

Snakebite Tag

Materials

- ☐ Toy rubber or stuffed snake
- ☐ Optional: timer

Instructions

Choose one student to be “It.” When you start the timer or say “Go,” the student who is It will run around tagging students. Once students are tagged, they must continue running while holding on to the spot on their bodies where they were tagged, as if they received a snakebite. When the students are tagged a second time, they are out and must return to their seats or sit against a wall.

Students who have been tagged once or twice must watch for the bronze serpent (toy snake). Whenever you hold up the toy snake, students who are out may return to the game and any students who have been tagged once are healed and no longer have to hold the wounded area. If students don’t see you raise the snake, they are not healed and must watch for the next time you raise it up.

You may make this as easy or challenging as desired depending on how long you hold the snake up for them to see and how forgiving you want to be with students spotting the snake.

Play for a set time and switch who is It as time allows.

Suggested Discussion

It would be scary to be running from snakes trying to bite you. But that’s the punishment God sent when the Israelites complained against him and Moses in the wilderness. When the people repented and asked for mercy, God had Moses make a bronze serpent and raise it on a pole. All who looked at it were healed and did not die from their snakebite.

The bronze serpent was a picture of Jesus, who would be raised up on the cross to save us from eternal death.