

NextGen Activities and Games

This document provides benefits of including activities and games in the classroom and suggestions for how the leader should use them.

Benefits of Activities and Games

- Enhance the lesson and help children relate to the Bible lesson being taught.
- Provide opportunities for learning in fun and engaging ways.
- Can help children build relationships and communicate with others around them.
- Add variety and interest in the classroom.
- Develop cooperative learning, a sense of fair play, and good sportsmanship.
- Help children develop a positive self-concept, self-confidence, and self-control.
- Teach concepts and give information.
- Help children learn to think and make decisions.

Suggestions for NextGen Leaders as They Use Games in the Classroom

- Show enthusiasm.
 - o When leaders are excited about a game, the enthusiasm is contagious!
- Use repetition.
 - Even children who do not want to participate will be drawn into games when they become familiar.
- Use positive discipline.
 - o Reward good behavior, cooperation, good listening, and following directions with praise.
- Demonstrate resourcefulness.
 - O Use what is around such as tables, chairs, open areas, sheets, etc. Leaders should keep games fun and simple, using the space available.
- Give proper instruction.
 - Give clear and concise commands for beginning and ending a game or activity. At the beginning
 of the year, the leaders review with the children how to line up, regroup, and clean up the area
 being used.
 - o Encourage children to watch the leader demonstrate an activity (or choose a child to demonstrate).
 - O Quiz the children quickly before an activity begins, ensuring everyone understands the directions.
- Have as many children as possible moving at one time, keeping everyone involved, no one is left standing still, and no one is left out.
- When forming relays, keep the teams small in numbers so more children are moving.
- Encourage all adults in the classroom to participate in games and activities.
- Always end a game or activity with an emphasis on praise and a compliment.
- If the game or activity relates to the lesson, review with the children how the game or activity highlights the lesson.