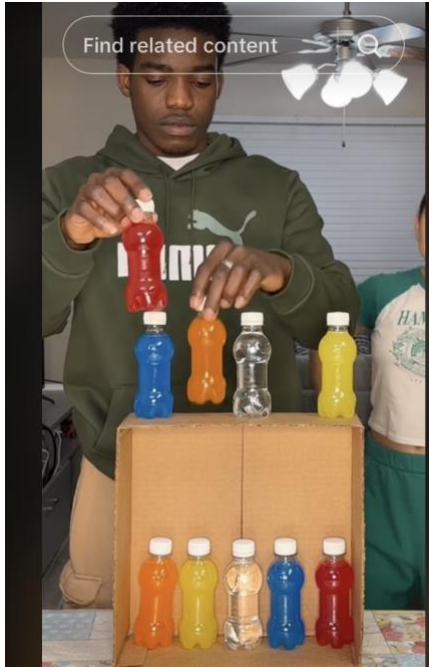


Training Your Volunteers While Having Fun!

1. Guess the Pattern:



The game:

- 3-4 volunteers
- Volunteers take turns placing the items on top of the box in order. The goal is to have the order on top match the order on bottom (hidden from the guessers)
- When they make their placement, you tell them how many they have correct but do not tell them which ones are correct.
- Keep going until someone gets the top to match the bottom.

Teaching points:

- We are often trying to guess at what will work with our students
- Sometimes we get close but it's the next person who walks up and engages who hits the mark
- Try multiple things to engage
- Celebrate when something works
- You can help each other win (telling other volunteers what worked)

2. March In Place



The game:

- Three-four volunteers
- Each is asked to stand in a square taped on the floor (18x18) and then blindfolded.
- They must march in place, without stepping on the outline of the box or outside the box for 1 minute (Music can be played to give them a beat)
- In order for it to be considered marching, their knees must come to hip level

Teaching points:

- We think we're hitting the mark but we might not be
- We need boundaries to keep us doing what we're charged to do (rather than focusing on therapy, we're focusing on the Gospel....things will pull us away from the Gospel if we're not 100% certain where the boundary is)
- The simplest task can be difficult when you are given restrictions
- Others who are missing the mark might lead us astray, that's why we all have to have our eyes focused on the goal (the Gospel)

3. Unwrapping the Gift



The game:

- 4-5 volunteers standing around the table with a wrapped present, a pair of oven mitts, and a pair of dice.
- Choose one person to start with the dice. The person to the right of them will have the present and the oven mitts.
- When you say “GO”, the person with the oven mitts will attempt to unwrap the present. The person with the dice will begin rolling the dice. When doubles are rolled, the dice and the oven mitts (along with the present) are passed to the LEFT.
- Now the person with the dice starts attempting to roll doubles before the person with the present unwraps it completely.
- Rule: Because you don’t know what the gift is, you need to treat the package with care. (No pounding the package to get it open.)
- Whoever gets the gift out of the package will win the prize.

Teaching Points:

- We never know what is underneath the exterior of a student
- Sometimes we get close to unwrapping but then the next volunteer swoops in and gets to the prize (the truest form of the student)
- Sometimes we think we’ve unwrapped everything, only to find another layer
- Using force to get the exterior coating off can damage the prize (student)
- Oftentimes our hands are tied in how we peel away the layers but it can be done
- We feel the time crunch (only 52 Sundays) but God is faithful

4. BINGO



The game:

- Create your own BINGO game online (myfreebingocards.com/bingo-card-generator where you can print 30 for free)
- Add spaces that you can talk about as you pull the cards
- Give each volunteer their own BINGO card and markers to cover spots (Hershey kisses make fun markers while serving as a sweet treat and table decoration at the same time.)
- Play BINGO. As you call a square, talk about why a particular word or phrase is a BINGO square. (You can use this as an interactive activity and ask your volunteers why this word or phrase is on the card.)
- Give a prize to the first person (or first few) to get a row, column, or diagonal line filled in.