



GAMES AND ACTIVITIES

These additional games and activities can be used throughout the Jesus Family Tree series. If you want to integrate more movement and interaction into your lesson, check out these options. We've included tips to make the games and activities inclusive for all kids and have designated those intended for each lesson in the series.

GAME 1: WHAT'S MY NAME?

SUPPLIES: paper (1 sheet per kid), marker, tape

Leader Tip: Alternatively, you can give each kid the name of a well-known cartoon character and have kids guess which characters they are.

This game works great with the Abraham lesson!

In this game, kids will be given a new name and must guess who they are by asking one another questions.

Write each kid's name on a sheet of paper. Then tape a random name to each kid's back, making sure kids don't get their own names and don't know which name they got. Kids will then go around and ask their classmates yes or no questions. (For example, Do I have brown hair? Am I wearing sneakers?) Play until all the kids have correctly guessed who they are.

For this game, we changed our names around for fun. But today in God's big story, we will learn about how God changed Abraham's and Sarah's names because He wanted their names to reflect the incredible thing He was about to do!

GAME 2: FRIEND FOOT FRENZY

SUPPLIES: paper (1 sheet per 4 kids), rulers (optional)

This game works great
with the Ruth lesson!

Leader Tip: Kids may want to remove their shoes to make the stacking easier.

In this game, kids will figure out that they need to lean on each other to accomplish the task.

Invite kids to form groups of four. Give each group a sheet of paper. Ask them to figure out a way for everyone in the group to stand on one foot—with that foot entirely on the sheet of paper. The group that lasts the longest with everyone on the paper wins.

Make It Inclusive

Tip for Including Kids with Unique Abilities

Instead of standing on one foot, have each group lower a ruler to the floor while each member keeps one finger on it. The lesson of depending on each other is the same.

Kids will realize the best way is to “stack” their feet and hold each other up for support.

You’ve just demonstrated the power of supporting each other! Today in God’s big story, we’ll learn about how Ruth left everything she knew to support her mother-in-law, Naomi. God blessed Ruth’s faithfulness to her family!

GAME 3: DO YOU SEE WHAT I SEE?

Wonder Ink RESOURCES: Do You See? Game Slides

This game works great with the Jesse and David lesson!

Leader Tip: If you are using the Jesse and David Experience It! Script, kids will be using their detective skills to guess what certain items are when all they can see is their zoomed-in image. This game is an opportunity for kids to further practice their visual detective skills!

In this game, kids will view highly magnified images of common objects and guess what they are.

Display the first of the Do You See? Game Slides. Explain to kids that on the screen will be images of common objects. The images are zoomed in so much that it can be challenging to tell what the objects are. They'll have a chance to guess what each object is before you reveal the right answer.

Display the next slide. Give kids a chance to guess what the object is. Consider having kids stand up and find a partner to share their guesses with. Then allow kids to share their guesses with the group. Once everyone who would like has guessed, go to the next slide to reveal the answer. Do this for each object pictured on the slides. These are the objects: orange, book pages, frosted corn flake cereal, Swiss cheese, honey, tree bark.

Leader Tip: Create more movement by designating one side of the room as "true" and the other side as "false." Tell the kids you will show them a slide and then tell them what it is. (Some of your answers will be right and some won't.) They should move to either the "true" or "false" side of the room depending on whether they agree with you.

How hard was it to guess what you were looking at? Pause for kids to answer. **Some of them were easier than others, but some were really difficult! Sometimes we just can't trust what we see by ourselves. Today we will learn how God sees beyond what we see in the story of David. Just like you needed a little help with the pictures today, God knows that we sometimes need help seeing what He sees in others.**

GAME 4: HUMAN KNOT

SUPPLIES: ball of yarn (1 per every 5–8 kids)

Leader Tip: This game is best played in groups no smaller than five and no larger than eight.

This game works great with the Joseph and Jesus lesson!

In this game, kids will see how they can go from something messy to something that makes sense. In groups of 5–8, have kids stand in a circle with an arms-length between them. Have the first kid hold on to the loose end of the yarn and toss the yarn ball to someone else in the group. That kid should grab the yarn ball and hold on to the string as she tosses the yarn to someone else in the circle. Do this until all the kids are holding a piece of yarn in their hands. Kids will then try to undo the tangle in the middle of the circle while still holding onto the yarn. If you have multiple groups playing, announce that the first group to untangle themselves wins.

When your yarn was tangled up in the beginning, how hard did you think it would be to untangle it? Pause for kids to share. **Did it look way too messy to ever get undone?** Again, pause for answers. **In our lesson today, we'll remember that God had promised the world a Savior through a certain family. But after generations of the Messiah not appearing, the world was losing hope. However, what might look confusing and messy to us is always clear to God!**

GAME 5: POISON DART FROG

Leader Tip: If the group is large, you can split into two groups, no smaller than five kids per group.

This game works great with the Simeon and Anna lesson!

In this game, kids will be looking for one special person—the poison dart frog.

Invite kids to stand in a circle and close their eyes. Quietly tap the shoulder of one kid, who will be the “poison dart frog.” Have all the kids open their eyes and look around at each other. When the poison dart frog makes eye contact with someone, she should quickly flick her tongue out at them. That person will say, “I’ve been hit!” and sit down. She cannot say who the poison dart frog is. Every time someone gets hit, the group can guess who is the poison dart frog. If they guess incorrectly, the game continues. If they guess correctly, pick a new frog and play again.

That was pretty fun trying to figure out who was the frog! Everybody was looking for one special person. In our lesson today, we’ll learn about two people who spent their whole entire lives looking for one special person—the Messiah!

GAME 6: CHRISTMAS TELEPHONE RELAY

Make It Inclusive

Tip for Including Kids with Unique Abilities

Modify the game as needed by simplifying the original message.

This game works great with any lesson in the Jesus Family Tree series!

Split the group into two single file lines on opposite sides of the room (A and B). Whisper to the first kid on Side A the phrase, "Jesus is the promised Savior. The promised Savior is Jesus. We celebrate His birth at Christmas." That kid will run to the first person in line on Side B and whisper what he thought he heard, then run to the back of his line. The first kid on Side B will run to Side A and share what she thinks she heard with the next person on Side B, then run to the back of her line. Have the kids repeat this until everyone has had the chance to run across the room. Kids are only allowed to say the phrase once. At the end, have the last kid share what he thinks was said. Compare it to the actual message shared at the beginning of the game.

Wow, we got that pretty wrong! It's amazing that we can't even get a phrase through our group without it getting jumbled up, but God went through generations of people with a clear message—"the Messiah is coming!" This Christmas season, we will learn how God wove His promise of a Savior throughout the family tree of Jesus, starting from the very beginning. God was clear from the start! He sent Jesus to save the world!