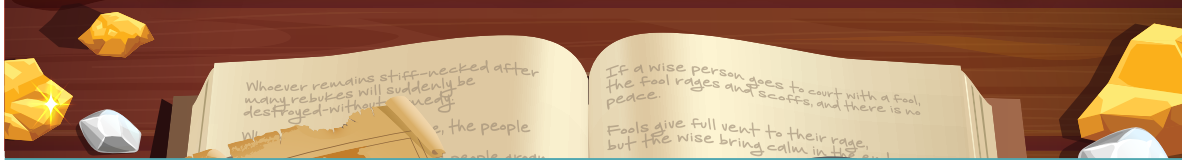


# Wise Up

## Discovering God's Wisdom



### GAMES AND ACTIVITIES

These additional games and activities can be used throughout the Wise Up 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: CACHE IT!

**SUPPLIES:** cotton balls (10 per kid), small bowl or basket (1 per "Squirrel")

**Wonder Ink RESOURCES:** Wisdom Wonder Truth Slide

Works well with  
the Wisdom Comes  
from God lesson!

**Leader Tip:** For bigger groups or to challenge older kids, add more Squirrels.

### Make It Inclusive

Tip for Including Kids with Unique Abilities

Include kids with physical restrictions or disabilities by inviting them to be a helper and make sure the Squirrel doesn't steal any cotton balls while a kid is at her nest. Invite the helper to verify that each player who calls, "Cache it!" has 10 cotton balls.

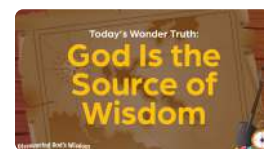
In this game, kids hide cotton balls in a secret spot, but one person steals cotton balls from the caches.

Place a pile of cotton balls at the front of the room. Put a small bowl or basket off to the side.

Gather kids together to explain this game. **Have you ever watched squirrels gather acorns? They are quick, sneaky, and agile, kind of like the person who will play the “Squirrel” in this game! One of you will be the Squirrel, and, on my “go,” the rest of you will grab one cotton ball from the pile.** Point to the pile of cotton balls. **Then you will hide it somewhere in the room—this is your secret cache. You will continue to hide one cotton ball at a time in your cache, going back to the pile over and over. In the meantime, the Squirrel can steal one cotton ball at a time from anyone’s cache and place it in his own cache, which is this bowl.** Point to the small bowl or basket. Select one kid to be the Squirrel. **All of you but the Squirrel share the same goal: To be the first to reach 10 cotton balls in your cache. If you reach 10 cotton balls, shout, “Cache it!”** Pause to field any questions. Then begin the game. **Ready, set, go!**

Play as many rounds as time allows. Switch who plays the Squirrel each round. When game time is up, encourage kids to collect all cotton balls and place them in the pile up front.

**What happened when the Squirrel found a cache?** Let kids answer. **Exactly! When the Squirrel found where cotton balls were hidden—a supply source—she could continue to take from it. The same is true about wisdom! If we want to make good decisions and do what’s right, we need wisdom. Once we know where to find wisdom, it’s easier to get it. Today’s Wonder Truth is **GOD IS THE SOURCE OF WISDOM**.** Display the Wisdom Wonder Truth Slide.



# GAME 2: TREASURE HUNT WORD SCRAMBLE

**SUPPLIES:** envelopes (14), pencil or pen, scissors (prep only), coloring utensils (prep only, optional), tape (optional), candy or small toys (optional, 1 per kid), treasure chest or container with lid (optional)

Works well with the Seeking God's Wisdom lesson!

**Wonder Ink RESOURCES:** Treasure Hunt Word Scramble Sheet Older Kids, Treasure Hunt Word Scramble Sheet Younger Kids, Seeking Wisdom Wonder Truth Slide

**Leader Tip:** Add to the fun by having older kids race younger kids to see which team finishes first.

## Make It Inclusive

Tip for Including Kids with Unique Abilities

Include kids with physical restrictions or disabilities by inviting them to be their team's clue-collector whom the other kids hand clues to as they are found.

In this game, kids hunt for clues hidden around the room and use them to figure out a scrambled sentence.

Ahead of time, print one copy of the Treasure Hunt Word Scramble Sheets for both younger and older kids and cut out the clue slips. Place each clue in its own envelope. Have one set of clue envelopes for younger kids and one for older. Distinguish the two sets of envelopes by using two different colors or by coloring stripes on one set. Hide all the envelopes, keeping in mind that younger kids might only be able to reach lower hiding spots. Consider taping some envelopes high up on the wall and sticking some in low corners, etc. (They should be challenging—but not impossible—for kids to find!) If your group is large, you may want to prepare more than one set of clues for each age group and distinguish each set's envelopes. For extra fun, consider filling a treasure chest or lidded container with candy or small toys as a prize for kids.

Do five jumping jacks. <b>ODG</b>	Do five sit-ups. <b>VGIES</b>	
Do three push-ups. <b>IMODWS</b>	Bear crawl across the room. <b>NEHW</b>	
Hop five times on one foot. <b>EW</b>	Skip across the room. <b>DENE</b>	
Do five ninja kicks. <b>TI</b>	Do five jumping jacks. <b>GOD</b>	Do five sit-ups. <b>GIVES</b>
<b>Wonder Ink</b>	Do three push-ups. <b>WISDOM</b>	Bear crawl across the room. <b>WHEN</b>
	Hop five times on one foot. <b>WE</b>	Skip across the room. <b>NEED</b>
	Do five ninja kicks. <b>IT</b>	
<b>Wonder Ink</b>	MINI GAMES AND ACTIVITIES GAME 1	

Gather kids. **Today you're going on a treasure hunt word scramble! Seven clues are hidden in envelopes around the room.**

Organize your group into two teams: older and younger. Give the older team a pen or pencil. **Everyone will search this space for envelopes that contain clues.** Explain to the two teams what their envelopes look like. **Every time someone on your team finds an envelope, get together to open it and read the clue. Each clue contains an active challenge that your whole team will need to complete. Once you finish the challenge, the older team will work together to unscramble the word on the clue and the younger team will read the word on their clue. One person from the older team will need to write the word correctly on the clue. Once your team finds and unscrambles or reads all seven clues, you will put the words into the right order to make a sentence. When you solve the word scramble sentence, bring your clues to me and show the unscrambled sentence. Ready, set, go!**

Once both teams have found all their clues and unscrambled the sentence, congratulate everyone! (The scrambled sentence is the Seeking God's Wisdom lesson Wonder Truth: God Gives Wisdom When We Need It.) Then consider rewarding kids with a piece of candy or small toy from the treasure chest.

**How did you find the hidden clues?** Let kids answer. **That's right. You looked all over the room. You searched high and low to find the answer to our treasure hunt! And today's Wonder Truth was the answer!** Show the Seeking God's Wisdom Wonder Truth Slide. **Let's say it together: "God gives wisdom when we need it!" And God's wisdom is the greatest treasure of all!**



# GAME 3: LISTEN UP!

**SUPPLIES:** blindfolds (1 per kid)

**Leader Tip:** This is a great game to play outside!

Works well with  
the God Guides Our  
Paths lesson!

## Make It Inclusive

Tip for Including Kids with Unique Abilities

Include kids with physical restrictions or disabilities by inviting them to fulfill one of the following roles: 1. All-time encourager who cheers for all the teams or 2. All-time noise maker who makes various animal noises to make the game more challenging for others.

In this game, smaller groups of kids are each assigned an animal. Kids are blindfolded and find their animal group by calling out to and listening for each other.

Gather kids together and help them form smaller groups of three or four. **In today's game, I will assign each group an animal. Then I'll mix up the groups, and everyone must find his teammates by listening. But here's the twist—you'll be wearing blindfolds!**

Assign a different animal to each small group. Some ideas are pig, cow, donkey, chicken, goat, horse. Explain that in a few minutes, kids will have to find the others in their group by repeating only one sound or word to identify each other. Give kids several moments to decide as a group what sound they will make to identify their animal. Explain that once they are blindfolded, the first team to reunite with all its members wins!

Ask kids to move away from their animal groups and spread out throughout the room. Then hand out blindfolds to all the kids and encourage them to put them on, making yourself available for those who need help. Consider gently moving some of the kids around to make the game more challenging. If some kids experience anxiety when blindfolded, invite them to simply close their eyes tightly rather than wear a blindfold.

**On my “go,” you will call out your animal group’s sound or word over and over and listen for your groupmates who are doing the same. Carefully make your way toward those in your group. When you’ve found everyone in your group, raise your hands. The first reunited group wins! Ready, set, go!**

Play until most or all the groups find each other. You may need to help kids keep track of when their full group is all together. When a team is reunited, invite kids to remove blindfolds. Play again if time allows.

**What did you think was the hardest part about finding your group?** Allow kids to share. **Yes, you couldn’t see where you were going and had to listen carefully to find the others. You also had to block out all the other noises to hear those in your group. Just like you listened hard to hear your groupmates in a loud room, we can teach ourselves to listen to God in a noisy world! God’s wisdom guides our paths.**

# GAME 4: LIGHTS OUT

Wonder Ink **RESOURCES:** Lights Out Slides

Works well with  
the Words of  
Wisdom lesson!

**Leader Tip:** This game works well outside for a group with extra energy! Just clarify area boundaries for the game.

## Make It Inclusive

Tip for Including Kids with Unique Abilities

Include kids with physical restrictions or disabilities by inviting them to call out, "Wake up!" and "Lights out!"

In this hybrid of freeze tag and frozen statues, kids pretend to be different animals.

Gather kids together. Invite them to stand up as you stand.

**In today's game, you will freeze when I say, "Lights out!" Let's practice!** Say, "Lights out!" and, if possible, dim the lights. Everyone should freeze in place. **Then when I say, "Wake up!" you will pretend to be whatever I call out. So, if I say, "Wake up, pigs!"** Display the first Lights Out! Slide—an image of a pig. **You will pretend to be a pig until I say, "Lights out!" At that point, you will freeze.** Encourage kids to pretend to be pigs. After a few moments, say, "Lights out!" **The last people to freeze after I say, "Lights out!" are out of the game and will sit down.**



**Are you ready?** Pause for kids to answer. **Then here we go!**

For each round, say, "Wake up, (name of animal)!" and show the corresponding slide. After a few seconds, say, "Lights out!" and, if possible, dim the lights. If your group is small, eliminate one kid per round. If your group is large, eliminate multiple kids who move after you say, "Lights out!" Continue until one winner is left standing.

Here is a list of animals in the order they appear on the slides: pig, cheetah, goat, pufferfish, rhinoceros, sloth, polar bear, Komodo dragon, bat, crocodile, llama, wombat, chimpanzee, anteater, prairie dog.

When the game is over, gather kids together. **How did you know what to be each time?** Let kids answer. **That's right. You had to listen to what I said and pay attention to the picture on the screen. Just like you listened to me to avoid getting out, we listen to God's wisdom to do what's right.**

# GAME 5: WATER DECODING RELAY RACE

**SUPPLIES:** paper or plastic plates (about 20 per team), black permanent marker (prep only), light-colored tissue paper (two different colors, 20 per team), spray bottles (1 per team), large tarp (optional)

Works well  
with any of the  
Wise Up lessons!

**Wonder Ink RESOURCES:** Word of Wonder Slide (optional)

**Leader Tip:** This game works best outside! If playing it inside, consider placing a large tarp beneath the paper plates.

## Make It Inclusive

### Tip for Including Kids with Unique Abilities

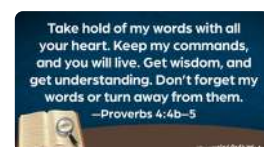
Include kids with physical restrictions or disabilities by inviting them to collect their team's plates and assist in unscrambling the Word of Wonder.

In this game, teams compete to uncover hidden words using water and unscramble the Word of Wonder first.

Ahead of time, write out the Word of Wonder two or three words at a time with permanent marker onto paper plates. Write a few phrases that don't appear in the Word of Wonder onto five plates such as: God loves you, Jesus wept, with you always, don't be afraid, I AM. Make two identical verse sets, each with the same "wrong" phrases as well.

Place both sets of paper plates at one end of your space, spreading out the plates and leaving space between each set. The plates should not be in verse order. Cover each plate with light-colored tissue paper. Repeat this process one more time with sheets of tissue paper in a different light color. Fill each spray bottle with water, and place the spray bottles next to the sets of plates. Make sure spray bottles are set to mist.

Help kids form two teams, and invite each team to line up on the side of the space opposite the paper plates. Consider displaying the Word of Wonder Slide.





**When I say, “Go!” the first person will run to your team’s set of paper plates, grab your team’s spray bottle, and choose one paper plate to spray with water until the hidden words are revealed. Once the words are revealed, he will put the spray bottle down, grab the plate, return to the team, and tag the next teammate, who will then run and do the same thing.**

**Your team will keep going until you have collected all your plates and put them in order to form the Word of Wonder. Be aware that some plates have words that aren’t part of the Word of Wonder! As a team, you’ll need to figure out which words belong in the Word of Wonder and which don’t! When your team has the Word of Wonder in the right order, you’ll call out, “Got wisdom!” and I will come check your verse.**

Once teams are ready, begin: **Ready, set, go!**

The first team to collect all the plates and successfully unscramble the Word of Wonder, leaving out the words that don’t belong, wins. When the game is over, encourage kids to help clean up by throwing the soggy tissue paper and paper plates in the trash.

**You ran, decoded words, and unscrambled the Word of Wonder. Just like you wanted to be the first team to win the water decoding race, we can all race after God’s wisdom.**

# GAME 6: PICK YOUR CORNER

**SUPPLIES:** paper (4 sheets), marker (prep only), tape  
**Wonder Ink RESOURCES:** Pick Your Corner Slides, Pick Your Corner Sheet (optional)

Works well as a review near the end of the Wise Up series!

**Leader Tip:** Countdown from 10 to make kids choose an answer more quickly.

## Make It Inclusive

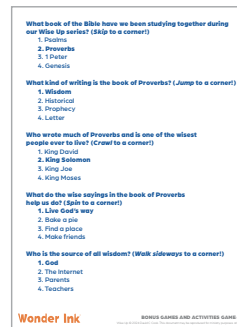
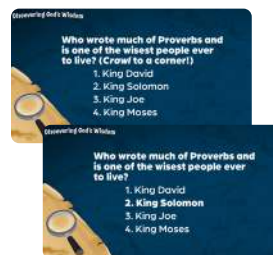
Tip for Including Kids with Unique Abilities

Include kids with physical restrictions or disabilities by inviting them to call out how people move to a corner for each question.

In this review game, kids decide which answer is right and stand in that corner of the room.

Ahead of time, using a marker, write the numbers 1–4 on sheets of paper, one number per sheet. Tape each sheet to a corner of the room. Consider asking a volunteer to run the Pick Your Corner Slides. An alternative to using the slides is to print the Pick Your Corner Sheet and read each question from the sheet.

Gather kids and invite them to stand up. **Today we are going to play a game that helps us review what we've explored during our Wise Up series. When I ask you a question, you will decide which answer you think is correct and move to the corner of the room that represents the answer you chose. Point out the four numbered corners. Each time I ask a question, I will also call out how you are move to the corner you chose. For example, if I say, "Jump to a corner," you jump to a corner! If you get an answer incorrect, that's OK! You can stay in the game and try the next question.** Flip through the slides and play until your allotted time runs out or kids have answered all 15 questions. Then gather kids together.



**Leader Tip:** Many kids won't have been present for all of the Wise Up lessons. That's OK! Encourage them to take their best guesses at each answer. They'll be able to figure out many of them on their own. And if they get an answer wrong, remind them it's part of the fun!

**We've learned so much from studying the book of Proverbs together! God wants us to listen to wisdom. How can we search for God's wisdom?** Let kids answer, and affirm their thoughts. **Let's all remember God's wisdom is worth chasing because it's more valuable than treasure.**