



GAMES AND ACTIVITIES

These additional games and activities can be used throughout the Unexpected series. If you want to integrate more movement and interaction in 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: HUMAN ROCKS

SUPPLIES: mini bottled water (8 ounce), pool noodle (optional), water and disposable cups or mini bottled waters (1 per kid, optional)

This game works great with the Water from the Rock lesson!

Make It Inclusive!

Tip for Including Kids with Unique Abilities

Kids with physical limitations can pretend to be rocks while sitting in their chairs.

Today we're going to pretend to be rocks. Let's all crouch down like rocks! Encourage kids to crouch down into balls like rocks. Then let them sit back up as you explain the rest of the game. You all make amazing rocks! Now, here's how we play the game. One of you will play Moses and will stand in the corner with your eyes closed while everyone else spreads throughout the room and crouches down, pretending to be rocks.

I will quietly hand this small water bottle to one “rock.” That person will tuck the water under her so no one can see it. If you are able, demonstrate this by crouching down and hiding the water bottle under your arms and body. Or ask another leader to demonstrate this for the kids. **Once everyone is crouching down and the water is hidden under one of the human “rocks,” I will call Moses over. Moses will gently tap three “rocks.” If one of the people he taps is holding the water bottle, that person will jump up and give the water to Moses. Then I will choose a new Moses and secretly give the water to another person. If Moses doesn’t tap the “rock” with water, the person holding the water gets to be the next Moses.** If you have a pool noodle, Moses can use it to gently tap the “rocks.” Otherwise, he can use his hand. Play multiple rounds as time allows.

Leader Tip: *For Older Kids.* Consider designating two teams. Alternate who is playing Moses so that one round Moses comes from one team and the next round he comes from the other team. Each time Moses successfully finds the rock with the water, his team earns a point. Play several rounds and see which team earns the most points.

At the end of the game, consider serving each kid a cup of fresh water or giving each kid a small bottle of water as you discuss the game with them. The sensory experience of drinking water will help them connect with the story.

In God’s big story today, the Israelites were thirsty, but there wasn’t any water in sight. That was no problem for God! He told Moses to hit a rock with his walking stick, and miraculously, water came gushing out. God cared about Israel’s needs, and He cares about our needs as well!

GAME 2: PIN THE MOUTH ON THE DONKEY

SUPPLIES: scissors (prep only), masking or painter's tape, blindfold (1 or more), cardstock (optional), 11"x14" paper (1 sheet, optional), pencils (optional)

This game works great with the Balaam's Donkey lesson!

Wonder Ink RESOURCES: Donkey Sheet (1 or more), Mouth Sheet (1 or more)

Leader Tip: If you want a larger donkey image than the one on the Donkey Sheet, consider using the sheet as a guide to draw it on butcher paper.

Make It Inclusive!

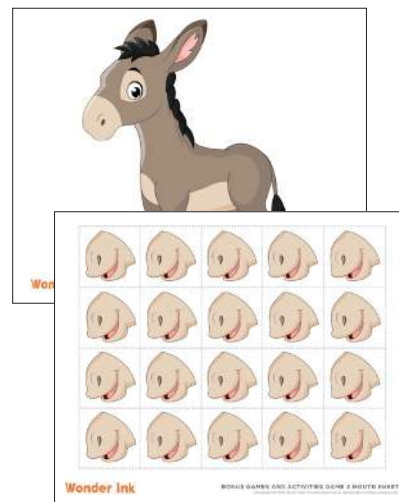
Tip for Including Kids with Unique Abilities

Some kids experience anxiety when blindfolded, so provide the option of simply closing their eyes rather than wearing a blindfold.

In this game, kids will play a modified version of "Pin the Tail on the Donkey" with the goal of placing the donkey's mouth on its face.

Ahead of time, print the Donkey Sheet and the Mouth Sheet. If possible, print the Mouth Sheet on cardstock and print the 11"x14" version of the Donkey Sheet on large paper. Cut out one or more mouths and tape the Donkey Sheet to the wall where kids can reach it. Place loops of tape on the back of the mouth cutouts. Keep the tape nearby so you can replace the tape loops if they begin to lose their stickiness.

Gather kids together. **Today we're going to play Pin the Mouth on the Donkey! Does that sound like a game you've played before?** Allow kids to respond. **You're right! Our game is a lot like Pin the Tail on the Donkey, but instead of placing a tail on a donkey, our goal is to place a mouth in its proper place on the donkey.** Show kids the donkey on the wall and the mouth cutouts. Explain that kids will take turns being blindfolded and trying to place the mouth on the donkey's face. Consider gently spinning older or more adventurous kids before pointing them in the direction of



the donkey. For younger or more hesitant kids, simply point them toward the donkey without spinning them first.

Once each kid places the mouth on the donkey, she can remove her blindfold to see how she did. You can give mouths to each kid and have them write their names on them, or you can use the same donkey mouth over and over. (If using multiple donkey mouths, kids can see at the end whose mouth is the closest to the right spot.)

Leader Tip: For Older Kids. Consider turning this game into a relay race. Prepare two donkeys and two blindfolds, and help kids form two teams. Teams line up, and kids go one at a time. The winner can be determined by which team finishes first. Or provide a donkey mouth for each kid and leave all the mouths on the donkey until everyone has had a turn. Whichever team has more mouths on their donkey's face wins!

To help all kids participate during the game, consider having the kids who are not blindfolded yell "hee" or "haw" to let the blindfolded person know whether or not she is going in the right direction. (For example, "hee" can mean "correct way!" while "haw" can mean "wrong way!")

Good job giving Balaam's donkey a mouth to speak with! When donkeys open their mouths, they normally say, "Hee-haw!" But God can miraculously make even donkeys talk to accomplish His plans! God's good plans cannot be stopped.

GAME 3: SPELLING SAMUEL

SUPPLIES: masking or painter's tape, camera or smartphone with camera app (optional), chair or step stool (optional)

This game works great with the God Answers Hannah's Prayer lesson!

Wonder Ink RESOURCES: Samuel Title Caps Sheet or Samuel All Caps Sheet

Leader Tip: Take a photo of the kids at the end of the game using a chair or step stool to take the picture from above.

Make It Inclusive!

Tip for Including Kids with Unique Abilities

Help kids with limitations use a pencil to spell "Samuel" on paper or use tactile objects such as building blocks or beads to spell it.

Ahead of time, if your group is made up primarily of older kids, print the Samuel Title Caps Sheet. If your group is made up primarily of younger kids, print the Samuel All Caps Sheet. Tape the sheet to the wall where all the kids can see it.

In this game, teams will work together to spell "Samuel" with their bodies on the floor.

Gather kids together. **We're going to work together in teams to accomplish something that would be very difficult to do on our own!**

Help kids form teams of 8–12. If your group is small, kids can work together as one team. (This activity can work with as few as six people!) Point to the Samuel Sheet on the wall and explain that each team will work together to spell the word "Samuel" on the floor with their bodies. If you have two or more teams, make it a race to see which team can complete the task first. If some kids are wearing clothing that isn't conducive to this activity, invite them to coach their teammates by helping them know where to go.

If having kids spell "Samuel" on the floor with their bodies isn't ideal for your group or setting, consider creating a relay race where each team member runs to a whiteboard to write the next letter of "Samuel."

When all teams are finished, gather kids together. **Great job spelling Samuel's name! We learned in God's big story today that Samuel was God's wonderful gift to Hannah. For many years, she couldn't have a baby. This made her very sad, and she cried out to the Lord in prayer for help. Eventually, God gave her a child. God might not answer our prayers as quickly as we want or in the exact way we want, but He is always faithful to hear us and answer our prayers, just as He heard and answered Hannah's prayers.**



GAME 4: SOMETHING WORTH RAVEN ABOUT

SUPPLIES: whiteboard and dry-erase marker or chart paper and marker

Wonder Ink RESOURCES: Bread and Meat Sheet (1 per team of 4–8 kids)

This game works great with the God Provides for Elijah lesson!

Leader Tip: If the suggested game doesn't work for your group, the relay could be a spoon race where each team's "ravens" bring "Elijah" food balanced on a spoon (for example, a slice of bread, cracker, or popcorn) one at a time until all the ravens accomplish this. Just be sure no one eats the food, and be aware of any food allergies among your kids and leaders!

Make It Inclusive!

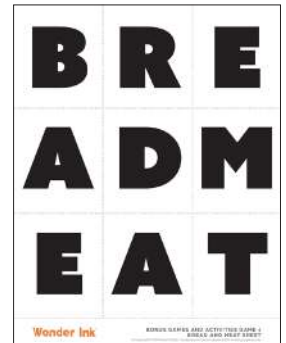
Tip for Including Kids with Unique Abilities

Invite kids with physical disabilities or restrictions to stay in one place and help their team put the letters in order at the end of the game.

Ahead of time, print one copy of the Bread and Meat Sheet for each team of 4–8 kids. Cut out each letter in the words "bread" and "meat," and paperclip together letter sets of both words for each team.

In this game, two or more teams will compete in a relay race to carry "bread" and "meat" from one side of the room to the other.

Designate one kid per team to stand on one side of the room and be "Elijah," while the rest of the kids on each team will be "ravens" and stand on the other side in a single-file line. Give each of the ravens one or more letters of the words "bread" and "meat." When you say, "Go," one raven on each team will give her letter(s) to Elijah and return to the line before the next raven goes. Once each Elijah gets all nine letters, he will run to the ravens' starting line, and the entire team will work together to spell the words "bread" and "meat" correctly (on the floor or a table). The first team to do so wins!



Leader Tip: For Younger Kids. Write the words "bread" and "meat" in large letters on a whiteboard so kids can reference them as they put the letters in word order.

Once all teams have finished, gather kids together. **Great job bringing food to Elijah in our game! In God's big story today, we learned that Elijah was on the run from evil King Ahab. Elijah hid in a place where there wasn't any food. But that wasn't a problem for God! He sent ravens to deliver bread and meat to Elijah every day. Only God could think of that—and do it! God provided for Elijah in unexpected ways, and He can do the same for you.**

GAME 5: UNEXPECTED SCAVENGER HUNT

SUPPLIES: masking or painter's tape

Wonder Ink RESOURCES: Scavenger Hunt Images Sheets, timer (optional)

This game works great with the Unexpected Series lessons!

Leader Tip: As the kids look for the pictures, discuss with them what they remember from each Bible story and Wonder Truth in the Unexpected series.

Make It Inclusive!

Tip for Including Kids with Unique Abilities

Trying to look for and focus on all of the images can overwhelm kids who are neurodiverse. Instead, lead individual kids toward one or two images. Alternatively, print out separate sets of all the images for kids with special needs and invite leaders to sit with each one, asking them about each image.

In this game, kids will participate in a scavenger hunt in which they will search for printed images that correspond to each of the four Unexpected lessons.

Ahead of time, print the Scavenger Hunt Images Sheets with each image on a separate sheet of paper. Tape the images in various places throughout your space, making some easier to find than others. You can affix them to walls, to the backs of chairs, under tables, etc. On your cue, invite the kids to search for the images and to count how many they can find. If you want to make it a competition, set a timer and challenge kids to see how many they can find in the allotted time. Whoever finds the most wins!

Once kids have found all 13 images, ask them to carefully remove the papers and bring them to you. As a group, see what the kids can remember about God's big story from each of the Unexpected lessons. As you hold up each image, ask the following:

- **What do you see in this image?**
- **What part of God's big story does this remind you of?**
- **What do you remember about that story?**
- **Can you remember the Wonder Truth we learned in that part of God's big story?**

Refer to these brief summaries as needed as you review the Unexpected lessons with kids:

- Lesson 1: God has faithfully rescued His people, but they're now thirsty and complaining in the desert. God responds with kindness, providing water for them from a rock because He cares about our needs. Wonder Truth: God Cares about Our Needs
- Lesson 2: An enemy king wants a prophet named Balaam to curse God's people, Israel. But God gets Balaam's attention through a talking donkey and reminds him through an angel not to curse Israel. God's good plans for Israel cannot be stopped and neither can His good plans for us. Wonder Truth: God's Good Plans Cannot Be Stopped
- Lesson 3: After years of praying, Hannah is still childless. Though sad, she continues to pray in the tabernacle, where she encounters Eli the priest. God answers her prayers, and Hannah gives birth to Samuel, whom she returns to the Lord. Wonder Truth: God Answers Prayers
- Lesson 4: When the prophet Elijah is in hiding from King Ahab, God demonstrates that He is the one true God by providing for Elijah's needs through unexpected ways. Wonder Truth: God Can Provide in Unexpected Ways

You did a great job remembering what we've learned throughout the Unexpected series! Thank you for helping all of us remember that God is truly able to do far more than we could ever ask for or imagine!