

KIDS 3/3 MEETING FORMAT WITH GAME

← LOOK BACK



CARE – Greet by name. How are you doing?



WORSHIP – Sing a song or two together.



CHECK UP/CELEBRATE – HOW did you OBEY? WHO did you SHARE with?



VISION – LISTEN to Jesus, OBEY His commands and SHARE them with others.

↑ LOOK UP



THE LORD'S PRAYER – Pray the Lord's prayer with the children.



GAME – Play the game for this week.



DISCOVER GOD'S STORY – Share God's story with the children.

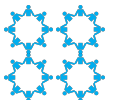


DISCOVER TODAY'S BIBLE TRUTH AND PASSAGE: Read or summarize the passage and then ask: What did you like about it? What was challenging?



READ THE PASSAGE AGAIN (And/or retell it in your own words or act it out as a drama with the kids). Then ask: What does it teach about God? People?

LOOK FORWARD →



BIBLE VERSE – Memorize the Bible verse about today's Bible truth.



GAME – How is the game we just played like the Bible truth?



LIFE – HOW will you practice the Bible truth in your life?
WHO will you share it with?



COMMIT – Pray a prayer of commitment, having the children pray after you [Remember to pause to allow children to listen for God's voice].



PRACTICE – Have the kids practice what they are going to do.

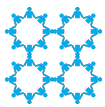
MEETING FORMAT NOTES



This icon means that the kids are all together playing the game. If the group is too large, you can separate into multiple groups to play the game.



This icon means that the kids will gather around the leader in a half circle.



This icon means that the kids will divide up into small groups. The boys should be together in groups and the girls should be together in groups. There should be 4-6 kids per group, or whatever number of leaders you have, you can divide the kids up between them.



The first and second parts of the lesson are interchangeable. For example, if you want to play the game first, you can. Or, if you want to play it after the care, worship, prayer and vision you can. Another option is to tell the Bible story first, and then play the game.



CARE: During the care portion, you can ask questions like: "What are your highs and lows from this past week?" or "What is one thing you are thankful for and one thing you are stressed about this week?"



CHECK UP/CELEBRATE:

This should be a time of celebration and joy that everyone should look forward. Encourage those who share and have the rest of the children praise God for things God is doing, not praising the individual. If you have very large numbers of children, have children turn to the child next to them after hearing the question and tell them the answer. Challenge all children to be ready to share next week.

If you are short on time, a simple version is to ask:

- How did you **obey**?
- Who did you **share** with?

For those with more time, you can follow the below format:

- **Model Accountability:** Coaches briefly tell your "obey" and "share" stories.
- **Ask:** Did anyone share the Creation to Christ Hand Motions with anyone?
- **Ask:** Can anyone remember and retell the Bible story we heard last week?
- **Ask:** Raise your hand if you obeyed or put into practice the truth learned and share how.



THE LORD'S PRAYER: Simply pray the Lord's prayer below. As the kids learn it, they can pray it too. Remember to us a simple version, like the one below, so the kids will understand it.

Matthew 6:9-13 (New Living Translation)

⁹ Our Father in heaven,
 may your name be kept holy.
¹⁰ May your Kingdom come soon.
 May your will be done on earth,
 as it is in heaven.
¹¹ Give us today the food we need,
¹² and forgive us our sins,
 as we have forgiven those who sin against us.
¹³ And don't let us yield to temptation,
 but rescue us from the evil one.
 For yours is the kingdom and the power and the glory forever. Amen.

NOTE: Please do not just say the words of the Lord's Prayer. Each week take one principle and teach the children about the principle of prayer. Example praying for "daily bread" is not just praying about food, it is yes praying for our food, but also our daily needs, the needs the child may have. Teach children God does not always answer, "yes" to our prayers. Even a good parent says "no" to a request for candy before a meal. God always answers prayer, the answer may be "yes," the answer maybe "no," or the answer may be "wait." Teach children God knows what is best for our lives (sad, but it is important to also teach children that sin is in the world and bad things happen that God never designed to be in our world, like people dying from illness).

Principles to explain in the Lord's Prayer Matthew 6:9-13

- Thank God that we are in His family - Matthew 6:9
- Honor God's name in attitude and action - Matthew 6:10
- Pray for God's will - Matthew 6:10
- Ask God for your daily needs - Matthew 6:11
- Ask forgiveness and forgive others - 6:12
- Seek God's guidance away from evil - 6:13
- Praise God for the eternal kingdom that has all power and all authority - 6:13



GOD'S STORY: Creation to Christ Hand Motions

Have the kids stand up and invite a new kid each week to help share the hand motions as you say the phrases below. To help you remember the flow, just ask yourself, "What happened next?" For example, after a "Perfect World" ("What happened next?") [Oh that's right] "Sin Broke God's Perfect World", ("What happened next?") "The Penalty for Sin is Death" and so on. You will be surprised at how quickly you and the kids remember the hand motions and phrases.

1. In the beginning God created a perfect world
2. Sin broke God's perfect world
3. The penalty for sin is death (Look up) But...God loves us and sent Jesus!
4. Jesus is God's son and he paid sin's penalty

5. Jesus was the only perfect man
6. Jesus died
7. Jesus was buried
8. Jesus rose from death to life
9. Because Jesus died for your sins
10. Jesus now offers you the gift of eternal life
11. Would you like this gift?
12. With faith, ask Jesus to forgive your sins, with faith, ask Jesus to be your Savior

Invite kids to respond in prayer:

"God, thank you for loving me. / I have sinned against you. / I ask forgiveness for my sins. / I know I cannot remove my sins. / Thank you for sending Jesus. / I believe Jesus died on a cross to pay for my sins. / I believe that You raised Jesus from the dead. / Jesus be my Savior. / Jesus forgive me and save me from my sins. / I confess Jesus as my Lord. / Jesus be my life. / Thank you for your gift of eternal life. / I pray this in Jesus name. Amen."

13. Go tell everyone this good news!!!

VIDEO OF CREATION TO CHRIST HAND MOTIONS: <https://vimeo.com/261546647>

*****CREATION TO CHIRST HAND MOTIONS are on the following page...**



DISCOVER TODAY'S BIBLE TRUTH AND PASSAGE: Read or summarize the Bible passage once with the kids. Then read it again and/or tell it in your own words or work with the kids on acting it out as a drama. You can even have the kids draw a picture of the story. If time permits, you can ask engaging, participative questions after each reading. You can use the basic questions that adults use in a 3/3 house church format (What do you like? What is challenging? What does it teach about God? What does it teach about people?) Or you can make your own questions. You could also ask, "What choices were made in this story? What were the results of those choices?", etc....



LOOKFORWARD: As you start the look forward section and ask the Bible, game and life questions, make sure you tie them in with the vision. Say something like, "Hey kids, remember our vision is to listen to Jesus, obey his commands and share them with others? Well, now its time to talk about how to do that. Then ask the first question, "How is the game we just played like the Bible truth?" After discussing it, go into the next questions about how they will practice the Bible truth in their life and who they will share it with. End with praying together about your commitment and try to practice it if possible.

CREATION TO CHRIST HAND MOTIONS



In the beginning God created a perfect world



Sin broke God's perfect world



The penalty for sin is death



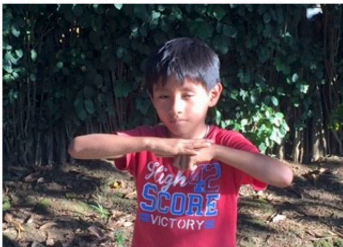
God's Son Jesus' sacrifice paid sin's penalty



Jesus was the only perfect man



Jesus died



Jesus was buried



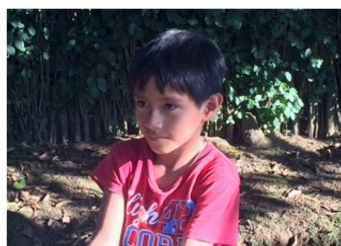
Jesus rose from death to life



Because Jesus died for your sins



Jesus now offers you the gift of eternal life



Would you like this gift?



With faith ask Jesus to be your Savior



Go tell everyone this good news!



Train new believers how to share the good news

IDEAS TO ENGAGE CHILDREN

Use their Whole body - Active children discipling uses methods of discipling that mean children are running around, moving and actively involved with their minds, bodies and using their 5 senses.

Relationships - Build relationships together as children and leaders. The most important thing is to build a positive relationship with them. Be a friendly leader whom they can trust and admire. Pray for them regularly.

Principles for engaging with children actively

Active discipling can be done inside or outside. Jesus used many different places and objects to help people learn. Active discipling is designed to be fun, engaging and also challenging. When you are working with children keep these things in mind.

- Keep whatever you say short and to the point.
- Bring the group close together to speak, especially when you are outside. Be aware of other distractions and try to minimize them.
- Change the type of activity every 5-10 minutes to keep them interested.
- Ask questions to make them think. Active learning is about being active in our minds as well as our bodies.
- Use games to create powerful experiences to learn from. The best learning comes when children discover things for themselves.
- Remember children are not all the same. They learn in different ways. There are many models to describe the styles of learning. This is the simplest. Some children learn better by hearing. Some learn better by seeing. Some learn better by doing things. If your time together has each of these elements then more children will be able to pay attention and learn about God's word.

Ideas to engage children with the Bible outside or on a sports field

Often the best active children discipling is done with little or no resources. Many of the ideas here are done with just the leader and the children playing and involved together:

- **Experiential Game** - Play a game and then debrief it. See examples in the session, 'Learning through Games'.
- **Tell the Bible story then get them to retell it in pairs** - The best way for someone to remember something is to teach someone else. So after you have told the group a Bible story, split them into pairs. Each person must retell the Bible story and then swap roles.
- **Interview characters from the Bible story** - After you have told a Bible story ask for children to volunteer to be characters from the story and bring them to the front (e.g. David and Goliath). Other children can then ask them questions about their part in the story and the decisions they made and the emotions they felt.
- **Use objects to tell a story or explain an idea** - Use simple objects to help tell the story. (e.g. ball, cricket bat, coins, photo, stick or fruit) You could also tell a story by moving from place to place that would link to the story (e.g. under a tree, beside a stream, beside a building)
- **Act out the Bible story** - Tell the story by asking children to take character roles. You may give them an object that will help define their role. (e.g. a robe, a sword) As the leader tells the story the children are asked to act out the story as a kind of drama.
- **Ask good open-ended questions to challenge children's thinking:**
 - What surprised you about the story?
 - What do you think the main character learned from this experience in the story?
 - How can you apply this idea to your life?

KEY POINTS FOR WORKING WITH CHILDREN

Divide and Control

Important: Separate ages into four groups: 4 and under [move to side with helper], 5-8 years [younger group], 9-12 years [older group], 13 and up [leader's helpers]. If you have 100 children, divide and control. It is very easy if you have helpers divide in 4 groups of 25 and easily control the children. If you do not have 4 adults, quickly recruit additional "coaches" by recruiting young adults or the most mature and oldest of the children you have on hand. We call our helpers "coaches." Divide into groups quickly, rather than counting all children. Quickly move to the first cluster of about 25 and say, "You are with Coach Jose" and quickly repeat. When you divide into small groups during the last third, have "boys only" groups and "girls only groups", as you don't want to mix girls and boys.

"Chocolate-Chip" Principle

Coaches should avoid all gathering together in the same spot. Coaches must spread out and stay close to all Players and maintain control of the Players. Coaches that clump together are like chocolate chips in a cookie that are not spread out evenly.

Guideline: Discipline not Punishment

Punishment is given for past behavior, creating an "us vs. them" mindset. Discipline focuses on future obedience, creating a "we are in this together" mindset. After clearly explaining the rules, share that if they disobey, you will have no other choice but to discipline them to help them mature.

Important: A leader can be both an authority figure and a friend at the same time. If a leader is not passing out "Strikes" [see 3-Strike Rule below] the leader is not fulfilling his/her role as a leader, obviously not harsh, but leaders need to retain good positive control with large groups of children. Explain all the rules below the very first time with the children as soon as all the children gather. Repeat the rules quickly every week and as needed.

1, 2, Silence

This is a way to quickly get control and silence a group that is noisy. Call out "One" very loud and exaggerate the length of "OOOnnnnnne!" with arms outstretched and one finger up. Then, the leader puts up two of his/her fingers. Players then call back "Two." Finally, the leader takes both hands across shoulders and moves them out like an umpire calling "safe." Players are instructed to be totally quiet at the silence sign. Any player talking [or in fun calling out "3"] should be given a "Strike" [see 3-Strike Rule below]. Have children sit down or take one knee if you need more control.

3 - Warning Rule

If a player disobeys or is disruptive, take these steps in order:

1. **Warning 1:** This is just a verbal warning to the player.
2. **Warning 2:** If a player continues to disobey or disrupt, he/she is given warning 2. At warning 2, the player is moved away from the other players for 2 minutes.
3. **Warning 3:** If a player still disobeys or disrupt, he/she will receive warning 3. At warning 3 the player is asked to sit out until they can behave, with the understanding of the importance of listening and respecting their leaders.

"Integrity in Everything You Say" Principle

If a leader does not honor the integrity of the rule set, the leader will hurt the integrity of the Bible teaching. Example: If you say you will give out warnings for misbehavior, you must give them out.

START TRACK

God's Story and Healthy Groups

LESSON 1



BIBLE TRUTH: God created everything for a purpose. He also created you for a purpose.

BIBLE PASSAGE: Genesis 1 and 2:1-3

BIBLE MEMORY VERSE: Genesis 1:31



GAME: Blind steal the bacon

1. Divide everyone into two teams. Each team stands shoulder-to-shoulder facing the center.
2. Give each player a number [each group should have a one, a two, a three, making sure each child has a number].
3. Explain that when children hear their number called they will run to the center and try to pick up the "bacon." Place the "bacon" in the center of the playing area.
4. Play one round normal as instructed above. Then play a round with all players turned with their back to the center and their eyes closed! They cannot turn around a look until there are called into action by hearing their number called.

Game/Bible/Life Connection: The game has a purpose / God created us for a purpose / Our lives have purpose because God created us

LESSON 2



BIBLE TRUTH: Sin breaks God's plan.

BIBLE PASSAGE: Genesis 2:4-25 and 3

BIBLE MEMORY VERSE: Memorize Romans 3:23



GAME: Broken race

1. Show Players the starting line and finish line for the game.
2. Have Players line up on the starting line and say, "Go!" [They should all run to the finish line.] Important explain you are keeping time and you want to see if they can lower their time.
3. After the Players run the first race, have a Coach say, "I want to change the rules!"
4. Now, have the Players link arms with a partner. Once they are linked together in pairs, have them race again. [The time should be much slower].
5. Change the rules again for the next race. Now have all the Players turn around in place 15 times before they run to the finish line. [The time should be much slower].
6. Continue changing the rules for each race, thinking of funny things to have them do [that will slow down the runners]. [The more changes you make the harder it will be to run the race.]

Game/Bible/Life Connection: The game works perfect, but when the rules are changed, the perfect game is destroyed / Sin broke God's perfect world / Sin destroyed our world and relationship with God

LESSON 3



BIBLE TRUTH: Jesus took my penalty.

BIBLE PASSAGE: Luke 23:26-47

BIBLE MEMORY VERSE: Romans 5:8



GAME: Here to there penalty

1. Show Players the starting line and finish line for the game.
2. Explain to the Players that they have to run from "Here" to "There."
3. Time the run; you can simple count 1-2-3...for your "Timer."
4. Options for racing: Have the boys run first, then girls, or have the Players under age 10 run first, then the Players over age 10 run next.
5. Important: After the first round, determine the average time and then cut that time roughly in half [Yes, you want the Players to fail and earn a penalty].
6. Before they run again announce: "There is a penalty of 10 pushups for everyone if everyone cannot run under the new time."
7. Now require each group to run from "Here" to "There" in under the new announced time. [The Players will not be able to run under the new time.]
8. Say, "You look so tired. I have an idea!" call up one of the Coaches to "take the Player's penalty" and do the 10 pushups in place of the Players. For fun have the Players count out loud the 10 penalty pushups!

Game/Bible/Life Connection: The coach took your penalty / Jesus took our penalty / Jesus can take your penalty for sin if you ask him to save you from your sins

LESSON 4



BIBLE TRUTH: Free gift, eternal life, offered to you.

BIBLE PASSAGE: Act 1:4-11

BIBLE MEMORY VERSE: John 3:16



GAME: What time is it?

1. Show Players the starting line and finish line for the game.
2. Have two Coaches stand side-by-side at the finish line facing away from the Players.
3. Have the Players line up along the starting line shoulder to shoulder and say "What time is it?"
4. The Coach on the right should yell a time like "5 o'clock."
5. When the Players hear this they should take 5 steps forward and stop.
6. The Players should continue saying, "What time is it?" and the Coach on the right should continue to answer with a new time each round.
7. Important: About every third time, the Coach on the left side should shout, "It is time to go to jail!" That Coach then turns around and chases the Players back to the starting line. If that Coach tags a Player, that Player has to sit out for one round.
8. Important: The only time the Players will cross the finish line is when the Coach on the right calls out "It is time to come home!" This means all the Players can safely run to the finish line.
9. Continue to play as time allows.

Game/Bible/Life Connection:

LESSON 5



BIBLE TRUTH: Tell everyone the good news.

BIBLE PASSAGE: Matthew 28:18-20

BIBLE MEMORY VERSE: Matthew 28:19



GAME: Fishnet tag

1. Show Players the boundaries that the game will be played in
2. For safety: If there are many Players, divide them into several groups with the youngest Players in one area and the oldest Players playing in another area.
3. Choose one Player to be "It." The Player selected to be "it" then chases the others, attempting to get close enough to "Tag" one of them [touching them with a hand] while the other Players try to escape.
4. Once the "It" Player tags another Player both Players are now "It" and the two Players hold hands stretching out like a "Net."
5. Each new Player tagged joins the "Net"—Players holding hands in a long line.
6. Continue playing until the "Net" catches all the Players. The last Player caught is the new Player to be "It" in the next round.
7. Continue playing more rounds as time allows.
8. ***Important:*** If one or two super fast Players cannot be caught make the playing space smaller and smaller until all the Players will be caught by the "Net."

Game/Bible/Life Connection:

LESSON 6



BIBLE TRUTH: Repent and believe.

BIBLE PASSAGE: Luke 7:36-50

BIBLE MEMORY VERSE: Mark 1:15



GAME: Red light, green light

1. Show Players the starting line and finish line for the game.
2. Direct all the Players to stand in line behind the starting line.
3. Explain that when the Game Zone Leader shouts "Green Light," Players can run towards the finish line. When the Game Zone Leader shouts "Red Light," Players should stop immediately. Players who do not stop at "Red Light" return to the starting line to restart.
4. Have the Game Zone Leader alternate between shouting "Green Light" and "Red Light." The first Player to reach where the Game Zone Leader is standing wins.
5. Play more rounds as time allows.

Game/Bible/Life Connection:

LESSON 7



BIBLE TRUTH: Be baptized.

BIBLE PASSAGE: Acts 8:26-39

BIBLE MEMORY VERSE: Matthew 28:19



GAME: Gator gorge

1. Divide the Players into two teams behind the starting line.
2. Make the finish line only half a meter in front of the starting line.
3. Explain to the Players the small space between the two lines is "Gator Gorge" and Players must fully jump over the finish line to make it safely across. Any Player that does not fully make the jump is out and must sit down well behind the starting line off to the side.
4. After each successful jump, have the Players go back to the starting line and then move the finish line 25 centimeters further away to make "Gator Gorge" wider. Repeat this step until the end.
5. The winning team is the one with the last 3 team members making the jump.

Game/Bible/Life Connection:

LESSON 8



BIBLE TRUTH: Pray as Jesus prayed.

BIBLE PASSAGE: Matthew 6:5-15

BIBLE MEMORY VERSE: Matthew 6:9-13



GAME: Simon says

1. The Game Zone Leader will be "Simon" in a game of Simon Says.
2. Have the Players face "Simon."
3. Tell the Players that the commands will be given in two different ways, either beginning by saying "Simon Says" and then stating the command or simply stating the command.
4. Explain that the Players should only follow commands that begin with "Simon Says." If they do the wrong action or act after a command they should not follow, they are out and must sit down for the remainder of the round.
5. The last Player standing wins.
6. Play several rounds as time allows.

Game/Bible/Life Connection:

LESSON 9



BIBLE TRUTH: Go and make disciples

BIBLE PASSAGE: John 4:4-42

BIBLE MEMORY VERSE: Matthew 20:19-20



GAME: Fishnet tag

1. Show Players the boundaries that the game will be played in
2. For safety: If there are many Players, divide them into several groups with the youngest Players in one area and the oldest Players playing in another area.
3. Choose one Player to be "It." The Player selected to be "it" then chases the others, attempting to get close enough to "Tag" one of them [touching them with a hand] while the other Players try to escape.
4. Once the "It" Player tags another Player both Players are now "It" and the two Players hold hands stretching out like a "Net."
5. Each new Player tagged joins the "Net"—Players holding hands in a long line.
6. Continue playing until the "Net" catches all the Players. The last Player caught is the new Player to be "It" in the next round.
7. Continue playing more rounds as time allows.
8. **Important:** If one or two super fast Players cannot be caught make the playing space smaller and smaller until all the Players will be caught by the "Net."

Game/Bible/Life Connection:

LESSON 10



BIBLE TRUTH: Persevere

BIBLE PASSAGE: Matthew 5:43-48

BIBLE MEMORY VERSE: Matthew 5:44



GAME: Endurance relay race

1. Divide Players into evenly numbered teams. If there is an uneven number, have 1 Player run twice for their team.
2. Show Players an object in the distance that the Players have to run to and back.
3. Explain that they will be divided into teams and perform the following acts to win the race:
 - Run to the object, stop, and do 10 Jumping Jacks;
 - Run back to the start, stop, and do 5 Sit Ups;
 - Run to the object, Stop, and do 5 Burpees or Push-ups;
 - Run back to the start and tag the next Player in line.
 - [Be creative with what you have them do. Remember you are trying to make it tiring.
4. Once a Player is finished have the Player sit down at the back of the line.
5. Start the race.
6. The team that finishes first is the winner.
7. Play several rounds as time allows.

Game/Bible/Life Connection:

LESSON 11



BIBLE TRUTH: Love your neighbor

BIBLE PASSAGE: Luke 10:25-37

BIBLE MEMORY VERSE: Mark 12:30



GAME: Capture the flag or freedom

1. Show Players the boundaries that the game will be played in. Point out the centerline that divides the field in half, one half for "Team 1" and the other for "Team 2." Then point out that each team has a "Flag" hiding in one of the back corners of their side of the field and in the other back corner is their "Jail."
2. Explain that each team's goal is to be the first team to grab the "Flag" and bring it back to their side.
3. Then explain that once a Player crosses the centerline into the other team's territory the other team can tag them and send them to that team's "Jail." They must remain in "Jail" until a fellow teammate frees them by tagging them out. After they are released, they are free to run back to their side without getting tagged. If a Player is tagged while carrying the "Flag," they must drop the "Flag" where they were tagged and go to "Jail."
4. Divide Players into 2 teams and have them stand on either side of the centerline. Then take half of each team and place them in the other team's "Jail."
5. Before you begin, explain that Players have a choice to either "Capture the Flag" or "Free" their teammates.
6. Begin the game. Allow it to continue until one team brings the "Flag" back to their side.
7. Play several rounds as time allows."

Game/Bible/Life Connection:

LESSON 12



BIBLE TRUTH: Sacrifice

BIBLE PASSAGE: Luke 22:7-20

BIBLE MEMORY VERSE: Luke 22:19-20



GAME: Here to there penalty

1. Show Players the starting line and finish line for the game.
2. Explain to the Players that they have to run from "Here" to "There."
3. Time the run; you can simple count 1-2-3...for your "Timer."
4. Options for racing: Have the boys run first, then girls, or have the Players under age 10 run first, then the Players over age 10 run next.
5. **Important:** After the first round, determine the average time and then cut that time roughly in half [Yes, you want the Players to fail and earn a penalty].
6. Before they run again announce: "There is a penalty of 10 pushups for everyone if everyone cannot run under the new time."
7. Now require each group to run from "Here" to "There" in under the new announced time. [The Players will not be able to run under the new time.]
8. Say "You look so tired. I have an idea!" call up one of the Coaches to "take the Player's penalty" and do the 10 pushups in place of the Players. For fun have the Players count out loud the 10 penalty pushups!

Game/Bible/Life Connection:

LESSON 13



BIBLE TRUTH: Share generously

BIBLE PASSAGE: Mark 12:41-44

BIBLE MEMORY VERSE: Luke 6:38



GAME: Sharks and minnows reverse

1. Explain that we are going to play a game we call "Sharks and Minnows Reverse" [or you can play "Cat and Mouse"]. [Make sure to reverse it so the "little one" [mouse] is the first one in the middle.]
2. Show Players the boundaries that the game will be played in.
3. Pick one Player to be a "Minnow." Stand the "Minnow" in the middle of the area.
4. The rest of the Players are "Sharks;" have them stand on one side of the area.
5. The object of the game is for the "Sharks" to get across the area to the other side without getting caught [tagged] by the "Minnows."
6. Call out loud "Minnows Ready?" "Sharks ready?" "Go!"
7. The "Sharks" should run from one side to the other then stop at the other side.
8. If a "Shark" is caught [tagged], then that Player also becomes a "Minnow."
9. Now, with more "Minnows" in the middle, call out "Minnows Ready?" "Sharks ready?" "Go!" This continues until only one "Shark" is left.
10. The last Player left to get caught is the first "Minnow" for the next game.

Game/Bible/Life Connection:

LESSON 14



BIBLE TRUTH: Gather together with other believers

BIBLE PASSAGE: Acts 2:41-47

BIBLE MEMORY VERSE: Hebrews 10:24-25



GAME: Capture the flag or freedom

1. Show Players the boundaries that the game will be played in. Point out the centerline that divides the field in half, one half for "Team 1" and the other for "Team 2." Then point out that each team has a "Flag" hiding in one of the back corners of their side of the field and in the other back corner is their "Jail."
2. Explain that each team's goal is to be the first team to grab the "Flag" and bring it back to their side.

3. Then explain that once a Player crosses the centerline into the other team's territory the other team can tag them and send them to that team's "Jail." They must remain in "Jail" until a fellow teammate frees them by tagging them out. After they are released, they are free to run back to their side without getting tagged. If a Player is tagged while carrying the "Flag," they must drop the "Flag" where they were tagged and go to "Jail."
4. Divide Players into 2 teams and have them stand on either side of the centerline. Then take half of each team and place them in the other team's "Jail."
5. Before you begin, explain that Players have a choice to either "Capture the Flag" or "Free" their teammates.
6. Begin the game. Allow it to continue until one team brings the "Flag" back to their side.
7. Play more rounds as time allows.

Game/Bible/Life Connection:

