



## GAMES AND ACTIVITIES

These additional games and activities can be used throughout the Think Again 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: THROW IT AWAY!

**SUPPLIES:** paper in various colors (5 sheets per kid), scissors (prep only), large bucket, posterboard or large sheet of butcher paper, glue sticks

Works well with the Cain and Abel lesson!

Ahead of time, cut the paper in half so that each kid has 10 half sheets.

Invite kids to form a large circle with a large bucket in the middle. Set 10 half sheets of colored paper on the floor in front of each kid and ask them not to touch them yet.

**We have all sinned by disobeying God, but our sin isn't the end of the story. God loves us and He redeems the wrong things we do. We're going to do an activity that shares more about this truth.**

**Each of you has 10 half sheets of paper in front of you. When I say, "Go," you'll pick up the papers one at a time, crumple them into a ball, and throw them into the bucket. If you miss it, that's OK. Someone else can pick it up and throw it into the bucket for you. As a group, our goal for the first part of this activity is to get everyone's paper into the bucket. Say, "Go," and encourage the kids to pick up their papers, crumple them, and throw them into the bucket.**

**Make It Inclusive:** Invite kids who may have a physical disability to be the thrower and partner with another kid. The partner will be the one to pick up the paper and retrieve balls that miss the basket.

When all the papers are in the bucket, gather the kids to explain the next part of this activity. **Our sin is like these crumpled pieces of paper. Once the paper is crumpled up, it can't be smoothed again. We can't fix our sin ourselves. But, when we love and follow God, He redeems our sins, which means He forgives us and makes things right! Let's redeem all the crumpled papers in the bucket by making something beautiful out of them.** Invite kids to take the crumpled papers out of the bucket, flatten them, and glue them onto the posterboard or large butcher paper as a mosaic. They can also tear the sheets into different shapes and sizes to make a unique, collective piece of artwork. When they're finished, admire kids' artwork. **Today in God's big story, we're learning that God redeemed Cain's big sin. And, like God redeemed Cain, God redeems us when we choose to ask for forgiveness and follow Him.**

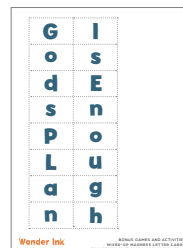
## GAME 2: MIXED-UP MADNESS

**SUPPLIES:** scissors (prep only), envelopes (4 per team), pen

**Wonder Ink RESOURCES:** Mixed-up Madness Letter Cards (1 copy per team)

Works well with  
The Tower of  
Babel lesson!

Ahead of time, print one copy of the Mixed-up Madness Letter Cards for each team. Cut the cards apart. Separate the four words across the envelopes with each envelope containing a separate word from “God’s Plan is Enough.” Label the envelopes 1–4 and hide them throughout the room.



**Leader Tip:** Consider placing all of the letters in one envelope to make this much more challenging for older kids.

**Make It Inclusive:** Invite kids who may have difficulty running around the room to get started on unscrambling the words while their teams find all the envelopes.

**There are envelopes hidden throughout the room with numbers 1–4 written on them. Each team needs to find envelopes with all four numbers on them. Once you find them, open them and get started unscrambling the letters inside. There is one word per envelope, and they will form a sentence with four words. The first team to unscramble the sentence will be the winners!**

Put the kids into teams and begin the game. Play until one team finds their envelopes and unscrambles their letter cards to spell out “God’s Plan is Enough.”

**Wow! That was some mixed-up madness, huh? In today’s God’s big story, we see that when people do things their way instead of asking God what His plan is, things can get very mixed up! But we’ll also learn that God has a plan, and His plan is the best.**

# GAME 3: DANCE PARTY WITH A TWIST

**Wonder Ink RESOURCES:** upbeat music from the [Think Again Elementary Spotify playlist](#)

Works well with  
The Golden Calf  
lesson!

Ahead of time, select upbeat songs from the [Think Again Elementary Spotify](#) playlist to play during this game.

**Make It Inclusive:** Assign kids with physical disabilities or restrictions the role of DJ, letting them be responsible for starting and stopping the music at different times.

**Leader Tip:** You will need an even number of participants, so if needed, ask a volunteer to join the kids in playing the game.

**Today you're going to need to listen well! We're going to have a dance party, but there's a twist. You'll dance when you hear the music. But, when the music stops, you will need to quickly find a partner! You and your partner will freeze like statues, and you must be connected in your statue pose. For example, you might connect your hands together over your heads or sit on the ground and touch the bottoms of your shoes together.**

**Once you and your partner are frozen, you must remain still until the music starts again. Try your best to find a different partner every time!** Begin the music and encourage the kids to dance. Then, stop the music and prompt kids to find partners and freeze as statues. Continue for multiple rounds as time allows.

**During this game, you got to freeze like statues. In today's part of God's big story, we're learning about some people who chose to worship an idol—a statue made of gold—instead of worshiping God. Unlike our game, this was very sad. Only God is worthy of worship!**

## GAME 4: PASS THE LIFE PRESERVER

**SUPPLIES:** mint or hard candy with hole in the middle (1 pack per team), toothpicks (1 per kid), bowls (1 per team)

Works well with The Bronze Snake lesson!

Group kids into teams of 4–6. **Today you'll need to be steady and quick on your feet to meet the challenge of this game!** Hand a pack of hard candy and a bowl to each team and a toothpick to each kid. Instruct teams to line up front to back and set the bowl behind the last person in line. The first person in line should have their team's candy.

**When I say, "Go," the first person in line will unwrap the candy and slide one of the candies onto the toothpick. Then the candy will be passed from toothpick to toothpick all the way down the line. Each person can only use one hand to hold the toothpick, and the candy cannot touch anyone's hands or fingers as it's passed!**

**The last person in line will use the toothpick to drop the candy into the bowl. If the team drops a candy on the floor, they can stop and shout, "Save me!" and pick up the candy and continue after the first drop. If you drop the candy a second time, you cannot pick it up. The team with the most candies in the bowl wins!**

Begin the game and allow kids to play until all the teams have moved their candies from one end of the line to the other. The team with the most candies in their bowl at the end wins.

**Make It Inclusive:** For kids who struggle with fine motor skills, let them toss a candy (or a ball) into a bucket on their own instead of passing the candy.

Gather kids. **How many of you had to shout, "Save me" during the game?** Allow kids to respond. **It sure was a good thing you had that option, at least one time! In God's big story today, we're learning that God is the ultimate rescuer. Only God can save us from our sins!**

# GAME 5: YOU BE THE JUDGE

**SUPPLIES:** posterboard, marker, sticky notes  
(1 pad per team; each a different color)

**Wonder Ink RESOURCES:** Word or Not Sheet or Slide

Works well with  
The Judges lesson!

Ahead of time, place the posterboard at the front of the room. Draw a line down the middle. At the top—in the left-hand column—write Word. At the top—in the right-hand column—write Not. You can also print one copy of the Word or Not Sheet or display the slide.

**Leader Tip:** To speed things along during the game, place a time limit on how long the kids can discuss the word and their decision.

Help kids form small groups and give each team a different-colored pad of sticky notes.

**For this activity, you get to be the judge! I'll read words from a list, and you'll get to decide which words are real words and which are not.**

**After I read a word, your team will discuss it together and make your decision.**

**Then, one person from your team will go up to the posterboard and place your team's sticky note in the column that represents the team's decision. Each team's sticky notes are a different color so we'll know your choice. Once every team has chosen, I'll reveal whether the word is real or not.**

**Let's begin!** Read the words from the Word or Not Word Sheet or Slide (or from the list below). Allow time for teams to discuss. Then call up representatives from each team to choose their responses. After every team has placed a sticky note on the posterboard, reveal whether the word is real or not.

paradiddle (definition: a quick succession of drumbeats slower than a roll)

bumfuzzle (definition: confused)

fartlek (definition: between a sprint and a jog)

pundobble (not a word)

erf (definition: land)

bumbershoot (definition: umbrella)

biblioklept (definition: someone who steals books)

|             |                                          |
|-------------|------------------------------------------|
| paradiddle  | (not a word)                             |
| bumfuzzle   | (definition: confused)                   |
| fartlek     | (definition: between a sprint and a jog) |
| pundobble   | (not a word)                             |
| erf         | (definition: land)                       |
| bumbershoot | (definition: umbrella)                   |
| biblioklept | (definition: someone who steals books)   |
| alpenhorst  | (not a word)                             |

Wonder Ink

| Word        | Not |
|-------------|-----|
| paradiddle  |     |
| bumfuzzle   |     |
| fartlek     |     |
| pundobble   |     |
| erf         |     |
| bumbershoot |     |
| biblioklept |     |
| alpenhorst  |     |

candimacro (not a word)  
bamboozled (definition: tricked)  
octothorpe (definition: another name for a hashtag)  
skirl (definition: sound from bagpipes)  
tindlebarker (not a word)  
flummoxed (definition: confused)  
banderpacker (not a word)  
kindlesnapper (not a word)  
wamble (definition: nauseous)  
jackanapes (definition: mischievous child)  
zipperthrottle (not a word)

**Did you like being a judge and trying to decide if a word was a real word or a made-up word? Allow kids to respond. In the Bible, judges helped lead God's people and showed them the truth. God showed mercy to His people through the judges He sent. Today in God's big story, we're learning about a time God showed mercy to His people through a judge.**

# GAME 6: UPS AND DOWNS

**SUPPLIES:** cups, timer, jumbo stacker cups (optional)

Works well as a review  
of the lessons from the  
Think Again series!

Ahead of time, gather a lot of cups—the more, the better!  
You can use a mixture of different sizes of disposable cups  
or consider having jumbo stacking cups to make it more fun.

In this game, the group will be in two teams and a lot of cups will be scattered on the floor. Each team will attempt to turn the cups either up (the open part facing up) or down (the open part on the ground), in a set amount of time.

**In the Think Again series, we've learned about people in the Bible who had lots of ups and downs. They did wrong things and made bad choices. Some of them let sin take over. Some of them tried to make themselves more important than God. Some of them worshiped idols or complained and grumbled. They didn't always follow and trust God. But the ups are the times when God forgave, showed His mercy, and saved His people. He still shows us mercy and forgives us when we do wrong things too. Let's play a game of Ups and Downs to help us think about the ups and downs in the Think Again series.**

Split the group into two teams. Have each team line up on either side of the room and dump a lot of cups in the middle of the room. Spread the cups out (they don't have to be in any particular placement at the beginning). Assign one team to be the "ups" and one team to be the "downs." The ups will go around turning all the cups up (the open part facing up) and the downs will go around turning all the cups down. They can't "guard" the cups; the kids have to keep moving the whole time. The game moves fast, as kids are rushing from cup to cup flipping them continually. After about 30-60 seconds, call out, "Freeze," and have a volunteer stack all the cups facing up and all the cups facing down. Count the cups to see which team had the most.

**Make It Inclusive:** For kids who can't run around, they can keep a stack of cups in front of them that they flip while others go around the room.

At the end of each round, the team with the most cups will answer a question about a story from the Think Again series. Play several rounds.

Use the following "Up or Down" questions:

- Who got so upset that he killed his brother? (Answer: Cain) — Lesson 1
- Who lifted up the bronze snake in the desert? (Answer: Moses) — Lesson 4



- What were the people called who were sent by God to lead the Israelites?  
(Answer: judges) — Lesson 5
- What was the city called where the people built a tall tower?  
(Answer: Babel) — Lesson 2
- What did God do to redeem Cain even after he sinned?  
(Answer: protected his life) — Lesson 1
- Who built the golden calf that the Israelites worshiped instead of God?  
(Answer: Aaron) — Lesson 3
- Where was Moses when the Israelites were worshiping the golden calf?  
(Answer: on Mount Sinai meeting with God) — Lesson 3
- What did God do for His people who looked at the bronze snake while they were in the desert? (Answer: God saved them; He let them live.) — Lesson 4

**In the Think Again series, we learned about the ups and downs of God's people, the Israelites. We have ups and downs too, but we can always know that God redeems, saves, and is merciful to us.**