

# WHAT DID HE SAY?



## GAMES AND ACTIVITIES

These additional games and activities can be used throughout the What Did He Say? 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: STEADY OR NOT!

**SUPPLIES:** tissue paper (full-size sheets, 1 per 2 kids), stickers, painter's tape, large electric fan, foam dodge balls, cushions or packing peanuts or foam packing material, marker (prep only), scissors (optional), rubber stamps (optional), ink pads (optional)

This game works great with The Wise and Foolish Builders lesson!

**Leader Tip:** Cut the tissue paper squares into the shape of a house to make it more engaging.

#### Make It Inclusive

Tip for Including Kids with Unique Abilities

Some kids may be upset at the idea of destroying something they've created. Prep kids by telling them that crinkling or ripping their house is OK—it's part of the game!

In this game, kids will see the effect of a solid foundation versus an unsteady one.

Ahead of time, use a marker to carefully draw a simple house shape on tissue paper, creating one sheet in the shape of a house for every two kids.

Pair up the kids and give each pair a “house” drawn on (or cut out of) a sheet of tissue paper. Allow kids time to decorate their houses with stickers (and rubber stamps, if you choose). While they decorate, create two foundations: tape two large squares on the floor. Fill one square with the cushions or packing material (so when kids stand on it, they’re unsteady). Leave the other square empty. When kids are done decorating their houses, have one pair go at a time, holding their house between them. **Let’s see the effects of honoring God and not honoring God!** Have kids stand on the firm foundation (i.e., the floor), turn on the fan to represent wind, and toss dodge balls to represent rain. Next, have them stand on the unsteady foundation and repeat with the wind and rain. Encourage kids to overact and eventually fall on the floor. It’s OK if the house rips—in fact, that’s the goal.

**Jesus told the imaginative story of the wise and foolish builders to show how His words matter. When you put Jesus’ words into practice, you are like someone who builds your house on rock—you will be able to stand strong through the hard things in life. But if you do not put Jesus’ words into practice, you are like the person who built his house on sand (oh, your poor house!).**

# GAME 2: SEEDS OBSTACLE COURSE

**SUPPLIES:** tables, chairs, painter's tape, parachute or bedsheet, pop-up tunnel (optional)

This game works great with the Seeds and Soil lesson!

**Leader Tip:** Make this more challenging by positioning an extra leader toward the end of the course who attempts to distract the kids by calling them over. If kids leave the course, they're out!

## Make It Inclusive

**Tip for Including Kids with Unique Abilities**

Encourage the group to creatively help kids with physical limitations or restrictions through the course—they could invent a “hover” mode to get them across the canyon in their wheelchair, or stand in a gauntlet to hold up the parachute, etc.

In this game, kids will attempt to complete an obstacle course without getting distracted or pulled out.

Ahead of time, set up an obstacle course in your large space: tables to crawl under or walk around, chairs to walk around or crawl under, a parachute or bedsheet to fan up and down, pop-up tunnels to crawl through (optional), etc. Use tape to create a “canyon” on the ground: this can be constructed by taping two lines parallel to each other but far enough apart that kids need to jump from one to the other. Also use tape to mark the start and finish lines. Choose two kids to fan the parachute or sheet.

Gather kids. **You are all seeds, and your goal is to get from the farmer (the start) to good soil (the end).** Walk through the course, showing kids what to do. **It doesn't sound too difficult, but there's more! If a leader taps your shoulder while you're going through the course, you're out. If you don't make it across the “canyon,” in one jump, you're out. If you get trapped by the parachute, you're out. It's OK if**

**you get out and don't make it all the way across. Everyone will get multiple tries.**

Allow kids to go through the course one at a time. Tap different kids to be out each time and mix up the kids who are fanning the parachute.

**Jesus taught that it's very difficult to obey God all the time. Sometimes Satan takes away our chances to hear God's message, like when you got tapped out of the course. Sometimes we don't obey when things get tough, like not jumping across the canyon. Sometimes we get trapped by the things in this world, like the parachute. But when we're able to recognize the distractions and dangers, and choose to hear and obey Jesus' teachings, we become like the good soil that the seed—God's words—can grow in! We get to spread God's message to others through our lives!**

# GAME 3: GOOD SAMARITAN FREEZE TAG

**SUPPLIES:** adhesive bandages

**Leader Tip:** Make the game more complicated by adding more taggers!

This game works great with  
The Good Samaritan lesson!

In this game, kids will play freeze tag with a twist—will anyone stop to help the friend on the ground?

Give each kid a bandage. **Today we'll play Freeze Tag. If you get tapped on the shoulder by the tagger, you are frozen. Anyone can unfreeze someone else by running in a circle around them. Keep your eyes open though ... there might be someone who needs a little more help. That's where these come in** (hold up a bandage). **To help someone on the ground, you need to kneel beside him, place a bandage on him, and help him up with two hands. But beware! The tagger is still out there!**

Show kids the perimeter of the play area and begin the game. After about a minute, pull aside one kid and give her the job of being the "hurt person." Have her lay down as though she is hurt and see how long it takes for kids to help her. Repeat, rotating the taggers and asking different kids to play the part of the hurt person.

**Jesus taught people what it means to love your neighbor through the imaginative story of the good Samaritan. In our game, we helped each other by unfreezing those who were tagged. But it was trickier to help the person on the ground, right? You might have gotten tagged yourself while helping. Jesus encourages us to show love and compassion to everyone.**

# GAME 4: LOST AND FOUND

**SUPPLIES:** brown paper grocery bag, collection of small items from The Lost Son lesson (ring, cloth, toy pig, pouch of money, toy food, etc.), timer (optional)

This game works great with the The Lost Son lesson!

**Leader Tip:** This activity works great in small groups. It gives kids the opportunity to talk more and to quickly establish trust among each other.

In this game, kids will play hide and seek with small items that remind them of the story of the lost son.

Show kids the collection of small items. **Today we'll play hide and seek—or Lost and Found!—with these items. Everyone will close their eyes while I hide \_\_\_\_\_** (say name of item). **Then when I say, “Go,” you have to look for it. The first person to find it gets to select and hide the next item.** Continue playing until everyone has had a turn. Variations:

- Don't tell the kids what you hide.
- Allow one kid at a time to search for the lost item, giving them a 30 second time limit.
- Hide all items at the same time and give hints for what kids need to search for (e.g., you can tell them to look for something the father put on his son when he returned home).
- Require the items to be slightly visible when hidden (e.g., not fully hidden under a cup or partially inside a cabinet).

**There were some items that were lost and needed to be found. Sometimes people are that way when they turn away from God. In the game, we were excited to find the lost items. But in life, God is excited when anyone comes back to Him! Jesus taught that no matter what anyone has done, God is a loving father. He desires to welcome each of us back home, and He lavishes us with love and attention!**

# GAME 5: TELEPHONE RELAY

**Leader Tip:** If possible, lead this game in a space that allows for kids to spread out (such as a large group room, a gym, or outside).

This game works great with any lesson in the What Did He Say? series!

## Make It Inclusive

Tip for Including Kids with Unique Abilities

Pair kids up so that if one kid is unable to speak the phrase or run to the next teammate, his partner can.

In this game, kids will play Telephone, in which one person whispers a phrase to another person who whispers it to another person until everyone hears it. The twist is that no one will be sitting near each other.

Have your group sit in a large circle, spacing themselves out an arm's length from the people beside them. Number the kids off by ones and twos, having the twos sit with their backs to the center of the circle.

**Welcome to Telephone Relay! Your teammates are the people sitting the direction you're sitting (facing the center or facing out). I'll share a phrase with the first person on your team. When I say, "Go!" she will race to the next team member and whisper the message. Keep passing it on ... but make sure you tell the right person! The last person in line should stand when she receives the message, and we'll see which team was able to successfully pass it on!**

Phrase ideas to share:

- What did He say?
- Jesus' words matter.
- Jesus teaches us to show compassion.
- Love your neighbor as yourself.
- Love the Lord your God with all your heart and with all your soul.

**Jesus taught a lot about God. Jesus is God! And the words He shared are important to know and to do. That's why we asked the question in this series, "What did He say?" What did Jesus say about the best ways to live? What did Jesus say about how we should treat others? What did Jesus say about how to love God? He said a lot. And it's important for us to listen ... and obey ... and pass it on!**