



GAMES AND ACTIVITIES

These additional games and activities can be used throughout the Holy Spirit Our Helper series. If you want to integrate more movement and interaction into 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: GOOD NEWS TAG

Leader Tip: You may want to designate a fairly small space for this game so it's easier for the Good News Crews to tag everyone.

This game works great with the Paul's Missionary Journeys lesson!

Make It Inclusive!

Tip for Including Kids with Unique Abilities

This game could be challenging for kids with limited mobility. If possible, pair a less mobile kid up with a more mobile kid as a helper or give them the job of Good News Coach (to point out who still needs to be tagged) or Crew Counter (to determine the winner).

In this game, kids will play a variation of tag—the more kids tagged, the bigger the group gets. Ahead of time, clear out

an open space (indoors or outdoors) with clear boundaries where kids can play this game.

Today we're going to play a game called Good News Tag! I need some taggers. Select at least two taggers (more if your group is larger).

When I say, "Go," the taggers will run and try to tag you. The tag only counts if they shout, "Good news!" when they touch you. Demonstrate by tagging someone and shouting, "Good news!" **When you're tagged, you become a part of the "Good News Crew," and you'll link up with the taggers.** Demonstrate by holding hands or linking arms with someone else. **Tag as many other people as you can. When the game ends, the Good News Crew with the most kids in it wins! Don't forget to shout, "Good news!" when you tag someone.** Encourage kids to spread out. Then begin: **Ready, set, go!**

Play until everyone is tagged or until time is up. Count the number of kids in each group and declare the winner. If time allows, play multiple rounds with new taggers.

Gather kids back together. **In God's big story today, we learned how Paul spread the good news about Jesus. Similar to the way you became connected to a group in our game, Paul helped lots of people become connected to Jesus and to other believers through his preaching and through the work of the Holy Spirit.**

GAME 2: WHO'S THE MOST POWERFUL?

SUPPLIES: scissors (prep only), paper clips (1 per 6 kids), masking or painter's tape (1 roll per 6 kids), cardstock (optional), timer (optional)

Wonder Ink RESOURCES: Powerful Animal Cards Sheet (1 per 6 kids)

This game works great with the Paul and Silas in Prison lesson!

Leader Tip: For a smaller group (or if your number of kids isn't divisible by six), give the Powerful Animal Cards to certain kids and have other kids decide what order to place the animals in.

Make It Inclusive!

Tip for Including Kids with Unique Abilities

This game can be very active with kids lining up and moving like their animals, or it can be modified so kids of varying physical abilities can participate. Rather than putting themselves in order based on their assigned animals, kids can work together to put just the cards in order from most powerful animal to least powerful.

Ahead of time, print one copy of the Powerful Animal Cards Sheet (on cardstock, if possible) for every six kids. Cut out the cards and use paper clips to keep each set separate.

In this game, kids will work together to put animals in order from most powerful to least powerful.

What do you think is the most powerful animal in the world?
Let kids respond. **Those are great ideas! Today you get to decide together which animals are the most powerful!**

Help kids form groups of six. Give each group a set of Powerful Animals Cards and tape. (If your group doesn't divide equally into a multiple of six, that's OK. Groups that are smaller than six will play the same way but with fewer animals to compare.)

Each of you can tape an animal card to your shirt. Pause for kids to tape their cards to their shirts. Help younger kids as needed. **Now let's see you move like your animal!** Allow kids to move around the room in the style of their animal. **Great job!**



Take a moment to look at each animal in your group. Give kids time to discover the animals in their group. **Think quietly about which animals you think are most powerful and which you think are least powerful.** Pause for kids to think quietly. **Now as a group, work together to put the animals in order from most powerful to least powerful. Line yourselves up in the order you choose. And as you work together, keep moving like your animals!** Give kids some time to decide their order. Assure them there is no exact right or wrong order, and different people might have different ideas about what makes an animal powerful. Feel free to interject some of the Animal Fun Facts below to help (or confuse) them as they decide. You may want to give kids a time limit and set a timer, so their debates about which animals are most powerful don't go on for too long!

Once groups are in order, continue: **OK, let's see what you've decided!** Give each group a chance to present and explain their order. Make observations and ask questions about the choices different groups made.

It might be hard to decide which of these amazing creatures is the most powerful. But in today's part of God's big story, we learned about someone who is more powerful than all these animals: the Holy Spirit! The Holy Spirit is our helper. When Paul and Silas were in prison, the Holy Spirit's power set them free and helped them spread the good news about Jesus!

Animal Fun Facts

Consider sharing these with kids while they play the game:

African Elephant: African elephants have around 40,000 muscles just in their trunks.

Grizzly Bear: Grizzly bears are the top of the food chain, which makes them an "apex predator." No one else hunts them, and they can hunt large animals such as moose and elk.

Dung Beetle: Dung beetles can move objects (usually balls of dung) that weigh 1,141 times as much as they do.

Honey Badgers: Honey badgers are fearless. They will attack much larger animals, such as lions and crocodiles.

Bald Eagle: A bald eagle can exert 400 psi (pounds per square inch) with its talons. That's 10 times stronger than the human hand.

Crocodiles: A crocodile's jaw has the strongest bite in the world.

GAME 3: APPROACHING THE KING (OR QUEEN!)

SUPPLIES: masking or painter's tape, pool noodles (2–4), blindfolds (2–4), small objects (such as candy or marbles, enough for at least 1 per kid), crowns (2–4, optional), timer (optional)

This game works great with The Holy Spirit and Prayer lesson!

Make It Inclusive!

Tip for Including Kids with Unique Abilities

This game can be intense for younger kids and those with special needs. If needed, modify the game so kids are the kings and queens and leaders are the ones trying to grab the objects. Kids not actively playing can cheer for and encourage those in the game.

Allergy Caution

This activity includes possible food allergens!

Ahead of time, select an area in the middle of your space where kings and queens will stand (2–4 kids total, depending on the size of your group). Mark their spots with tape on the floor (they will stand facing out with their backs to each other). You'll need a blindfold and a pool noodle for each king and queen. Crowns are optional!

Hold a pool noodle and some of the small objects for kids to see. **Today you're going to try to grab these** (show small objects) **without getting tapped by one of these** (wave a pool noodle). **Who wants to be king or queen for the day?** Select 2–4 willing volunteers to be kings or queens. Put them into position (facing out with their backs to each other), blindfold them, give each a pool noodle, and tell them they aren't allowed to move their feet. (Kids who are uncomfortable being blindfolded can simply close their eyes tightly when they are king or queen.)

Spread the small objects in a circle around them (within reach of the length of the pool noodles).

Have the other kids stand in a circle around the kings and queens, about 15 feet away.

Say to those kids: **Your job is to grab as many (name of objects) as you can without getting tapped by a pool noodle. But you can only pick up one object at a time! If you get tapped, you must drop the object and run back to your starting position before you try again. Kings and queens, you'll move your pool noodles up and down lightly, not with all your strength. You'll keep your feet in one place, and remember, no peeking! Ready, set, go!**

Play for a set amount of time or until all the objects have been grabbed. If time allows, play multiple rounds with different kings and queens. When finished, collect the objects (if you're keeping them) or let kids each have one. If kids get to keep one, be sure to save some for the kings and queens.

Gather kids back together. **How did you feel about approaching our kings and queens today?** Allow kids time to respond. **In God's big story, we learned we can approach God's throne with confidence because of the Holy Spirit. We don't have to be nervous when we talk to God. Through Jesus, we are God's children, and the Holy Spirit helps us pray!**

GAME 4: HOOP HELPERS

SUPPLIES: large plastic hoops (1 hoop per 4–5 kids)

Make It Inclusive!

Tip for Including Kids with Unique Abilities

If any kids in your ministry are in wheelchairs, modify this activity by having all kids do it while seated in chairs.

This game works great with The Body of Christ lesson!

In this game, kids will work as teams to lower their hoops to the floor.

Help kids form teams of 4–5, and give each team a hoop.

I've got a challenge for you today! Stand with your team around your hoop and pick it up. Wait for kids to do so. **That wasn't the hard part. Now hold the hoop up at the level of your faces with each of you using only one finger!** Wait for kids to do so. **Now lower the hoop to the floor, with each of you continuing to only touch it with that one finger. If you drop it, pick it up and start again.**

Give kids time to try this challenge. You can repeat the activity with these variations as time allows: Lower the hoop, then bring it back up again. Lower and raise it without talking. Lower and raise it again using different body parts, such as their feet, the back of their wrists, or the top of their heads.

Collect the hoops and gather kids back together. **You all did a great job working together!**

We learned in God's big story today that the Holy Spirit makes us one family. When we follow Jesus, we become brothers and sisters in Christ. God invites us to work together, just like you did today, and the Holy Spirit helps us do just that.

GAME 5: I NEED HELP! REVIEW

SUPPLIES: clipboards (1 per 4–8 kids, optional)

Wonder Ink RESOURCES: Review Questions Sheet (1 per 4–8 kids), Holy Spirit Our Helper Lesson Glance Slide

This game works great as a review near the end of the Holy Spirit Our Helper series!

Leader Tip: For smaller groups, divide the group into teams of four and have each kid go twice.

Make It Inclusive

Tip for Including Kids with Unique Abilities

If any kids are limited in their mobility, the leader reading the questions can run to them rather than the other way around.

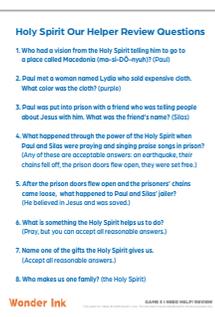
Ahead of time, print one copy of the Review Questions Sheet for each team of 4–8 kids. You'll need a youth or adult leader for each team. (Don't have enough leaders? Invite a few older kids to be the question askers.)

In this game, kids will answer review questions about the four Holy Spirit Our Helper lessons in a relay race where they can ask their teammates for help as needed.

Help kids form teams of 4–8. Line each team up single file (relay style) at one end of your space. Place one leader with a copy of the Review Questions Sheet opposite each team. Consider giving each leader a clipboard to hold the review questions.

Today we're playing a game that helps us review the Holy Spirit Our Helper series. Display the Holy Spirit Our Helper Lesson Glance Slide. **Who can tell me some of the things you remember from this series?** Allow kids an opportunity to share what they remember from each lesson. They can refer to the screen for help. Here's an overview of the four Holy Spirit Our Helper lessons:

Lesson 1: Paul's Missionary Journeys (Acts 16)
Wonder Truth: God Works Through the Holy Spirit



Lesson 2: Paul and Silas in Prison (Acts 16)

Wonder Truth: The Holy Spirit Is Powerful

Lesson 3: The Holy Spirit and Prayer (Romans 8)

Wonder Truth: The Holy Spirit Helps Us Pray

Lesson 4: The Body of Christ (1 Corinthians 12)

Wonder Truth: The Holy Spirit Makes Us One Family

Good job remembering. In each lesson, we learned that the Holy Spirit is our helper! So in today's review game, you get to be helpers too.

When I say, "Go," the first person in line will run to your leader at the other end. Demonstrate. The leader will ask you a question about one of our lessons in this series. If you know the answer, say it quietly so the other teams don't hear the answer. Demonstrate giving the answer with your hand to your mouth like you're telling a secret. If you're right, run back and tag the next person in line. Demonstrate. If you're wrong or don't know the answer, shout, "I need help!" Invite kids to practice shouting the phrase. Then the next person in line will run down and help you. If the two of you don't know the answer, shout, "I need help!" The next person in line will run down. Keep doing this until you answer the question or until all the kids on your team have tried to help. If you still can't get the answer, the leader will tell you and you can all run back. Then the next person in line can go.

Once all the teams are set and kids understand the directions, begin.

Ready, set, go!

Encourage kids as they play the game and cheer them on. You can end the game when the first team answers all the questions, or you can let each team finish.

Gather kids together. **Way to go! I loved seeing you help each other. Let's all remember the Holy Spirit is our helper, and He is with us always. When we don't know what to do, when we need strength, when we pray—anytime and anywhere—the Holy Spirit is there for us!**