



GAMES AND ACTIVITIES

These additional games and activities can be used throughout the Faith Begins with Wonder series. If you want to integrate more movement and facilitate more 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: NEW CREATIONS

This game works great with the God Creates Humans lesson!

SUPPLIES: buckets or boxes (1 per team), play dough (1 container per team), large paper plates (1 per team), random supplies for making a new creation (an assortment for each team), timer (optional)

Wonder Ink RESOURCES: [Faith Begins with Wonder 2-Minute Countdown Video](#)

Leader Tip: To increase physical movement, set up the buckets across the room from the paper plates where kids will make their creations.

In this game, kids will have two minutes to work together to construct a new creation using only the objects in their buckets.

Ahead of time, leaders will fill each small group's bucket or box with play dough and a variety of other objects (such as chopsticks, toothpicks, buttons, yarn, etc.). Leaders will also place a large paper plate by each group on which groups will place their creations.

Gather kids together and help them form teams of 3–8. **Today you're going to test your creative juices while showing how well your team can work together! In each box is a random assortment of materials. Your team will have two minutes to use those materials to make a new creation. You don't have to use every item in your box, but your group does need to be able to explain what your creation is. After two minutes, we'll vote on the most creative new creation!**

Play the [Faith Begins with Wonder 2-Minute Countdown Video](#) or set a timer for two minutes, and have teams begin creating. When the time is up, allow each group to share their creations. You may then vote as a group to determine the most creative new creation! Or declare each team's creation a winner in a particular category, such as Most Useful Creation, Most Beautiful Creation, and Most Unique Creation.

Leader Tip: To determine the winner, invite kids to applaud for each team's creation. The team receiving the loudest applause wins!

Gather kids back together. **God created everything, from Adam and Eve—the first humans to ever exist—to every star in the sky. He is mighty and powerful, yet He knows us and loves us! Just as you know the details of the new creation your team made, God knows every detail about you and loves His creation! We can be reminded that because God knows us, we are known.**

GAME 2: CARRIED TO SAFETY

SUPPLIES: hand towels (1 per team), buckets (2 per team), small balls (at least 20 per team), bed sheet or butcher paper (blue, if possible), masking tape

This game works great with the Jesus Loves the World lesson!

Leader Tip: You may use whatever supplies you have on hand to play this game. Boxes or containers can be substituted for the buckets. And while table tennis or ball pit balls would be ideal, even objects like plastic Easter eggs or small toys can be substituted for the balls.

In this relay, teams will move the balls in their bucket from one side of the room to a bucket on the other side of the room using only a hand towel (and a partner!).

Ahead of time, fill one bucket or container per team with 20 or more small balls. (Every team's bucket should have the same number of balls.) Set a hand towel next to each bucket. On the opposite side of the room, place an empty bucket or container for each team. Place a bed sheet or long sheet of butcher paper (blue, if possible) across the middle of the room to symbolize a river that kids must cross to get to their bucket on the other side of the room. Secure the bed sheet or butcher paper to the floor with tape. For ministry contexts with limited space, invite two pairs of kids (four kids total) to compete against each other, carrying the balls to one centralized bucket while all the other kids cheer them on. And in smaller group settings, kids can work together as one team to complete this task.

Make It Inclusive: Invite kids with physical limitations to cooperate in the relay by adding the balls to the hand towels that their teammates are holding.

Gather kids together and help them form teams. (Teams can range from 4–12 kids.)

Today you have a very important challenge! You're going to work with your teams to carry the precious cargo in your buckets across the river (point to the bed sheet or butcher paper) **without losing any of it.** Invite kids to line up behind their team's bucket in pairs. **You will get in pairs of two and then take turns grabbing the hand towel, stretching it out straight between you, and balancing as many balls as you can safely carry across the river to your team's bucket on the other side. Once you reach the other side, you will carefully deposit the balls into the other bucket. If you drop any of the balls, you must pick them up, go back to the starting bucket, and try again.**

With another leader or an older kid, demonstrate how to carry balls from one side of the room to the other on a hand towel that is stretched between you. **Once you finish, you will cross back over the river quickly and give the towel to the next pair in your team's line. The first team to get all their balls across the river wins!**

On your “go,” have teams begin! Once all the teams have successfully moved all their balls from one bucket to the other, gather kids together. **Great job taking care of your precious cargo! In this game, the balls were separated from the other bucket by a river. This is similar to what sin does: it separates us from God. Sin—the wrong things we do—comes between us and God. On our own, there is no way to cross the divide. But Jesus changes everything! Because of His love for us, Jesus made the way for us to be near to God.**

GAME 3: COPY-CAT FREEZE

In this game, kids will copy the motions of the leader, except for the action that requires everyone to freeze. When the leader performs the “freeze action,” anyone who copies the leader instead of freezing is out!

This game works great with the Jesus Promises the Holy Spirit lesson!

Prior to the start of the game, choose one leader who is willing to act out different motions in front of the group. The leader can be a volunteer or an older kid in your group. With the leader, decide on the designated motion that will signal to kids that they should freeze. For example, putting both hands on the top of her head could be the chosen “freeze action.” Any kid who does not freeze when the leader places her hands on her head is out!

Make It Inclusive: To involve kids with physical limitations, invite them to help you spot the kids who didn’t freeze. Alternatively, have the leader and all the kids remain seated while playing, so their actions are limited to motions that can be done while seated.

Gather kids together. **Are you up for a challenge to see how well you can follow?** Pause for kids to respond. **OK ... let’s do it then!** Invite your chosen leader to the stage area and introduce him to the kids. **Your challenge is to follow every action our leader performs. However, if he does the “freeze action,” you are not supposed to copy him!** Show the kids the predetermined “freeze action.” **Instead, if you see this movement, you freeze! If you don’t stay perfectly still, then you are out!**

Continue playing rounds until only one person is left. If a leader is having trouble getting kids out, suggest that he speed up his actions so that kids have less time to think before they start following. Play several rounds, as time allows, switching up the leader and “freeze action” each time. Then gather kids together.

When Jesus was on earth with the disciples, they had someone to lead and guide them—Jesus! Jesus knew He would be leaving His disciples, but He promised that He would not leave them alone; God would send them the Holy Spirit—His powerful, loving presence. People who follow Jesus today have that same Holy Spirit, who is God! In this game, you had a leader in front of you to imitate. Similarly, Jesus gives us the Holy Spirit to lead us. The Spirit will never leave us and will help us to become more like Jesus.

GAME 4: MISSION IMPOSSIBLE

SUPPLIES: baskets or buckets (2 per team), balls or bean bags (several per team)

This game works great with the We Are Children of God lesson!

Leader Tip: This game can be modified for contexts that have limited space. Volunteers from each group can attempt the different shots while the rest of their group cheers for them.

In this game, kids will attempt to throw balls or bean bags into baskets. The only catch is that the longer they play, the harder it will be to make those baskets as the subsequent challenges increase in difficulty!

Ahead of time, place two buckets a couple of feet apart from one other at each team's location, and fill one of the buckets with balls or bean bags (several per team).

Gather kids together, and help them form teams of 5–10. Direct each team to stand near a pair of buckets. **Today we're going to put your basketball skills to the test! Each team has a basket of balls and an empty bucket that will serve as their hoop. We're going to start out easy and allow each person in your group one chance to stand behind the basket of balls and toss a ball into the empty bucket. Listen up, though! After one time through, the instructions for making baskets will change.**

After everyone has had a chance to try making a basket, give new instructions for the next round, such as moving the baskets/buckets farther apart. With each successive round, the challenges should get harder. Consider challenges like having kids close their eyes before throwing a ball, throwing two balls at a time, or turning around and throwing a ball backwards over their heads.

This game is meant to be more enjoyable than competitive, so there's no need to keep track of score. After several minutes of fun challenges, gather kids back together. **The Galatians who followed Jesus were confused: some people were incorrectly telling them that they had to obey Old Testament Law perfectly to be followers of Jesus. Paul explained that the Law wasn't what would save them—only faith in God could do that. The challenges in our game became nearly impossible; following the Law perfectly is like that too! For this reason, Jesus came. Just as Abraham had faith that God would make him into a great nation, the Galatians (and all of us!) can be children of God through our faith in Jesus. Because of Jesus, we can be children of God!**

GAME 5: WONDER TRUTH SORT

SUPPLIES: envelopes (1 per team), scissors or paper cutter (prep only), masking tape (1 roll per team)

Wonder Ink RESOURCES: Bible Story Pictures Sheets, Wonder Truth Sort Sheet (1 per team)

This game works great as a review of the Faith Begins with Wonder series!

Leader Tip: If many of your kids were only at church for one or two of the Faith Begins with Wonder lessons, consider paperclipping together story details from each lesson. They can then match these details to the Wonder Truth and lesson title.

In this game, kids will match the Wonder Truth, lesson title, and Bible story details from each lesson to the pictures that represent those Bible stories.

Ahead of time, print the Bible Story Pictures Sheets. Tape each Bible Story Picture to a different spot in your room. (If your space is large, consider enlarging each illustration.) Print a copy of the Wonder Truth Sort Sheet for each team of 3–5 kids and cut apart the slips. Put each team's set of slips in an envelope.



Gather kids, and help them form teams of 3–5. Give each team a prepared envelope and a roll of masking tape. **During our Faith Begins with Wonder series, we've learned so much about God's love for us and our reasons to be in awe of Him! If you look around the room, you will see four pictures. Point to the four Bible Story Pictures. Each one represents a Bible story or lesson from the Faith Begins With Wonder series. In your team's envelope are many slips of paper. On each slip are words that tell about one of the four lessons. Some slips contain a lesson title, some a lesson Wonder Truth, and some contain details from the Bible stories. Your team's job is to decide which picture best matches each slip of paper and tape the slips next to their matching pictures.**



This game can be a competition in which teams see who can successfully match their slips to the correct pictures first, or it can simply be a team-building activity without a time constraint—you decide! To make the game more active, spread the pictures out throughout the room or announce specific ways kids should move from picture to picture (these could include jumping, crawling, and so on). Be available to help teams as needed!

Leader Tip: For Younger Kids. Assign a youth or adult volunteer to teams of younger kids to help them read the slips.

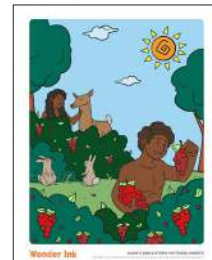
Once teams have taped all their slips next to their matching pictures, gather kids together. **Great job remembering all of those details! We reviewed that God created humans and knows everything about us. What an amazing truth that the God of the universe knows us completely! We also reviewed that Jesus loves the world and each of us. Jesus gave His life, so we can have a relationship with God forever. After Jesus came to earth, He promised us the Holy Spirit—God’s powerful and loving presence—so we wouldn’t be alone. Because we have the Holy Spirit, we are led by God every day! And we learned the wonderful truth that, because of Jesus, we can be called children of God! When we reflect on all these great truths, we realize just how amazing our God is!**

For your reference, here is a list of each Faith Begins with Wonder lesson title and the corresponding Bible Story Picture, Wonder Truth, and Bible story details:

Lesson 1: God Creates Humans

Wonder Truth: Because God Knows Me, I Am Known

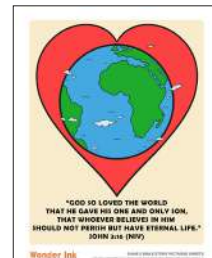
Many of the psalms praise God’s creative power. God made Adam and Eve.



Lesson 2: Jesus Loves the World

Wonder Truth: Because Jesus Loves Me, I Am Loved

Jesus came to save the world through His death and resurrection. Paul states that Jesus is the exact likeness of God.



Lesson 3: Jesus Promises the Holy Spirit

Wonder Truth: Because the Holy Spirit Leads Me, I Am Led

Jesus promised His disciples that God would send them the Holy Spirit. The Holy Spirit teaches what is good, right, and true.



Lesson 4: We Are Children of God

Wonder Truth: Because of Jesus, I Am a Child of God

Abraham believed God’s promise that He would grow Abraham’s family into a great nation. The Law doesn’t make people right with God; only Jesus can do that.



GAME 6: BOOKS OF THE BIBLE NOODLE RELAY

SUPPLIES: pool noodles (3), permanent marker (prep only), sharp cutting tool (prep only), measuring tape (prep only), PVC pipes or portable garment rack, Bibles (1 per kid)

This bonus game works anytime! Use it to learn and review the books of the Bible.

In this game, kids will practice putting the 66 books of the Bible in order using sliced sections of a pool noodle!

Leader Tip: Using three different colors of pool noodles will help kids learn and remember the order of books. For example, if using one yellow, one green, and one blue noodle, kids will know to start with the books on the yellow noodle before moving on to the ones on green, and so on.

Ahead of time, slice three standard (approx. 55") pool noodles into 22 donut-shaped pieces, each slice 1.5"–2.5" in height. You will have 66 pieces total. With a permanent marker, write the name of one book of the Bible on each donut-shaped piece. Then cut a vertical slit at the back of each piece so that you can easily slide it on and off a PVC pipe or garment rack.

Old Testament books: Genesis, Exodus, Leviticus, Numbers, Deuteronomy, Joshua, Judges, Ruth, 1 Samuel, 2 Samuel, 1 Kings, 2 Kings, 1 Chronicles, 2 Chronicles, Ezra, Nehemiah, Esther, Job, Psalms, Proverbs, Ecclesiastes, Song of Songs, Isaiah, Jeremiah, Lamentations, Ezekiel, Daniel, Hosea, Joel, Amos, Obadiah, Jonah, Micah, Nahum, Habakkuk, Zephaniah, Haggai, Zechariah, Malachi

New Testament books: Matthew, Mark, Luke, John, Acts, Romans, 1 Corinthians, 2 Corinthians, Galatians, Ephesians, Philippians, Colossians, 1 Thessalonians, 2 Thessalonians, 1 Timothy, 2 Timothy, Titus, Philemon, Hebrews, James, 1 Peter, 2 Peter, 1 John, 2 John, 3 John, Jude, Revelation

Using PVC pipe or a portable garment rack (vertical or horizontal can work!), set up a stand on which kids can slide each of the 66 donut-shaped noodle pieces in the order of the books of the Bible.

Use this game to introduce kids to the books of the Bible or as a review of them! Invite kids to work together to put all 66 books of the Bible onto the rack in order (or, for starters, challenge them to order just the Old Testament or New Testament books). Encourage them to open their own Bibles to the table of contents for guidance. And play the game either as a team-building activity in which all the kids work together, or set it up as a competition by timing groups to see which group can put the



books in correct order fastest. Return to this game week after week, and cheer kids on as they get better each time!

Leader Tip: This game works great with preteens!

