




# SCHOOL BUS GAMES

CHILDREN'S MINISTRY



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# A SPECIAL, SILLY, SCHOOL BUS, STORYBOOK STORYTIME

## EXPLANATION

All the children on the bus collectively create a silly story collection by writing one word at a time.

## SUPPLIES

- One pencil/pen per person
- One piece of lined notebook paper per person

## GAMEPLAY

- Distribute one pencil/pen and a piece of lined notebook paper to each student.
- Instruct everyone to write their name at the top of the paper.
- Share the explanation.
- Share the instructions.
  - Here's how we play the game!
  - You start a story by writing the first word on the first line. This word is the beginning of the first sentence. For example, write the word "The."
  - Now, pass your paper to the person next to you in your seat. Person #2 writes the following word in the sentence, such as "Princess."
  - Next, the left side of the bus, pass your paper backward to the two people behind you, and the right side of the bus pass your paper forward. People in the back seats or front seats, you may need to hand your paper across the aisle. Now, add the third word to the sentence, such as "ran."
  - Pass your paper to the person next to you in your seat. Now, write the fourth word to the sentence, such as "away."
  - If we stop now, the sentence reads, "The princess ran away."
- The game continues until the original author receives their piece of paper.
- Without reading the story, the original author makes up a title for the story.
- The leader(s) then collects the papers.
- Once collected, the leader holds "A Special, Silly, School Bus, Storybook Story Time."



# I PACKED, YOU PACKED

## EXPLANATION

Each person thinks of an item they packed (or wished they packed) in their suitcase. Player One shares the name of the item out loud. Player Two listens to the answer and identifies the last letter of the word, then thinks of an object that starts with the same letter. The game continues until everyone on the bus has a turn.

## SUPPLIES

No supplies needed

## HINTS

A pen and notebook are useful for the leader to keep track of named items to help with repeat answers.

Consider using a portable microphone or small bullhorn so students can hear everyone.

## GAMEPLAY

- Share the explanation.
- Share the following example:
  - If the first person says, "I Packed Shoes," the next person must share an item they packed (or wish they packed) that starts with "S" because "shoes" ends with "s."
  - If the 2nd person shares, "soap," the third person could say "peanuts," and so on...
- The game continues as long as needed, but make sure to go in order around the bus.
- Students cannot repeat an item, and each person has thirty seconds to answer.

# WINDOW PANE PARTNER PICTIONARY

## EXPLANATION

Seatmates compete across the aisle in a traveling version of Pictionary using the windows as a drawing board.

## SUPPLIES

- 24 dry erase markers for *glass*
- 24 dry erasers or cloths
- 24 brown paper lunch bags (One per seat)
- 1 Set of Clues (24 copies)
- 1 Package of Windex (or Glass Cleaner) Wipes

## PREPARATION

- Type up the Clue Suggestions. Print twenty-four copies and cut out each clue.
- Add twenty-four clues, one marker, and one eraser in every lunch bag.

## GAMEPLAY

- People will need to trade places during the game, so each student has a turn to draw on the window. Therefore, make sure the bus driver is aware and okay with students moving around briefly.
- Give a lunch bag to each row (both sides).
- Share the explanation.
- Each round is thirty seconds and timed by the leader. It begins with the announcement of "Go" and ends with the statement of "Stop!"
- There are fifteen to twenty rounds.
- The drawing area is the bottom of the window. The score tally is the top pane.
- After each round, students erase and clean the bottom pane with the eraser.
- When the game is over, pass out the glass cleaner wipes so students can clean the window panes.

## RULES

- One player draws a clue from the bag per round.
- On "Go," the player draws on the bottom pane. They may not speak, make sounds, use letters/ numbers, act out the clue, or put it back in the bag to choose a different hint.
- The seatmate, who is not drawing, guesses the answer without asking questions or seeking hints.
- If the team does not guess correctly by the time the leader says, "Stop," the team in the opposite seat has five seconds to steal the point.
- The game continues with the opposite team as they take turns to draw and guess.

## CLUE SUGGESTIONS

- Elephant
- Star Wars
- Pizza
- Running
- Hamster
- Coffee
- Cellphone
- Taco
- Church
- Camp
- Frozen
- Kickball
- Jonah and the Whale
- Sister
- Santa Claus
- Chocolate
- Singing
- FortNite
- School
- Birthday

# Partner Game: Scavenger Hunt

## EXPLANATION

Seatmates compete in a Bible-based scavenger hunt game. Each team looks up the verse to find the item for the scavenger hunt. Then, each team tries to find the item (inside or outside the bus).

## SUPPLIES

48 Bibles (One per seat)

48 pens or pencils

"Journey Through the Bible" game sheet (See next page)

## GAMEPLAY

- Share the explanation.
- Pass out Bible, pens, and game sheets.
- Share this example.
  - Suppose the clue is Genesis 1:20.
  - Teams should look up the verse and read it, "And God said, "Let the water teem with living creatures, and let birds fly above the earth across the vault of the sky."
  - The answer on the sheet could be "bird or birds."
  - Each team would then look outside to find/see a bird.
- Once the leader says, "Go!" teams look up the verses, discover the scavenger hunt item, and then look for it inside or outside the bus.
- Once a team finds an item, they write the answer and move to the next question.
- Once a team completes the full scavenger hunt, they raise their hands to have a leader check the list.
- The first team to complete the scavenger hunt correctly wins. This activity may extend through the day, week, or weekend, so offer team points or an award to the first team finishes.

## GAME SHEET

Genesis 4:7 \_\_\_\_\_  
Nehemiah 4:19 \_\_\_\_\_  
Mark 2:13 \_\_\_\_\_  
Ezekiel 10:12 \_\_\_\_\_  
Matthew 14:29 \_\_\_\_\_  
Psalms 62:3 \_\_\_\_\_  
Genesis 8:6 \_\_\_\_\_  
Lamentations 4:9 \_\_\_\_\_  
Psalms 50:10 \_\_\_\_\_  
Luke 10:34 \_\_\_\_\_  
John 4:34 \_\_\_\_\_  
Judges 9:51 \_\_\_\_\_  
Acts 5:11 \_\_\_\_\_  
Numbers 21:33 \_\_\_\_\_  
Exodus 34:31 \_\_\_\_\_

## GAME SHEET: ANSWER KEY

Genesis 4:7 Door  
Nehemiah 4:19 Wall  
Mark 2:13 Lake/Pond  
Ezekiel 10:12 Four Wheels  
Matthew 14:29 Boat  
Psalms 62:3 Fence  
Genesis 8:6 Window  
Lamentations 4:9 Field  
Psalms 50:10 Cow/Cattle  
Luke 10:34 Inn/Hotel  
John 4:34 Food  
Judges 9:51 Tower  
Acts 5:11 Church  
Numbers 21:33 Road  
Exodus 34:31 Leader

# JOURNEY THROUGH THE BIBLE GAME SHEET

Genesis 4:7 \_\_\_\_\_

Nehemiah 4:19 \_\_\_\_\_

Mark 2:13 \_\_\_\_\_

Ezekiel 10:12 \_\_\_\_\_

Matthew 14:29 \_\_\_\_\_

Psalms 62:3 \_\_\_\_\_

Genesis 8:6 \_\_\_\_\_

Lamentations 4:9 \_\_\_\_\_

Psalms 50:10 \_\_\_\_\_

Luke 10:34 \_\_\_\_\_

John 4:34 \_\_\_\_\_

Judges 9:51 \_\_\_\_\_

Acts 5:11 \_\_\_\_\_

Numbers 21:33 \_\_\_\_\_

Exodus 34:31 \_\_\_\_\_



# OVER & UNDER

## EXPLANATION

Participants compete in a seated "relay" race where they pass items from the front of the bus to the back.

## SUPPLIES

5-10 items for the race.

## SUGGESTIONS

- Medium-size ball
- Banana
- Stuffed animal or snake
- Cup of water
- Dried kidney bean
- Photo of the children's pastor/leader
- Photo of volunteers
- Photo of the bus driver
- Fake beard
- Pool noodle
- Potato chip
- Fake plastic vomit

## GAMEPLAY

- Share the explanation.
- Explain the basic instructions.
  - Teams consist of each side on the bus (right versus left).
  - The person in the aisle seat passes the item over their head to the person behind them.
  - The next person passes the item under the seat to the person behind them.
  - The passing continues, alternating over and under until the item reaches the back. Then the student passes the item to the person in the window seat.
  - The person in the window seat passes the item over the head to the person in front of them. Then that person passes the item under the seat to the student in front of them.
  - The passing continues, alternating over and under until the item reaches the front.
  - The first team to get the item back to the front wins the round.
  - Gameplay continues for five to ten rounds with different items each time.
  - The team with the most points wins.

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## Photographs (in order of appearance)

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