



GAMES AND ACTIVITIES

These additional games and activities can be used throughout the Problems and Promises 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: WHO HAS IT?

SUPPLIES: small object (such as a toy, coin, paper clip, or magnet)

Works well with
the Rahab and the
Spies lesson!

Invite the kids to sit in a circle with their hands behind their backs.

For this game, you'll need to begin with your hands open behind your back and your eyes closed. I'm going to place a (name small object) in someone's hand. If you get it, stay quiet so you don't let anyone know you're the one with the object. Everyone will sit in a circle and pretend to pass the object from person to person with your hands behind your backs. After about a minute of that, I'll call out, "Freeze," and everyone will stop. Then we'll take turns guessing who has the object.

Invite the kids to close their eyes. Walk around the outside of the circle, pause occasionally, and then place the object in someone's hand. If your group wants to move around (and you have space), the kids can walk around while passing (or pretending the pass) the object. **Now everyone should close your hands and keep your eyes closed until I tell you to open them. If you're the one who has the small item, try to keep a straight face. Don't give it away!** Place the small object in one person's hands.

Now you can all open your eyes and everyone pretend to pass the object while the person who really has the object is actually going to pass it. You have to be careful so we don't know who really has it. You can change the direction you're passing it, too, by passing it back to the person who passed it to you. Encourage the kids to all pretend to pass the object behind their backs. After about a minute, call out, "Freeze."

Choose someone to guess first. Go around the circle, allowing each kid to guess who has the item, including the one who has it. If anyone guesses correctly, he wins that round. If it makes it around the circle without anyone guessing correctly, the kid with the object wins that round. Whoever wins the round gets to pass the item on to another kid.

Could you tell when someone was hiding the object? What gave it away? Give kids a chance to answer. **In today's story, when God's people were in danger, God protected them as they hid in the home of a woman named Rahab! Rahab and God's people may have had to be sneaky when hiding so they didn't get caught, kind of like we were hiding something in the game. We're learning how God prepared the way for His people in our story today!**

Make It Inclusive: Some kids may not have the ability to pretend to pass something if they don't actually have an object. You can give them a small object to hold in their hands so they can have something to hold.

GAME 2: STONES ACROSS THE RIVER

SUPPLIES: painter's tape, paper wads (12 per team), baskets or bowls (2 per team)

Works well with
the Crossing the
Jordan River lesson!

Ahead of time, use painter's tape to mark parallel lines on the floor as far apart as you can get them (to make a big "river" in the middle). Set out a basket or bowl on each side of the river for every team of 4–6 kids.

In this game, kids will compete in a relay race to get 12 stones across a pretend river. Create equal teams. Put 12 paper wads (pretend stones) in each team's basket or bowl on the side of the river that the kids will start on. Have the teams line up behind their basket or bowl.

You're going to work together as a team to get all 12 stones to the other side of the river. You can only take one stone at a time across the river. When you get to the other side, drop it into your team's basket (or bowl) and run back to tag the next person in line, who will do the same thing. Keep going until all 12 stones are on the other side of the river. It sounds easy ... but I'll be calling out instructions with different ways to move through the river to get across it, so listen carefully and do what I say! When the teams are ready, say, "Go," and let them start moving the stones across the river. As they play, call out the following instructions for ways to move across the river, changing it up as frequently as you want:

- Jumping
- Skipping
- Slow motion
- Marching
- High knees
- Jumping jacks
- Crawling
- Wheelbarrow (2 people working together; one on hands while the partner holds his feet)
- Linking elbows with a partner
- Walking backwards
- Dancing
- Spinning
- Tiptoeing

Was it more challenging to get the stones across the river when you had to move in different ways? No matter what challenges we come up against, we can trust God to be with us. We're learning today about how God was with His people when they crossed a river and how He made a way for them. They used stones from the river to help them always remember what God did for them and how God made a way through anything.

GAME 3: DO WHAT I SAY, NOT WHAT I DO

In this game, kind of like Simon Says, the kids will do what you say, not what you do. Invite kids to spread out, so they have room to move.

Works great with
the Joshua and
Jericho lesson!

I'll give you an instruction; your job is to do it. But here's the trick: I'll act out something different than what I tell you to do.

Don't get confused! Your job is to do what I say, not what I do. Ready?

Leader Tip: The leader role in this game is a bit tricky. It's challenging to say one thing while doing something else. Give the game a good start by filling the leader role yourself for the first round of play. It might work best for you to remain the leader with younger kids. Older kids can take turns being the leader.

If a kid doesn't follow your spoken instructions or mistakenly mimics your physical action instead, she's out. The last kid remaining wins the round.

Here are some examples that are easier to follow:

- Say, "Hop on one foot" while you squat low to the ground.
- Say, "Touch your nose" while you grab your ear.
- Say, "Reach for the ceiling" while you touch your toes.
- Say, "Clap your hands" while you pat your legs.
- Say, "Lie down" while you jump up.

The closer the instruction is to the action, the more challenging it gets. Here are some examples:

- Say, "Raise both of your hands" while you raise one hand.
- Say, "Pat your belly" while you rub your belly in a circle.
- Say, "Nod your head yes" while you shake your head "no."
- Say, "March in place" while you run in place.

Make It Inclusive: If kids in your group have physical restrictions, modify prompts to create the maximum opportunity for participation.

It was difficult to follow those instructions, wasn't it? Sometimes, it can be difficult to understand God's instructions. This might have been how Joshua felt when God gave him such strange instructions about bringing down the walls of Jericho. It takes trust to follow as God leads us! Even when it doesn't make sense to us, we can follow and trust God. He is the best leader!

GAME 4: SUN STANDING STILL FREEZE

SUPPLIES: yellow ball or yellow paper circle

Works great with
The Sun Stands Still
lesson!

In this game, kids will try to tag a person holding the sun while her back is turned, but when she faces the kids and holds up the sun, they have to freeze.

Choose one person to hold a yellow ball or yellow paper circle. This person is the “sun.” All the other kids will go to the other side of the room from the sun. **We’re learning today about a time when God did something amazing with the sun to help His people. God knows what we need, and He hears us when we come to Him. Let’s play a game where we’ll watch closely to see when the sun goes up and down.**

While the sun’s back is turned from the kids, she’ll hold the sun down, and they’ll move toward her. When she turns to face the kids, she should raise the sun up, and the kids should freeze and stand very still. If the sun sees anyone moving, that person is out. The sun should turn around periodically and leave enough time for the kids to move across the room toward her. The first person to tag the sun (or get to where she’s standing) will win. Play several rounds and let a different person be the sun each time.

In this game, we had to stand still when the sun was up. In today’s story, God’s people were able to win a battle because God caused the sun to stand still. What would you do if you had extra hours of daylight and nighttime came super late one day? Allow the kids to respond. **God heard His people and helped them. And God hears us!**

GAME 5: COURAGEOUS CHARADES

SUPPLIES: note cards, writing utensil, timer

Works great with
the God Calls
Gideon lesson!

Before kids arrive, use a writing utensil and note cards to write down common fears to use as prompts. Examples: spiders, water, heights, needles, the dentist, public speaking, the dark, a monster under the bed, sharks, thunderstorms, elevators, flying in an airplane. If you'd like to inject some silliness and challenge, create things that almost no one is afraid of such as cake, ballet, snowball fights, kittens, and so on.

Invite kids to sit together and ask for a volunteer to go first. **You get to draw a card and then act out the fear listed on the card. The rest of the group will try to guess what it is. You're going to silently act out this fear. That means there's no talking or sound effects!** Allow the first volunteer to choose a card.

Start a timer for one minute. You and the other kids try to guess what fear the first volunteer is acting out before time is up. If someone guesses correctly, the round is over. If the timer goes off, the kid acting it out can share with the group what he's afraid of and keep the card. Play multiple rounds. Then ask the kids to share how they could be courageous when faced with each of the fears.

Everyone experiences fear. Fear isn't wrong or unhealthy. Fear is a gift from God that lets us know when something is dangerous or risky. Fear warns us to be careful. But fear can become a problem if it keeps us from living our lives or if it stops us from following and trusting God or from doing the right thing. Fortunately, God is stronger than our fears. Courage doesn't mean we'll never face scary things. It means we trust God to help us be brave. We'll learn in today's God's big story about when God helped someone be courageous in a scary situation. God helps us be courageous!

GAME 6: MINEFIELD

SUPPLIES: scissors (prep only), small items to create obstacles (such as plastic drinking cups or stuffed animals), blindfolds (1 per kid), timer, colored printer paper (optional)

Works great as a review of the Problems and Promises lessons!

Wonder Ink RESOURCES: Problems and Promises Cards (1 per 2 kids)

Ahead of time, print the Problems and Promises Cards for each pair of kids and cut apart the cards. Spread the problem cards out all over the floor and spread small obstacles in an area designated as the minefield. Put the promises cards on the other side of the room (or near a wall or stage area). The kids will try to get across the minefield without touching a mine, while also grabbing a problem card to match with the corresponding promise card across the room.

PROBLEM The problem is that I am not sure if I can do it. I am not sure if I can do it. I am not sure if I can do it.	PROMISE I am not sure if I can do it. I am not sure if I can do it. I am not sure if I can do it.
PROBLEM The problem is that I am not sure if I can do it. I am not sure if I can do it. I am not sure if I can do it.	PROMISE I am not sure if I can do it. I am not sure if I can do it. I am not sure if I can do it.
PROBLEM The problem is that I am not sure if I can do it. I am not sure if I can do it. I am not sure if I can do it.	PROMISE I am not sure if I can do it. I am not sure if I can do it. I am not sure if I can do it.
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Pair kids up. Invite them to choose who will be the minesweeper and who will be the guide through the minefield. They will get the chance to switch roles during the second round. The minesweeper will wear a blindfold.

Make It Inclusive: If there are kids in your group with physical restrictions, be sure to place the obstacles far enough apart so they can participate. Alternatively, you can modify the game so they're always the guide, giving instructions from the sidelines.

The minesweeper must cross the minefield without hitting any obstacles. You also need to collect all five problem cards from the minefield and match them with the promises they go with. The promises are the Wonder Truths from this series. Point out the area where the promise cards are set out.

The guide can give you directions, but the guide can only use words. No touching! The guide can give instructions like, "Go," "Turn left," or "Scoot a little to the right" or "Bend down and pick up the card by your foot" to lead the minesweeper through the minefield. If the minesweeper touches one of the mines, the pair is out. I'm going to start the timer. Let's see if you can get across!

Determine a reasonable time for the pairs to cross the minefield, depending on how big of an area you've set up. Don't give too much time. You want the kids to feel a little pressure to get moving. If needed, limit the number of pairs going through the obstacle course simultaneously to prevent collisions. Monitor the game as it goes. If anyone hits a mine, invite that pair to watch from the sidelines. Repeat the game, giving the pairs a chance to switch roles. You will need to reset the problem and promise cards between rounds (or let each team set them out for the next team).

You have to trust someone when you put on a blindfold! Life is a little like that. There are plenty of problems, but God has also made big promises. He promises to guide, strengthen, and always be with us. We can trust God to keep His promises and guide us through the minefields of life, even when we can't see His plans for us.

Read the problems and promises with the kids as they check to see if they correctly matched the problems with the promises.

Problem: Two Israelite spies were in trouble when enemy soldiers in Jericho were searching for them.

Promise: God prepares the way.

Problem: The Israelites were almost at the promised land (finally!) when they came to a big, long, and very deep river that they couldn't go around or swim across.

Promise: God can make a way through anything.

Problem: To get to the promised land, the Israelites needed to get past the city of Jericho, but it had huge walls surrounding it.

Promise: God leads us.

Problem: The Israelites came to the aid of their allies, the Gibeonites, during a battle, but it was getting dark and they wouldn't be able to see during the battle.

Promise: God hears us.

Problem: God called Gideon to be a mighty warrior in battle, but Gideon was afraid.

Promise: God helps us be courageous.