



GAMES AND ACTIVITIES

These additional games and activities can be used throughout the Risen series. If you want to integrate more movement and interaction in your lessons, 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: DRY BONES, HEAR!

Wonder Ink RESOURCES: [Risen Elementary Spotify playlist](#) (optional)

Works well with the Ezekiel and the Dry Bones lesson!

In this modified version of musical chairs, kids pretend to be lifeless skeletons who only come to life when the music is playing.

Have you ever played Musical Chairs? Could someone explain how it works? Give one of the kids the chance to answer or do so yourself. **This game is sort of like that, except there are no chairs. That's because in this game you'll pretend to be like the lifeless bones that came alive in Ezekiel 37!**

Invite kids to spread out and lay down on the floor. When the music isn't playing, they must lie completely still. **When I say, "Dry bones, hear!" and start the music, then you come to life. Get up! Do a walk. Do a dance. Do whatever you want, just so long as you keep moving. When the music is playing, you have to keep moving. Then, when the music stops, drop to the floor and lay perfectly still. The last person to stop moving is out!**

Play continues, eliminating one player per round, until there is only one kid left. She wins!

Leader Tip: Consider using the [Risen Elementary Spotify playlist](#) for the music. If you want to strike a sillier tone, you could sing or whistle a recognizable jingle.

Make It Inclusive

Tip for Including Kids with Unique Abilities

If there are kids in your group with physical restrictions, consider modifying the activity so that everyone may participate in the same way. For example, if you have a kid who is in a wheelchair, you might modify the activity by having all the kids sit in a chair when the music stops playing instead of lying on the floor.

God told Ezekiel to prophesy to the dry bones and say, "Hear the word of the LORD!" (Ezekiel 37:4). And they came to life. That's the power of good news from God! God has good news for us too.

GAME 2: THE BLOB

In this modified version of Tag, every time a kid gets tagged, he gets incorporated into the Blob. The Blob grows and grows until all the kids are a part of it.

Works well with
the Jonah lesson!

To start, we need someone to be Baby Blob. Allow one of the kids to volunteer or pick one to start the game. **Baby Blob is trying to get you. If Baby Blob tags you, then you become a part of the Blob. You must hold onto one of Baby Blob's arms, and then the two of you continue hunting for others to get.**

Leader Tip: Before this game begins, offer some guidelines for appropriate touch: tags should be gentle, on the arm, shoulder, or upper back. When someone gets tagged and must join the Blob, they should hold onto someone's arm, preferably between the elbow and the wrist.

As each new person is tagged, they too join the Blob by holding onto the arm of someone who is already a part of it. As the Blob grows, it will include more and more kids, but each will only be able to tag with one of her hands because she'll be using the other to hold onto the Blob.

Those of you who have not been caught by the Blob, your job is to stay away! But here's the catch: you have to crawl on your hands and knees. Alternatively, you can have students hop on one foot, crab walk, or do something similar. Adjust the difficulty as needed, depending on the age of your kids. Just be sure the kids who are trying to stay out of the Blob have their movement restricted in some way, because as the Blob grows, it'll become slower (and more hilarious) while catching the last remaining kids.

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.

When Jonah tried to run away from God, he was swallowed by a huge fish. God has good news for the whole world, but Jonah did not want to bring God's message to the people of Nineveh. In the end, Jonah went to Nineveh and shared the good news. God has good news for the whole world—including us!

GAME 3: THE DISAPPEARING MAN

SUPPLIES: dry-erase marker, whiteboard

Works well with the
Lazarus lesson!

Before this game, draw a basic stick figure on the whiteboard.
You will want to have a few details on the figure such as a face.
The more parts there are to erase, the longer you can play the game!

Invite kids to spread out so they have room to move. **We're going to play a game called The Disappearing Man. The goal of this game is to guess the word on the board one letter at a time. Whenever someone guesses a letter incorrectly, we will erase one part of the man on the board and you will all lose the ability to use that part of your body. For example, I might erase the stick figure's right foot and say, "You lost your right foot," so you will all have to stand on your left foot. Or I might erase the figure's left eye and say, "You lost your left eye," so you will all have to keep that eye closed.**

Near the stick figure on the whiteboard, add dashes to indicate the number of letters in the mystery word. Consider choosing words that relate to the Risen series, such as: *life, power, king, holy, mercy, saved, crucifixion, and resurrection*. On each kid's turn, she may guess a letter or attempt to guess the entire word. If she guesses the entire word, then everyone is raised back to life and regains full use of his body.

With each incorrectly guessed letter, you could progress this way:

- 1) You lost your right foot.** Kids stand on their left foot.
- 2) You lost your left arm.** Kids hold it behind their backs.
- 3) You lost your left eye.** Kids close that eye.
- 4) You lost your other foot!** Kids kneel.
- 5) You lost your other eye!** Kids close both eyes.
- 6) All is lost!** Kids lie down defeated.

If they make it to step six and still haven't guessed the word, then tell them what the word is. Kids are then "raised back to life" and can start another round with a different word and a new stick figure.

Make It Inclusive

Tip for Including Kids with Unique Abilities

If there's a kid with physical restrictions that prevent him from participating, consider making him the scribe who fills in the letters of the word.

After Lazarus died, Jesus simply spoke, and Lazarus came back to life. Jesus has power over death!

GAME 4: DRAMATIC RUNWAY

SUPPLIES: masking tape (optional)

Wonder Ink RESOURCES: [Risen Elementary Spotify playlist](#) (optional)

Works well with the
Triumphal Entry: Jesus
Enters Jerusalem lesson!

Designate an area of your space as the “runway.” Consider marking a runway with two strips of masking tape. Invite the kids to line up at one end of the runway.

In a moment, I'm going to invite you to walk the runway to the end, pose, turn, and walk back. But there's a twist! Each time you go on the runway, I'll give you specific instructions about how to move. For this first round, I want you to move as your favorite animal!

Leader Tip: To break the ice and increase engagement, you can go first!

Designate 1–3 kids (or adult leaders) to serve as judges. They can award a score for each runway performance from 1–10 by raising the appropriate number of fingers. Encourage them to be generous with their appraisals.

Make It Inclusive

Tip for Including Kids with Unique Abilities

Modify instructions to accommodate kids with physical restrictions or invite them to serve as judges.

Kids take turns moving down the runway until everyone has the chance to go. Each round of play has modified instructions.

Leader Tip: Consider playing upbeat worship music from the [Risen Elementary Spotify playlist](#) while the kids move down the runway.

Round 1: Move like your favorite animal!

Round 2: Give each kid a different physical challenge: hop on one foot, crawl, skip backwards, twirl, bunny hop, etc.

Round 3: Do your best victory dance!

When Jesus entered Jerusalem, He didn't dance, and He didn't gloat. He could have entered Jerusalem however He wanted, but He came humbly by riding a donkey. The people would soon learn that Jesus is no normal king!

GAME 5: HIDDEN MESSAGE

SUPPLIES: paper (1 sheet per kid), white crayons (1 per kid), watercolor paints, watercolor brushes (1 per kid), cups of water

Works well with
the Crucifixion and
Resurrection lesson!

Wonder Ink RESOURCES: [Risen Elementary Spotify playlist](#)

Leader Tip: Consider playing worship music from the [Risen Elementary Spotify playlist](#) while the kids work.

Prepare a sheet of paper by writing “Jesus is risen” on it in white crayon. Introduce this activity by holding this paper up for all to see.

What do you see here? Looks like nothing, right? What if I told you there was an important message hidden on this page?

Demonstrate the way to reveal the secret message by painting over it with watercolors. The paint won't stick to the white crayon, and the hidden message will be revealed.

Now each of you gets to make one of these hidden messages. Give each kid a sheet of paper and a white crayon. Have each kid write the message “Jesus is risen” on the paper. Then kids can exchange papers with someone else and paint them with watercolors to reveal the message.

Leader Tip: For Younger Kids. Instead of writing, younger kids could draw a simple picture, such as a cross, a heart, or a heart with a cross inside of it!

Finally, invite kids to write another message to take home and share with their siblings or parents. (Messages can also be revealed with colored pencils or markers.)

The colors represent all the different things we go through in life. Good things, bad things, beautiful things. We don't see Jesus the way His first followers did, but He is here with us! He promised to always be with us. As you go through all the different experiences of this life, if you pay attention, you'll discover all the ways He is there for you. Jesus is risen!

GAME 6: BUBBLE HOP

SUPPLIES: colored discs (can be cutouts of construction paper or drawn with chalk), scissors (prep only, optional)

Works well with any
of Risen lessons!

The objective of Bubble Hop is to be the first player to reach the finish line by hopping on bubbles while demonstrating patience and waiting for the right opportunity to move forward. This game works best in an open space—outdoors or a large indoor area. Designate a start line and a finish line and distribute “bubbles” throughout the space. The bubbles can be circles of construction paper or drawn with chalk. Be sure there are multiples of several different colors. (For example, six red bubbles, six green bubbles, six blue bubbles, etc.)

Invite kids to gather at the start line. **In a moment, we’re going to have a race called Bubble Hop. The first person to the finish line wins, but you can only move by hopping from one bubble to the next. These circles on the ground are the bubbles. Once the race begins, I’ll say a color, and then I’ll either say “Hop” or “Pop.” You’ll want to listen very carefully, because if I say “Hop” then you are allowed to hop to that color. If I say “Pop,” then that color is about to pop, and you need to get off it!**

For example, if I say, “Green ... hop!” then you may hop to a green bubble, if there’s one close enough to you. There may not always be a bubble you can reach. If I say, “Green ... pop!” then the green bubbles are about to pop. If you are standing on a green bubble, then you need to hop to a different one!

If a kid hops to the wrong color or fails to hop away from a bubble that is about to pop, then he’s out. Sometimes there won’t be a bubble of the appropriate color near enough to reach. That’s OK! The point of this game is to help the kids practice patience—waiting attentively and listening carefully for the right moment to move. Note: No more than one kid may occupy the same bubble. The first kid to cross the finish line wins!

Leader Tip: Do a quick practice round to make sure everyone understands before starting the real game.

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.

Sometimes our faith feels like it’s mostly about things that happened a long time ago. Or it feels like our faith is mostly promises about things that will happen a long time from now—which means there’s a lot of watching and waiting. But Jesus wants us to have a relationship with Him right now! We can experience new life today.