

TOURNAMENT GAMES FOR 36 MEETINGS OF BIBLE STUDY FOR KIDS



ALL IN
KIDS PLAYBOOK

LifeWay | **Kids**



**ALL IN
KIDS PLAYBOOK**

LifeWay Press®

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We believe the Bible has God for its author; salvation for its end; and truth, without any mixture of error, for its matter and that all Scripture is totally true and trustworthy. To review LifeWay's doctrinal guideline, please visit lifeway.com/doctrinalguideline.

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HOW TO USE

The *TeamKID: All In Playbook* is designed to assist coaches as they lead TeamKID Tournament games for 36 meetings of *TeamKID: All In*. Tournament is designed for kids to run, play, and laugh with fun games and activities that reinforce the Bible study and Bible truths.

Each of the 6 units of TeamKID contains 13 games—2 games per meeting and 1 bonus unit game that can be played throughout the unit. A brief summary of each game can be found in the Leader Guide as well. Each game includes a list of supplies needed and a debrief section to connect the game to the meeting's study. Use this Playbook to lead each meeting's Tournament games and debrief. Find additional resources for leading games with kids from the downloadable printable items in the *TeamKID: All In Leader Kit* (005816328).

UNIT 1

WHAT ABOUT WORSHIP?

There is one true God who alone deserves worship. Throughout this unit, TeamKIDs will learn about the healthy habit of worshipping God. Lead kids to understand that God created people to love and worship Him. Worship means to celebrate the greatness of God. As TeamKIDs play, help them remember the importance of worshipping God on their own and with others.

Unit 1 Preview:

Unit Game: *Musical Chairs*

<i>Meeting 1:</i>	Act It Out	Balloon Relay
<i>Meeting 2:</i>	Table Tennis Toss	Movement Chain
<i>Meeting 3:</i>	Charades Race	Potato Drop
<i>Meeting 4:</i>	Hula Hoop Wiggle	Beanbag Toss
<i>Meeting 5:</i>	Juggle Balloons	Coach Says
<i>Meeting 6:</i>	Dress the Part	Quick! Bowl with Cups



UNIT GAME

MUSICAL CHAIRS

PROVIDE:

- Chairs (number of children minus one)
- Music and music player
- Optional:* speaker(s)

TO DO:

- Position chairs in random order around your TeamKID space.

To play:

Start music, and allow TeamKIDs to walk around the room. Intermittently stop the music and instruct TeamKIDs to find a seat quickly. The TeamKID left standing is out, and one chair is removed. Encourage TeamKIDs who are sitting on the sidelines to help the coach determine the child who claimed the last seat on each new turn. Start the final round when two kids and only one chair remain. The last kid to find a seat is the winner!

Debrief:

Music is an important part of worship, both at church and at home. While singing praises to God is a great way to worship, there are many other ways to worship. Worshiping God is about giving Him glory with our whole lives!



MEETING 1 GAME

ACT IT OUT

PROVIDE:

- Slips of paper
- Pen

TO DO:

- Print one scenario of present-day idolatry on each slip of paper:
 - Becoming overly concerned with what people at school think of you
 - Obsession with a cell phone
 - Choosing to sleep in rather than going to church

To play:

Form three groups. Give each group one printed slip of paper. Suggest each group take five minutes to prepare a dramatization of the scenario listed on the paper. Allow time for each team to present its scenario to the whole group.

Debrief:

Remind kids that the Israelites built an idol in the shape of a golden calf. In reality, idolatry is putting anything before our relationship with God. Encourage TeamKIDS to consider what things they might be putting ahead of God.



MEETING 1 GAME

BALLOON RELAY

To play:

Tell TeamKIDS to find a partner. Give each team one balloon. Instruct kids to stand behind the two start lines in their pairs. Each team of kids will compete against the team who is at the start line beside them. Whichever team crosses the finish line first wins, and the other team is out. Lead the team that is out to watch on the sidelines and spot other teams that are out. Continue the competition until two teams, then only one team, remains.

Debrief:

Gather TeamKIDS and ask them if they trusted their partner. Explain that even though their partners sometimes let them down, they still put their trust in one another. Remind kids that God will never let them down. God has always been faithful to provide everything we



PROVIDE:

- Masking tape
- Balloons (1 per 2 children)

TO DO:

- Create two side-by-side start and finish lines so that two teams of kids can run the relay simultaneously.

need. He provides our physical needs with food, shelter, water, and even family and friends. But more importantly, He provided our greatest need by sending Jesus to die for our sins. Encourage kids to spend this week worshiping God because of who He is and what He has provided for us.

Relay options:

- *Balance the Balloon Relay:* team works together to balance the balloon on both their hands from the start to the finish line.
- *Back-to-Back Balloon Relay:* team works together to hold the balloon between their backs from the start to the finish line.
- *Balloon Bump Relay:* team works together to bounce the balloon between them from the start to the finish line (similar to volleyball).

MEETING 2 GAME

TABLE TENNIS TOSS

PROVIDE:

- Plastic cups (1 per child)
- Table tennis balls (1 per 2 children)

To play:

Allow kids to pair off into teams of 2. Give each child a plastic cup and each team a table tennis ball. Lead TeamKIDS to stand an arms-length apart and toss the ball to one another, trying to catch it in the cup. After kids successfully catch the ball in the cup, they should take a step backward to increase the challenge with each toss. Any team that drops the ball should start back at the beginning and begin again. Play as time allows, determining the winning team at the end of the game with the greatest distance between the pair.

Debrief:

Encourage the final team by saying, "Wow! The distance between the two of you was huge! In fact, all of you did an awesome job of starting close together and allowing your distance to become greater and greater. It's easy to see greatness in this world, but if we pay attention, it's even easier to see greatness in God. He is the biggest, strongest, wisest, and most forgiving One to have ever existed, and we should worship Him because of His greatness.



MEETING 2 GAME

MOVEMENT CHAIN

PROVIDE:

- Dry erase board
- Dry erase markers

TO DO:

- Create two to three teams of 10 kids or less.
- Write examples of movements on the board, such as jumping jacks, dance move, plank, high knees, jump back and forth, etc.

Teaching tip:

Place one coach at each team to make sure the team does not break the chain



To play:

The first player on each team performs a movement; he may select one from the list on the board or generate his own. The next player must perform the first movement and then add on another, forming a chain of events. The third person performs the previous two movements and likewise adds his own. Continue play in this fashion. If any player leaves out a movement or performs one in the wrong order, the chain of events is broken and that team must begin again. The first team to get through their entire chain of events correctly wins!

Debrief:

Remind TeamKIDs how easy it was to forget a movement. Unfortunately, when kids forgot a movement, the entire chain was broken. Sin is similar. Even one sin breaks our connection to God. Thankfully, when He sent His Son, Jesus, He made a way for all of our sins to be forgiven. Without God's forgiveness, Mary would not have been able to have a relationship with Jesus. But because He has the power to forgive even the greatest of sins, Mary—along with all of us—can spend eternity worshipping God in heaven.

MEETING 3 GAME

CHARADES RACE

PROVIDE:

- Item 27: "Charades Race"
- Scissors (adult use)

TO DO:

- Print out and cut apart "Charades Race" cards.
- Create two to three teams of 10 TeamKIDs or less.

Teaching tip:

Be sure that the cards are not in the same order so that each team is acting out different things.



To play:

Form teams. When you give the cue, one child from each team will go to the front of the room, grab a card, and act out whatever is on the card. Once the team guesses correctly, the player will run back into the crowd and tag a TeamKID who has not been up front yet. Remind kids that they cannot use words or sign language to communicate what their card says.

Debrief:

Congratulate kids on their hard work and determination in acting out each scenario. Point out that all the things that they acted out could be things we choose to worship instead of God. Remind TeamKIDs that worship begins in our hearts, so if we find our hearts loving something more than we love God, we may be worshiping those things instead of God. Encourage kids that because of Jesus' sacrifice on the cross, we can ask Him to make our hearts love Him more than anything so that we will worship only God.

MEETING 3 GAME

POTATO DROP

PROVIDE:

- A large bag of potatoes
- 2 to 3 buckets

TO DO:

- Form two to three teams.
- Mark a start line (you can use items in the room to mark where kids need to start).
- Put buckets 30 feet or so away from the start line.

To play:

Lead each TeamKID to place a potato between his knees and race against the other team to the finish line where he must drop it into the designated bucket. If the potato is dropped, or if hands touch it, the player must go back to the start and try again. The first team to get all their potatoes into their bucket, wins.

Debrief:

Say: "It was hard to keep those potatoes stable, wasn't it? If you lost your focus on getting the potato from the start line to the bucket, it would drop." Remind TeamKIDs that it is the same with our worship. Because we have a sin nature, we are still tempted to sin, and without focus, we will start worshiping things other than God. Yet when we focus on all His greatness, we can do exactly what we were created to do: love God and give Him glory!



MEETING 4 GAME

SILLY HOOP WIGGLE

PROVIDE:

- 1 plastic hoop
- Timer

To play:

Form one line; kids should stand side-by-side and hold hands or grasp wrists. Place the plastic hoop over the arm of the first child. The child should pass the plastic hoop to the next person without unlinking hands or arms. Use the timer to measure how long it takes for the hoop to get from one end of the line to the other. Play two or three times, trying to increase speed with each round.

Debrief:

Lead TeamKIDs to locate John 4:28-30 to find out what the woman did after she spoke with Jesus (the woman went into her village and told everyone about the Messiah). Eventually, many of them believe in Jesus too! Help kids understand that, like passing along the plastic hoop, when we pass along the good news of Jesus, God can use us to accomplish great things.



MEETING 4 GAME

BEANBAG TOSS

To play:

Form two teams. Teams should stand several steps back from the start lines. Each TeamKID may choose which start line to use when it is her turn. She may toss one beanbag. If the beanbag lands in a basket, her team earns the number of points printed on the start line she chose. Keep up with the points each team has earned after every player on the team has tossed a beanbag. The team with the most points wins.

PROVIDE:

- 15 beanbags
- Masking tape
- Permanent marker
- 2 laundry baskets

TO DO:

- Place two baskets side by side.
- Print “5 points” on a piece of masking tape and attach it to the floor close to the baskets. Print “10 points” on a second piece of masking tape and attach it to the floor several feet behind the “5 point” line. Print “15 points” on a third piece of masking tape and attach it to the floor several feet behind the “10 point” line.
- Place five beanbags at each start line.

Debrief:

Explain that in this game, TeamKIDS earned different point values depending on which start line they chose. Winning the game depended on where each kid stood and how many total points were scored. Help kids know that some faith systems tell people they have to worship at certain places to win eternal life, but that is not the case for followers of Jesus. Jesus came to die on the cross and remove our separation from God so that we can worship God from anywhere!



MEETING 5 GAME

JUGGLE BALLOONS

To play:

Form two teams by assigning each child one of the two balloon colors. Instruct each team to stand together, a few steps away from the other team. Let kids know that once they get into their spot, they cannot move their feet. Toss the balloons to each team. When you give the cue, TeamKIDS begin gently tapping their balloons to other members of their own team. Each team's goal is to keep all five balloons in the air at all times. If a balloon touches the floor, it can no longer be tossed. If a child moves his feet, he is out and must leave his spot. If a child encounters a balloon from the other team, she can spike it to the ground so that the other team has one less balloon. The team with the last balloon in the air wins! Play multiple rounds as time allows. Vary the game as desired by instructing TeamKIDS to balance on one foot,



PROVIDE:

- 10 balloons of two different colors (ex. 5 red and 5 blue balloons)

TO DO:

- Inflate balloons.

sit on the floor, touch a balloon with only one finger, or clap their hands between each toss.

Teaching tip:

Increase challenge by instructing all children to intersperse rather than stand in groups by team. Teams must attempt to keep their own balloons in the air while trying to spike the other team's balloons to the floor.

Debrief:

Ask: "Was it hard to keep the balloons in the air, especially when the other team was trying to interrupt your game?" Remind the kids that keeping the balloons in the air represents the incorrect assumption that we must feel "up," or happy, in order to worship God. In fact, we can worship God anytime, even when life gets difficult and our plans to worship get interrupted. God wants us to worship Him at any time and no matter the circumstances.

MEETING 5 GAME

COACH SAYS

Teaching tip:

Review the rules of "Simon Says" to familiarize yourself with the rules for this game.

To play:

Tell kids that you will be playing a game called "Coach Says," which is similar to "Simon Says." Give instructions such as "Do a jumping jack," "Swing a bat," "Run in place," and so on. About half the time, include the words "Coach says" before the command. TeamKIDS who do the action when they do not hear the command "Coach says" should sit down while the rest of the kids continue. Play until one TeamKID is left standing.

Debrief:

Remind TeamKIDS that the world will tell us that we should only worship God when we feel like it or when we think He is making us happy. Call on a child to read today's bonus verse, Romans 8:28. Explain that even when hard circumstances exist, God is still at work. In addition, the Bible story about Paul and Silas is a reminder that God says we should worship Him in all circumstances, not because we feel like it, but because of who He is.



MEETING 6 GAME

DRESS THE PART

PROVIDE:

- 2 laundry baskets and an assortment of adult-sized clothing (2 of each type). Examples may include t-shirts, hats, gloves, basketball shorts, shoes, socks, glasses, and jewelry.

TO DO:

- Put one of each type of clothing in each laundry basket.

Teaching tip:

If the number of players on each team is uneven, one player on the smaller team may go twice. For older TeamKIDs, consider forming a team of boys and a team of girls.

To play:

Form two teams. Each team should line up behind a laundry basket. At your cue, the first TeamKID from each team will run to the basket, put on all the clothes and take them back off as quickly as possible. Then she will run back and tag the next player to do the same thing. The first team to get through the entire line, wins!

Debrief:

Remind TeamKIDs that sometimes we feel as if we have to “dress the part” when worshipping Jesus. We think that we have to look a certain way or that we have to have been a really good Christian before worshipping Him. But God wants us to come into His presence as we are. He loves us and wants to grow to look more like Him by spending time with us as we worship



MEETING 6 GAME

QUICK! BOWL WITH CUPS

PROVIDE:

- 30 plastic cups (plus a few extra in case some get broken)
- 3 playground balls or small soccer balls
- Masking tape

TO DO:

- Use masking tape to create three start lines (1 per team).

Teaching tip:

Depending on the age of the TeamKIDS, allow more or less space between the line and the bowling pins.

To play:

Form three teams by counting off 1, 2, 3. Designate one TeamKID from each team to set up 10 bowling pins. Choose a child who is excited about having a fast-moving job. At your cue, the first kid from each team will roll a ball to try to knock over the pins. Each child may have two attempts before the pins are reset for the next player. Remind TeamKIDS to cheer for and encourage everyone as they bowl.



Debrief:

Tell TeamKIDS that they did a great job bowling and that you appreciated how they encouraged one another to do a great job. In the same way, we should all encourage each other to worship Jesus so that we can grow to look more like Him. When we notice our friends are beginning to look more and more like Jesus, we should always encourage them to keep spending time in His presence.

UNIT 2

WHAT ABOUT BIBLE STUDY?

The Bible is the story of God’s plan to save people through Jesus. In Unit 2, help kids connect to the healthy habit of reading and studying their Bibles to learn more about God and growing to look more like Jesus. Lead TeamKIDs to experience the fun of learning new things about God and connecting to the big story of the Bible—redemption through Jesus. Help kids understand what it means to study the Bible and to walk away with ways to practice healthy habits of studying God’s Word.

Unit 2 Preview:

Unit Game: *Never Have I Ever*

<i>Meeting 7:</i>	Balance Beam	Tic-Tac-Toss
<i>Meeting 8:</i>	Spider Web Catch	Wax Museum
<i>Meeting 9:</i>	Anatomy Connect	Wink
<i>Meeting 10:</i>	Bandana Blitz	Shadow
<i>Meeting 11:</i>	Disciples and Friends	Cotton Nose
<i>Meeting 12:</i>	Balloon Bounce	Link-'Em-Up Tag



UNIT GAME

NEVER HAVE I EVER

PROVIDE:

- Chairs (1 per child minus one)

TO DO:

- Form a circle of chairs.

To play:

Allow one volunteer to start in the middle and name one thing she has never done. She will say: "Never have I ever" and continue by stating something she has never done. (Examples: gone water skiing, flown in an airplane, played soccer, moved to a new house, taken piano lessons, and so on.) Each player who has done that activity must stand up. All standing TeamKIDS must sit in a different chair, but they cannot sit in the chair beside the one they vacated. The TeamKID who is unable to find new seat becomes the next player to say "Never have I ever ..." as the game continues.

Debrief:

Discuss some of the things that TeamKIDS have and have not done. Point out some really cool things kids said, such as places traveled or new skills learned. Remind TeamKIDS that new experiences should be something to celebrate! When we read our Bibles, it should feel like a new experience every time. Because the Bible is the written Word of God, and because it continues to speak into our lives, we can read the same passage over and over again, and God can teach us something new through it. We should be striving to have a new experience with God and our Bible every single day by reading the Scriptures.



2

MEETING 7 GAME

BALANCE BEAM

PROVIDE:

- Masking tape
- Timer
- Dry erase board or paper

TO DO:

- Create a few different “balance beams” by putting masking tape on the floor. One could be a simple straight line. Another could be zig zags. Another might be a line with breaks in between. Get creative!

To play:

TeamKIDs must line up behind the first balance beam. When the first kid starts, start your timer. Give kids a direction about how they should cross the balance beam, such as walking on tip toes or hopping on one foot. If a kid loses his balance, he is out and should stand to the side and cheer on his teammates. Let each child have a turn, and keep up with their times on a piece of paper or dry erase board. The five fastest TeamKIDs may compete in a final tournament to see who has the ultimate balance while crossing the beams as fast as possible.

Debrief:

Remind the TeamKIDs that each person planned to get across the beam without losing their balance, but it was not always possible. Help kids understand that plans are hard to keep, except with God! God planned from the very beginning of time that Jesus would be the one to save the world from sin. It was a plan He kept and a plan that still affects us today!



MEETING 7 GAME

TIC-TAC-TOSS

PROVIDE:

- Masking tape
- 10 beanbags of 2 colors

TO DO:

- Use masking tape to set up a tic-tac-toe board.

To play:

Form two teams and line them up behind the tic-tac-toe board. Instead of drawing X's and O's, each kid will toss her team's beanbag onto one of the squares. Once a TeamKID makes her toss, she will head to the back of the line, allowing the next player to try. The first team to get three in a row wins! Play best two out of three or three out of five if time allows. Try to play until there is at least one tie game.

Debrief:

A tic-tac-toe game ends in a tie when a player or team tries to get a perfect three- in-a-row, but the other team interrupts the plan. When God created the world, He created it to be perfect, but sin got in the way and interrupted the plan. Thankfully, Jesus came to earth. He fixed what was broken so we can have a relationship with God again! Encourage TeamKIDS that reading their Bibles regularly helps strengthen their relationship with God and helps them grow to look more like Him.



MEETING 8 GAME

SPIDER WEB CATCH

PROVIDE:

- Masking tape
- 2 bags of cotton balls

TO DO:

- Use masking or masking tape to create a spider web in two doorways in or near your designated TeamKID area. Do this by taping random lines across the doorway. Be sure that one side of the web is the sticky side and one side is not.
- Place a bag of cotton balls near each web.

To play:

Form two teams. Each team should line up five feet behind the sticky side of their masking tape spider web. When you give the cue, allow the first TeamKID in line to pull out a cotton ball and toss it at the web. If it sticks, he will pass the bag to the next TeamKID and move to the back of the line. If the cotton ball does not stick, he will pull out another and try once more before moving to the back of the line. Note that once a cotton ball has hit the floor, it cannot be used again—even if a cotton ball is just dropped as it comes out of the bag. Once both team's bags are empty, count the number of cotton balls that stuck on each spider web. The team with the most cotton balls to stick, wins!



Debrief:

Ask TeamKIDs what was hard about the game. Lead kids to consider that sometimes, the cotton balls didn't want to stick. Unlike cotton balls, God promises us that He will help us remember and love His Word. We should read God's Word so that it sticks in our heart and helps us know what we should do and how we should live.

MEETING 8 GAME

WAX MUSEUM

To play:

Tell TeamKIDS to position themselves around the room. Designate one kid to be the “janitor.” Everyone else should freeze in a silly pose. As the janitor walks around, kids should move only when they think the janitor is not watching. If the janitor catches someone moving, that person is out and can sit quietly to watch the game. Encourage kids sitting to assist the “night guard” by pointing to a moving TeamKID to alert the “night guard.” Remind helpers they must be silent, but can point in the direction of TeamKIDS moving. The last TeamKID who is never caught by the janitor wins!

Teaching tip:

Clap your hands or give a different cue every 30 seconds. When you give the cue, each TeamKID must make some kind of movement. This gives the janitor a fair chance to catch somebody moving and makes the game more lively.

Debrief:

Remind TeamKIDS that they were pretending to be wax figures. Wax figures might look real, but they are not. God is real. He sent His Son, Jesus to teach us about Himself and to save us from our sins. The Bible and its message is for everyone, and helps us learn more about God and about ourselves.



MEETING 9 GAME

ANATOMY CONNECT

To play:

Stand at the front of the room. Instruct kids to spread out. Let kids know that they should not be standing near their partner. When you give the cue, kids can begin wandering around the room. When you say “freeze,” TeamKIDS will stand still. Call out two body parts (see list below), and TeamKIDS must run to their partners and “connect” those parts of their body. For example, if you Say: “hand on hand,” each set of partners will meet and put their hands together. The last team to connect is out and should encourage everyone else from the sidelines.



Connect points:

Foot on foot	Back of head on back
Hand on hand	Back on back
Shoulder on shoulder	Elbow to knee
Forehead on back of head	Knees to knees, etc.

TO DO:

- Assist as TeamKIDS find a partner. Each team should be either two boys or two girls. A boy and girl should not be paired for this game.

Debrief:

Ask kids to tell what, if anything, was hard about the game. If kids say it was hard to find their partner in time, remind them that finding partners was easier for kids who kept their eyes focused on their partner for the entire game. In a similar way, if our hearts are not focused on God’s Word, it can be hard to find the answers we need when we face temptation. We must always be reading and meditating on Scripture so our hearts are completely focused when we need to make choices between right and wrong.

MEETING 9 GAME

WINK



To play:

Designate one TeamKID to be *It*. All other players should form a circle, with *It* standing in the middle. Instruct kids that this game is quiet, so no one can make a sound! *It* will close her eyes for ten seconds. While her eyes are closed, make contact with one TeamKID and wink at her. *It* may then open her eyes. The player you winked at should wink at another player, who winks at another player, and so on. When *It* catches someone winking, that player becomes *It*. Play several rounds.

Debrief:

Explain: "Getting caught meant you became the next player to try to catch winkers! Sometimes temptation can catch us off guard, but when it does, we can be ready to respond because we have God's Word!"



MEETING 10 GAME

BANDANA BLITZ

PROVIDE:

- 1 bandana per player
- Boundary markers
- Clipboard
- Pen

TO DO:

- Mark the play area with boundary markers.
- Mark a 10-15 foot perimeter around each coach's safe zone, so players are not captured upon returning to the game.

To play:

Guide TeamKIDs to form 2 teams. Give each player a bandana corresponding to her team color. Players should tuck the bandana into the neck of their shirts so that it hangs against their backs. Players try to capture players from the opposing team by removing their bandana. When a player captures someone, she must walk the captive to his coach to record points based on the player's age (players may not be captured while walking to the coach). The team with the most points wins.



Debrief:

Say: "When the other teammate captured you, he had control over you until you were set free. Jesus said that when we sin, we are captives (or prisoners) to sin." Read John 8:34. Explain this verse means that before we trust in Jesus, sin controls us, but Jesus also said that we can know Jesus through His Word and He sets us free. Read John 8:35-36. Remind TeamKIDs that the Bible is not a rule book; the Bible teaches us about who God is and how we can follow Him. We regularly read and study our Bibles to learn more about God and grow in our relationship with Him.

MEETING 10 GAME

SHADOW

To play:

Designate one kid to be the “shadow.” Other TeamKIDS should form a circle with players facing inward. Everyone in the circle should close their eyes. The “shadow” should walk around the circle and stand closely behind one child at a time for five seconds. If the child in the circle thinks the shadow is standing behind him, he will raise his hand and the shadow will move on. If that child does not realize the shadow is behind him, the shadow will tap him on the shoulder and the tapped child must leave the circle. If a kid raises her hand and the shadow is not behind her, she must also leave the circle. Continue play until one kid is left standing.

Teaching tip:

This game should be played silently. Instruct TeamKIDS to refrain from giggling or complaining if they are out so as not to reveal where the shadow is. If desired, enlist a new shadow for each round.

Debrief:

Say: “Sometimes our sinful nature surprises us. We don’t think we will fall into sin or do something wrong until we realize we already have. That’s one of the reasons God gave us the Bible. Knowing the Bible helps us recognize our sin and remember that because God made us, loves us, and has good plans for us, we can turn away from our sin and turn toward Jesus.”



MEETING 11 GAME

DISCIPLES AND FRIENDS

To play:

Form two teams. Instead of counting off, point to each child and say either “disciples” or “friends.” Teams should line up opposite each other, no more than twenty feet apart, and hold hands. One team should call the name of a player from the opposite team. That child will then run across and attempt to break the chain of linked hands. If the runner doesn’t break the chain, she must join the other team. If she does break the chain, she may go back to her own team. Play until the majority of the players are on one team.

Debrief:

Explain that in this game, TeamKIDs held hands tightly while a player from the opposing team tried to break them apart. Comment that sometimes they held the invader out, and sometimes the invader broke in. In a similar way, we must work hard to keep sin out of our lives. Reading the Bible regularly to know and obey God is one of the best ways to do that! The Bible always tells us the how to live for God so that sin does not invade our lives.



MEETING 11 GAME

COTTON NOSE

To play:

Form two teams. Each team should line up behind its assigned plate of cotton balls. When you give the cue, each TeamKID should lean down to the plate of cotton balls and pick up a cotton ball with his nose. (No hands!) The player then runs to his team's empty plate and shakes his head until the cotton ball falls off his nose and onto the plate. Play until every player on each team gets a turn. Count the number of cotton balls on each team's finish line plate. Give each child a tissue to wipe any remaining petroleum jelly off his nose.

Teaching tip:

Be sensitive to a child that prefers not to put petroleum jelly on her nose. Enlist her to stand at the table with the empty plate and cheer players on.



PROVIDE:

- Item 7: "Allergy Alert"
- Cotton balls
- Paper plates
- Petroleum jelly
- Tissues

TO DO:

- Fill two plates with cotton balls.
- Set these plates on one table. Set the two empty plates on another table.
- Put a dollop of petroleum jelly on each player's nose.

Debrief:

Remind TeamKIDs that this was a team game. Team members worked together to accomplish their goal, and hopefully they cheered one another on along the way. The church is a team as well. Peter was able to remind the people of the church how they needed to live, and how they needed to support and love one another. Reading the Bible helps us understand that living by God's commands is always best.

MEETING 12 GAME

BALLOON BOUNCE

PROVIDE:

- Balloons
- Towels
- Timer

TO DO:

- Inflate three to four balloons.

To play:

Form groups of three or four. Each group will attempt this game one at a time while the rest of the room watches and cheers them on. Each of the four players on each a team should hold one corner of a towel with just one hand so that the towel is stretched tightly. Place two or three balloons on top of the towel, and start a timer for 25 seconds. The team should shake the towel while attempting to keep the balloons bouncing on the towel for the entire amount of time. Each team to maintain the 25 seconds without any balloons hitting the floor is declared a winner.

Debrief:

Ask: "How hard was it to keep the balloons from dropping to the ground? Would it have been easier if there had just been one balloon?" Explain to TeamKIDs that if each balloon represented one thing in the Bible for Christians to remember, it might be easier to balance. But what if the towel had gotten bigger? You see, our knowledge of God's Word can grow and grow, making it easier to balance all of the truths we learn in the Bible. This is why studying the Bible is so important! The more we study, the better we understand how everything in Scripture points to Jesus.



MEETING 12 GAME

LINK-'EM-UP TAG

TO DO:

- Create space in the TeamKID area for players to run around or lead players to another area where they can run.

To play:

Designate one volunteer as *It*. At your cue, *It* will try to tag someone while all other players try to keep their distance. The first player tagged must link elbows with *It*, and work with *It* to tag another player. Every tagged player adds to the human chain. Only the players on each end of the chain can tag others. Play until every player has been tagged.

Debrief:

Help TeamKIDs understand that sometimes we try to run away from God by ignoring His call to read and study His Word. Yet even though we like to run away, God wants us all to be connected to Him. He calls us to come back to Him through the Holy Spirit, through His church, through the Bible, and through prayer. Studying the Bible can help us reconnect with God.



UNIT 3

WHAT ABOUT PRAYER?

Prayer is a powerful. The healthy habit of praying leads TeamKIDs to act on their faith, trust God, and believe He will do what He says. Help TeamKIDs to learn more about prayer, not only what it is and why it is important, but how it changes us to trust God because we know He hears us. Lead kids to identify how they can prioritize the healthy habit of prayer throughout this unit.

Unit 3 Preview:

Unit Game: *Pray by Color*

<i>Meeting 13:</i>	What Did You Say?	Position the Prayer
<i>Meeting 14:</i>	Feed the Camels	All About the Animals
<i>Meeting 15:</i>	Fire Corners	Hot or Cold?
<i>Meeting 16:</i>	Pray Anywhere	Play 2 Pray
<i>Meeting 17:</i>	Who's There?	The Prison Escape
<i>Meeting 18:</i>	Flee-for-All Relay Race	Return to Sender



UNIT GAME

PRAY BY COLOR

To play:

Instruct each child to choose a piece of paper to stand on before beginning the game. Play music as TeamKIDS move from one piece of paper to another. When the music stops, kids should remain standing on a color. Select a color from the bag and identify the type of prayer that color represents. Instruct TeamKIDS to brainstorm something a person could pray about according to that topic. Any child who wishes to answer should raise his hand. Call on one of the volunteers.

Teaching tip:

Each time a color is drawn for the first time, give TeamKIDS a sample of the type of answer you are looking for:

- Praise: I can praise God for the beautiful weather!
- Repent: (Note: This is something someone might ask God to forgive and doesn't have to be specific to the child answering.) I can repent and ask forgiveness for disobeying my mom.
- Ask: (Any prayer request a child may have.) Help my dad feel better.
- Thanksgiving: Thank You, God, for a home to live in.



PROVIDE:

- Purple, red, orange, and yellow pieces of construction paper (1 piece of paper per child, plus an extra piece of each color)
- Gift bag
- Worship music and music player
- Marker

TO DO:

- Place the pieces of paper around the room.
- Cut several strips from the extra piece of each color and place the strips in the bag.
- Print the color code key on the gift bag:
 - Purple: Praise
 - Red: Repent
 - Orange: Ask
 - Yellow: Thanksgiving

Debrief:

God always hears your prayers, and there are many different kinds of prayers, just like there are many different colors. Prayer is about more than asking God for things. Remember to praise Him, thank Him, ask for forgiveness of your sins, make requests, and fully trust in God to hear and answer your prayers.

MEETING 13 GAME

WHAT DID YOU SAY?

To play:

Form a circle. Lead kids to play a version of the telephone game. Choose someone to begin the game. Explain you will whisper something in the child's ear two times. That child must then choose any other child standing in the circle and whisper the phrase in that child's ear two times. Once a TeamKID has whispered the phrase, he must sit down. The phrase should continue to travel from one kid to another until no one is left standing. The phrase then must be said aloud by the last kid standing, who says aloud what he believes he heard. Emphasize the phrase may only be whispered only two times.

Play several rounds, taking turns being the first TeamKID to whisper. Use the following phrases:

- Forget fancy words and pray faithfully.
- Participate in private prayers.
- Pray prayers of praise persistently.
- You can pray anywhere, anytime, about anything, always.

If time allows, invite kids to write down their own prayer sentences to be used in the game.

Debrief:

When you whispered something to your friend, he or she might not have understood exactly what you said. Some of the messages might have changed quite a bit by the time the last person heard it. When you speak to God in prayer, you can know that God hears everything you say: and He understands what you mean even if you don't know exactly how to say it.



MEETING 13 GAME

POSITION THE PRAYER

To play:

Display “The Lord’s Prayer” paper strips. Remind TeamKIDs that today’s Bible story included an example of how to pray called the Lord’s Prayer. Point out the prayer strips in the playing area. Challenge kids to take turns traveling to the paper strips, selecting one, then moving on to the “work together” area. Note that the next player may travel to the paper strips only after the player before him has reached the work area. Form a line behind the start line cones. The number of players at the start line should equal the total number of paper strips.

All additional TeamKIDs should move to the work area to be ready to help assemble the prayer in the correct order. Tell kids they may turn in their Bibles to the prayer found Matthew 6:9-15 if they need hints. Kids may continually work to get the prayer in order as paper strips are being transported to the work area. Play

PROVIDE:

- Item 52: “The Lord’s Prayer”
- Cones
- Scissors (adult use)

TO DO:

- Cut “The Lord’s Prayer” into strips and mix them together.
- Use cones to create a start line and a “work together” area.
- Place the paper strips between the start line and “work together” area.

several rounds. Suggest a different mode of transporting the paper strips for each round, such as hopping on one foot, walking backwards, forming an assembly line, and other actions kids suggest. If desired, form two teams and play as a relay race.

Teaching tip:

For a large group, print several copies. Print each copy on a different paper color.

Debrief:

Jesus provides a great example of how to pray for us to follow. The Lord’s Prayer includes everything that should be a part of your prayer, including praise, worship, confession, and asking for help.



MEETING 14 GAME

FEED THE CAMELS

PROVIDE:

- Packing peanuts or pom poms in a large container and 2 additional large buckets or containers
- Disposable cups (1 per kid)
- Cones
- Optional:* timer

TO DO:

- Use cones to establish a start line and perimeter for the camel feeding.
- Place two empty containers in the camel feeding area.

To play:

Form two teams. Demonstrate how to scoop “water” from the large container and travel down to one of the buckets and pour the “water” into the bucket. Designate one bucket for each team. Note that TeamKIDs may only send one team member at a time to pour the water into the camel bucket. Game play ends when 3 minutes expire or all the “feed” is gone. Play several rounds. Suggest a different mode of traveling down to the feed buckets for each round, such as walking backward, holding the cup high in the air, or holding the cup on one’s head.

Debrief:

The servant was specific in his prayer for finding a wife for Isaac. When Rebekah offered to feed his camels, the servant knew she was the one Isaac should marry. You can ask God for specific prayer requests, too. We can trust God to hear our prayers and answer us.



MEETING 14 GAME

ALL ABOUT THE ANIMALS

To play:

Form a circle. TeamKIDs should stand close together, shoulders touching. Explain that, in this game, TeamKIDs will take turns naming an animal that begins with the next letter in the alphabet. Choose a volunteer to begin the game by naming an animal that begins with the letter A, such as antelope. Direct the next TeamKID to name an animal that begins with the letter B, and also to recall the animal that began with the letter A. Continue around the circle. When play returns to the TeamKID who started with A, the entire group should take one giant step back. Game play continues with the next letter. Each time the game circles back to the first player, the entire group takes another step back and keeps going until the entire alphabet is complete. If time allows, play another round. This time, each player should act out an animal that begins with each letter. Add challenge by requiring each child to act out all previous animals, or simply allow each child to act out the one animal represented by the next letter.

Debrief:

An animal was a very important part of today's Bible story. The servant prayed specifically for the future wife of Isaac to ask to water his camels, and she did! Explain that the further away from one another the kids got, the harder it was to hear what animal was being said. The servant trusted God to provide, and He did! You can pray and trust God, too. God will always hear you when you call to Him.



MEETING 15 GAME

FIRE CORNERS

PROVIDE:

- Copy paper
- Markers
- Tape

TO DO:

- Write each letter of the word *fire* on a separate piece of paper in large letters: F, I, R, E.
- Place each letter in a visible spot in four different areas (preferably corners) of the room.

To play:

Gather TeamKIDs in the center of the playing area. Point out the four corners of the room with the letters attached. Choose a volunteer to be *It* and turn his back to the group. Challenge the rest of the group to choose a corner/letter to stand beside. Once all kids are settled in their spots, ask the volunteer to say one of the four letters: F, I, R, or E. Any of the kids who chose to stand in that corner or section must sit down. The game resets and kids may again choose their corner, and the volunteer keeps calling out letters until only one TeamKID is left in the game. Repeat the activity as time allows with different volunteers calling out the letters.

Debrief:

You had to make a choice which letter you would chose to stand beside during the game. Shadrach, Meshach, and Abednego made a choice to follow God even when it meant they would be placed in a furnace. We can place our trust in God to answer our prayers.



MEETING 15 GAME

HOT OR COLD?

PROVIDE:

- Cones
- Blindfold

TO DO:

- Use cones or masking tape to create a large playing area, with room for kids to stand on its perimeter.

To play:

Choose a volunteer who is comfortable being blindfolded. Choose another volunteer who will be the "fire." Blindfold the first volunteer and place him inside the playing area. Position the volunteer who is going to be the fire to stand in another spot within the playing area. Gather the remaining TeamKIDs along the perimeter (but outside) of the playing area. Challenge the kids on the perimeter to say hot or cold depending on how close the volunteer is to the fire. The goal is for the volunteer to make it to the fire, so kids should say warm or hot if the volunteer comes close to the other volunteer. Allow time for the crowd to direct the volunteer properly. Celebrate when the volunteers are united. Choose another two volunteers and continue to play the game as time allows.

Debrief:

Ask: "Did going toward fire make sense to you in our Bible story?" Maybe not, but Shadrach, Meshach, and Abednego knew they trusted God and wanted to serve Him no matter what. They prayed and trusted God in a challenging situation, and God provided for them. God wants you to talk to Him and worship Him just like these three men did.



MEETING 16 GAME

PRAY ANYWHERE

PROVIDE:

- Cones
- Optional:* blindfold

TO DO:

- Use the cones to establish a playing area.

To play:

Choose a volunteer to be blindfolded (optional) or close his eyes. This player is *It*. Point out the playing area boundaries to the remaining TeamKIDs. Explain that kids who step out of bounds will take a seat until the next round. Describe the game as similar to Marco Polo. *It* will call out the word “tax” and everyone else must respond with the word “collector.” The goal is for *It* to tag someone by following the sound of her voice. The player tagged becomes *It* and must close his eyes or be blindfolded. Note that players must always respond with “collector.” Play a few rounds this way. For the next few rounds, *It* should call out the word “pray,” and players must respond with “anywhere.”

Debrief:

Say: “No matter where you are, God doesn’t have to look for you, and you don’t have to worry if He can hear your prayers. Whenever you call out to God, He hears you. You can pray anywhere.”



MEETING 16 GAME

PLAY 2 PRAY

PROVIDE:

- 2 lightweight, small playground balls

To play:

Form two teams. Give each team a ball and lead the teams to form a circle. Explain that the goal is to pass the ball around the circle from player to player without dropping it. When the ball has made a complete circle and no one dropped the ball, the team earns a letter. If the team drops the ball, it must start back at the beginning of the circle before earning a letter. Each round, issue a different challenge as listed for kids to transfer the ball from player to player.

- *First Round:* Toss the ball. Award the letter P.
- *Second Round:* Stand on one leg. Award the letter R.
- *Third Round:* Jump up and down. Award the letter A.
- *Fourth Round:* Turn around so that everyone's back is facing the inside of the circle. Award the letter Y.
- Cheer both teams to complete their rounds and earn the entire word *Pray*.

Debrief:

Your team worked hard to earn the letters that spelled out the word *Pray*. No matter what you've done or not done, you may have direct communication with God anywhere, anytime. The tax collector lied and stole from others, and he approached prayer humbly. God honored his desire to be forgiven of his sins. We can pray anywhere. We should obey God because He made us, He loves us, and His plans are good.



MEETING 17 GAME

WHO'S THERE?

PROVIDE:

- Name tags and markers (If kids aren't familiar with one another, use name tags so the game will run smoothly.)

TO DO:

- Ask each child to write his name on a name tag and wear it.*

To play:

Form a circle of players. Choose a player to be *It*. *It* should stand in a corner with his eyes closed. (Option: You may choose to have this child stand on the other side of the door but supervise closely if you choose to do this.)

- Point to a player in the circle, or lightly tap him on the shoulder. He should Say: Knock, knock."
- *It* says, "Who's there?"
- The player responds, "It's Peter."
- Before *It* opens his eyes, all children in the circle should swap positions.
- *It* opens his eyes, looks around the room, and guess who was speaking.
- Give *It* three chances to guess, then reveal the name if needed.

Play several rounds, rotating *It* and the other speaker. Encourage kids to speak clearly but allow them to disguise their voices if they like.

Debrief:

When Peter knocked on the door, Rhoda, the servant girl, had no idea Peter would be there. Praying with others is important, and you never know how God will choose to answer your prayers.



MEETING 17 GAME

THE PRISON ESCAPE GAME

PROVIDE:

- Cones

TO DO:

- Use cones to establish a starting line (the prison) and an open space designating “freedom.”

To play:

Appoint a volunteer as the guard. The guard should stand between the starting line and “freedom.” He should turn his back to the starting line. All other TeamKIDs should stand on the starting line. Explain that TeamKIDs are trying to “escape” from the prison without the guard hearing or seeing them. The guard should close his eyes. When you give the cue, TeamKIDs may move quietly toward “freedom.” If the guard hears or senses TeamKIDs walking past him, he may open his eyes and move to tag one player. The tagged child becomes the guard, and all other TeamKIDs return to the start line. Play several rounds. You may choose for all kids to play all rounds or make it a game of elimination (any tagged child leaves the game until the next round begins).

Debrief:

You had to work quietly to attempt to escape from the prison. Peter didn’t have to do anything to be freed beyond believing in God and the power of prayer. The prayers people prayed for Peter and God’s power allowed Peter to walk away from prison with no fear of being caught.



MEETING 18 GAME

FREE-FOR-ALL RELAY RACE

PROVIDE:

- Balloons (1 per child)
- Masking tape

TO DO:

- Use masking tape to create a start line and a finish line.
- Inflate balloons.

To play:

Form two teams. Make sure the teams are equal or designate a child to plan to take two turns to make the competition fair. Demonstrate how a player should place an inflated balloon between his legs and “walk” (or waddle) from the start (David’s home), to the finish line, far away from David’s home and Absalom, David’s son. Explain that only one player may be transferring a balloon at a time, but once the player has crossed the finish line, the next player may begin. Play until one team has transferred all the balloons. If time allows, play additional rounds. If desired, choose a different way of transferring the balloons from the start to finish line, such as jumping or walking backwards.

Debrief:

In today’s Bible story, David and his men had to flee to get away from his son, Absalom. David trusted God’s plan for his life, even when it was scary. When you transferred your balloon from the start to the finish line, you were fleeing the start line like David had to flee his home.



MEETING 18 GAME

RETURN TO SENDER

PROVIDE:

- Copy paper (1 piece per child)
- Marker
- Painter's tape

TO DO:

- Print one of the three words on each piece of paper: yes, no, wait.
- Use the masking tape to create a start line on the floor.

To play:

Provide each TeamKID with a prepared piece of paper. Supervise kids and assist as needed as they fold their papers into airplanes. Position kids shoulder to shoulder across the start line. Direct kids to "fly" their airplanes away from the start line. Each child must then select an airplane and bring it back to the start line without walking. Suggest different possibilities such as jumping, crawling, skipping, or twirling. (Note: TeamKIDs can pick up any airplane; it does not have to be their own.) Ask kids to look at what is written on the airplane, then refold the plane. Play several rounds, making sure kids take note of the word found on the plane each round.

Debrief:

Ask kids: "Did you find the exact same word on the airplane each time?" Comment that prayer is talking with God. God answers prayer in many different ways. Sometimes the answer is yes, sometimes no, and sometimes wait. The more you pray, the more you will know God's plan for your life.



UNIT 4

WHAT ABOUT REST AND REMEMBRANCE?

Rest and solitude means getting away from distractions to be able to see and hear from God. Regular rest was part of creation and was modeled by Jesus to show its importance. Throughout this unit, teach TeamKIDs about the healthy habit of rest and remembrance in order to focus on God. Encourage children to recall details of what they are learning from the Bible of others who practiced this healthy habit. Encourage TeamKIDs to practice focusing on God, reflecting on His goodness, and remembering that He is in control of everything.

Unit 4 Preview:

Unit Game: *Rest, Reflect, Run*

- | | | |
|--------------------|---------------------|----------------------------|
| <i>Meeting 19:</i> | Rest Tag | Pick the Grain |
| <i>Meeting 20:</i> | Kings and Queens | Pass the Crown |
| <i>Meeting 21:</i> | Give It Away | Love It and Leave It |
| <i>Meeting 22:</i> | Set the Table Relay | Will you Whine with Me? |
| <i>Meeting 23:</i> | Stack the Stones | Cross the River |
| <i>Meeting 24:</i> | What's for Supper? | Foot Washing Service Relay |



UNIT GAME

REST, REFLECT, RUN

To play:

Demonstrate the action for each of the moves for the game. Reflect means to point at your head with both hands. Rest means to lie down on the ground. Run means to run around. Note you will be calling out each of the actions, and kids must quickly respond by doing the action you call out. If a player responds with the wrong action, he must sit out the round, but he may step back into the game with the next round. A round ends when a child makes a mistake or hesitates with his movement. Begin the game by calling out the actions slowly, then gradually decrease the amount of time between each action. Further complicate the game by forming two teams and have a leader calling out the actions for only his team. The other team must listen for its instructions from the separate leader.

Debrief:

When you run, you are busy and not stopping to notice what is happening around you. When you rest, you take a moment to relax and quit moving around. When you reflect on something, you spend time thinking about it. God wants you to take moments to rest and listen to God, to reflect on His goodness, to remember His control over everything, and to glorify Him for everything He has and will do.



MEETING 19 GAME

REST TAG

TO DO:

- Use cones to establish a playing area.

To play:

Choose one or two volunteers to begin the game as *It*, depending on the size of your group. Direct the remaining kids to choose a place to stand in the playing area. Clearly point out the boundaries of the playing area. Announce kids may move about the area freely while trying not to be tagged by *It*. Note that when *It* tags someone, he will call out, "Rest," and the tagged player must pretend to sleep until another play comes by, tags him, and says, "Rejoice." Then the player may rejoin the game. The goal is for *It* to tag as many players as possible in the time allowed. Dictate how long each round will last and rotate who *It* is for each round.

Debrief:

Rest is important. Jesus explained the importance of rest to the Pharisees. Rest allows you to take a moment and focus on God. Life can be busy, just like the game was, and it is important to take time to rest and focus on God.



MEETING 19 GAME

PICK THE GRAIN

PROVIDE:

- Unsharpened pencils
- Straws or small wooden dowels
- Large cup

TO DO:

- Place pencils, straws, or wooden dowels in the cup.
- Optional:* Play a large-scale version of this game by using pool noodles.

To play:

Form two groups. Use the cup to pour the sticks onto the playing area (This can be the floor or a table.) Challenge each team to take turns removing “grain” from the pile without moving any other pieces of grain. Award one point for each stick removed without disturbing the other sticks. When a stick causes others to move, reset the game and begin again. You may choose to have several different games going at the same time, allowing kids to play as individuals rather than in teams.

Debrief:

Picking the sticks up was like picking the grain in the fields for the disciples. The Pharisees didn't like the men doing work on the Sabbath, a day of rest. Jesus was quick to explain the Sabbath points to Him and true rest comes from trusting in Him.



MEETING 20 GAME

KINGS AND QUEENS

PROVIDE:

- Playground ball
- Cones

TO DO:

- Use cones to establish a playing area for the game.

To play:

Form a circle. Choose someone to be *It* by dropping the ball on that child's shoes. All kids must make hands with their fists and walk around the playing area. Share that the child who is *It* can throw the ball at anyone in the playing area. If the ball hits any player anywhere but the fists, the player becomes part of the *It* child's team and helps assist in tagging players with the ball. Emphasize the ball must never be aimed at another player's head. Players who are not *It* may deflect the ball by using their fists but not open hands. Players who have been tagged may maneuver the ball with open hands. Play continues until only one child remains untagged. The last player is named the king or queen.

Debrief:

Players worked together on both sides of this game, tagging others and keeping others from being tagged. Esther, Mordecai, and the Jews all worked together, praying and fasting, asking God for help. God rewarded the obedience of Esther and saved her people.



MEETING 20 GAME

PASS THE CROWN

PROVIDE:

- Crown or a picture of a crown
- Worship music and music player

To play:

Form a circle and choose someone to hold the crown. Begin playing music while the crown is passed from player to player. When the music stops, the player holding the crown moves to the middle of the circle. Play the music and continue passing the crown and eliminating players until only one player remains. Play the game again, forming a single-file line and passing the crown over and under. (Note: Be aware of girls wearing dresses. You may need to do this in a side-to-side fashion instead.) Play as time allows.

Debrief:

Queen Esther was faced with a big decision. She could have chosen to keep herself safe and allowed her people to be killed. Esther chose to get away from everything and pray and seek God instead. Esther didn't pass on her responsibility; she stood up for her people and saved many people through her obedience.



MEETING 21 GAME

GIVE IT AWAY

PROVIDE:

- Sticker dots (3 per child)
- Cones

TO DO:

- Distribute three sticker dots to each child.
- Place cones to establish a playing area.
- Optional:* Use two different color dots to make the game a team competition.

To play:

Explain the goal of the game is to give your dots away to other kids. Note that no dots may be placed on anyone's back, making it impossible for him to remove them. Dots should be placed on shoulders or shirt sleeves. Play several rounds, varying the amount of time in each round and taking note of any kids who are able to get rid of all their dots. Vary the game by assigning point values to different colors. Keeping up with the points kids are left with after each round—the lower number of points, the better.

Debrief:

Jesus told the rich young ruler to give everything away and follow Him. Giving away the stickers places the emphasis on giving rather than getting. God wants us to glorify and obey Him in everything we do.



MEETING 21 GAME

LOVE IT AND LEAVE IT

PROVIDE:

- Paper and disposable bowls (1 per team)
- Pencils
- Cotton balls (several bags)
- Disposable plastic spoons (1 per child)
- Bucket

TO DO:

- Form teams of four to six TeamKIDs.
- For smaller groups, play as individuals rather than teams.

To play:

Provide each team with a piece of paper and pencil. Challenge teams to make a list of things they love and list them on the paper in the time provided. Give kids 3-4 minutes to list as many things as possible. Call time, and provide each team with the number of cotton balls equal to the list of things they love. For example, if the team listed 20 things they loved, they would receive 20 cotton balls. Position each team equal distance from the bucket in the middle of the playing area. Challenge teams to allow players to take turns placing a cotton ball on the spoon and slowly transferring the cotton ball to the main bucket. If the cotton ball falls off, the player must return to the team and start again. Play until a team has moved all the cotton balls to the center. Discuss the different number of cotton balls each team had and how some people might have more things they need to give up to focus on God more. Play another round, this time evenly distributing the cotton balls among the teams to play again.



Debrief:

No matter what we love, God wants us to love Him more than anything else. God desires for us to obey Him and follow Him above anything else. When we choose to give up or change the priority of other things that seem more important than God, we are honoring and glorifying God in our actions.

MEETING 22 GAME

SET THE TABLE RELAY

PROVIDE:

- 3 of each item: gift bag, placemat (or piece of construction paper), paper plate, paper napkin, plastic fork, plastic knife, plastic spoon, and a plastic cup

TO DO:

- Place the items in the gift bags (1 set per bag).

To play:

Use one set of the sets of gathered items to properly display how to set a table. Note that kids need to watch exactly what you do, because they will have to set the table in today's game. Place the placemat on the table, then the plate, then put the napkin to the left of the plate. Put the fork on top of the napkin, then add the knife to the right of the plate, then the spoon right next to the knife. Place the cup in the right-hand corner of the placemat. Make sure kids understand what to do. Form two teams and give each team a prepared bag. Designate a table for each team to place their setting. Note that players may only go one at a time, taking only one item at a time to the table. Teams should continue the relay until the setting is complete. Note you must verify the setting is correct before declaring a winner. If something is incorrect, a team must fix it before being declared the winner.



Debrief:

Like we rushed to set the table in our homes, Martha rushed around her house to prepare for the meal with Jesus. Mary spent time listening to Jesus and not worrying about preparing the meal. God wants us to focus on Him and what He's done for us.

MEETING 22 GAME

WILL YOU WHINE WITH ME?

To play:

Form a circle. Ask for a volunteer to help you explain how to play the game. Note that whatever the volunteer does, she should not smile while you are talking to her. Stand in front of the volunteer in the circle and say in your whiniest, and most dramatic voice possible, "But Mary didn't help me!" in hopes of making the volunteer smile. If she does, she then becomes the one in the middle of the circle, and she repeats the activity in hopes of making the next player smile. If she succeeds, she swaps places with that player. If she doesn't succeed in making the player smile, she attempts to do so to another player. If after three times she isn't able to make someone smile, she may choose another volunteer to take her place. The game continues as time allows.

Debrief:

Martha complained to Jesus that Mary wasn't helping enough. Jesus didn't respond how Martha thought He would. Jesus wanted the women, and us, to spend time focusing on Him and listening and learning from His teaching.



MEETING 23 GAME

STACK THE STONES

PROVIDE:

- 24 small rocks or stones
- Optional:* You can use crumpled pieces of paper as stones.

TO DO:

- Form two equal teams. (If you have an uneven amount of players, be sure to even up the distance between the two teams before playing the game.)

To play:

Explain each team will work together, assembly-line style to move twelve stones from one area to another, then stack the stones into a pile. Assist kids in lining up to transfer the stones. Demonstrate how the stones must pass from one child to the next, all the way to the last player in line, who will drop the stone on the ground. Stones must be transferred one at a time and a new stone may not be picked up until the stone before it has been placed on the ground. The team who transfers all the stones and successfully stacks them in a pile first wins.

Debrief:

God performed a miracle, splitting the Jordan River so the Israelites could cross. The stones were a reminder of God's goodness and His control over everything. Just like the players transferred the stones, the Israelites made a memorial of stone to remember and worship God.



MEETING 23 GAME

CROSS THE RIVER

PROVIDE:

- 2 long ropes
- Optional:* You may use chalk if playing outside.

TO DO:

- Position the ropes parallel to and a few steps apart from one another.

To play:

Gather all kids on one side of the rope. Challenge kids to jump from one rope to the other, not landing between the two ropes and falling in the “river.” When all the kids are across, adjust the ropes to make the “river” a little wider. Encourage kids to jump back across the “river.” Continue to lengthen the width of the ropes with each round and eliminate kids when they aren’t able to make the jump. The winner is the last player able to make the furthest jump across the “river.”

Debrief:

You may have struggled to jump across the “river,” but the Israelites didn’t have any trouble crossing the Jordan River. How were people able to cross a river without any difficulty? The answer is God. He was in control then and God is still in control today. We can reflect on God by remembering that God is in control of everything.



MEETING 24 GAME

WHAT'S FOR SUPPER?

To play:

Form a circle. (Note: If you have a really large group, make two or more smaller circles so all players are able to participate several times each round.) Announce you will select a volunteer to go first, and he will Say: "For supper, I am going to eat some applesauce." Then, he will choose whether the game moves to the right or left, and the next player will choose a type of food that starts with the next letter of the alphabet, such as, "For supper, I'm going to have a burger and some applesauce." The game will continue around the circle, with each player adding another food to the list until you reach the letter Z.

Debrief:

You had to remember a lot of foods to play this game. Remembering the reason we celebrate the Lord's Supper is more important than any food we eat, as it is a reminder of the sacrifice Jesus made for people and their sins.



MEETING 24 GAME

FOOT WASHING SERVICE RELAY

PROVIDE:

- Tray and disposable bowls (1 per team)
- Cups (1 per child)
- Cones

TO DO:

- Use cones to create two lanes for a relay race.
- Set up cups at one end of the relay lanes. Place a bowl at the start line of each lane.
- Optional:* Allow kids to fill cups with water and transfer water down to the start line and fill a basin.

To play:

Point out the relay lanes. Instruct kids to form two teams. Each team will send one player with a tray down to the other end of the relay lane. He will pick up a cup and put it on the tray, then carefully walk back to the start line. Another player will join him, and they will walk down to the other end of the relay and pick up another cup and set it on the tray. The relay continues back and forth until all team members have walked down, picked up a cup, and walked back. Then, each player must pretend to pour the water from their cups into the team's bowl. The first team to complete all the tasks is the winner.

Debrief:

You just prepared a basin of water, just like Jesus did before he washed Peter's feet. Jesus washing the feet of Peter was a big deal. Jesus did this as a way of showing His love for Peter and all people. This was another way for Jesus to show how much He cared for the people for whom He was about to die on the cross.



UNIT 5

WHAT ABOUT SERVING?

Help TeamKIDs know that we serve to glorify God. Jesus commanded us to serve others in love and gave us the great example of service. Serving is a healthy habit of the Christian life, teaching us more about Jesus and how to love like Jesus loved. God's Word teaches believers to give of themselves and serve in the local church, in communities, and around the world.

Unit 5 Preview:

Unit Game: *Chariot Tag*

Meeting 25: Pit Crew

Meeting 26: Coin Tag

Meeting 27: Colors

Meeting 28: If, Then...

Meeting 29: Dragon Tag

Meeting 30 Mousetrap

Fewest Feet

Volleyball Serve-All

Squirrels In the Trees

Wall Ball

Stop!

Pulse



UNIT GAME

CHARIOT TAG

PROVIDE:

- Bandanas
- Plastic hoops
(3 different colors)

TO DO:

- Form groups of three.
- Give one player from each group a bandana.
- Tell the player to tuck the edge of the bandana in the neck of her shirt so other players are able to pull the bandana out once the game begins.

To play:

Two players in each group stand side-by-side and link elbows. These two players act as the “horses.” The one remaining player stands behind them and holds onto their shoulders. This third player acts as the “chariot driver.” The goal is for the drivers to get other drivers’ bandanas while still holding onto their horses. When a group’s bandana is taken, those players are out and go to the plastic hoops, which operate like a traffic light. The first team out begins on red. When another team gets out, the first team may advance to yellow. Green means GO, so when a team reaches the third plastic hoop, they may return to the game. Switch drivers as needed.

Debrief:

Trained horses serve their masters. In this game, when you were a horse, it was your job to help, or serve your teammate. God wants us to help others—to serve Him—just as He commanded and demonstrated by His example. Serving is a healthy habit of the Christian life.



MEETING 25 GAME

PIT CREW

PROVIDE:

- Dome cones
- Colored dots

TO DO:

- Form one line of dome cones for players to stand behind and another line about 50 feet away the players will run to.
- Place the colored dot in the middle between the two lines where the person who is *It* will stand.

To play:

Have players line up shoulder to shoulder along a line of dome cones facing *It* on the colored dot. Ask each player to choose one of four different cars and not tell anyone else what she has chosen. Car choices could include: truck, convertible, van, or SUV—or consider asking the kids to pick the four car choices. When players have each chosen a car, *It* calls out one of the four types. The player who picked that specific car must try to run past *It* to the other line without being tagged. Any player tagged must now join *It* as a part of the crew. Every tagged player stands frozen. Each is now a parked car. Those players can help *It* tag players the next round using only their hands. Their feet must remain frozen in place. Only *It* can move at this point. Play continues until there is only one person left or until the leader makes a switch.

Debrief:

In a car race, the crew fixes cars for the driver. A race crew member knows a lot about cars and serves its driver. In a similar way, Jesus commands us to serve others. When you serve someone, you take the time to learn about that person and understand her situation, just as a pit crew member takes time to learn about the car (and driver) he services.



MEETING 25 GAME

FEWEST FEET

PROVIDE:

- Whistle

TO DO:

- Form two or more groups of at least three players.

To play:

When the whistle blows, each team tries to stand on as few feet as possible. For example, ten players have 20 feet and would try to have less than ten feet on the floor. Play several rounds and mix up groups in different ways. This activity can result in some funny photos!

Debrief:

Since walking was the main mode of transportation in Jesus' day, people's feet were used a lot! That is one reason that it was customary to have a servant wash those dirty feet. In this game you did just the opposite, you tried to use your feet as little as possible. This game required support and strength. You had to be strong enough to support those whose feet were not on the ground. Do you support your friends and family? Support is one way to serve others!



MEETING 26 GAME

COIN TAG

PROVIDE:

- A large, open space

To play:

This game is played just like traditional freeze tag, with a twist. When the player tagging approaches a player to be tagged, the player being chased must squat down and call out the name of a coin (penny, nickel, dime, quarter, half-dollar) for protection.

Debrief:

“Coin Tag” is a fun game to play! But in today’s Bible story, the coins the widow gave meant more than a game. The offering, only two small coins—of little value to many people—showed Jesus that the widow was willing to give everything she had to God.



MEETING 26 GAME

VOLLEYBALL SERVE-ALL

PROVIDE:

- Several long jump ropes to represent nets,
- Volleyballs or other soft playground balls

TO DO:

- Form groups of six.

To play:

Assign six children per “court.” Two of those players hold a rope for a net, two are on one side of the net and two are on the other. Allow participants to play for a designated number of serves, then switch net-holders. Points are earned every time a ball makes it over the rope.

Debrief:

In games like volleyball and tennis, players must learn to serve. It is something that is learned, not automatic. To be a successful “server” in volleyball or tennis, you must give it all you’ve got to send the ball across the net. We love and serve others in a similar way, with everything we have! We serve by following Jesus’ example. Jesus served others and taught about God and His kingdom.



MEETING 27 GAME

COLORS

PROVIDE:

Blindfold

To play:

One person is designated as *It*. That person stands in the middle of a large room and closes his eyes. Each of the four corners of the room is named as a color. When *It* says, "GO!" all other players choose one of the 4 corners to go to quietly. While still blindfolded, *It* calls out one of the four colors. Everyone in that corner is out and must come and sit down. The last kid(s) standing wins the game and becomes the next *It*.

Debrief:

When choosing your color, it was easy to "Follow the Crowd." Likewise in life "following the crowd" can also be the easy choice, but as disciples of Jesus, we don't follow other people; we follow God. He will always lead us in the right direction!



MEETING 27 GAME

SQUIRRELS IN THE TREES

PROVIDE:

- A large, open space
- Whistle

TO DO:

- Form groups of three.

To play:

Two people in each group face each other and join hands to make a circle (tree). The third person stands inside the circle to be the squirrel. The squirrels are chased by the designated *It*. Squirrels being chased are safe in a tree. When a squirrel runs to a tree, the squirrel inside must come out and be chased. Several times throughout the game, blow a whistle to stop the game to allow the trees and squirrels a chance to exchange roles.

Debrief:

Zacchaeus used a tree to help him to see Jesus and ultimately be saved from his sin. In today's game, you also needed a "tree" to be safe. God can use any living or nonliving thing to bring people to Him



MEETING 28 GAME

IF, THEN...

PROVIDE:

- Multiple plastic hoops or floor dots

TO DO:

- Arrange plastic hoops or floor dots in a line or path

To play:

Players stand in one starting hoop or on a floor dot. The leader gives instructions on when to move. For example, "Move two spaces to the left if you have a brother" or "Move three spaces to the right if you can whistle."

Other examples:

- If you are wearing red, then ...
- If you have been to Florida, then ...
- If you play an instrument, then ...
- If you are the youngest in your family, then ...

Eventually some spaces will be empty and others will have multiple players attempting to squeeze into one spot. Remove the plastic hoops or dots one at a time as the game progresses. Eventually there will only be one hoop left.

Debrief:

In this game, you moved around the path based on personal characteristics. We are all given different gifts, abilities, and resources to use in different ways. We can use what we have been given to progress in our Christian walk.



MEETING 28 GAME

WALL BALL

PROVIDE:

- A small, soft ball (tennis ball)
- A large room or outside space with a large wall

To play:

One person throws (bounces) a ball against a wall, allowing any other player to catch it. The person who tries to catch it must catch it without dropping it. If a person drops the ball or touches the ball in any way without catching it, that person must run up and touch the wall before another person can catch the ball and throw it. If the ball hits the wall before the player is able to touch it, the person is given a “strike.” Each player gets three “strikes” before she is out of the game.

Debrief:

In the game, you had to earn the right to stay in the game by touching the wall. You had to use your time and talent well. Like the servants in today’s Bible story, you could not be lazy, but had to use your ability to stay in the game!



MEETING 29 GAME

DRAGON TAG

PROVIDE:

- Large playing area,
- 1 (different colored) bandana or scarf for each team

TO DO:

- Form teams of four to eight people.
- Make human chains by having team members hold on to waists or link elbows. Each team of connected people is now a “dragon” with a head and a tail.
- Give a scarf or bandana to the last person in each group (the tail of the dragon).

To play:

The goal of the game is to have the head of each dragon (the front of the chain) to grab the scarf or bandana off the tail of another team’s dragon while staying linked. If any part of a team’s dragon gets separated, the detached tail end cannot move; only the head and the people attached to the head can move. Teams cannot compete against each other until or unless they have reconnected their team. A team can defend itself by curling up into a ball—as a whole dragon or just the tail, if the team has been detached. When any team loses its bandana (when another teams grabs it), that team is out. The last remaining team is the winner!

Debrief:

While playing Dragon Tag, you had to work together as a team. The church, made up of people, is like a team that works together to accomplish the goals God has for us all. We serve God at church and in our community and world. Jesus is the head of the church.



MEETING 29 GAME

STOP!

TO DO:

- Form equal groups of ten or less

To play:

In groups of ten or less, each child is assigned a number to be remembered (have players number off). All players in a group stand together in a bunch, with one player holding a ball in the center. To start each round, the person with the ball throws it up to the sky/ceiling while shouting a number. Everyone scatters and runs as far as possible in all different directions away from the bunch—except for the person whose number was called. The person whose number was called catches the ball and then yells “Stop!” When she yells this, everyone must freeze. The person with the ball then is allowed to take three giant steps toward any player. She throws the ball and tries to hit someone (below the neck). Players are allowed to dodge the ball by moving all parts of their bodies except feet. When a player is hit the first time, he earns the letter “S”, eventually spelling the word *S-T-O-P*. The person who was hit becomes the new thrower; otherwise, the thrower who missed earns a letter. The next round begins and play continues. Whoever spells the letters *S-T-O-P* is out of the game.



Debrief:

In this game, you scattered in all directions when the ball was thrown. When we serve, we are not limited to a small area. We disperse, like Paul did, going out into the community and world, serving others and sharing the gospel.

MEETING 30 GAME

MOUSETRAP

PROVIDE:

- A recreation parachute

To play:

Instruct players to hold the edges of the parachute and billow it high into the air. The leader calls out two or three different months of the year. Players who have a birthday in those months must leave their places and run through the middle, seeking a vacant spot on the edge of the parachute. As the parachute reaches its full height and players are scurrying to a new position, the leader calls out “Mousetrap!” At this signal, players on the outside bring the edges of the parachute down quickly, attempting to trap those running through the middle. Those “mice” who are trapped return to their places.

Debrief:

Priscilla and Aquila were tentmakers who found their place in God’s family. In the parachute game, you found your place under a different kind of tent!



MEETING 30 GAME

PULSE

PROVIDE:

- 2 chairs
- 2 small objects

TO DO:

- Form two teams of equal size and have teams face each other. Instruct each team to hold hands to form two long human chains.
- At the end of each line, place a chair with a small object on it. A designated referee stands in the front.

To play:

Have the two players at the front of the line (one from each team) watch the referee. All other players close their eyes, and bow their heads silently. For each round, the referee flips a coin and shows it only to the first two players at the front of each team. If the coin shows "heads," those two people must squeeze the hand of the next person in line as quickly as possible. Whenever that player's hand is squeezed, she quickly continues to "pass the current" by squeezing the next person's hand, and so on. As the "pulse" passes down the line, the goal is to be the first team to grab the object (the ball) on the chair. If "heads" was flipped and a team gets the ball, that team earns a point. But, if a team grabs the ball when "tails" was flipped, then the point goes to the other team. If the coin lands on tails, the referee waits several seconds and then flips again until the coin shows "heads." The winner is the first team to score a set number of points.

Debrief:

In this game, the pulse was passed along by many people before a point could be earned. Words also spread quickly from person-to-person. When we share the good news of Jesus, it can spread throughout the community and the world. Keep the "pulse" going!



UNIT 6

WHAT ABOUT SHARING OUR FAITH?

In this unit, introduce kids to the practice of joining God on His mission of making disciples. We practice this discipline of the Christian life by telling others about Jesus and teaching them more about Him. The healthy habit of sharing our faith is for all believers everywhere, including kids who trust in Christ. Help kids identify who they can tell about Jesus.

Unit 6 Preview:

Unit Game: 3-D Kickball

<i>Meeting 31:</i>	Free-for-All	Barnyard Animals
<i>Meeting 32:</i>	Amoeba	Criss Cross
<i>Meeting 33:</i>	Down, Down, Down	Minefield
<i>Meeting 34:</i>	Keys to Success	Jelly Bean Exchange
<i>Meeting 35:</i>	Tic-Tac-Toe	Girls Only/Boys Only Basketball
<i>Meeting 36</i>	Air Soccer	Shape Up!



UNIT GAME

3-D KICKBALL

PROVIDE:

- 3 playground balls
- 3 plastic hoops
- 6 rubber dots or circles

TO DO:

- Divide players into two teams.
- Choose a fielding team and three pitchers.
- Place three rubber dots as “pitchers’ mounds,”
- Have the kicking team line up behind three kicking spots.

To play:

All three pitchers roll the balls at the same time. Once a player kicks a ball, he or she may run to any base (plastic hoop) he or she chooses. Runners may run the bases in any order, but they must touch all three bases before they return home to score. Runners may touch any of the three kicking spots to score. Offensive players are not required to advance, and each base may accommodate multiple runners. Runners may not steal bases and must stop running once the pitchers have recovered all three balls. The fielding team may force a runner out by catching the kicked ball or by tagging a runner with the ball below the waist. There is no “out” limit per inning. Instead, switch innings every few minutes.

Debrief:

This game was different from normal kickball, because you could run the bases in any order—there were multiple ways to get back home. In life, there is only one way to have a relationship with God—through Jesus. Jesus came to earth, died on a cross, and rose again in order that we could be reconciled to God. This means He was punished so we could be forgiven for our sins. We share our faith with others, so they too can become followers of Jesus and have eternal life.



MEETING 31 GAME

FREE-FOR ALL

PROVIDE:

- Boundary markers
- 2 plastic hoops
- Flying discs

TO DO:

- Form two teams.
- Assign each team a goal (plastic hoop) and a goalie.
The goalie must stand inside the goal and catch flying discs when they are thrown.
- Use boundary markers to create a launch zone.

To play:

At the beginning, all flying discs are in the launch zone. One leader stands in the launch zone and launches flying discs continuously to players who are spread around the playing area. Once the game begins, players try to pass the flying discs to their team's goalie. Players holding discs must remain in place. Players may intercept, but discs may not be stolen once the goalie has received them. The round ends when all flying discs have been launched and gathered by the goalies. The team with the most discs at the end of the game wins. Play as many rounds as time allows.

Debrief:

In this game, once a flying disc was in the goal, you were not allowed to take it. God's Word says that once we make a decision to follow Christ, we are safe. No one can separate us from His love (Rom. 8:38-39). Like in today's Bible story, "He is with us always, even until the end of the age."



MEETING 31 GAME

BARNYARD ANIMALS

PROVIDE:

- Slips of paper with animal names written on them—an equal number (4 or 5) of each
- Optional:* blindfolds

To play:

While blindfolded or with lights out, groups of animals must find each other in a designated amount of time. The animal group with the most players who are together win the round. For each new round, return slips of paper and start over.

Debrief:

You looked for animals of your “own kind” to win the game. God wants all people to follow Him and be His children. Christians are called to “look” for all people and introduce them to God’s family, because He loves all people. Our mission is to make followers of Jesus from every nation by the power of the Holy Spirit.



MEETING 32 GAME

AMOEBIA

PROVIDE:

- Several cones

TO DO:

- Lead players to hold hands or wrists and form a large circle.
- Put a cone in the middle of the circle.

To play:

The object of the game is to try to get other players to touch the center cone by guiding, pulling, and pushing, without the circular link being broken. If a player touches the object in the center of the circle with her foot or any other body part, she is out of the game. The winner is the player who avoids touching the cone the longest. Optional: When players are out, they can start another game.

Debrief:

In this game, you tried to stay away from the cone. In life, there are things that God wants us to stay away from. Stand firm in your faith, even when someone is trying to lead you in the wrong direction or convince you that things you know to be wrong are acceptable.



MEETING 32 GAME

CRISS CROSS

TO DO:

- Separate players into four teams.
- Have each team stand on one side of the play area.

To play:

On the leader's command, "Criss Cross," players run to the opposite side of the play area. The first team to successfully get all of its members to the opposite side of the play area scores one point. The team with the most points wins. As a fun option, change the method that players cross the field during each round. Some examples could include: running, crab-walking, crawling, walking backward, or wheelbarrow style.

Debrief:

In this game, the play area separated you from the other side. In life, our sin separates us from God, but because of Jesus' life, death, and resurrection, we can be forgiven from our sin and have a relationship with Him. God provided a way for people to become Christians because He loves them.



MEETING 33 GAME

DOWN, DOWN, DOWN

PROVIDE:

- Tennis ball (1 per pair)

TO DO:

- Group kids into pairs.

To play:

Have one partner start off with a tennis ball and throw the ball to her partner. Starting close together and then taking a step back with each toss. Instruct players to throw the ball continuously back and forth until one person drops the ball. When a player drops the ball, she must go down on one knee. When the same person drops it a second time, she must go down on two knees, then down on one elbow, then one elbow, then put her chin on the ground, and then out. Players must stay in the position until the end of the round.

Debrief:

Every person drops the ball. No person, except Jesus, can do everything perfect all the time. We are all sinners—that's why we need someone to save us. Jesus is our Savior because only He has the power to rescue us from that sin. He paid the price for our sin so we can have a relationship with Him. God wants us to live on mission and tell others about the good news



MEETING 33 GAME

MINEFIELD

PROVIDE:

- Blindfolds,
- Cones or insulated foam cups (or water balloons for outside)

TO DO:

- Set up a minefield by placing cups in a large area with boundaries. Mines should be placed close together. Place kids into groups of about four or five and give each team a blindfold. Only one member of each team needs a blindfold.

To play:

The object of the game is for each team to get across the minefield the fastest with the most teammates. If a player touches a mine, she is out. The team members lead the blindfolded players and tell them which way to go while staying within the set boundaries. Only one person per team may be on the minefield at a time (they cannot be led by touch). Team members help each other by shouting directions. Leaders may shout out random directions to try to throw the players off. The strategy (only to be revealed after the game is over) is to listen to only one voice.

Debrief:

In this game, a good strategy was to listen for one voice above all others. In life, we will hear the voices and opinions of many people, but the only voice we need to hear and obey are the words of the Holy Spirit.



MEETING 34 GAME

KEYS TO SUCCESS

PROVIDE:

- A set of keys
- Chair
- Optional:* music and music player

TO DO:

- Spread chairs throughout the room.

To play:

Every player except one sits in chairs scattered all over the room. The player standing is the leader, and she has a set of keys in her hand. The leader uses her other hand to grab another player's hand. That player gets up and follows the leader who weaves in and out of the chairs in the room. The player who has gotten out of her chair then grabs someone else's hand, and so on. This keeps going until the leader drops the keys on the floor. At that point, everyone standing runs and sits in a chair. The person left standing is the new leader. Play upbeat music in the background for added excitement.

Debrief:

In this game, you maneuvered around obstacles (chairs) to get where you needed to be. Paul, on his missionary journeys, had a lot to overcome in order get to where God wanted him to be. In following Jesus, we must be willing to face any challenge and persevere to overcome any obstacle.



MEETING 34 GAME

JELLY BEAN EXCHANGE

PROVIDE:

- Item 7: "Allergy Alert Poster"
- 10 jelly beans for each child
- Additional candy to eat

TO DO:

- Make sure each child washes her hands before this activity begins.

To play:

Each player is given ten jelly beans of various colors. Explain that the children must walk around the room and attempt to gather 10 jelly beans of the same color. This game requires problem solving and good communication, and results in a delicious reward at the end! The first player to get ten jelly beans of the same color is the winner of that round. Continue playing as many rounds as time (or jelly bean supply) permits. At the end of the game, distribute additional jelly beans for children to eat.

Debrief:

In order to share the gospel with others, good communication is necessary. In this game, you had to communicate with fellow players in the same way you should while sharing your faith with others—gently and respectfully.



MEETING 35 GAME

TIC-TAC-TOE

PROVIDE:

- 9 chairs

TO DO:

- Line up nine chairs in a square (like a tic-tac-toe board) with space in between.

To play:

Two teams each number off from 1 to ...(number of players). When the leader calls out several numbers, the players with those numbers will rush to get seats. The object of the game is to form a line to make a tic-tac-toe (with players from the same team). Play as many rounds as time permits.

Debrief:

In this game, you had to wait for your number to be called. You were excited while you were waiting, knowing that your turn was coming. We excitedly wait for Jesus' return, knowing that one day it will be our "turn" to meet Him face-to-face!



MEETING 35 GAME

GIRLS ONLY/BOYS ONLY BASKETBALL

PROVIDE:

- A basketball goal
- Basketball

To play:

A large group (up to about 50 people) spreads out on the basketball court all at one time. The goal is to score baskets. But in this game, only one group can shoot/score at a time. The leader will call out “Girls” or “Boys,” alternating every few minutes.

Debrief:

At certain times during this game, shooting was limited to only one group. In Bible times, some believed that God was only the God of one group of people—the Jews, but the good news of Jesus is for everyone, Jews and Gentiles. We look forward to Jesus’ return when He will make all things new. As we wait, we can tell others about Jesus.



MEETING 36 GAME

AIR SOCCER

PROVIDE:

- An inflated balloon
- Paint stirring sticks (1 per player)

TO DO:

- Inflate several balloons (one for the game, and a spare or two).

To play:

Separate players into two teams. Using the paint sticks, players try to get the balloon to their teams' "goal" (a large wall). Each goal is worth one point.

Debrief:

Getting the balloon to the wall was a slow process requiring patience and perseverance. As we patiently wait for Jesus' return, we will persevere, and work hard to live in a way that pleases God in the process.



MEETING 36 GAME

SHAPE UP!

PROVIDE:

- Large play space
- Optional:* a portable ladder

TO DO:

- Separate players into two teams. (You will need a group of at least twenty.)

To play:

The leader calls out an object (such as a hat, a lemon, a chair etc.), both teams scramble to squeeze themselves into the shape of that object. The ladder is used for leader(s) to observe and judge the winners from a better perspective. Award one point for each winner. Play as time permits.

Debrief:

While we wait for Jesus to return, we want to make the most of our time, working together. Just as you worked together to form the shapes that were called, Christians work together to accomplish God's will and spread the gospel to all people. And just as the leader had a clear view of your hard work, God's perspective is perfect!





ALL IN

As followers of Jesus, we are called to be **All In** as we love Him with all our heart, soul, strength, and mind. (Luke 10:27) The Holy Spirit works in individual believers as they engage with Scripture through habits of spiritual life. Practicing healthy habits of the Christian life—reading the Bible, praying, and telling others about Jesus—helps us grow closer to Jesus and live for Him!

TeamKID: All In leads kids through a biblical study and practical application of key spiritual disciplines such as prayer, worship, and service.

This playbook contains Tournament games for 36 meetings of **TeamKID: All In**.