

GAMES AND ACTIVITIES

These additional games and activities can be used throughout the Walking with Jesus 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: MAKE YOUR MOVE

Leader Tip: This game is most fun when you keep it moving quickly by calling out different ways to move at a fast pace.

This game works great with the Jesus Heals the Man Who Is Paralyzed lesson!

Make It Inclusive!

Tip for Including Kids with Unique Abilities

Kids unable or uncomfortable leaping up from the floor can participate by instead providing sound effects as you call out ways to move.

In this game, kids will leap to their feet in a variety of wacky, fun ways!

Invite kids to spread out around your room and sit on the floor. Explain that you'll call out ways they are to leap up and move. Then, when you give the word, they'll sit on the floor again until you call out another way to rise and move.

Ways to suggest they move can include the following:
as kangaroos, sloths, superheroes, microwave popcorn, tap dancers, soccer (football) players, bowling balls, frogs, acrobats, snakes, eagles, hot air balloons, monkeys, tightrope walkers, or race cars.

When you've finished the game, invite kids to sit and catch their breath as you continue.

When Jesus healed the man who was paralyzed, the man didn't just say he felt better. He got up, rolled up his mat, and walked out of the room. He moved in a way he didn't think possible! That's because Jesus had the power to both forgive and heal the man. And Jesus still has power to forgive and heal!

GAME 2: FOUR ON THE FLOOR?

In this game, kids will pair up and partners will move back and forth across your room in creative ways!

This game works great with the Jesus Is Anointed lesson!

Help kids form pairs and explain the game: You'll call out a number between one and eight. Each pair will then cross the room with only that number of body parts in contact with the floor. The partners must be in contact with one another as they move. For instance, if you call out, "Four!" they can link arms as they walk across the room, or one partner can walk while holding the ankles of their partner whose hands are "walking" across the floor. Once pairs are across the room, call out a different number and see how pairs manage to move back across the room. Send kids back and forth until they are out of creative ideas or you are out of time.

Leader Tip: For Older Kids. While you can call out, "One," it's unlikely your pairs will find a way to successfully complete that task. Still, you can give it a try and see what happens!

Leader Tip: This game works best when kids are paired with someone of the same gender. If you don't have an even number of girls and boys, invite one group of three to play. (Let them know that some numbers will be harder to pull off with three people!)

A time or two you probably had to help carry your partner as you crossed the room—and not only did that get heavy, it made it hard to move forward. When we have sin in our lives, it weighs us down too. And sin gets in the way of our moving forward in our friendship with God. But good news: Jesus forgives generously! When we confess and repent, the weight of our sin is lifted!

GAME 3: ON YOUR MARK, GET SET ...

In this game, kids will listen carefully to words shouted out by the leader and react when they hear the word “three.”

This game works great with the Mary and Martha lesson!

Ask kids to crouch down, and then explain the game: When they hear the word “three,” kids will jump up in the air and clap their hands before returning to the crouching position. You’ll call out “three,” but you’ll also call out words that sound as if they’ll turn into the word “three”... but don’t.

Any player who jumps up when you haven’t said “three” stays in the game but must run a lap of the room while on “twinkle toes,” like a ballerina dancing across the stage.

Urge kids to listen carefully and only to you, ignoring any chatter in the room that might distract them from hearing what you have to say.

If you listen carefully, you’ll be a bit like Mary who listened so carefully to Jesus that she wasn’t distracted by all the work involved with hosting a houseful of people!

Words you might call out include the following: there, throw, think, threat, thimble, threw, threat, thighbone, throne, throttle, through, thick, thank, thumb, throat, trombone, thrift, thresh, thread, throttle, that, thrill, threaten, thriller, throng, thriving, throb, thaw, thistle, thrive.

GAME 4: SHAKE ON IT

Leader Tip: When kids get competitive, it can suck all the fun out of a game, so be sure to lead applause for all pairs who make an effort to create a unique handshake. Don't declare a "winner"; the goal is for everyone to participate and have fun doing so!

This game works great with the Last Supper lesson!

In this game, pairs of kids will create complicated handshakes they'll then show to other pairs.

Pair kids up and give partners these instructions: Create a unique, one-of-a-kind, super-active handshake—the more complicated the better.

Mention that kids can include fist bumps, elbow taps, twirls, leaps, high fives, hip bumps, dance moves, or anything and everything that will qualify their special handshakes as entries for "Handshake of the Century."

Give kids several minutes to work out and practice their handshakes, and then it's time for them to demonstrate their handshakes for the larger group.

Leader Tip: If you have a very large group, it may be impossible to have every pair demonstrate their handshake. Either split your group into two smaller groups (so both can rotate through their pairs quicker) or select a few pairs from among volunteers.

Well done, you handshakers! The only way for you to remember your handshakes is to practice your moves from time to time. That's how we remember something—by keeping it fresh in our minds and thinking about it often. Jesus wanted His followers to remember His death and resurrection, so He gave us Communion—the Last Supper—so we'd regularly talk about and celebrate what He did for us on the cross.

GAME 5: FOUR CORNERS REVIEW-O-RAMA

SUPPLIES: tape

Wonder Ink RESOURCES: Review Sheets

Ahead of time, print the Review Sheets. Tape each of the four pages to the wall in a different corner or area of the room where kids can gather near it.

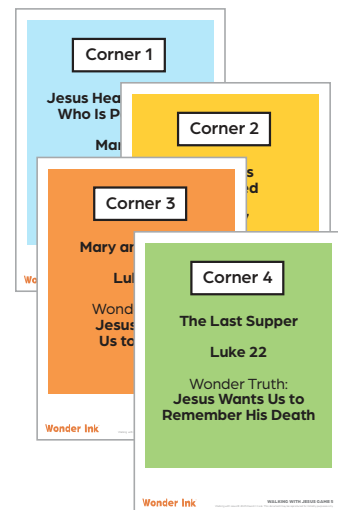
In this game, kids will hear clues and decide which lesson and Bible story from the Walking with Jesus series fits it best, moving to the corner that represents that lesson and story.

Leader Tip: Some clues match multiple stories, and letting kids explain why they think a clue fits their choice of stories engages them in remembering and review!

Gather kids and point to each of the four corners as you talk about the lesson and Bible story it represents. Remind them of the basics of each lesson's Bible story: **Corner 1 represents the part of God's big story when a man who was unable to walk was healed by Jesus. The man's friends lowered him through a hole in the roof, and Jesus healed his body and forgave his sins. Corner 2 represents the true story of Jesus being anointed by a woman who poured expensive perfume on His feet. Corner 3 represents the true story of Mary and Martha. When Jesus visited these sisters, Martha complained that her sister Mary was too busy listening to Jesus to help her with the work that had to be done. And Corner 4 represents the Last Supper, the meal Jesus shared with His disciples and where He encouraged His followers to remember His death.**

Explain that when you call out a clue, kids will head to the corner they think is connected to the clue. Each time you'll also tell kids how to move to whatever corner they choose, so they need to listen carefully! After each choice is made, you can tell kids how the clue relates to a specific story.

This game works great with the review of lessons in the Walking With Jesus series!



Here are ways kids could move: hop, skip, walk, walk backwards, tiptoe, scoot, somersault, leap, run, crawl.

Here are possible clues: perfume (Corner 2), mat (Corner 1), dinnertime (Corner 3), Passover (Corner 4), roof (Corner 1), feet (Corner 2), this is My body (Corner 4), sisters (Corner 3), hair (Corner 2), working alone (Corner 3), cup (Corner 4), friends (Corner 1), blood (Corner 4), Jesus (any corner), forgiveness (corners 1 or 2), unable to walk (Corner 1), worry and upset (Corner 3), crying (Corner 2), most needed (Corner 3), remember (Corner 4).