Create a start line and a finish line with masking tape. Invite the kids to line up behind the start line. Today we’re playing a game called “First and Last.” You are at the starting line. In a moment, I’ll say, “Ready? Set? Go!,” and everyone will move toward the finish line. It’s important to follow my instructions if you want to win. After each round, I’ll announce the winner, and we’ll see if you can figure out what the rules of the game are.
For this first round, you must hop on one leg, as high as you can, while laughing out loud. Ready? Set? Go!

Allow the kids to hop from the start line to the finish line while laughing out loud. While they hop and laugh, notice how high they’re jumping and how enthusiastically they’re laughing. Once they cross the finish line, announce the winner—whoever in your opinion was the best “hopper” and “laugher”—preferably not the person who finished first. Don’t reveal the criteria you used to judge. Allow for some mystery or confusion.

Repeat the game, going back and forth between the lines, giving new instructions with each round:

» Walk backward in slow motion.
» Sing the ABCs in a silly voice.
» Crab walk while humming a cheery tune.
» Move like a cat chasing a laser pointer.
» Walk like a broken robot.

**Make It Inclusive**

Tip for Including Kids with Unique Abilities

If there are kids in your group with physical restrictions, choose instructions that allow maximum participation. “Walk backward” can become “Move forward.” “Hop on one foot” can become “Flap your arms like a bird.”

Consider announcing the winner before any of the kids have even crossed the finish line, to increase the chances of them figuring out what the real goal of the game is. If they catch on, great. If they don’t, that’s OK too.

For the final round, the last person to cross the finish line wins! You must keep moving. You can’t stay still. But try to move as little as possible! Ready? Set? Go! You’ll probably have to cut this round off because it may take a while!

This game looked like a race, but it wasn’t. The winner of each round was the person who did the best job following instructions. Sometimes we mistakenly think life would be easier, better, or more fun if we do things our own way. That’s what happened with Saul and the Israelites. But God knows best, and He’s in charge. The only way to truly “win” is to follow Him.
GAME 2: IN AND OUT

SUPPLIES: small dowel rod and jug (or any two items that can be picked up in one hand)

In this game, one of you will pretend to be King Saul, and the rest of you will act like David. The “Davids” will sneak up on Saul and attempt to take one of his items without getting caught. If Saul touches you, then you’re out of the game!

Choose someone to play the part of King Saul. This kid sits in the center of your space with one item on either side, far enough away that it’s hard to guard both items at once. All the other kids form a circle around Saul. Saul may not touch the items, and the rest of the kids may not touch Saul.

Leader Tip: For Younger Kids. With younger kids, it might work best if you play the part of Saul for the first round, to get the game started off right. With very young kids, consider playing the part of Saul for the entire game.

The “Davids” try to snatch the items as Saul tries to tag them. “Davids” may approach one at a time, two at a time, or even all at once. But if Saul successfully touches one of the “Davids,” that kid is “out” until the next round. If Saul touches one of the kids after she grabs an item, she is still out and must return the item to Saul’s side. The round is over when both items are taken or when every David is “out.” Then choose a new Saul, perhaps a kid who snatched an item in the previous round, and repeat the game as time permits.

Leader Tip: Before game play, talk about acceptable touch. Saul can tag or lightly pat someone’s hand, forearm, or foot. It’s not OK to slap or smack, or to touch other parts of someone’s body. If you have a kid playing the part of Saul who might have problems with impulse control, consider instituting a two-finger touch rule to keep things friendly.

Was it easy to sneak in close to Saul without getting caught? God helped David in a moment like that. God gave David the chance to sneak up on Saul while he was sleeping and take his spear and his water jug. David refused to do things the wrong way, and God helped him by creating this special opportunity to show Saul that David wasn’t against him. God is able to help us like that too. God can help you do things the right way when you trust Him!
**GAME 3: TAG, WE'RE IT**

In this modified game of tag, each person who gets tagged joins the “It” team until everyone is on the same team. Establish a play area with clear boundaries. Choose one kid to be “It.” The kid who is “It” must keep one hand on her heart throughout the game. As additional kids get tagged, they likewise keep one hand over their heart to indicate membership in the “It” team.

We’re going to play a version of “Tag, You’re It” called “Tag, We’re It.” If you get tagged, then you join forces with the person who is “It,” and there will be two people trying to tag everyone else. When a third person gets tagged, the “It” team grows even bigger. While you are “It,” you must keep one hand on your heart at all times, so we can tell which team you’re on. If you are not “It,” try to see how long you can avoid being tagged!

If time permits, play more than once, starting each round with a different kid as “It.” Optional modification: Make it more difficult for the “It” team (and sillier for everyone!) by requiring them to skip, hop like a bunny, or walk backward.

**Leader Tip:** Choose a faster kid to go first. Once there are at least two people on the “It” team, they will quickly tag everyone else.

**Make It Inclusive**

**Tip for Including Kids with Unique Abilities**
If there are kids in your group with physical restrictions, consider starting the round with multiple kids who are “It,” including these kids. That way they won’t have to evade being tagged and won’t have the pressure of having to tag everyone else on their own.

God’s presence dwells with His people. In Jesus, God Himself became a person, and He sent the presence of His Holy Spirit to His first followers. Through them, God’s message continued to be passed on to the next generation, and the next, and to us! We are all surrounded every day by people who need God’s presence. Who will you share the good news of Jesus with?
GAME 4: I'M THE MOST UNIQUE

SUPPLIES: coins (or other small items)

Give each kid a stack of coins equal to the number of participants in the game. In lieu of coins, any small items will do, such as tokens, checkers, dried beans, etc.

We’re going to learn a lot about each other in this game! On your turn, say, “I’m the most unique because I’ve never ....” Then finish the sentence with something you’ve never done. For example, you might say, “I’m the most unique because I’ve never ridden a horse” or “I’m the most unique because I’ve never seen a palm tree.”

Here’s the trick: You want to come up with something you’ve never done that most people have done, because everyone else who has done the thing you mention has to give you one of their coins! If you can come up with something you’ve never done that every other person has done, you will get a coin from everyone. Once everyone has had a turn, whoever has the most coins is the winner. May the most unique person among us win!

When a player runs out of coins, she’s out of the game. Once everyone has had a turn, count up the coins to find out who the most unique person is.

Leader Tip: Consider playing this game along with the kids. It’s a great chance for them to get to know you in a light-hearted way.

The Bible says King Ahab was worse than any king who came before him. That means if King Ahab played “I’m the Worst King” against all the kings who went before him, he’d win. Can you imagine? The mistake Ahab made was that he worshiped and served false gods—and this mistake led to all his other mistakes! God raised up the prophet Elijah to call Ahab and all of God’s people back to the only true God.
GAME 5: WHAT’S THE GAME?

SUPPLIES: classroom floor dots or sheets of construction paper (red, blue, green, yellow), whiteboard, dry-erase marker

Wonder Ink RESOURCES: Rules Slides

Prepare for this game by placing colored classroom dots or sheets of construction paper on the floor throughout your space. With smaller groups, three or four dots may be sufficient. With very large groups, you may want as many as a dozen.

We’re going to play a simple game, but it may not seem simple because you won’t know what the rules are! You’ll have to try to figure them out. When I say, “Go!” you will have ten seconds to race to the correct spot. I will count down from ten. When I reach zero, get quiet and be ready to listen for the next round to begin. Ready? Set? Go! Kids will go to whatever dots they think might be correct.

Count down from ten seconds, and when you reach zero, award points according to the rules below. But do not reveal the rules! Play through all six rounds, keeping a tally of the points on the whiteboard, and then announce the winner of the game. It will seem like you are awarding points arbitrarily. If your group is large, keep track of how many points everyone earns together. If your group is small, consider writing each person’s name on the board and tracking how many each kid earns.

Make It Inclusive
Tip for Including Kids with Unique Abilities
If there are kids in your group with physical restrictions, be sure to place the dots far enough apart. Alternatively, you can invite these kids to be scorekeepers, which is a fun role to play, since they will be “in on” the secret rules of the game before everyone else.

Works well with the Josiah and the Book of the Law lesson!
The Rules:
Round 1: Touch a green spot = 3 points
   Touch a blue spot = 1 point
Round 2: Touch a red spot = 5 points
Round 3: Touch any spot = 2 points
Round 4: Touch no spots = 10 points
Round 5: Touch a yellow spot = 20 points
Round 6: Touch your nose = 500 points

It's tough to play a game when you don’t know the rules!
Do you think you would do better if you did?

Display the Rules Slide and explain the points “system” to kids. (Feel free to modify these rules or add to them however you see fit. Just pick rules that at least some of the kids are likely to accidentally get right on the first round, when they don’t know what they’re doing.)

King Josiah followed God as best he could, but it wasn’t until a priest found a missing section of the Bible that Josiah and God’s people knew all the rules! But the Bible is much more than a list of rules. It is the history of God’s relationship with us, and it tells how Jesus made the way for us even though we fail to follow the rules perfectly. The Bible is God’s big story. How wonderful to know that we can look at it and learn from it any time we want!
GAME 6: WHO DO YOU LISTEN TO?

**SUPPLIES:** blindfolds; simple obstacles like cones, pillows, or pool noodles; a coin

Prepare by creating a simple obstacle course for kids to navigate. They will be completing this course blindfolded, so use small, soft obstacles. Cones and pillows are good options. Pool noodles work great for something to step over or duck under. Avoid stairs or anything that presents physical danger.

You will need two volunteers to serve as the Truth Teller and the Tricker. If you have the time to play multiple rounds of this game, you can rotate which kids play these roles.

**Leader Tip:** For Younger Kids. With younger kids, it will work best if you have adult leaders play the parts of Truth Teller and Tricker.

For this game, you will navigate this obstacle course blindfolded, but you'll have help. Listen carefully to the directions to get through the course without bumping into anything. Here's the catch: You'll be getting directions from two different people! This game is called “Who Do You Listen To?” because one of the people giving directions is the Truth Teller, and the other is the Tricker. Will you be able to figure out who you should listen to?

On each kid’s turn, once he is blindfolded, flip a coin to determine which volunteer will be the Truth Teller. Do this silently! Then the kid gets to attempt the obstacle course. The Truth Teller gives honest instructions to the kid on the course, helping him avoid the obstacles. The Tricker tries to get him to fail. The Tricker may tell the truth if she wants to, but the Truth Teller always tells the truth.

Give every kid a chance to go. Then gather everyone together.

**Were you able to figure out who to trust?** Give kids a chance to respond to this question. This game was challenging because you didn’t know who to listen to. Life is challenging in a different way. We know who to listen to, but sometimes it’s difficult. So many of the kings of Israel refused to listen to God. They chose to listen to false prophets or false gods, no matter what God did to get through to them. God is giving us directions too, but so are other things and people such as other kids, culture, and people on TV and social media. Who will you listen to?
GAME 7: RED LIGHT, GREEN LIGHT

SUPPLIES: masking tape (optional)

Designate a space for the race by marking a start line and a finish line with masking tape (or laying out some items you have on hand to mark the start and finish lines). Line the kids up at the start line.

We're going to play “Red Light, Green Light.” When I say, “Green Light,” you may move. Race to the finish line! When I say, “Red Light,” you must freeze where you are. If you continue to move after I say, “Red Light,” then you're out of the game. When I say, “Green Light” again, then you can start moving again. Got it? On your mark! Get set! Green light!

Leader Tip: If playing outdoors or in a large space like a gym, the kids can run. If playing in a smaller space, modify the game to slow them down by having the kids crawl on hands and knees, crab walk, duck walk, or something similar.

Every time you say, “Red Light,” take a moment to eliminate any players who keep moving.

Leader Tip: For Older Kids. With older kids, you can be stricter about eliminating players who move when they are supposed to be “frozen.” Be lenient if younger kids are fidgeting.

It’s difficult to stay still when you’re trying to win the race! Sometimes in life, we need to take action. There are things to do! But sometimes we have to be patient and wait on the Lord. He is able to do things we could never do for ourselves. Psalm 46:10 says, “Be still, and know that I am God.” The life of a Jesus follower is a cycle of waiting and moving, listening and acting, trusting and obeying. Sometimes we need to move, and sometimes we need to be still!