



TRANSFORMED

GAMES AND ACTIVITIES

These additional games and activities can be used throughout the Transformed 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: I'LL BELIEVE IT WHEN I SEE IT!

SUPPLIES: basket or bowl, scissors (prep only)

Wonder Ink RESOURCES: I'll Believe It When I See It Action Cards Sheet

This game works great with the Thomas Questions lesson!

Leader Tip: You can use the provided prompts in the Believe It When I See It Action Cards Sheet or allow kids and leaders to come up with their own ideas.

Make It Inclusive

Tip for Including Kids with Unique Abilities

Preselect the cards that would be better suited for kids with physical limitations and offer those cards to those kids.

In this game, kids will claim they can accomplish different moderately-challenging activities—and have the chance to prove themselves (or not)!

Has anyone you've known ever claimed they could do something, but you weren't sure if they really could? If so, you might have said, "I'll believe it when I see it!" Today we're going to give you a chance to show us what you can do, but we will only believe it when we see it!

I need a volunteer to choose one of these activity cards. Select a leader or outgoing kid volunteer to go first. Ask the volunteer to select a card from the basket or bowl and read it out loud, or you can read it for a kid who is not a strong reader.

OK! (Name of volunteer) **has a card that says she can** (name of activity listed on card). **Well,** (name of volunteer), **I'll believe it when I see it! What about you all?** Encourage kids to repeat, **"I'll believe it when I see it!"**

Invite the volunteer to attempt the activity. Be encouraging, but gently cut the activity short if it's clear the kid is getting frustrated or embarrassed. If the kid is successful, invite the crowd to say, **"Wow, you did it!"** If the kid is not successful, invite the crowd to say, **"Awesome try!"** Then ask all the kids to try to do the activity. Before they start, remind them of the activity and say, **"I'll believe it when I see it!"**

Go through as many of the activity cards as time allows.

Today in God's big story, we learn about a man named Thomas. The other disciples told him Jesus was alive again, but Thomas said, "I'll believe it when I see it!" Jesus showed Himself to Thomas, and Thomas believed. We don't get to see Jesus walking and talking the way Thomas did, but the Holy Spirit helps us to believe in Jesus even though we can't see Him. That's what faith is—believing even when we can't see!

GAME 2: BLINDFOLDED RELAY RACE

SUPPLIES: blindfolds (1 per team), various obstacles, chairs (1 per team), painter's tape (optional)

This game works great with the Paul's Conversion lesson!

Leader Tip: Play this game with two teams or more, depending on your space. Ideally, each team will have an even number of kids.

Make It Inclusive

Tip for Including Kids with Unique Abilities

Group kids by age or physical ability. Create a simpler set of obstacles for younger kids or kids with physical challenges.

In this game, teams will navigate a series of obstacles in a relay-style race. Kids will complete the course in pairs. One kid will wear a blindfold and be guided through the course by the other.

Before the game begins, create obstacle courses (one per team) in your space. Obstacles should be soft, safe items such as beanbags, pool noodles, and pillows. If possible, use painter's tape to create "lanes" and scatter the obstacles in the lanes. Place a chair at the far end of each obstacle course.

Divide the group into teams (based on how many lanes you can create).

Today you're going to compete in an obstacle course relay race! Each team will send two people at a time who will walk around super tough obstacles, around the chair, and back to the start. Demonstrate as you talk. When you finish, the next two kids go. Do you think you can get around these crazy obstacles? Wait! I forgot to tell you. One person in each pair will be wearing one of these! Give each team a blindfold. **The person who isn't blindfolded will have to lead the blindfolded person around the obstacles and back. If the blindfolded person touches one of the obstacles or falls, you must start again. The first team to get everyone through the obstacle course wins! To keep everyone safe, no running!**

Ready, set, go!

Cheer on the kids as they complete the course.

If you wore a blindfold, how did it feel to be led around? Allow the kids time to respond. **In God's big story today, Paul was on his way to arrest Christians when a bright light from heaven flashed around him, and Jesus spoke to him. After that, Paul was totally blind for three days. Because he couldn't see where he was going, other people had to lead him around, just like some of you led your partners. But even though Paul's eyes couldn't see where he was going, the Holy Spirit changed him and his mind saw the truth that Jesus is God's Son!**

GAME 3: SPECIAL MISSION

SUPPLIES: pens or pencils (1 per team), timer, clipboards (1 per team, optional), prizes or trophy for the winning team (optional)

Wonder Ink RESOURCES: Special Mission Sheet (1 per team)

This game works great with the Paul and Barnabas lesson!

Leader Tip: We're suggesting a five-minute time limit for this activity, but if you have more time, you could make it open-ended and reward the first team that completes all 10 activities.

Ahead of time, make copies of the Special Mission Sheet, one for every 5 to 10 kids. In this game, teams of kids will race to see how many of the “special mission” activities they can complete in five minutes.

Hello! You've each been selected for a special mission. Are you ready? Group the kids into teams of 5–10 and make sure there is a leader with each team. Pass out a copy of the Special Mission Sheet, a pen or pencil, and, if available, a clipboard to each team.

Each team has been given a list of tasks to complete as part of your special mission. The team that completes the most tasks in five minutes wins the Special Agent of the Year Award! On your mark, get set, go!

Call out the time left at regular intervals until time is up. **Stop! Show me your Special Mission Sheets!** Count how many activities each team completed and declare a winner. If desired, you might want to award a prize or trophy to the winning team.

You did a great job on your special mission! The Holy Spirit gave Paul and Barnabas a special mission—a mission from God to share the good news about Jesus wherever they went. The Holy Spirit gave them the power to stand up to Elymas and tell the truth. The Holy Spirit gives us power too!

GAME 4: SWIM TO SHORE!

SUPPLIES: traffic cones (optional)

This game works great with the Paul's Shipwreck lesson!

Leader Tip: Use traffic cones or other objects to establish the boundary areas so it's clear when the kids reach "shore."

Make It Inclusive

Tip for Including Kids with Unique Abilities

This game requires movement. If you have kids who can't participate in "swimming" to shore, invite them to be part of the "rocks" in the water.

In this game, kids will attempt to "swim" to safety past various obstacles (sharks and rocks).

Have the kids line up at one end of your space. Designate a large area as "water," and have a clearly marked area on the side of the space opposite kids that represents the "shore." Place several leaders and/or kids in the "water" area and assign half of them to be "rocks" and half of them to be "sharks."

Oh, no! There's been a shipwreck. You're all on the ship, and you're going to have to swim to shore! But watch out for the sharks (have the people being "sharks" wave) **and the rocks** (have the people being "rocks" wave). **If you're tagged by a shark, you become a shark and will stay in the water to tag other swimmers. If you bump into a rock, you become part of the rock. Rocks stand still, but sharks can swim anywhere in the water! See if you can make it safely to the shore!**

Invite the rest of the kids to "swim" back and forth until most or all the kids have become sharks or rocks.

Great swimming, everyone! But not very many of you made it to safety. Uh-oh! However, in God's big story today, Paul was in a shipwreck and did make it to safety—along with everyone on his ship. It must have been scary to be in a shipwreck. But the Holy Spirit gave Paul courage, and with God's help, everyone on the ship was saved.

GAME 5: TURN THAT FROWN UPSIDE DOWN

Leader Tip: Create variations of this game by changing what the “transformer” does (instead of blinking, suggest nodding or shrugging) and what the “transformed” kids do (instead of smiling they can puff out their cheeks or lift their chins).

This game works great with any of the Transformed lessons!

Make It Inclusive

Tip for Including Kids with Unique Abilities

Have everyone in the circle sit in chairs instead of on the floor to be at eye level with kids in wheelchairs or other assistive devices.

In this game, kids will sit in a circle with frowns on their faces until the designated person winks at them, turning the frown into a smile!

Ask the kids to sit on the floor in a circle. **In just a minute, I’m going to pick one of you to be the Transformer. If you’re the Transformer, keep it a secret! Don’t tell anyone! OK. Now close your eyes. I will tap the person on the head who will be our Transformer.**

Walk all the way around the circle and tap one person on the head. Choose a leader or older kid for the first round. **OK, open your eyes. Now it’s time for everyone to frown. Show me your best mad, frowny faces. Look around the circle at other people. The Transformer is going to secretly wink or blink at different people. If the Transformer winks or blinks at you, turn that frown upside down and put a smile on your face! After a few minutes, we will try to figure out who the Transformer is.**

Let the Transformer “transform” a few kids, then stop. **OK. If you’re smiling, you aren’t allowed to answer. For the rest of you, do you know who the Transformer is?** Let kids discuss who they think it might be. If they figure it out, choose a new Transformer and start a new round. If they don’t figure it out, keep going with that Transformer until the kids realize who it is. Play as many rounds as you have time for.

The Transformer had the power to change you, right? You went from frowning to smiling! During this series, we’re talking about people who are transformed—changed—by the Holy Spirit. The Holy Spirit can make a huge difference in our lives, giving us faith, boldness, power, and courage.