



## GAMES AND ACTIVITIES

These additional games and activities can be used throughout the Power of the Spirit 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: ROCK, PAPER, SCISSORS CHAMPIONSHIP

In this game, kids will play the classic game of Rock, Paper, Scissors. They will play multiple matches, and kids will cheer for their champion as she goes on to challenge other champions. The game continues until there is one grand champion remaining!

Works well with the Jesus Gives the Great Commission and Ascends lesson!

Gather kids. **Have you ever played Rock, Paper, Scissors?** Pause for kids to respond. **How does it work?**

Give one or two kids the opportunity to explain the basics of the game or do so yourself, demonstrating the three hand motions: a fist for "rock," a flat hand for "paper," and two fingers in a V for "scissors." **Let's all say, "Rock, Paper, Scissors, Go!" and present one of the motions when we say the word "Go."** Say, "Rock, Paper, Scissors, Go!" slowly with the kids. On the word "Go," display one of the three motions.

**Today we're going to have a Rock, Paper, Scissors Championship! To begin, you need to find a partner to challenge for your first match. Whoever wins becomes**

the champion, and the player who lost gets in line behind their champion. If you lose, your job is to stand behind your champion and cheer them on in their next match. If your champion wins another match, then that entire team will line up behind you and cheer for your champion. If your champion loses a match, then all of you will line up behind your new champion and cheer for them. In the end, there will be one grand champion, and we'll all cheer for them wildly!

If time permits, play again. There may be a different champion, but everyone will always end up on the same team.

**What would happen if we played this game with more people?** Pause for kids to respond. **What if we included all your friends at school, your neighbors, or even everyone in the whole world? What would it feel like to have everyone cheering for the same team?** Invite kids to respond. **That's what it would be like if everyone heard the news about Jesus! Jesus said in our Word of Wonder that the Holy Spirit would help us spread the news about Him "from one end of the earth to the other" (Acts 1:8). As we share the good news of Jesus with others, we're all on the same team! Jesus promises to send the Holy Spirit!**

**Make It Inclusive:** This game can be tricky for younger kids as well as children with developmental delays. Modify this game by having kids work with partners. Pair older kids with younger kids and challenge each team of two to compete against other pairs. Partners can huddle together before each match to quietly decide which motion they will do.

## GAME 2: ONCE UPON A TIME ...

**SUPPLIES:** paper, scissors (prep only), pen (prep only), whiteboard, dry-erase marker

Works well with  
the Jesus Sends the  
Holy Spirit lesson!

In this game, kids will act like characters from well-known children's stories and try to find other kids acting like characters from the same story.

Ahead of time, cut slips of paper, one per kid. Write the names/titles of characters from well-known children's stories on each slip, one name per slip. Feel free to use the following characters and to add ones from other stories the kids in your ministry will be familiar with. You'll need one slip/character name per kid.

- From *Goldilocks and the Three Bears*: Papa Bear, Mama Bear, Baby Bear, Goldilocks
- From *The Three Pigs*: Pig, Pig, Pig, Big Bad Wolf
- From *Little Red Riding Hood*: Little Red Riding Hood, Grandmother, Wolf, Woodcutter
- From *Cinderella*: Cinderella, Stepmother, Stepsister, Stepsister, Stepsister, Fairy Godmother, Prince Charming, Helpful Mouse, Helpful Mouse, Helpful Mouse

Write the title of each story/fairy tale on the whiteboard for kids to reference. To give kids some extra guidance, consider also writing the names of the characters next to each story title.

Gather kids. **Let's play a game called Once Upon a Time. What do think of when you hear the phrase "Once upon a time"?** Allow kids to respond. **Yes, that phrase is how many stories and fairy tales begin. In this game, you'll receive a slip with the name of a character from one of these children's stories.** Point to the story titles on the whiteboard and read them aloud. **Without showing your slip to anyone, you'll walk throughout the room acting like your character. You can say things your character would likely say, but you can't say who you are. For example, if your character's name is "dog," you can bark and pant and move like a dog. Your goal is to find all the other characters who are from the same story or fairy tale. Once you think you've found all the characters from the same story, sit down as a group. When I see you sitting down, I'll come over to check if you know which story you're from and if all the characters from that story are together.**

Give one prepared slip to each kid. Invite leaders to help younger kids read their slips as needed. **Any questions before we start?** Answer any questions kids have. **Ready, go!** Walk amongst the kids as they act like their characters and find other people from the same story. Some kids might not be familiar with all the stories, so be ready to help kids find the other characters from their story. Once kids have sat down with the characters from the same story, ask them which story they're from and make sure all the characters are accounted for.

**That was challenging, but you all did a great job finding the other characters from the same story! Let's see how well you know the story your character is from. Together as a group, try telling your story to each other. For example, if your story is *Goldilocks and the Three Bears*, try telling that story!** Invite leaders to visit the groups as they try remembering and telling their stories, helping them fill in blanks as needed.

**Stories are powerful! Some we even remember for the rest of our lives! There's one story that's more important and powerful than any other, and it's completely true—God's big story! We get to share the true story of God's love with others, and the Holy Spirit helps us!**

**Make It Inclusive:** Pair kids up to play this game in partners, being mindful to pair younger kids and kids with developmental challenges with helpful, older kids. Assign every pair one character to play together.

## GAME 3: WHERE ARE MY "SHEEP-LE"?

In this game, kids make animal noises while blindfolded and listen carefully to the sounds to locate their teammates.

Works well with  
The Role of the Holy  
Spirit lesson!

Help kids form teams of 2–5 and assign each team an animal type. Choose from the following: sheep, cows, pigs, chickens, roosters, horses. Demonstrate the sounds that each of these animals makes or invite a volunteer to do so.

Next, invite kids to spread out, put on blindfolds, and slowly spin around once. As an alternative to wearing blindfolds, kids can close their eyes tightly. When the game begins, kids will make their animal's sound while listening carefully to find their teammates, who are making the matching sound. Once the kids have carefully made their way to their teammates, they should stay together in a group. Signal to begin the game. Then get ready for a little chaos and a lot of fun!

**Make It Inclusive:** Being blindfolded can trigger anxiety in some kids, so give all kids the option of simply closing their eyes tightly instead of wearing a blindfold. If any kids have limited mobility, modify this game so that some kids stay in one place while their teammates move around to find them.

**Leader Tip:** Encourage all the kids to move slowly with their arms out to help prevent collisions and be ready to intervene to guide (especially younger) kids toward one another, if they seem to need help.

If time allows, repeat this game with a different set of animals. Any animals that make a distinctive sound will work great. For example, you could choose animals from the zoo: lions, monkeys, elephants, and snakes; or pets: dogs, cats, guinea pigs, and parrots.

**It was difficult to pick out the sounds from all that noise, wasn't it? But by listening carefully, you were able to find your way and find your teammates. Sometimes it's difficult to know what to do in hard situations, but as Jesus-followers, we can ask God for help. Because the Holy Spirit helps and guides us.**

# GAME 4: DON'T LAUGH!

In this game, kids will be paired up and have an extra bold staring contest. They'll look into each other's eyes and keep a straight face while also doing a silly motion ... all without smiling or laughing!

Works great with the Peter and John Before the Sanhedrin lesson!

Pair the kids up. **Let's play a game called Don't Laugh! In this game, you and a partner will face off in an extra bold staring contest. That means you will look each other in the eye without laughing and while doing whatever bold and silly action I tell you to do. It's OK to blink in this game, but it's not OK to laugh! In fact, you can't even smile! Whoever lasts the longest without smiling or laughing wins.**

Help kids find partners. Explain that when you say, "Go," kids will face their partners and begin. Before each round, tell kids what bold, silly action they will do as they stare at their partners. Here are some ideas for actions: dance silently, rub your belly and pat the top of your head, move your arms like chicken wings, do silent karate moves (without touching your partner!), pretend you're an airplane, march in place. **Ready, set, go!**

You can play this game in a single round, which will only take a couple of minutes. Alternatively, you can choose to make a tournament out of it. To do that, after each match, the kids who smiled or laughed will sit down, and the winners will go on to face one of the other winners, until there's only one kid left.

If you have an odd number of kids in your group, it's OK to play this as a group of three. In that case, the kids don't have to maintain eye contact; they're free to look from one to the other, until one of the three smiles or laughs.

**Leader Tip:** Some kids are very good at this! Almost nothing can make them laugh. If you get two kids like that competing, you may need to intervene for the sake of time. Either shout something ridiculous like, "Monkeys love to dance!" to see whether you can get one of them to smile or just call it a draw.

**Make It Inclusive:** This game can be done sitting or standing. If pairs face each other while seated, be sure to assign motions that can be done while sitting down.

**Great job! To do well in this game, you had to be a little bit bold—doing some silly things you might not typically do! As followers of Jesus, being bold doesn't necessarily mean dancing a silly dance or flapping our arms like chickens in front of others. Being bold can mean speaking the truth even when it's hard, doing the right thing even when other people don't, and trusting God. And as Jesus-followers, God gives us His loving and helpful presence, the Holy Spirit. The Holy Spirit helps us be bold!**

# GAME 5: WHO'S MISSING?

**SUPPLIES:** table, large blanket or tablecloth

Works great with  
the Peter and  
Cornelius lesson!

In this game, kids will sit in a circle and the one who is “Guesser” will try to identify who’s missing from the circle.

Ahead of time, prepare a spot in your room where one kid can go that is out of sight of the other kids. To do this, set a table in the back of the room and place a large blanket or tablecloth on it, draped to the floor, so that someone can sit behind the table and remain out of sight.

Gather kids and invite them to sit in a circle. **Let’s play a game called Who’s Missing? To play, we need one person to be the “Guesser.”** Select one kid to be the “Guesser.” **The Guesser will look closely at everyone in the circle to memorize who is here. Then the Guesser will close his eyes, and everyone will move to a different place in the circle. During this time, I will tap one person’s shoulder. Without the Guesser knowing, that person will silently leave the circle and hide behind the table in the back.** Point to the spot prepared at the back of the room. **Then when I say so, the Guesser will open his eyes and see if he can figure out who’s missing from the circle. Any questions?** Answer kids’ questions.

**OK, let’s get started!** Give the Guesser a moment to study the group, then have him cover his eyes. While the Guesser is closing his eyes, invite the other kids to get up and move to a different part of the circle. Tap one kid’s shoulder and have her silently hide behind the table at the back. Once kids have moved and the missing person is out of sight, continue: **OK, Guesser, open your eyes!** Give the Guesser a chance to figure out who is missing from the circle. If he can’t figure it out, or if it’s taking too long, invite the person who is missing to come out of hiding.

If time allows, play another round with a different Guesser and a different missing person.

**Make It Inclusive:** If any kids have limited mobility, invite them to be the Guessers. Guessers can remain in one place throughout the game.

**God knows and loves every one of us! And He gives the Holy Spirit—His loving and helpful presence—to everyone who follows Jesus! God loves when we are near Him. As Jesus-followers, the Holy Spirit is with us and in us, which means we’ll never be missing from God!**

## GAME 6: STRONG LIKE A BUNNY!

**SUPPLIES:** paper (4 or more sheets), marker (prep only), masking or painter's tape, stopwatch

Works great with the  
Armor of God lesson!

**Wonder Ink RESOURCES:** [Power of the Spirit Elementary Spotify playlist](#)

In this game, kids will be doing fun, strength-building exercises at different stations.

Ahead of time, prepare four exercise stations in the room. (If your group is large, consider preparing more than four stations.) Clear out furniture in four areas of the room. Write the name of a different exercise on four sheets of paper, number the sheets 1–4, and tape one sheet to the wall at each station. We suggest these four exercises, though you can choose any simple exercises that kids can do in your space: Bear Crawl, Crab Walk, Frog Jumps, Bunny Hops.

For your reference, here's a brief description of each of these exercises:

- Bear Crawl: Stand on your hands and feet (not your knees). Keep your hips in the air and try walking forward like a bear.
- Crab Walk: Sit on the floor with your knees bent, feet flat, and hands behind you. Lift your hips off the floor so your body resembles a table. Move forward like a crab.
- Frog Jumps: Squat low with your feet wide and your hands touching the floor. Push hard through your legs and jump forward like a frog. Do this several times in a row, moving forward as you jump.
- Bunny Hops: Stand with your feet together and your arms slightly bent at your sides. Bend your knees slightly, like a bunny getting ready to jump. Hop forward with both feet leaving the floor at the same time and land with knees bent. Repeat this, hopping forward like a bunny.

Gather the kids. **When we move and exercise, our bodies get stronger. What are your favorite ways to exercise?** Allow kids to respond freely. They might share sports they play or activities they like to do outside. **Today let's spend some time making our bodies stronger and having fun at the same time!** Show kids each exercise station. Demonstrate the activity they will do at each station or invite an older kid or another leader to demonstrate them. Then help kids form small groups (the same number of groups as there are exercise stations). Assign each group to one exercise station. Explain that while the music plays, they'll do the activity at that station. When the music pauses, they'll rotate to the next station.

Once all the kids are at stations, play upbeat music from the [Power of the Spirit Elementary Spotify playlist](#). After about 20–30 seconds, pause the music and have groups rotate to the next numbered station. Repeat this until all the kids have visited every station.

**Leader Tip:** Have small water bottles or cups of water ready to give the kids at the end of this activity. They'll be tired and ready for a water break!

**Make It Inclusive:** If kids in your group have physical limitations, choose simple chair exercises that everyone can do while seated. Here are some examples: arm circles, seated jumping jacks, seated twists, and quick toe-taps.

**Great job exercising! Who feels stronger already?** Pause for kids to respond. **It's important to exercise to make our bodies stronger. But there are different types of strength, and in today's part of God's big story, Paul tells Jesus-followers that God helps us stand strong when difficult things happen. The Holy Spirit gives us strength!**

# GAME 7: THE IMPOSSIBLE SNOWBALL BATTLE

**SUPPLIES:** scissors (prep only), painter's tape or cones, stopwatch (optional)

**Wonder Ink RESOURCES:** Power of the Spirit Review Sheet (1 per 6 kids)

Works great as a review of the Power of the Spirit series!

In this game, kids will form two teams and compete in a paper wad snowball battle, attempting to get all the snowballs onto the opposing team's side: an impossible task! After the battle, kids will uncrumple the paper snowballs and discover that on each is information from a Power of the Spirit lesson.

Ahead of time, print one copy of the Power of the Spirit Review Sheet for every six kids. Cut the pages in half along the dotted lines and crumple each half page into a wadded paper ball or "snowball." You'll need one paper snowball per kid. Clear a large space and use painter's tape or cones to mark a line in the center of the space.



Gather kids and help them divide into two equal teams. Have each team gather on opposite sides of the center line. Place all the paper snowballs along the center line and ask kids not to touch them yet. **Welcome to The Impossible Snowball Battle! When I say, "Go," everyone on your team will run to the center line and pick up as many paper snowballs as you can without touching or crossing the line. While staying on your side of the line, your goal is to get all of the paper snowballs on the other team's side before I say the time is up. You can't hold onto the snowballs—just keep picking them up and throwing them. Any questions?** Answer kids' questions. **Ready, set, go!**

Give kids 1–2 minutes to try to get all the paper snowballs off of their side and onto the other team's. When you decide the time is up, tell kids to stop and drop any snowballs they're holding.

**It looks like the winning team is ... no one! Neither team was able to get all the snowballs to the other side. Why do you think that was?** Invite kids to respond. **Because the other team kept throwing snowballs at the same time, it was nearly impossible to accomplish your goal! Even with lots of help from your teammates, it still probably felt like too big of a task to do. God has given us all a big task—to share His love and story with the whole world, but He knows that we can't accomplish it on our own. What—or Who—have we been learning about during our Power of the Spirit series?** Pause for answers. **Yes, the Holy Spirit! God gives the**

**Holy Spirit to all Jesus-followers to help us do what's impossible to do on our own! Let's spend some time remembering all the parts of God's big story that we've read during the series and what we've learned about the Holy Spirit! Find one snowball near you, uncrumple it, and see what it says!** Give kids time to uncrumple the wadded paper snowballs. If there are more than six kids present, invite kids to form groups with everyone else who has the same words on their snowballs.

Once kids are in groups, review the six Power of the Spirit lessons together. You can invite kids to take turns reading the information on their snowballs, or you can structure this time as an interactive discussion by asking all the kids what they remember about each lesson and Bible story. The kids holding that lesson's snowballs can compare kids' answers to the information on their papers.

**Make It Inclusive:** If there are younger kids or reluctant readers in your group, make sure there's at least one strong reader in each group to read the words on their paper snowball. (Some of the words are difficult, so be available to help kids as needed.)