



GAMES AND ACTIVITIES

These additional games and activities can be used throughout the Walking in Love 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: HIDDEN CONNECTIONS

SUPPLIES: paper, scissors (prep only), pens or pencils

Wonder Ink RESOURCES: [Walking in Love Elementary Spotify playlist](#) (optional)

Works well with
the God's Amazing
Love lesson!

Ahead of time, cut slips of paper, two per kid. Write "God" on half of the slips and put those aside for the final round of play. The remaining slips should be blank.

In this game, kids will work together (without talking!) to connect with the person whose name they drew. Before you begin, invite each kid to write her name on a blank slip, and collect the slips.

In a moment, I'll give you one of these slips of paper. You may look at it to see whose name you got, but don't show it to anyone and don't tell anyone! Here's the challenge: You must find and stand next to the person whose name is on your slip. Simple, right? But there's a catch: you may not speak. Your challenge is to do this silently!

Shuffle the slips and distribute them. Make sure no one gets his own name. Invite kids to move around, find the person on their slips, and stand beside him. Consider playing music from the [Walking in Love Elementary Spotify playlist](#) as they do. The game is not as easy as it sounds, so expect some chaos! Since kids will be moving around, many may have to follow the kid whose name they've received for a bit before the two connect! Eventually, they'll figure out how to arrange themselves in lines or circles so everyone can stand beside the person he was assigned.

Leader Tip: For Younger Kids. Be ready to offer some assistance, especially to younger players. To make things easier, allow them to show each other the name they got (if needed), allow them to talk, or offer some direction.

Time permitting, shuffle the slips and repeat this for another round or two. But be sure to leave time for the final round, which is a bit different. For the final round, designate one of the kids to be a representative for God. Invite him to stand in the middle of the space. Then, distribute the slips you prepared ahead of time. Every kid will get a slip that says "God," so this last round will go quickly as all the kids rush to stand beside the one kid who represents God.

Gather kids together. **Sometimes it's challenging to connect with other people, but through the Holy Spirit, Jesus-followers are always connected to God. Simply talk to Him or think about Him, and He's right there! Nothing can separate us from God's love.**

GAME 2: HIDDEN INSTRUCTIONS

SUPPLIES: index cards and masking tape or sticky notes, pen (prep only)

Works well
with the Love Never
Fails lesson!

Ahead of time, prepare index cards (to be used with masking tape) or sticky notes by writing a simple and unique way kids can show care for one another. You'll want one per kid. Here's a list of suggestions:

- Give me a high five
- Give me a fist bump
- Give me a thumbs up
- Compliment my outfit
- Compliment my shoes
- Compliment my smile
- Tie my shoes
- Say, "You're the best!"
- Say, "You rock!"
- Say, "I'm glad you're my friend."
- Ask me what my favorite color is.
- Ask me how I'm feeling.
- Ask me what I want for my birthday.
- Entertain me with a silly dance.

In this game, kids will show kindness to and care for one another through simple gestures, compliments, or acts of service, demonstrating a variety of ways to show love.

Invite kids to form a line in front of you. **On these notes are a variety of ways you can show care and love for others. In a moment, I'm going to stick one of them to your forehead. You won't be able to read it! Go around to each kid and do what her note says. For example, if the note says, "Say, 'You're awesome!'" then you will tell that person, "You're awesome!" As you go around the room, try to guess what your own note says based on how everyone else is treating you!**

Go down the line and put a note on each kid's head, encouraging kids to not look at anyone else's note until you say, "Go." When a kid correctly guesses what her note says, she may remove it.

Game play continues until everyone guesses correctly. Sometimes this results in a funny moment with several kids all trying to give one kid a high five!

Leader Tip: For Younger Kids. With very young kids or developing readers, be prepared to help by reading the notes. Whisper what they say to the other kids so the recipient doesn't hear it!

Gather kids together. **How did that feel, having so many people coming up to you and doing something nice? Of all the things written on these cards, which is your favorite?** Allow kids time to answer these questions. **Love is more than just a feeling. Love is something we do, and there are many different ways to show love. God shows us how to love!**

GAME 3: THE GIVING GAME

SUPPLIES: coins (10–20 per kid), plastic cups (1 per kid), six-sided die

Works well with the
Generosity and Cheerful
Giving lesson!

Leader Tip: This game works best when all the coins are the same denomination.

In this game, kids will experience firsthand the importance of generosity as they benefit more from giving money away than from keeping it. (Be sure to let them discover this truth for themselves!)

Invite kids to sit in a circle. Give each kid a plastic cup. Place a pile of coins in the center of the circle.

For this game, the amount of money you start with is determined by rolling this die. Hold up the die. **You'll roll the die and take that number of coins out of the "pot."** Pass the die around the circle, allowing kids to take between one and six coins from the pile, depending on what they roll.

Now you have a chance to be generous. The cup is your "Giving Cup." Anything you put in the Giving Cup will help someone else. It's no longer yours, and you won't be able to use it in the game. You may put in one coin, all your coins, none of your coins, or any number of them in between. It's up to you. Give kids the chance to decide how many of their coins, if any, will go in their Giving Cups.

Leader Tip: If anyone asks the purpose of the game, or how to win, simply say, "The purpose is to be generous."

From there, game play goes around the circle. On each turn, kids roll the die and do what it says:

1: Hard times! You lose all your money (put it back in the pot).

- 2: **Good times! Roll the die to see how many more coins you may take from the pot.**
- 3: **Buy something! Give one coin to the person on your right.**
- 4: **Sell something! Take one coin from the person on your right.**
- 5 or 6: **Opportunity to give. You may put more coins in your Giving Cup.**

Take note: A kid never loses or gives away the coins in her Giving Cup. That money can't be used for game play. Continue until the "pot" runs out or as time permits. At the end, the kid who has the most coins in his Giving Cup wins! The number of coins he kept is irrelevant.

Money is like that. We can earn it, spend it, find it, or lose it, but when we decide to be generous, nothing can ever take that away from us! We can use money for lots of different things, but generosity lasts forever. Being generous doesn't always come naturally, so God helps us be generous!

GAME 4: THE BLAME GAME

This game will get kids up and running with hilarious results.

To begin, invite each kid to take off one shoe and hold it in her hands. Alternatively, you can collect other items for the kids to hold. Any simple, found items will work (e.g., balls, stuffed animals, small books)—so long as each kid has one item to hold. Designate places for the race to start and finish and line the kids up at the start.

Works well with
the Living in Peace
lesson!

In a moment, you'll race to the finish line. There's just one rule: Don't drop the item you're carrying! If you drop it, you're disqualified. Ready? Set ... Go!

Let kids race to the finish line and take note of who comes in last. This kid is now out of the game, but before he sits down on the sidelines to watch, he gets to decide who's to blame. (Assure kids it's all a part of the fun! No one is actually to blame.) He may pick any one of the kids, point at her, and say, "It's your fault!" Then he gives his item to the kid he chose. For the next race, that kid must now carry two items!

Make It Inclusive

Tip for Including Kids with Unique Abilities

Kids with social/emotional challenges may be deeply bothered at the idea of coming in last. If you anticipate that some kids in your group may have a hard time with this, ask a volunteer to participate along with the kids and come in last during the first race. It might take kids one or two races before they realize how silly the game is meant to be!

Leader Tip: To increase the challenge (or the silliness), give instructions about how the kids must race. For example, "For this round, you must skip," or, "For this round, you must hop on one foot."

Game play continues like this, eliminating one kid with each race and inviting him to choose one of the remaining kids to blame and to give his item(s) to. Remember that dropped items result in disqualification as well. With each race, there will be fewer and fewer competitors trying to run with more and more items. Expect laughter. The last kid remaining in the race wins!

Did you notice how it became more and more difficult to move the more items you had to carry? That's how blame works. That's how unforgiveness works. When you carry a grudge about someone, it's like being loaded down with all kinds of extra burdens. Fortunately, God helps us love and forgive others. When we forgive, it's like dropping the things that weigh us down so we can run free!

GAME 5: DON'T MOVE!

In this game, kids will try to hold silly poses without moving—a tall order that requires perseverance!

Works well with
the Perseverance
lesson!

Invite one kid to be the Director. The Director stands in the center of the space while all other kids spread out around him.

Encourage the Director to give everyone a direction. For example, "Dance," "Jog in place," or "Hop on one foot." Then, the Director can count down from ten to one and say, "Freeze!" At this point, all the kids are to freeze in place. If the Director spots anyone moving, that person is out and sits on the sideline. The Director can also attempt to make kids move by making them laugh or smile but may not touch anyone. After about 30 seconds, the round is over. The last kid standing gets to be the Director for the next round. If more than one kid remains, award the Director role to whomever struck the most creative pose.

Leader Tip: For Younger Kids. Consider playing the role of Director yourself for the first round to demonstrate how the game works. For very young kids, consider being the Director for every round.

Make It Inclusive

Tip for Including Kids with Unique Abilities

If there's a kid in your group with physical restrictions, consider letting her be all-time Director.

It wasn't easy keeping still in those silly poses, was it? It took some perseverance. Perseverance means sticking things out to the end, even when it's difficult. Sometimes in life, difficult things come that aren't a game. Sometimes we feel like we can't persevere. But God helps us through difficult things! James 1:12 says, "Blessed is the person who keeps on going when times are hard."

GAME 6: BIGGER THAN A BOUNCY HOUSE

SUPPLIES: timer

In this modified version of charades, kids will work together to complete a sentence like, “God’s love is bigger than ...” or “God’s love is stronger than ...” by guessing the word that’s being acted out.

Works well with any of the Walking in Love lessons!

Before you begin playing, create a “batting order.” Line up the kids by height, age, or randomly assigned numbers. This is the order in which kids will act out the hidden word. Like charades, they should act out the word silently—no talking or sound effects. All the other kids attempt to guess the word by shouting out answers. They’re all playing on the same team.

Leader Tip: Even though the kids are all on the same team, consider keeping score. Award one point (or 100!) each time they guess the secret word. Earning points is very motivating, even when there’s no winner or loser!

Invite one kid at a time to the front to act out the secret word. Whisper the word or phrase so the other kids don’t hear it. Give the kid 30 seconds to act out the secret word (it will help to use a timer). With each round, cycle between the phrases below. Each phrase has a bank of suggested words to choose from.

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

God’s love is bigger than ...

a bouncy house, a bridge, a boat, a bicycle, a bus, a hot air balloon, a bear.

God’s love is stronger than ...

a scorpion, a shark, the sea, a saw, a sword, the sun, a superhero.

God’s love is greater than ...

gravity, a guitar, a gorilla, glue, gummy bears, gold, a gift.

God’s love is boundless and generous and true. His love is bigger than our blunders, greater than our goof-ups, and stronger than our sin.

God’s love is amazing!