



These additional games and activities can be used throughout the God's Family series. If you want to integrate more movement and interaction in your lesson, check out these options. We've included tips to make the games and activities inclusive for all kids and have designated ones that would work with each lesson in the series.

ACTIVITY 1: FROZEN

SUPPLIES: a small object (such as a ball, pencil, or toy), several small objects (3–4, optional)

Works great with the God's Promise to Abraham lesson!

Wonder Ink RESOURCES: none

In this game, you'll try to move an object from one side of the room to the other side without being seen. I will choose one person who will be It and that person will move away from the group for a short time.

While It is in another area, the rest of you will make a plan to move this item (show the small object) across the room. After a couple of minutes, I will bring the kid who is It back to the rest of the group.

During the game, It will turn away several times. Each time It has his back turned, you will try to quickly and quietly move the object across the room. Each time It turns toward

Leader Tip

To make it more challenging, you can add more than one object to the rounds.

the group again, everyone must freeze. (It's OK to blink or breathe!) If you move, you'll be out of the game.

Choose one kid to be It. You can send this kid to a separate area where that person can't see or hear the rest of the kids while they make a plan.

Each round ends when the object gets to the other side of the room or when everyone who was caught moving is out. Play several rounds if you want. You can also switch the object with each round.

Do you think it would be easier to do this all by yourself or with others? How did having a plan help you with this game? Isn't it great to know that God has a plan for us and our lives just like He did with Abraham?

Make It Inclusive

Tip for Including Kids with Unique Abilities

If you have a child who is unable to move quickly or would have a hard time freezing on cue, choose them to help the kid who is "It" by being a scout for moving kids.

ACTIVITY 2: PLEASE SMILE!

SUPPLIES: none

Wonder Ink RESOURCES: none

Works great with the Abraham and Sarah have a baby lesson!

Who loves to laugh and smile? Oh, you do? This game will be hard for you, then!

We're going to make a circle with one kid standing in the middle. Choose one child to be in the center, and then have the kids form a circle around that person. **The kid in the middle has the job of making someone smile. To do this, (child's name) must pick one kid in the circle, go up to that kid (without touching!) and say or do something silly. As (child's name) does this silly thing, (child's name) needs to say, "Please smile!" The kid facing (child's name) must say, "I'm sorry. I just can't smile," without laughing or smiling. If the kid in the circle smiles, the kids switch places and the one who smiled now goes to the middle of the circle.**

However, if (child's name) can't get the kid in the circle to smile or laugh after saying, "Please smile!" (child's name) needs to pick someone else to make smile. The kid in the middle can try up to three kids in the circle before sitting down in the circle to give someone else a chance.

Before we start, let's all laugh and smile and shake all the giggles out, right now! Lead the group in a quick shake of their bodies and some laughter. Then, allow the kid in the center to pick someone and begin. Keep going as long as the kids are engaged and as time allows.

God's big story tells us Sarah laughed when God shared His plan with her. We learned God was faithful and kept His promise for Sarah and Abraham, just as He does with us! It's OK to laugh and be silly, and it's hard for most of you to not laugh as we have seen. God kept His promise to Abraham and Sarah, and we know He is always faithful to us, too!

Leader Tip

To keep the same kids from being approached, you can make a rule that each child sitting down gets at least one chance to smile before choosing someone who's already had a turn.

ACTIVITY 3: HOOP RELAY

SUPPLIES: inflated balloons or playground balls (at least 2)

Wonder Ink RESOURCES: none

Start by dividing the group into two, equal teams. Have kids stand side by side and join hands with their teammates.

In this game, both teams will receive a large hoop at one end of the line. When I say, “go,” you need to move the hoop from one end of the line to the other end by stepping through the hoop.

The tricky part is that you need to continue holding hands and each kid on your team has to go completely through the hoop without letting go of any hands. If your line breaks and you let go of your hands, the hoop goes back to the beginning of the line, and your team has to start again!

You can play this game several times. Another way to play is to form one line and see if your class can beat the previous time of moving the hoop down the line.

You all did a fantastic job! The Word of Wonder this month says from beginning to end, God is the same. He made everything in the beginning, He is still the same, and He will be the same God in a thousand years! The same hoop went from the beginning of the line to the end of the line, and each kid went through the hoop the same way from the beginning to the end.

Leader Tip

To make the game easier, you may want to line kids up by height so the kids beside each other are a similar height.

Make It Inclusive

Tip for Including Kids with Unique Abilities

If a child in your group is unable to participate, invite that kid to say, “go” to begin the game or have her help with the stopwatch if you choose to time the hoop being moved down a line.

ACTIVITY 4: TWO FACTS AND A FAKE

SUPPLIES: paper and pencil (1 per kid, optional)

Wonder Ink RESOURCES: none

In this game, you're going to try to trick the other kids by telling one thing that is untrue about yourself!

To get started, you need to think of two facts (or true things) about yourself and one thing that is fake (or untrue). The true facts can be crazy, amazing, boring, or normal facts such as the date of your birthday. Then you will think of one thing about you that is fake. Maybe this is something you wish were true.

You will each have a chance to share these three things with the group. You can tell them in any order. After you share the three statements with the group, they will try to guess which is fake. Then we'll see who is the best at tricking our group.

Give the kids a few minutes to think of their ideas. Leaders can help kids write down their ideas to help them remember their facts more easily. If you have a large group, split into smaller groups, and have a leader facilitate kids sharing in each group.

You all were great at sharing your three things and great guessers! We have been learning about how God keeps His promises. He doesn't ever try to trick us the way you all did in this game, or the way Jacob tricked his father. Even when we mess up or make mistakes, He is still faithful to us!

Works great with the God's Promise to Abraham or Abraham and Sarah Have a Baby or Jacob and Esau lesson!

Leader Tip

You can go first to demonstrate the type of facts the kids can use—do your best to be creative and try to trick them!

ACTIVITY 5: UP AND DOWN

SUPPLIES: paper and pencil (1 per kid, optional)

Wonder Ink RESOURCES: Up and Down Slides

Is anyone here great at following directions? Allow the kids to respond. Then you won't be good at this game! The goal of this game is to NOT follow the directions! When you see an arrow point up, you must sit down (kids can also squat or sit in a chair if they have one) **and when you see the arrow point down, you must stand up. We'll start slow at first, but it's going to get fast! If you mess up and stand up when the arrow is up, or sit down when the arrow is down (instead of doing the opposite), you're out and have to stay sitting down.**

If using the slides, you should start the transitions slowly so kids can get the hang of it, and then pick up the pace. If you are modeling for the motions, again, start slow and then move faster. You can either sit in a chair, squat, or sit on the floor for "down" arrows.

It was difficult to do the opposite, wasn't it? We're learning this month about people in an important family who discovered the importance of trusting God and doing the right thing. Just like the people in Abraham's family learned to trust God, we can know God wants what is best for us and always keeps His promises, and we can trust Him and live for Him!

Works great with the Jacob and Esau or Jacob Wrestles with God lesson!

Leader Tip

To make it more difficult, you could stand in front of the kids and try to follow the arrows, instead of doing the opposite. Some will try to follow you instead of the arrows! Another option, without slides, is for you to model squatting, sitting or standing, and have the kids do the opposite of what you do.

Make It Inclusive

Tip for Including Kids with Unique Abilities

Not everyone needs to stand up or sit down. This game could also be played by having kids point up or down or raise their arms up or down.