Mix Up

You'll need 10 barrels and 10 coins for this game. This game can be played individually or with the kids divided into teams. Prepare a list of questions from today's missions lesson. Place 10 barrels on a table. Put a coin in all but one of the barrels. Mix the barrels up. Choose one kid to pick one of the barrels. If the barrel has a coin inside, the kid gets to answer a question about today's missions lesson. If he answers correctly, give him a piece of candy (if playing individually), or score points for his team (if playing in teams). Take a coin out of another barrel and mix them up again. Choose another kid and continue the same process. Each time you play, remove a coin from one of the barrels. This makes picking a barrel with a coin inside more difficult each time the game is played.

Buddy Barrel Pyramid Stack

Line up two teams of six kids each in the back of the room. Give each a Buddy Barrel. The first kid on each team runs to the front of the room and places his Buddy Barrel on a table. After the Buddy Barrel is placed on the table, he runs back and tags the next kid in line. Then the next kid on each team does the same thing. The kids are to stack the Buddy Barrels in the form of a pyramid. The first team to have a pyramid built is the winner. If a barrel falls while one player is stacking his, that player must rebuild the pyramid before tagging the next team member.



Toss It

For this game, you'll need one coin for each kid. Select a volunteer to be a "missionary." (Optional: Have the volunteer wear a shirt or hat that represents a country.) Choose two teams with five kids on each team. Give each kid on each team a coin. Line up each team, leaving a lot of space between each kid. Give a Buddy Barrel to the first kid on each team. At the starting signal, the kid holding the barrel opens the barrel and puts the coin inside. He then tosses the barrel to the next person in line. That kid puts his coin inside. The team members continue tossing the barrel. The last team member must toss the barrel to the "missionary." The first team to toss the barrel to the "missionary" wins.

Chinny-Chin-Chin

Choose two teams of kids. Divide each team in half, and send one half to the opposite side of the room. Line the teams up in straight lines with one half of the team facing the other half of the team. Give the first person on each team a Buddy Barrel and instruct him to hold the barrel with his chin. At the starting signal, the kids with the barrels under their chins walk to their team members on the other side of the room and give the Buddy Barrel to the first team member in line. That team member puts the barrel under his chin and walks to the next team member on the other side of the room. The first team to reach the last team member wins.

Buddy Juice

For this game, you'll need juice, straws, and eight clean Buddy Barrels. Fill eight Buddy Barrels with juice and put a straw in each. Put four of the barrels on one side of the table and four on the other side. Choose two teams of four kids. Line the kids up behind the Buddy Barrels. The first person on each team is to drink all of the juice from one barrel, using the straw. As soon as the first person finishes, the second person does the same with the next barrel full of juice, and so on. The first team to drink all of the juice from their barrels wins. (Always check for food allergies before serving food to the kids.)

Buddy Barrel Relay

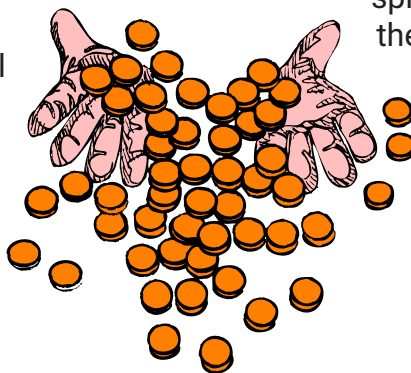
Write each of the following words on separate small slips of paper, in duplicate: *hop*, *crawl*, *skip*, *roll*, and *dance*. You will have a total of 10 slips of paper when you finish. Place each strip inside a Buddy Barrel, making two identical sets. Select 10 kids and divide them into two teams. Line up each team separately with lots of space between each team member. Give each kid on each team one of the barrels. Have an adult or kid represent a missionary and stand at the finish line. (Optional: Have the volunteer wear a shirt or hat that represents a country.) At the signal, the first kid opens his barrel and does what the slip of paper says while holding the barrel until he reaches the next team member. Then that team member opens his barrel and does what it says until he reaches the next team member. The first team to reach the “missionary” wins.

Help Buddy Beat the Clock

Place a Buddy Barrel (with cap on) on the table with a pile of coins beside it. Tell a kid that he is to try to “beat the clock” by putting all of the money into the barrel within one minute (more or less depending on the age of the kid). See how full each kid can fill the barrel within the time limit. Place marks on the barrel with a pencil or marker.

Capture the Caps

For this game, you’ll need six buckets and enough barrels to fill two of them. Remove the caps (lids) from the barrels. Fill two buckets with the Buddy Barrels and two buckets with the caps. Choose two teams with two kids on each team. Give each team an empty bucket. Have one kid on each team stand by the Buddy Barrels and one kid by the caps and the empty bucket. The kid standing by the Buddy Barrels is to throw one of the barrels to his team member. That team member picks up a cap from the bucket, puts the cap on the Buddy Barrel, and places it in his team’s bucket. This continues until all the caps are on the Buddy Barrels. The first to “cap” all their barrels wins.



Where Does the Money Go?

You will need coins for this game. Also, prior to class, write the name of each of the seven continents on the bottom half of seven separate sheets of paper. Fold the papers in half so that they will stand freely. Place the papers in front of seven Buddy Barrels. Line the barrels in a row. Choose a kid and give him a coin. Call out a name of a country and give the kid a few seconds to put the coin in the barrel that has the name of the continent that the country is in. For example, if the country is Japan, they put the coin in the Asia Buddy Barrel. (If this is a little difficult for your kids, you can allow the other kids to yell out the answer.) If the kid puts the coin in the correct barrel, he gets to answer a question about the missions lesson. Award points or prizes for answering correctly.



Fill Up the Barrel

For this game, you will have to have enough change to fill up two Buddy Barrels. Place the two piles of coins on a table or on the floor in front of the kids. Place two Buddy Barrels, without caps, on the opposite side from the money. Choose two teams of kids (one to five kids per team). Have the two teams line up behind the two piles of money. The first kid on each team must pick up a handful of money and walk quickly to his team’s Buddy Barrel, then pour the money into the barrel. If the player spills money as he is walking, he cannot stop to pick it up. If the money does not go into the barrel when pouring it, he cannot pick that money up. After those team members have poured the money into their barrel, they run to the next team member and tag him. The last team member can pick up any money that has spilled on the table or floor from the previous team members and fill up the remainder of the Buddy Barrel. The first team to fill up their Buddy Barrel is the winner.

Buddy Barrel Balancing

Line up two teams in the back of the room. Give the first kid on each team a Buddy Barrel. Each kid is to put the Buddy Barrel on his head and try to balance it without using his hands. Then he is to walk to the front of the room, turn around, and take the barrel to the next player. If he drops it, he has to go back to the beginning and start over. The game continues until all of the team members on one of the teams have successfully balanced Buddy Barrels on their heads.

Buddy Barrel Memory Verse Scramble

Write each word of the memory verse on a separate piece of paper. Use a full sheet for each word and fold it up so it fits in a barrel. Put each piece of paper in separate Buddy Barrels. Put all of these Buddy Barrels in a bucket. Choose the same number of kids as you have Buddy Barrels to play the game. Line the kids up in a straight line on the opposite side of the room as the bucket. When you give the signal to go, the first person in line runs to the bucket and gets a Buddy Barrel. That player opens the Buddy Barrel, pulls out the piece of paper, and stands in front of the kids, holding the word so that everyone can see. Then, the next kid in line does the same thing. The kids are to get in the right order as they stand beside each other. The game continues until the entire verse is in the right order. Choose another team to play. Time the kids to see which team can do this the fastest. Or have two sets of Buddy Barrels and let the teams compete simultaneously.

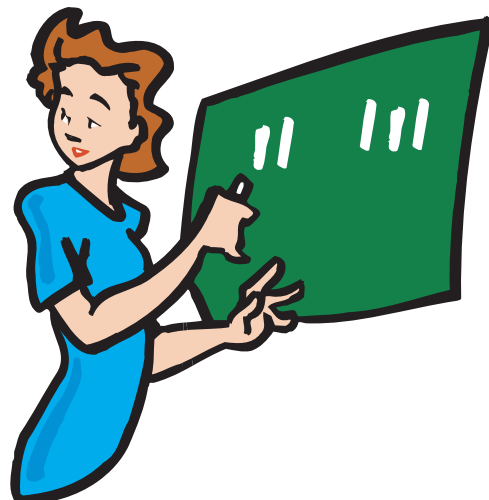
Buddy Barrel Obstacle Course

You'll need coins for this game, five per player. Tell the kids they are going to race to see who can get a Buddy Barrel filled with money to a missionary the quickest. Using Buddy Barrels, set up an obstacle course as follows: First, have the kids zigzag through a line of Buddy Barrels. Second, have them hop on one foot, holding a Buddy Barrel. Third, have them pick up five coins from the floor and put them in the Buddy Barrel.

Fourth, have them hold the Buddy Barrels under their chins and walk quickly to the finish line. Have someone dressed like a missionary from a foreign country standing at the end of the course to take the barrel. A different way to play this is to make two obstacle courses and divide the class into two teams to compete against each other at the same time.

The More the Better

For this game, you will need several different types of play money (pennies, nickels, dimes, quarters, and dollar bills). Put different amounts of money in each Buddy Barrel. For example, you could put \$5 in one, 50¢ in another, and so on. Explain to the kids that the money inside the Buddy Barrels represents the number of points each team will receive if they can answer questions about the lesson. For every cent that is in the barrel, they will receive one point for their team. If they choose a Barrel with \$5.10 in it, then their team would get five hundred and ten points. If they choose a Buddy Barrel with 50¢ in it, they would receive fifty points for their team. The higher the points, the better. Choose a kid from one of the teams to pick one of the Buddy Barrels and hand it to you. Ask the kid a question about the BGMC lesson. If the kid gets the question right, open the Buddy Barrel and pull out the money. Write the number of points they won for their team on a markerboard or chalkboard. The team that has the most points after all of the Buddy Barrels have been opened is the winner.





Buddy Box Games

Hockey Puck Buddy Box

Make a hockey goal from cardboard or use a real goal, if available. You'll also need a hockey stick (or any stick). On a large piece of paper, write the word *Missions* and hang it from the top of the goal. Choose a kid and give him the hockey stick and a Buddy Box to use for the hockey puck. Tell the kid to hit the box and try to slide it into the goal. Of course, this works better if the floor is smooth and not carpet. If the kid scores a goal, then he gets a chance to answer a question about today's missions lesson. Give a small prize for correct answers.

Knockdown for Missions

For this lesson, you'll need several buckets and a beanbag. Place several Buddy Boxes in a row across a long table. On the floor behind the boxes, place buckets with the name of a country written across the front of each bucket. Choose a kid and give him a beanbag. Have him stand several feet away and throw the beanbag at the Buddy Boxes. Tell him to try to knock the Buddy Boxes into the buckets. Give points to the team that can get the most Buddy Boxes into the most "countries."

Buddy Box Graph

For this game you will need a large wall area. Divide the class into teams, and have the kids select a name for their team. Write each team's name on a slip of paper, and tape the papers in a horizontal row across the wall to begin making a graph. Put sticky tack or tape on the back of several Buddy Boxes and have them ready. Ask question about today's missions lesson. The team that answers correctly gets to stick a Buddy Box above the team's name. When all the questions have been asked, or when time runs out, the team that has the most Buddy Boxes above their name is the winner.

Buddy Barrel Box Car Race

Make two or more Buddy Barrel Boxes into Pinewood Derby cars. Purchase wheels with axels at craft stores and stick the axels through the boxes. Choose one kid from each team to race the cars down ramps or across the floor. The winners get points for winning and extra points if they can answer questions about the missions lesson.

Spell It Out

Write each letter of the alphabet on a sticky note. Stick each letter to the front of a Buddy Box. Line the boxes up on a table. Choose a kid to stand in front of the boxes. Ask a question about the missions lesson that has a one-word answer. Give the kid 30 seconds to answer the question by using the boxes to spell the word. If he spells the correct answer in the time allotted, award points for the team. If you have lots of Buddy Boxes, you can make two sets of letters and let two kids compete at the same time to see who can spell the correct answer first.

Answer in the Box

Line up several Buddy Boxes across a table. Write individual questions about the missions lesson on sheets of sticky notes. Stick the questions to the front of the Buddy Boxes. Write the answers to the questions on separate sheets of paper and stick them on the wall around the room. At the starting signal, the kids try to find an answer and insert it into the Buddy Box with the corresponding question on the front. The kid who finds the most answers and correctly inserts them in the right boxes is the winner. If you want to play with teams, you could make two sets of answers—one written in red ink and one in blue ink. One team could find all the red answers and the other team could find all the blue answers. The team that has all the answers in the correct Buddy Boxes the quickest is the winner.



Mind and Money

You'll need play money (bills) of different denominations for this game. Place the bills in a bag. Divide the class into teams. Give each team a Buddy Box. Choose a volunteer to pick one of the bills out of the bag (without looking). Ask the player a question about the missions lesson. If the player answers correctly, he gets to put the cash in the team's Buddy Box. If the answer is incorrect, the kid must put the money in the other team's Buddy Box. Continue with other kids. The team that has the most money in their Buddy Box at the end of the game is the winner.

Guess What?

You'll need a stopwatch and several small, miscellaneous objects for this game (a stone, a match, a pen, etc.). Put an object inside a Buddy Box. Give a volunteer one minute to guess what the object is. Give him clues every 15 seconds. If he guesses correctly, he wins points for his team. Award extra points for answering a question about the missions lesson. Without the kids looking, put another object in the box and continue playing. Or, have several objects already in boxes prior to playing the game.

Know Your Missionaries

Tell kids about five different missionaries or remind them of missionaries you have been talking about. Your pastor can probably give you information, such as prayer cards or newsletters. If not, you can go to the Assemblies of God World Missions website and look up information on missionaries. Put one missionary prayer card or picture of a missionary in each of five Buddy Boxes. Have a kid choose a box. Take out the picture and him a question about that missionary. If the answer is correct, the player gets a treat or points for the team. Put the prayer card back in the box and mix it up with the others. Continue letting kids choose a box and answer questions. This game would be great to add one box a week to help familiarize kids with missionaries that your church supports.

What Country?

Print the pictures of the flags from each lesson of the BGMC Missions Manual. Fold each picture and put it inside a Buddy Box. Have volunteers select a box, pull out the flag, and guess which country it belongs to.



Inflatable Globe Games



Where in the World

Divide the class into two or more teams. Choose one player from each team to hold a globe. Name one of the countries you've studied this year. The first player to point to the country on his globe gets a point for the team. Continue with other players holding the globes and pointing to countries. The team with the most points at the end of the game wins.

Name That Country

Use the missions curriculum to write down facts about different countries on index cards or pieces of paper. Divide the class into two or more teams. Choose one player from each team to hold a globe. Read facts from one of the index cards. The first one to point to the country you are describing gets a point for the team. Continue with other players. The team with the most points at the end of the game wins.

Name That Missionary

Gather missionary prayer cards from your church office, or read a few of the thank-you letters from the missions curriculum. Point on the globe to where the missionaries live. After discussing the missionaries, have a prayer time for each. Divide the class into two or more teams. Choose one player from each team to hold a globe. Hold up a missionary prayer card or say the name of a missionary. The first player to point to the country where the missionary ministers receives a point for the team.



The Whole World in Your Hands

Make a list of questions about the missions lesson(s). The questions should start out being easy and continually get more difficult. Tell the kids to sit in a circle. Toss or roll the globe to one of the kids and ask him the first question. If the kid answers the question, he gets to toss or roll the globe to another person. If the kid cannot answer the question, he is out of the game. Continue doing this until there is only one person left. The final person must answer a question correctly in order to be declared the winner.

World Wobble

With masking tape, make two parallel lines several feet apart. Divide the group into two or more teams. Choose three to five players from each team to play. Each of these small groups forms a row at the first line. At the starting signal, the first player on each team puts a globe between his knees. Players are to wobble or jump to the second line with the globe between their knees and then head back to the next player on their team. They hand the globe to the next player, and that player does the same. As each player has finished his run and handed off the globe, he should sit down at the back of his team. The game continues until every player on one team is sitting down.

Wacky World

On separate slips of paper, write the following: *head, hands, knees, elbows, feet*. Place the slips of paper in a container. Divide the group into two or more teams. Choose a kid from one of the teams to hold a globe and pick one of the slips of paper. The kid must say the memory verse while hitting the globe with the part of the body written on the slip of paper. The globe must stay in the air while saying the verse. The kid receives points for every word said while hitting the globe. Once the globe hits the ground, a player from another team gets a turn. The team that has the most points at the end of the game is the winner.

Paddle Power

You will need table tennis paddles for this game. Make a *Start* and *Finish* line with masking tape. Divide the kids into two or more teams. Have each team line up in separate parallel rows at the starting line. Hand the first kid on each team a globe and a table tennis paddle. When you give the starting signal, the kids holding the globes must roll the globes, using the paddles, to the finish line. Once they get to the finish line, they must turn around and paddle the globes back to the next player on their teams. The player hands off the paddle, and the second kid does the same. The first team to have every player roll the globe with the paddle is the winner. The winning team can either say the memory verse or answer a question about the missions lesson.

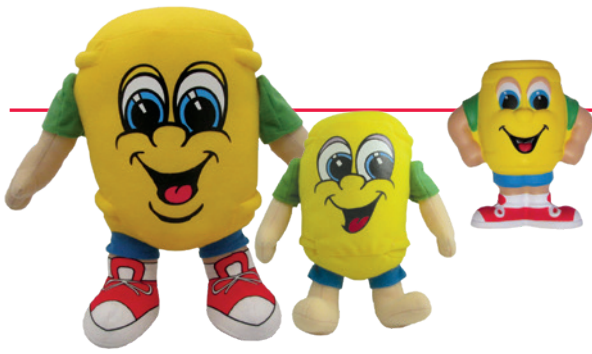
Choose A Clue

For this game, you will need items that represent countries you've studied. (e.g., a tea bag for Sri Lanka). Show the items to the kids, and point to the corresponding countries on the globe. Put each item in a separate paper bag. Have a volunteer choose a bag and pull out the item. If the kid can find the country the item represents within one minute, he wins a point for the team or receives an individual prize.

Heads Up

Divide the kids into two or more teams. Have them sit in chairs or on the floor. Choose one kid from each team to hold a globe and stand in front of his teammates. After you give a starting signal, the kid in front of each team tosses the globe to the first row. Teammates must hit the ball with their hands to the row behind them. Each team continues to toss the globe over their heads until the globe gets to the back row of their team. Then the team must hit the globe back over their heads until it returns to the player standing in the front of their team. The first team to accomplish this gets a chance to answer a question about the missions lesson or say the memory verse.





Stuffed Buddy Games

For these games, you can use either a large or small Stuffed Buddy, or the Buddy Barrel Stress Toy.

Where Is Buddy?

Take pictures of Buddy in many different places in the church. Make sure some are in inconspicuous places to make it more difficult. Put one picture at a time on the projector screen or show a copy of the picture if you do not have a large screen. Let kids take turns guessing where Buddy was sitting when the picture was taken.

Hot Buddy

Prepare several questions about today's missions lesson. Instruct the kids to begin passing a Stuffed Buddy from person to person while you play lively music. When the music stops, whoever is holding Buddy must answer a question. If the question is answered correctly, the kid gets a piece of candy.

Pass Buddy Along

Place the chairs in your room into two sections of rows. Divide the kids into two equal teams, and have them sit in the chairs. Hand a Stuffed Buddy to the kid sitting in the first chair of each team's section. When you give the starting signal, the kids must pass Buddy down the line of their team members. When Buddy reaches the end of the line, that kid must run to the front of the room and tag your hand. The first team to do this is the winner.

