



GAMES AND ACTIVITIES

These additional games and activities can be used throughout the Waiting for the King 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 which games are intended for each lesson in the series.

GAME 1: BEASTS VS. MEGA-BEAST

SUPPLIES: 30–40 disposable cups, stopwatch or timer, small ball (optional)

Leader Tip: For groups with 10 or fewer kids, use only 20–30 cups.

Make It Inclusive!

Tip for Including Kids with Unique Abilities

If you have a child in your group in a wheel chair, put her on the “Beast” team and allow her to toss or roll a small ball to knock over cups. Ask a leader or partner to bring the ball back to her. Additionally, this game can get loud, so have noise-canceling headphones available for kids who are sensitive to loud noises.

This game works great with the Daniel's Dream lesson!

In this game, kids will be put on either the Beasts Team or Mega-Beast Team to either set up cups or knock them down. After 60 seconds, the winner will be determined by how many cups are standing versus knocked down.

Before the game, place 30–40 disposable cups on the ground—some standing up straight and some already knocked over.

In today’s part of God’s big story, Daniel had a pretty strange dream. He watched four beastly creatures rise from the ocean. The fourth one was the fiercest. We could say it was a Mega-Beast! All of the beasts represented human kings and made Daniel’s dream chaotic. We’re going to play a chaotic game today to help us recreate the feeling of Daniel’s dream!

Split the group into two teams: Team Beasts and Team Mega-Beast.

Team Beasts, your goal is to set up disposable cups. Team Mega-Beast, your goal is to knock down as many cups as possible using your hands (not your feet!). After 60 seconds, we’ll count how many cups are standing up and how many are knocked down to see which team wins! Ready, set, go! Start a 60-second timer.

Allow kids to play. Team Beasts should work to set up cups, and Team Mega-Beast should work to knock down cups using their hands. After 60 seconds, have all kids step away from the cups. Count how many cups are standing and how many are knocked over. Announce the winner.

That was a lot of fun! But it did feel pretty chaotic, just like in Daniel’s dream. No matter which team won in our game today—the Beasts or the Mega-Beast—we know that God is over everything. Ultimately, God wins! The beasts in Daniel’s dream were just temporary rulers, but God promised to send a leader who would rule forever. He promised to send an everlasting King!

GAME 2: BACKWARDS CHARADES

Wonder Ink RESOURCES: Backwards Charades Sheets

Ahead of time, print the Backwards Charades Sheets.

In this game, kids will play a reversed version of charades. One kid, with a prompt held up behind her, will try to guess what the audience is acting out.

How many of you have ever played charades? Allow answers. Awesome! Today, we're going to play charades ... but backwards! I'll need someone to volunteer to be the Guesser each round, but even if you don't get to be the Guesser, everyone gets to act out the clue. The Guesser will stand at the front, facing the audience. I'll hold up a picture behind the Guesser, and the rest of you need to act out what animal is in the picture. No sounds are allowed—only movements! Once the Guesser guesses, I'll pick a new volunteer, and we'll play again!

Invite a volunteer to the front to be the Guesser. Have yourself or another adult leader hold the first Backwards Charades Sheet up behind the Guesser for the audience to see. Give the Guesser time to guess what animal the audience is pantomiming. Once the Guesser guesses correctly, pick a new Guesser, hold up the second Backwards Charades Sheet, and play again!

Leader Tip: You can make the game competitive by splitting your group into two teams. Give Team A the odd numbered pictures and Team B the even numbered pictures. Have the teams take turns playing charades with a time limit for guessing. Whichever team gets the most correct out of five rounds wins.

Like we just saw in our Backwards Charades game, communicating can be hard if you're not allowed to talk—even if you're just trying to share something silly! Can you imagine how hard it might be if you knew something amazing, but you couldn't talk to anyone about it? Zechariah from today's part of God's big story knew something amazing was about to happen. Zechariah knew that God was going to prepare the world for the coming of the Lord through Zechariah and Elizabeth's son, John. But he couldn't say a word to anyone until after John was born! No wonder Zechariah burst into praise as soon as he could speak again. He'd been holding in his excitement for months! Zechariah was excited because he knew God was doing something big—God was preparing the way for Jesus!

This game works great with the Elizabeth and Zechariah lesson!



GAME 3: AMAZING ANIMAL FACTS

Wonder Ink RESOURCES: Amazing Animal Facts Slides

Make It Inclusive!

Tip for Including Kids with Unique Abilities

Kids with mobility challenges can simply raise their right hand if they think the fact is false or left hand if they think it's true.

This game works great with the Mary lesson!

In this game, kids will decide whether they believe an amazing animal fact is true or false and then move to the left or right side of the room to signal whether they think it is true or false.

Display the first of the Amazing Animal Facts Slides, which shows the title of this game. Invite kids to gather in the center of the room, facing the screen.

God made our world full of amazing things! In this game, I'll read you an amazing animal fact. You'll decide whether you think it's true or false. If you think the fact is true, move to the left side of the room. Point to side of the room to kids' left. If you think the fact is false, move to the right side of the room. Point to the side of the room to kids' right. If you get it wrong, don't worry! We have several facts to guess. Just come back to the center of the room between each fact so you can guess again.

Leader Tip: Challenge kids to move like the animal each fact is about!

Go through the Amazing Animal Facts Slides one at a time. Each fact slide is followed by its corresponding answer slide. After reading each answer slide, encourage kids to come back to the center of the room.

Gather kids back together. **Wow, I definitely learned some new things! Isn't it cool that God made animals with so many amazing features? But the most amazing thing God ever did was send His Son as the everlasting King. In today's part of God's big story, Mary knew that becoming the mother to the everlasting King was the most amazing thing to ever happen to her. God's people had**

Amazing Animal Facts

Giraffes and humans have the same number of neck bones.



True

False

waited a long time for Him to fulfill His promise. But God always keeps His promises. Mary's son, Jesus, is the promised King.

For your reference, here are the amazing animal facts and corresponding answers included on the Amazing Animal Facts Slides:

- Fact 1: Giraffes and humans have the same number of neck bones. (Answer: True)
- Fact 2: A polar bear's skin is pink, like a human's. (Answer: False. Polar bears have black skin to soak up the sun.)
- Fact 3: Hummingbirds can beat their wings up to 100 times per second. (Answer: False. Hummingbirds can beat their wings up to 200 times per second.)
- Fact 4: Lions have the loudest roar of all the big cats and can be heard up to three miles away. (Answer: True)
- Fact 5: Rats are ticklish. (Answer: True)
- Fact 6: Cows have best friends. (Answer: True)
- Fact 7: Peregrine falcons can dive as fast as 117 miles per hour. (Answer: False. Peregrine falcons can dive as fast as 236 miles per hour.)
- Fact 8: Butterflies taste with their antennae. (Answer: False. Butterflies taste with their feet.)

GAME 4: PUZZLING SEARCH

SUPPLIES: construction paper (1 sheet per team, different colors), glue (prep only), scissors (prep only)

Wonder Ink RESOURCES: Jesus' Birth Bible Story Picture Sheet (1 per team)

This game works great with the Jesus' Birth lesson!

In this game, kids will find their team's puzzle pieces from around the room and assemble their puzzle.

Ahead of time, print a copy of the Jesus' Birth Bible Story Picture Sheet for each team. Glue each copy onto a different colored sheet of construction paper. Once dry, cut up the pictures into several puzzle pieces. Make sure there is the same number of pieces for each color. Hide the puzzle pieces around the room.



Gather kids and help them form teams of no more than 10. For groups smaller than 10, have kids work in pairs. Assign each team a color that matches one of the construction paper colors.

I've hidden several puzzle pieces around the room. When I say, "Go," you and your team will race around the room looking for puzzle pieces with your team's color on the back. Leave pieces that belong to other teams where you find them.

Once you have all of your pieces, put together your puzzle. The first team to complete their puzzle wins! Ready, set, go!

Allow kids to find their puzzle pieces and assemble their puzzles. Once you have a winner, encourage other teams to finish their puzzles as well. Then bring the group's attention back to you.

What do you see in the picture? Allow answers. How does it relate to our Bible passage today? Allow answers. Think about how the picture relates to our Wonder Truth—**GOD INVITES PEOPLE TO MEET JESUS**. Any ideas? Allow answers. Great thinking! I am so glad that God invited people—including us—to meet Jesus through Christmas!

GAME 5: IMPOSSIBLE PRESENT

SUPPLIES: cardboard box, wrapping paper, tape, table, oven mitts (1 set)

Wonder Ink RESOURCES: Word of Wonder Slide

This game works great with The Magi lesson!

Make It Inclusive!

Tip for Including Kids with Unique Abilities

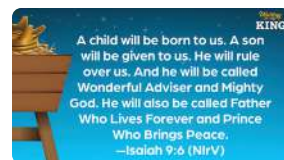
For younger kids or kids with dexterity challenges, allow them to unwrap the present without the oven mitts.

In this game, kids will take turns unwrapping a present while wearing oven mitts.

Ahead of time, wrap the cardboard box with the wrapping paper. You can use excess amounts of tape and/or wrap the present several times to increase the difficulty.

Place the present and oven mitts on a table and display the Word of Wonder Slide. Encourage kids to line up, single file, in front of the present.

Leader Tip: For a large group, help kids form teams. Give each team its own set of oven mitts and a wrapped present. Consider making the game a relay race to see which team can unwrap its gift first!



We have a present in front of us that must be unwrapped! Each of you will get a turn to unwrap our present, but beware, it's harder than it looks. When I say, "Go," the first person in line will step up to the table, put on the oven mitts, and begin unwrapping the present.

While he's unwrapping, the rest of the group will say the Word of Wonder—Isaiah 9:6—all together. Point to the Word of Wonder on the screen. When the group is finished, the "unwrapper" will take off the oven mitts and run to the back of the line. The next person will step forward, put on the mitts, and have a turn unwrapping the present. The rest of the group cannot start the Word of Wonder until the next person begins unwrapping. We're only done when we've unwrapped

the present, so some kids may get to go a couple of times. Ready? Let's go!

Say the Word of Wonder one time together before starting the game. Then allow kids to take turns unwrapping while everyone else says the Word of Wonder. Once the present is unwrapped, encourage kids to cheer for each other.

You might see presents on display everywhere you go at Christmas season! When you do, allow God to remind you how the magi worshiped Jesus through giving their gifts. We can worship Jesus in many ways—praying, singing, and helping others are just a few examples. But no matter how we worship, we can know that Jesus is worthy of it. Jesus is the King we worship.

GAME 6: BUILD A KING

SUPPLIES: box or bin, various articles of clothing (shirts, socks, sunglasses, necklaces, ties, crowns, etc.)

Wonder Ink RESOURCES: Wonder Truth Clue Sheets, Bible Story Pictures Slides

This game works great as a review of the Waiting for the King series!

Leader Tip: For a simpler version of this game, have teams design and create a crown. Every time they share a Wonder Truth, teams earn a chance to choose a new sticker for their crown.

In this game, kids will review the Wonder Truths from the Waiting for the King series by repeating them to a leader. They will then get to use articles of clothing to dress up a member of their team as a “king.”

Ahead of time, put the articles of clothing into the box or bin, at least five articles for each team. Print the Wonder Truth Clue Sheets and keep them handy. You’ll need a set of clues for each leader.

Gather kids and help them form teams of 3–10 kids. If your group is smaller than 10 people, simply have all the kids play on the same team.

Today, you get to transform one of your teammates into a king! Pick one person to be the king. Pause for teams to choose their king. **Each team will have the chance to recite all five Wonder Truths from this series. For each Wonder Truth you say, your team can pick an article of clothing from the box to put on your king. This is not a race. Instead, I want to see how creative you can be in dressing up your kings.**

We’ve learned a lot over the past few weeks about our King Jesus. Before we play the game, let’s review the parts of God’s big story we’ve explored.

Display the first Bible Story Pictures Slide. **In our first lesson, we saw how Daniel had a dream about several beasts that ruled the earth. Then Daniel saw the beasts defeated by an everlasting King. Daniel knew that God was promising to send a King to His people.**



Advance to the second Bible Story Picture Slide. **The next lesson jumped forward in time to Zechariah and Elizabeth. The angel Gabriel appeared to Zechariah and told him that he and Elizabeth would have a son, John, who would prepare God's people for the coming of the King.**

Advance to third Bible Story Picture Slide. **Next, Mary learned that God had chosen her to be the mother of this King. How amazing! God was fulfilling His promise to His people.**

Advance to the fourth Bible Story Picture Slide. **Then we saw how God invited the shepherds to meet Jesus. In turn, the shepherds told everyone how Jesus, the King, had been born!**

Advance to the fifth Bible Story Picture Slide. **Finally, we learned how the magi traveled from the east to worship Jesus and bring Him gifts. They recognized that Jesus was a very important king—but we know that He is actually the everlasting King who God had promised.**

I'm glad we got a chance to remember all these amazing parts of God's big story! Are you ready to play our Build a King game? Allow answers. Awesome! If you need help remembering the Wonder Truths, just let me know.

Visit each team, allowing them to recite one of the Waiting for the King Wonder Truths. Hold onto the Wonder Truth Clue Sheets and show them to any teams that need help remembering a Wonder Truth. If you have other leaders, give them copies of the Wonder Truth Clue Sheets and invite them to visit groups as well to make the game go faster. Each time a team remembers a Wonder Truth, they can choose an article of clothing from the box for their king to put on. At the end, each team's king will have five articles of clothing on.

After every team has recited all the Wonder Truths, gather the kings together and note how creative each one is.

Amazing! Our kings look awesome! What a privilege it is to know that Jesus, the King, has arrived! This Christmas season, I hope you get to know King Jesus better and better.