

COLOR PRAISE

First person says something they're thankful for and then gives a color to the next person. The 2nd person says something they're thankful for that is that specific color and then gives the 3rd person another different color. The 3rd person does the same thing. You can go around in circles as many times as you want.

CATEGORIES

1st person gives a category, for example foods or vehicles, countries, girl's name, etc. The next person sitting next to them says a word that belongs in that category. All the following people sitting at the table take a turn to say a word from that category. Now the second person, sitting at the 1st person's left gives a category for everyone to add a word to. It keeps going till everyone has had a turn to give a category or till you want to stop the game.

GUESS THE CHARACTER

One person is thinking of a Bible character or another important person that they admire. Everyone else tries to find out who it is by asking questions. It can only be "yes" or "no" answers. Whoever guesses it first is the next one to have a turn to pick a character for the others to guess.

GUESS THE ACTION

One person thinks of a loving or kind action, something that Jesus would want us to do for others. Everyone else asks questions to be able to guess what the action is. The person who thought of the word can only answer with "yes" or "no". The one who guesses is the winner and it's their turn next to think of a different action for the rest to guess.

YOUR NAME

Take turns using each one's name (who is sitting at the table) for this game. Find words that describe that person the best way possible, in a positive manner. The catch is that each word has to start with the letters of their name. For example; ALVIN A-Attentive; L-loving; V-vivacious; I-interesting; N-noteworthy

I SPY PRAISE

Each person at the table takes a turn to spy something that they're thankful for and the others guess what it could be. They could begin by saying "I spy something that starts with the letter B." or "I spy something that is the color blue." The person who guesses is the next person to have a turn to praise the Lord for something and others guess what it is.

GUESS THE SENTENCE

One person begins by saying a sentence or a phrase about something they did that day. It cannot be too easy or everyone will guess right away what it is. It can be tricky and intriguing so everyone has to really think about it. Whoever guesses first is the next person to come up with their sentence or phrase for the others to guess.

MY CHARACTER

Take turns being the "IT". "IT" is the center of attention for a few minutes. Everyone else thinks about something about that person that they appreciate, something funny that happened to that person, something they're good at, and a weak point that they could work on. Everyone gets to be "IT", so no one should feel bad or inferior even if it may not be so easy to hear their weak points. This game is a good way to practice honesty in a loving and helpful way.

THE CRAZY THINGS

Take turns talking about the craziest things you think you did in your life so far. You could continue with the scariest, wildest, most embarrassing, silliest thing, etc.

BIBLE STORY GUESS

Bring a Bible book to the table. First player reads a line from a Bible story and the others guess what story it comes from. If it's too difficult, they can read another line. Whoever guesses it gets to go next and reads a line for others to guess, etc.

GUESS THE OBJECT

First player thinks of an object. The other players around the table ask him questions to try to find out what that object might be. "Do you use it with another person?" "Do you use it outside?" "Does it make noise?" "Is it a useful object to help you do things?" etc. The first one to guess the object is the next person to think of an object for the others to ask questions and guess.

FANTASY FEAST

Create an opportunity to engage in fantasy and pretend play about food and mealtime. You could say something like: "Let's pretend you are going to plan a meal for the president. What would you serve? What foods do you think the president likes? Where would you have the meal?" etc.

AROUND THE WORLD

Talk about what other countries or cultures eat, their main dishes, desserts, drinks, etc. Talk about and compare the differences or the reasons for it.

FOOD QUESTIONS

Think of foods or utensils that can be described by either a characteristic, color, or texture. The leader at the table can think of and ask some interesting questions related to food and the kitchen, or all can take turns asking, if they'd like. Some example of questions could be: Can you think of a red food, crunchy and juicy at the same time? Can you think of something that is round and small and bumpy? Can you think of something that has a seed inside and is soft around? Can you think of something that is sticky? Can you think of something that makes it easy to pour milk? Can you think of something you "really like"? Can you think of something your mother likes? Etc.

GUESS THE RECIPE

First player gives some typical recipe ingredients and the children and others try to guess what food or dish it could be. Whoever gets it right can be the next one to come up with ingredients or recipe for others to guess what dish it may be.

THE COLOR GREEN

Name as many green foods as possible, that you can think of. Go around the circle and think of them quickly. Whoever can't think of one in time, is out of the game. The last player is the winner. You can't repeat the same food twice.

THE COLOR RED

Name as many red foods as possible, that you can think of. Go around the circle and think of them quickly. Whoever can't think of one in time, is out of the game. The last player is the winner. You can't repeat the same food twice.

"BIBLE" HERO GUESSING GAME

First player thinks of a Bible character and says one word to describe them, whether their character, profession, beliefs or gender, etc. Other players give one guess each. If they can't guess, the first player gives another clue. If 3 clues are given and others haven't guessed, he can tell the others who it was and gets another turn. Whoever guesses, gets to go next to give a clue.

"CHRISTIAN" HERO GUESSING GAME

First player thinks of a Christian hero, someone in history who did something important for God and says one word to describe them, whether their character, profession, beliefs, gender or race, etc. Other players give one guess each. If they can't guess, the first player gives another clue. If 3 clues are given and others haven't guessed, he can tell the others who it was and gets another turn. Whoever guesses, gets to go next to give a clue.

THE COLOR YELLOW

Name as many yellow foods as possible, that you can think of. Go around the circle and think of them quickly. Whoever can't think of one in time, is out of the game. The last player is the winner. You can't repeat the same food twice.

THE COLOR ORANGE

Name as many orange foods as possible, that you can think of. Go around the circle and think of them quickly. Whoever can't think of one in time, is out of the game. The last player is the winner. You can't repeat the same food twice.

THE COLOR BLUE OR PURPLE

Name as many blue or purple foods as possible, that you can think of. Go around the circle and think of them quickly. Whoever can't think of one in time, is out of the game. The last player is the winner. You can't repeat the same food twice.

THE COLOR BROWN

Name as many brown foods as possible, that you can think of. Go around the circle and think of them quickly. Whoever can't think of one in time, is out of the game. The last player is the winner. You can't repeat the same food twice.

THE COLOR WHITE

Name as many white foods as possible, that you can think of. Go around the circle and think of them quickly. Whoever can't think of one in time, is out of the game. The last player is the winner. You can't repeat the same food twice.

THE COLOR BLACK

Name as many black foods as possible, that you can think of. They could also be very dark colors if you can't think of black. Go around the circle and think of them quickly. Whoever can't think of one in time, is out of the game. The last player is the winner. You can't repeat the same food twice.

CLUES

Each person thinks of a Bible story. Go around the circle and each one gives a clue of that story, without being too obvious. It could be something that happened in the story or an object or person from the story, etc. When everyone is done giving their clue, anyone can guess the others'. If no one can guess, then everyone does another round of clues, till all the characters and stories are guessed.

OH NO! GAME

First player thinks of a bad situation or a problem, the next person on the right has to come up with a solution or something good about the bad situation. Then it's that person to think of a problem for the next person to solve. Keep going as many times as you want. Example: First player says; "Oh no! It's pouring rain and we were just about to go out and pick berries." Second player could say something like; "But at least it won't rain forever." Or "But at least we got to go out and pick berries yesterday so we still have some to enjoy now."

Heavenly Bodies: Go around the table and talk about how our bodies will be different in heaven from our bodies here on earth.

Celebrate special days: on the person's birth date, show appreciation by using the letters of their names to say special things you like about them. For example, on the 14th of each month, we celebrate the birth of my little girl because she was born on the 14th day of September. It doesn't matter what month, but we focus on the day, that way each month we get a turn to be loved and appreciated. So we go around the circle and each think of some words to show our appreciation to her or special qualities that we like about her. A-admirable, anxious; D-delicate, dainty, daddy's girl; I-inspired, interesting; N-nice, neat; A-awesome, all together; etc.

The good and the bad: Think of something that might go wrong or has gone wrong, or something that makes you sad. Say it out loud and then add something positive about it and what good it can bring or have. For example you

could say something like: "I don't like bees that sting and really hurt, but I'm sure thankful for the honey that they make for us to enjoy."

ABC Praise: Go around the table and take turns thanking the Lord for things that begin with the letters of the alphabet. The first person starts with the letter A, the next person with B and continue on till the alphabet is finished. If someone can't think of one, he is illuminated and the turn goes to the next person at the table.

Books of the Bible: Go around the table and name in order the books of the Bible. See how far you get. Or an alteration to going in order, could be just to name any you can think of, taking turns until someone can't think of anymore and it goes to the next person to think of one. Whoever can't think of anymore is illuminated from the game. See who the "Bible Books" champion is at the end. The rule is not to repeat a book more than once in the game.