



For all resources available at this conference, visit: [sbcv.org/kmc](https://sbcv.org/kmc)

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## ► Pandemic Proof Your Children's Ministry ◀

### I. What Does \_\_\_\_\_ Look Like?

- a. \_\_\_\_\_ Growth and Ownership of Faith
- b. Church \_\_\_\_\_ is not Heart Change
- c. Discipleship Happens Primarily in the \_\_\_\_\_

### II. Do You Have a \_\_\_\_\_?

- a. Equip \_\_\_\_\_ to Disciple their Children
- b. Equip Children to \_\_\_\_\_ their Friends
- c. \_\_\_\_\_ Time vs. Quantity Time

### III. Do You Have \_\_\_\_\_ Resources?

- a. Word of Life Resources - <https://youthministry.wol.org/curriculum/olympians/>
  - i. \_\_\_\_\_ Curriculum Lessons
  - ii. Quiet Times for All \_\_\_\_\_
  - iii. Spiritual \_\_\_\_\_ for the Home
- b. Axis Parent Resources - <https://axis.org/>
  - i. PDF Parent \_\_\_\_\_
  - ii. Video \_\_\_\_\_ Kits
  - iii. Cultural \_\_\_\_\_ Email <https://axis.org/ct/>



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c. Dare2Share - <https://www.dare2share.org/>

i. Evangelism \_\_\_\_\_

ii. Life in 6 Words \_\_\_\_\_ <https://lifein6words.com/>

#### IV. Practical \_\_\_\_\_ for Restarting In-Person Meetings

- \_\_\_\_\_ and Sanitize \_\_\_\_\_ and After Each Meeting
- Minimize Toys that Cannot be \_\_\_\_\_ Easily
- \_\_\_\_\_ Bags or Baskets with Supplies
- Post \_\_\_\_\_ for any Masking Standards
- No-Touch \_\_\_\_\_
- Spaced Out \_\_\_\_\_
- Clear \_\_\_\_\_ with Parents



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## Social Distance Games for Ministry

Non-Contact Active Games

### 1. Musical Statues

You need a music player and music. Play the music and stop it randomly. When the music is playing, everyone dances. When the music stops, everyone has to freeze. If you see someone moving, they are out. If a child refuses to dance, they are also out. Last one in is the winner.

### 2. True False Run

The group stands in the middle of a room (or if outside, between two markers like cones). One wall/marker is nominated 'true' and the other 'false'. The leader reads a statement (ex. 'bats aren't actually blind'). On 'Run!' the kids must run for whichever side they think is correct - true or false - and whoever reaches the correct wall/marker first wins. STAYING IN THE CENTER IS NOT AN OPTION. Disqualify stragglers if necessary. Tally the winners on a board and award the overall champion a prize. Alternatively, the kids who choose the wrong answer are eliminated, and only the correct side continue to the next round. This game can also be played with Bible teaching (ex. 'All twelve apostles were Jews' etc.)

### 3. In The River

All you need is a straight line like a rope, hose, or a line on a tennis/basketball court, etc. Line everyone up on one side of the line. Tell everyone they are now standing on the bank of a river, and when you say "in the river" they all jump to the other side of the line. When you say "on the bank" they jump back. Keep doing this. Change occasionally (ex. When they are on the bank say "on the bank" while you jump to the river. If others follow, they are out.) Confuse people as much as possible.

### 4. Simon Says

### 5. Monster Training

Similar to Simon Says. Give the children different commands each with their own action like a monster hiding in the closet. Below are commands and scares. Get creative and add your own:

- *Scare Feet* – running quietly in place
- *Big Scare* – make a big and loud scare
- *Little Scare* – make a little and quiet scare
- *Single Bed Scare* – lean over and scare
- *Double Bed Scare* – do 2 single bed scares
- *Bunk Bed Scare* – do a scare on tip toes and crouched down toward the ground
- *Under Bed Scare* – lie on your back and scare
- *Closest Scare* – pretend you are jumping out of a closet and scare
- *Parents Coming!* – lie down like a smelly sock



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## Social Distance Games for Ministry

Non-Contact Relaxed Games

### 1. Two Truths and a Tale

For this great get-to-know-you game, each person must make three statements about themselves: two of the statements must be true and one must be untrue. This works best when you give the group some time to think of their statements and allow them to write them down if they need. Once one person makes their statements, the rest of the group must guess, or vote on, which statement is the tale. You could play as a team or individually. It could work well to get each group member to write down their own answers and see who gets the most correct.

### 2. Hi-Yah!

Get everyone to stand in a circle facing inwards. The leader running the game will need to stand in the middle of the circle. The leader points at someone in the circle. The person must duck down straight away and the two people on either side of them must turn to face each other, hold their hands together and ninja-chop toward the other while shout “hi-yah.” All this needs to happen as quickly as possible. Whoever ends up getting “chopped” is out. So if the person who gets pointed at originally doesn’t duck down quick enough, then they are out. If they do duck down quickly, then whoever says “hi-yah” first out of the two people stays in and the other person is out. When there are only two people left, they stand facing away from each other, and the leader in the middle starts counting. The person counting them yells “hi-yah,” and the two people turn and say “hiyah.” The person who is the fastest wins and gets to be in the middle for the next round. For the leader running the game, after a few turns they might want to make their pointing a bit trickier by looking away or spinning in a circle. Be creative!

### 3. Spot the Difference

Divide your group into two teams. Stand the first group in a line facing the second group. The second group have a set amount of time (you decide) to look at the appearance of the other team. Once their time is up, the second team (observers) will leave the room, and the first group must change ten things about them. The ten things must be noticeable (ie. They cannot change things in their pockets or other things previously out of view). When the second group returns, they must observe the first group and work out what ten things have changed (They may write them down if this is helpful). It’s best to give a set amount of time for this to happen also. Once this is down, you can swap the roles of the groups.



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