



GAMES AND ACTIVITIES

These additional games and activities can be used throughout the Now That's a Miracle! 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 those intended for each lesson in the series.

GAME 1: THAT'S A LOTTA HOT AIR!

SUPPLIES: balloons (1 per kid), painter's tape, trash bags (optional), paper plates (1 per kid, optional)

Allergy Caution

Be aware of any latex allergies or sensitivities among your kids and volunteers before doing this activity!

Works well with
the Jesus Calms the
Storm lesson!

In this game, kids will move balloons across the room without touching them (using their breath). Ahead of time, inflate a balloon for each kid and use painter's tape to make a finish line at one end of the room. Consider placing the balloons in trash bags until it's time for the game.

Let's play a fun game that requires us to use the power of wind! The object of the game is to move your balloon from one end of the room to the other without using your hands, your head, your feet, or any part of your body. What do you think you're going to use? Pause for kids to guess. Yes, wind power! You'll move the balloon from one end of the room to the other using only your own breath to

keep it in the air. If your balloon hits the ground, you'll need to return to where you started and try it again.

Leader Tip: Make sure kids are spread out an arm's length apart. For smaller spaces or larger groups, have kids race in multiple heats rather than at once.

Make It Inclusive! Some kids may enjoy just bopping a balloon on their own in a separate area of the room. Or, for kids who don't want to use a balloon, allow them to use a table tennis ball in the race.

Invite kids to line up side by side on the end of the room opposite the masking tape finish line. There should be at least an arm's length between each kid. Hand a balloon to each kid. Have them hold the balloon in their hands and place them just over their mouths. Encourage them to blow air at the balloon to keep the balloons up in the air as they move toward the finish line. (Urge them to keep careful track of their balloons and not to blow on anyone else's. This will help minimize the spread of germs.)

The first kid to cross the finish line without her balloon touching the ground (or touching any part of her body) wins!

It took a lot of effort and breath power to keep the balloons up and move them. You had to work hard and stay focused so the balloon would go in the right direction. Some of you may have found it easier than others to use the power of your breath to keep the balloon in the air. In today's part of God's big story, we'll hear about some powerful wind, but we also hear about a power that is greater than the wind—the power of Jesus!

GAME 2: FOOD FRENZY!

SUPPLIES: cardstock, scissors (prep only)

Wonder Ink RESOURCES: Food Frenzy! Game Cards, upbeat music from the [Now That's a Miracle! Elementary Spotify playlist](#)

Works well with
the Jesus Feeds the
5,000 lesson!

Here's what food should be on each page. (Two identical photos of the same food on each page—one on the top half and one on the bottom.)

Page 1: pizza

Page 2: hamburger

Page 3: strawberries

Page 4: deli sandwich

Page 5: bowl of cereal

Page 6: pineapple

Page 7: corn on the cob

Page 8: ice cream

Page 9: mac-n-cheese

Page 10: salad

Page 11: cake

Page 12: watermelon

Page 13: pancakes

Page 14: apple

Page 15: taco



In this game, the kids will stand on food cards when music plays and find a person on the matching food card. Ahead of time, print the Food Frenzy! Game Cards on cardstock and cut them in half so that you have 15 pairs of matching food cards (30 cards total). You will need the same number of cards as there are kids, and there must be at least two cards representing each type of food. For example, if you have 14 kids, you will need seven pairs of cards (14 cards total). If your group is larger than 30, print multiple copies of the cards.

Make a large circle on the floor with the game cards. Cards should be mixed up so they aren't next to their matches. Leave enough space between each for kids to walk from card to card.

Make It Inclusive! Invite any kids with physical restrictions to use their own set of cards and play a card matching game with a partner.

What do you like to eat when you're really, really hungry? Allow kids to answer. Today in God's big story, we'll hear about something miraculous Jesus did when He was with a large group of really hungry people. First, we're going to play a game called Food Frenzy! I hope it doesn't make you too hungry!

I've placed cards on the floor with pictures of food on them. I'll ask you to stand on one of the food cards. Once everyone is standing on a card, I'll play some music. As the music plays, you'll walk from card to card. When the music stops, you'll pick up the card you're standing on and find the person with the matching food. The first two kids to find their match are the winners!

Invite kids to choose a food and stand on it. Play upbeat music from the [Now That's a Miracle! Elementary Spotify playlist](#) for about 30 seconds as the kids walk from card to card. Then, stop the music and encourage kids to look for the person with the matching food. If time allows, mix up the cards, place them back in a circle, and play again.

GAME 3: SCORE!

SUPPLIES: cotton balls (at least 5), small trash can or brown paper bag, blindfold

Works well with the
Jesus Heals a Man
Who Is Blind lesson!

In this relay-style game, kids will take turns choosing pictures of something they love and taping them to their team's posters.

Make It Inclusive: Some kids are sensitive to sensory experiences; for them, wearing a blindfold can feel overwhelming or scary. Give kids the option of playing the game with their eyes closed or even, if needed, with their eyes open.

Today's game is called Score! The object of this game is to see how many cotton balls you can toss into the container. It sounds simple, huh? Well, it would be simple if you weren't blindfolded!

Have the kids stand in a line. Place the container approximately 3-5 feet from the first person in line. Give the first person five cotton balls and put a blindfold on him. Invite him to toss each cotton ball into the container. After he's finished, let him take off the blindfold and count how many made it into the container. Give each kid a chance to try and keep score of how many cotton balls each kid gets into the container. The kid who gets the most cotton balls into the container wins. (If there's a tie, consider having a tiebreaker round.)

Gather the kids together. **It wasn't so easy playing that game blindfolded, was it? When I first told you about the game, it sounded simple. But once you were blindfolded, it made things much more challenging. In today's part of God's big story, we'll hear about a man who faced many challenges every day—because he was blind and couldn't see! And we'll hear about something miraculous Jesus did for him!**

GAME 4: FLASHLIGHT MUSEUM GUARD

SUPPLIES: small object, timer (cell phone, second hand on watch/clock)

Works well with the
Jesus Heals Jairus'
Daughter lesson!

In this game, “museum night guards” walk around their teams with a flashlight and try to catch kids who are changing positions.

Divide the group into two teams and send each team to one side of the room. Tell the kids to spread out. **We’re going to pretend we’re at a museum at night, and you all get to be the exhibits at the museum. You’re a statue, and you get to choose different poses. The museum is closed, but there’s a night guard walking around to make sure everything is safe.** Choose one kid from each team to be the night guard who will get a flashlight. **You have to try to change positions three times without getting caught by the night guard. The night guard can walk around on her own side of the room and look closely while shining the flashlight to see if anyone is moving. If the flashlight moves over someone while that person is moving at all, that person is out.** Turn down the lights and encourage the kids to choose a pose. Give the night guards their flashlights and invite them to walk around on their team’s side, looking for kids who are moving. If anyone is caught moving, that person sits down and is out.

In God’s big story today, we’re learning about Jesus’ power. The flashlights in our game had power—the power to shine light and the power to illuminate people moving. But if you take out the batteries (demonstrate removing the batteries, then attempt to turn the flashlight on), the flashlight doesn’t have power. The batteries give it power so it can turn on and shine its light. Jesus’ power can do amazing things. He can heal people! We’re learning today about an amazing way that Jesus used His power to heal two people. We can remember that Jesus is powerful!

GAME 5: STEP BY STEP

SUPPLIES: cardstock, scissors (prep only), tape, stopwatch

Wonder Ink RESOURCES: Water Footprint Template

Works well with
the Jesus Walks on
Water lesson!

Ahead of time, print 10 copies of the Water Footprint Template on cardstock. Cut out each footprint and tape each to the floor about a foot and a half apart. Ideally, the footprints would be far enough to be challenging for kids to step from print to print but not so far apart as to make it impossible. Consider arranging the footprints in a zigzag pattern to make it more challenging.



Make It Inclusive: To include kids who may have physical limitations, invite them to join you at the finish line to give kids fist bumps and high fives as they finish.

Leader Tip: If your group is large, consider printing multiple sets of Water Footprints and setting up more than one course. One course can be easier (for younger kids) and one can be harder (for older kids).

Let's play a game called Step by Step! The object of this game is to place your feet on the footprints that are taped to the floor and walk as quickly as you can from one print to the next until you get to the end. Pretend that the floor is water and the footprints are your only way to get across it. When I say, "Go," you will step on each footprint. When you get to the end of the footprints, the next person in line will go. If you miss a footprint or skip over one, you have to go back and start over. We'll see how quickly we can get everyone across all the footprints!

Have the kids form a straight line. Then one at a time, encourage them to walk quickly through the course by stepping on each footprint. Time how long it takes the group to go. Then have everyone go again to see if they can beat their previous time!

Wow! It wasn't easy trying to go from footprint to footprint without missing one or losing your balance, but you did well! Today in God's big story, we'll hear about a time Jesus walked on something that is usually impossible to walk on—water! Only the Son of God can do that!

GAME 6: MIRACLES REVERSE CHARADES

SUPPLIES: paper or whiteboard (optional), marker or dry-erase marker (optional)

Wonder Ink RESOURCES: Title Slide for each lesson in the Now That's a Miracle! Series

Works well as a review of the Now That's a Miracle series!

In this game, kids in the “audience” will act out scenes from the miracles of Jesus while the kids up front guess which miracle is being acted out. Prepare to either display the Title Slide for each lesson in the Now That's a Miracle! series or write the story titles on a paper or whiteboard.

In this series, we've learned about some of the amazing and miraculous things Jesus did. He did more than this! Each miracle shows us something about Jesus. We see that He is powerful and that He can control creation and weather. We see that He can heal sicknesses—even raise the dead! Jesus can do the impossible. Let's play a game to see how much we remember about the miracles we've learned.

Divide the group into two teams. Call up one person from each team to come to the stage or the front of the room. **The people up front will close their eyes or turn around while I show the rest of you one of the miracles Jesus did in this series. When I say, “Go,” every person on each team will silently act out the miracle at the same time (individually or working together!) while the person up front guesses the miracle being acting out. The kids up front should only look at their own team to guess.**

Display the Title Slides or write the titles on paper or whiteboard to show the “audience” while the kids up front turn around or close their eyes. Then tell the kids up front to watch and say, “Go,” and invite the audience to act out the scene. Call up a new kid from each team for each round. Mix up the order of the miracles:

- Jesus Calms the Storm
- Jesus Feeds the 5,000
- Jesus Heals a Man Who Is Blind
- Jesus Heals Jairus' Daughter
- Jesus Walks on Water

Was it hard to guess which miracle was being acted out? Did everyone who was acting do something different? Allow responses. We may not always see God's power the same way, but we can always trust that God is powerful and that He's at work!