

Sponge Activities

Sponge activities are games that can be played to “soak up” any extra time left at the end of class. These activities are great to use when you have finished your scheduled Sunday school lesson but still have a little extra time. These are especially valuable when the pastor goes long. These activities *should not*, however, replace regularly scheduled Sunday school activities. They can also be used as a welcome activity when students are arriving before class begins.

What’s in the Box?

Materials: Index Card Box, Prize(s)

Place a small prize in a plastic index card box without the children seeing the prize. Children then try to guess what the prize is. If a child guesses what’s in the box, he/she gets to keep it. When a child asks a question about the prize, you may only answer by saying *yes* or *no*. You may let the children shake the box, but it cannot be opened until someone guesses what’s in the box.

Team Tic-Tac-Toe

Materials: Whiteboard, Dry Erase Marker

Divide the class into two equal teams. One team will be the “Xs” and the other team will be the “Os”. Ask questions about the bible story. Alternate questions between the teams. Correct answers allow each team to play Tic-Tac-Toe.

Bible Pictionary™

Materials: Bible, Whiteboard, Dry Erase Marker

Divide the class into two teams. With your bible open to the passage you just taught, look for words that the children can draw. Select a child from either team to draw the first picture. Whisper the word into the child’s ear. The child has one minute to draw the picture while his/her team calls out what they think the picture is. If the team guesses the picture correctly, they receive two points. If not, the other team may make one guess. If they are correct, they get one point. Teams take turns drawing pictures.

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Silent Ball

Materials: Small Foam Ball

Have the class stand up and spread out all over the classroom. The rules are simple. Children toss the ball around the room underhanded without talking. They can get out if they: throw the ball overhand, drop the ball, throw the ball poorly, or talk. They can also get out if they do not point to the person who they are throwing the ball to before throwing it.

Heads Up, Seven Up

Materials: None

Choose 3-7 students to be “it” first. Have them line up in the front of the room along the wall. Say, “*Heads down, thumbs up.*” The rest of the class then closes their eyes and puts their heads down with one thumb up. Those who are “it” walk around the room quietly and each choose one person’s thumb to touch. If a thumb is touched, the child then tucks his/her thumb into his/her closed fist. Once all children who are “it” have touched a thumb, they walk back to the front of the room and line up. Say aloud, “*Heads up, seven up.*” The 3-7 students whose thumbs were touched each try to guess who touched their thumbs. If a child correctly guesses who touched his/her thumb, he/she becomes “it” for the next round.

Blow Ball

Materials: Table, Ping-Pong Ball

Divide the class into two teams. Have them stand around a table. Place a ping-pong ball in the center of the table. When you say, “*Go,*” the children use only their breath, not hands, to make the ball fall off the opposite end of the table to score a point.

Bible Story Review

Materials: 2 Call Bells

Divide the class into teams. Give each team a call bell. Ask bible story review questions. The team who rings the call bell first gets to answer the question. Correct answers earn the teams 1 point each. The team with the most points at the end wins.

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Simon Says

Materials: None

Have all children stand. Choose one child to come to the front of the room to be “Simon.” Whatever Simon says to do, the class must do. If they don’t do what Simon says, they are out. For instance, Simon would say, “*Simon says to jump up and down three times.*” All the children must do this or they sit out. However, if Simon says, “*Jump up and down three times,*” without first saying “*Simon says...*” then children who jump up and down are out. The last person standing becomes the next “Simon.”

Balloon Volleyball

Materials: Chalk or Masking Tape, Balloon

Draw a line on the carpet with chalk in the center of the room or use masking tape to divide the room into two equal halves. Have half of the class stand on one side of the line while the other half stands on the opposite side. The object of the game is for one team to hit the balloon across the center line and have it land on the other team’s side. If this happens, they score a point and get to serve the balloon. Serving consists of hitting the balloon up into the air. Once the balloon is in play, teams may hit it as many times as they wish just so long as they get it across the line. If the balloon lands on their own side, the other team gets a point and serves the balloon.

Four Corners

Materials: None

Have the class stand in the center of the room. Number each corner of the room. Call out a number. Children must run to the corner with the corresponding number that you called. The last child to make it to the corner sits out. Continue until there is only one child left. He/she then gets to call out the numbers.

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Sword Drill

Materials: Bibles

Divide the class into two teams. Give each child a bible to use if they do not already have one. Call out a verse in the bible. The first team to find and read the verse wins a point. The team with the most points at the end wins.