

Yard Games

SPOTLIGHT

In Yard Games, children will participate in everyday recreational games but with an exciting and fun TWIST. Children will enjoy fun competition and gameplay between their Team Time while playing Crazy Kickball and Wacky Wiffleball.

KEY FOCUSES:

1. Create an energetic atmosphere that allows children to be active and playful
2. Give children the opportunity to participate in NEW activities
3. Create an environment for children to engage in fun and healthy competition

ACTIVITY #1: Crazy Kickball

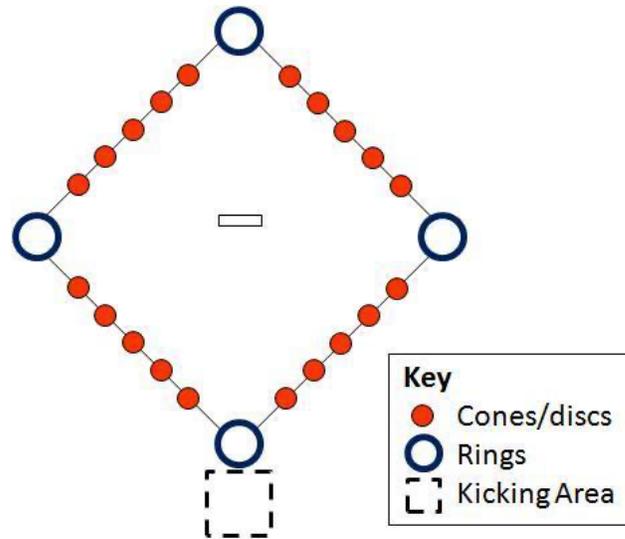
Set-Up:

- Activity Leader will create a diamond field set-up using the large red net, dome cones, flags, field paint, and any other equipment desired to show Visual Appeal
- Split the children up in to two even teams:
 - One team of children will start the game off in the field
 - One team of children will start the game on the kicking side at the plate
 - Give each child a penny jersey to designate which team they are on
- Place a basket full of kickballs and a large trash can or bucket at the pitching area
- Place two hula hoops at home plate – one for kicking and one for scoring

Instructions:

1. Explain the basic concept of kickball:
 - a. If the ball is caught in the air, the kicker is out.
 - b. If the ball is thrown at or hits a runner while they are off the base, they are out.
 - c. A team gets a run (point) if a runner makes it to home plate without getting out.
2. Explain the rules of Continuous Kickball:
 - a. The pitcher will continue pitching/rolling kickballs to the kickers until the fielding team gets at least four balls back to the large bucket.
 - b. There are no outs in this variation because the fielding team is busy retrieving the balls and getting them back to the pitcher's bucket.
 - c. If it's time to pitch and there are no balls available, the kicking team gets an extra point.
 - d. Once the fielding team gets at least five balls in to the bucket, the kicking team is done with their turn and the two teams switch sides.
3. Play this game for multiple rounds for about 15-20 minutes.

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Helpful Tips:

- If the children are struggling to play a game with different rounds, allow them to do a Homerun Derby taking turns to see who can kick the ball the furthest.
- If the younger children prefer a normal kickball game or free play, that is totally fine!

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ACTIVITY #2: Wacky Wiffleball

Set-Up:

- Activity Leader will create a diamond field set-up using the large red net, dome cones, flags, field paint, and any other equipment desired to show Visual Appeal
- Split the children up in to two even teams:
 - One team of children will start the game off in the field
 - One team of children will start the game on the hitting side at the plate
 - Give each child a penny jersey to designate which team they are on
- Place a wiffle ball bat at home home plate and a bucket of wiffle balls at the pitching area

Instructions:

- This game will be played with the basic Wiffle Ball rules. If a runner is tagged out or ball is caught in the air, they are out.
- Each inning the Activity Leader will create a new “house rule” that will be in play that inning. Below are some examples of fun twists on Classic Wiffle Ball:
 - Fun Twist #1: Children have to run around the bases in the opposite direction
 - Fun Twist #2: Children must bunny hop around the bases
 - Fun Twist #3: Children have to swing/kick opposite handed
 - Fun Twist #4: Children have to skip around the bases
 - Fun Twist #5: For the specific inning, use a different type of ball (small kickball, beach ball, dodgeball, etc.)
- An inning is over either once the team in the field records 3 outs or every batter on the hitting team has hit/kicked.
- Play Wacky Wiffle Ball until the activity period is over! Winner of the game gets a prize!

Helpful Tips:

- Use your volunteer to help you facilitate the “house rules” and the game as a whole.
- If children are struggling to hit the pitches, use a traffic cone as a batting tee.
- Pitcher’s Poison – This is a rule that helps with the flow of the game. If a ball is hit and then thrown to the pitcher before the batter gets to first base it is an out!
- Put your best catching child at first base to give the team a better chance of getting runners out.

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HUDDLE

Activity Verse: 1 Corinthians 14:33

“For God is not a God of disorder (confusion) but of peace—as in all the congregations of the Lord’s people.”

Activity Truth: God is My Peace When Life Gets Crazy/Wacky

Did everyone have fun playing Kickball and Wiffleball today? What was different about the way we played it compared to how you’ve played it before? That’s right! We added some crazy and wacky rules to the game!

Was it difficult to play the game with the craziness of the rules we made? Was it hard to remember what to do at all?

Just like Crazy Kickball or Wacky Wiffleball, our life has times where it feels a little crazy or wacky. Things at school are difficult or confusing, your friendships may go through seasons that are crazy. What do you do when life throws a little bit of crazy at you?

As Christians, when life gets crazy, we have God there with us. He provides us a steadiness and peace for when life is hard. He is never-changing and nothing is crazy or difficult for him.