



GAMES AND ACTIVITIES

These additional games and activities can be used throughout the Kings and Prophets 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: FIRST AND LAST

SUPPLIES: masking or painter's tape

Works well with
The Rise and Fall of
Saul lesson!

Leader Tip: Be careful not to describe this game as a race or say that getting to the finish line is the goal. Let the kids assume it's a race because of the setup.

In this game, kids will race from a start line to finish line in various ways, without knowing how the winner will be chosen each time. Ahead of time, use tape to create a start line and a finish line with masking tape. Invite the kids to line up behind the starting line.

Today we're playing a game called First and Last. You're at the starting line. In a moment, I'll say, "Go," and everyone will move toward the finish line. It's important to follow my instructions if you want to win. After each round, I'll announce the winner, and we'll see if you can figure out what the rules of the game are.

For this first round, you must hop on one leg, as high as you can, while laughing out loud. Ready? Go!

Invite the kids to hop from the start line to the finish line while laughing out loud. While they hop and laugh, notice how high they're jumping and how enthusiastically they're laughing. Once they cross the finish line, announce the winner—whoever in your opinion was the best “hopper” and “laugher”—preferably not the person who finished first. Don't reveal the criteria you used to judge. Allow for some mystery or confusion.

Repeat the game, going back and forth between the lines, giving new instructions with each round:

- Walk backward in slow motion.
- Sing the ABCs in a silly voice.
- Crab walk while humming a cheery tune.
- Move like a cat chasing a laser pointer.
- Walk like a broken robot.

Make It Inclusive: If there are kids in your group with physical restrictions, choose instructions that allow maximum participation. “Walk backward” can become “Move forward.” “Hop on one foot” can become “Flap your arms like a bird.”

Consider announcing the winner before any of the kids have even crossed the finish line, to increase the chances of them figuring out what the real goal of the game is. If they catch on, great. If they don't, that's OK too.

For the final round, the last person to cross the finish line wins! You must keep moving. You can't stay still. But try to move as little as possible! Ready, set, go! You'll probably have to cut this round off because it may take a while!

This game looked like a race, but it wasn't. The winner of each round was the person who did the best job following instructions. Sometimes we mistakenly think life would be easier, better, or more fun if we do things our own way. That's what happened with Saul and the Israelites. But God knows best, and He's in charge. The only way to truly “win” is to follow Him.

GAME 2: IN AND OUT

SUPPLIES: pool noodle, empty jug or water bottle

Works well with
the David Spares
Saul's Life lesson!

In this game, one of you will pretend to be King Saul, and the rest of you will act like David. The “Davids” will sneak up on Saul and attempt to take one of his items without getting caught. If Saul touches you, then you’re out of the game!

Choose someone to play the part of King Saul. This kid will sit in the center of your space with the pool noodle and empty water jug on either side, far enough away from himself that it’s hard to guard both items at once. All the other kids form a circle around Saul. Saul may not touch the items, and the rest of the kids may not touch Saul.

Leader Tip: For Younger Kids. With younger kids, it might work best if you play the part of Saul for the first round, to get the game started off right. With very young kids, consider playing the part of Saul for the entire game.

The rest of the kids are “Davids.” They will attempt to snatch the items as Saul tries to tag them. “Davids” may approach one at a time, two at a time, or even all at once. But if Saul successfully touches one of the “Davids,” that kid is “out” until the next round. If Saul touches one of the kids after she grabs an item, she is still out and must return the item to Saul’s side. The round is over when both items are taken or when every David is “out.” Then choose a new Saul, perhaps a kid who snatched an item in the previous round, and repeat the game as time permits.

Leader Tip: Before game play, talk about acceptable touch. Saul can tag or lightly pat someone’s hand, forearm, or foot. It’s not OK to slap or smack, or to touch other parts of someone’s body. If you have a kid playing the part of Saul who might have problems with impulse control, consider instituting a two-finger touch rule to keep things friendly.

Was it easy to sneak in close to Saul without getting caught? Allow the kids to respond. **God helped David in a moment like that. God gave David the chance to sneak up on Saul while he was sleeping and take his spear and his water jug. David refused to do things the wrong way, and God helped him by creating this special opportunity to show Saul that David wasn’t against him. God is able to help us like that too. We’re learning today that God can help you do things the right way when you trust Him!**

GAME 3: HEADS AND TAILS TAG

In this modified game of tag, each person who gets tagged joins the other team until everyone is on the same team. Establish a play area with an open space and clear boundaries. Split the group into two teams: Heads and Tails. The “Heads” team will start with one hand on their own head. The “Tails” team will start with one team on their hip (their “tail”). Each team will try to tag kids on the other team, and when someone gets tagged, that person will immediately switch their hand to match the other team and join that team. For example: If a kid with his hand on his head gets tagged by a “tail” person, the kid who was tagged will switch his hand from his head to his hip and join the “Tails” team.

Works well with
the Building of the
Temple lesson!

We’re going to play a version of Tag called Heads or Tails Tag. If you get tagged, then you join forces with the team that the person tagged you is on. Eventually everyone in the group will either be a “Heads” or a “Tails” team.

If time permits, play more than once. The rounds will likely go quickly because once a majority of the kids are one team, the game won’t last much longer.

Leader Tip: To make it harder, tell the kids they have to walk instead of run.

Make It Inclusive: Not all kids will enjoy the excitement of being chased or running around the room with lots of other kids, and some might have physical limitations. Allow those kids to participate by being a judge who watches to see when someone gets tagged and makes sure they switch teams.

We all became one team when we were touched by the other team. We are all part of God’s people through Jesus. God’s presence dwells with His people. In Jesus, God Himself became a person, and He sent the presence of His Holy Spirit to His first followers. Through them, God’s message continued to be passed on to the next generation, and the next, and to us! We are all surrounded every day by people who need God’s presence. Who will you share the good news of Jesus with?

GAME 4: SIT DOWN IF ...

In this game, kids will start out standing and sit down if statement applies to them.

Works well with the
Elijah and the Prophets
of Baal lesson!

We're learning about a competition that Elijah, a prophet of God, initiated between the one true God and some prophets of Baal—a fake god. No one can compete with God. He's the only true God. We can stand for Him and worship Him! We're going to play a game where we all start out standing and listen to statements. You sit down if a statement applies to you. The last one standing will say, "God is the one true God."

Gather the kids in a circle and invite all of them to stand. Read the following statements (feel free to tweak or add your own statements that apply to your group):

Sit down if you ...

- Have a brother.
- Are wearing blue.
- Have on closed-toed shoes.
- Are eight years old [adjust the age, if needed].
- Love ice cream.
- Have a pet.
- Play a sport.
- Ate cereal for breakfast.
- Are the oldest (or only) kid in your family.
- Are wearing yellow.
- Have an "A" in your first name.
- Have a birthday this month.
- Have been camping.

Play several rounds. Each time only one kid (or a small group of kids) is left, encourage that kid to say, "God is the one true God!"

Leader Tip: Adjust the statements to fit your group and make sure kids don't feel excluded or put on the spot with the statements they respond to. Remind them we're all unique, and it's OK to be different.

The people in today's story worshiped a fake god and even had a competition with their pretend god, Baal. Even though Elijah was standing alone for the one true God, in the end, God showed that He is the only God. We can stand for God and worship Him, even if we're standing alone. God is with us, and He is the one true God.

GAME 5: LINE UP

In this game, kids will race against other teams to line according to different criteria, but they can't talk while playing.

Works well with the
Josiah and the Book
of the Law lesson!

We're going to play a game where you need to listen up, obey instructions, and see if you can figure out what's right. You're going to be on teams, and each team will race to line up in order based on the statement I say. But the catch is ... You can't talk! You can act things out and point, but you can't make any sounds. I'll tell you how to line up. For example, if I say, "shoe size," you line up according to who has the smallest shoe size here (point to one side) and who has the largest shoe size here (point to the other side).

Divide the group into equal teams with various ages per team. The teams can be as big or as small as you want, but it will be harder if they're bigger than 10 kids per team. Call out the following statements and give the kids a minute or two to line up. Point out where the start of the line should be and where the end of the line should be.

Some of the categories will be harder for younger kids, and that's OK. Older kids can help the younger kids (or you can adjust the categories). If you have a young group, you can let the kids talk while they're lining up, or you can have one or two kids in each group who can talk. If you have a small group of kids, let the whole group line up together and don't play the game as a race.

Line up according to ...

- Height
- Alphabetical order (first name)
- Birthday month
- Age
- Distance you live from church
- Number of siblings

In the game, it wasn't always easy to know what was right and get in order. But we can know what God wants and obey Him by reading His word. We're learning that God helps us know what's right through His word, and when we read it and live how He wants, it makes God happy. God delights when we obey Him.

GAME 6: WHO DO YOU LISTEN TO?

SUPPLIES: blindfolds (1 per kid); small obstacles like cones, pillows, or pool noodles; coin

Works well with
the Jeremiah and the
Scroll lesson!

Prepare by creating a simple obstacle course for kids to navigate. They'll be completing this course blindfolded, so use small, soft obstacles. Cones and pillows are good options. Pool noodles work great for something to step over or duck under. Avoid stairs or anything that presents physical danger.

You'll need two volunteers to serve as the Truth Teller and the Tricker. If you have the time to play multiple rounds of this game, you can rotate which kids play these roles.

Leader Tip: For Younger Kids. With younger kids, it will work best if you have adult leaders play the parts of Truth Teller and Tricker.

For this game, you'll navigate this obstacle course blindfolded, but you'll have help. Listen carefully to the directions to get through the course without bumping into anything. Here's the catch: You'll be getting directions from two different people! This game is called Who Do You Listen To? because one of the people giving directions is the Truth Teller, and the other is the Tricker. Will you be able to figure out who you should listen to?

Let each kid have a turn going through the obstacle course. On each kid's turn, once she is blindfolded, flip a coin to determine which of your two volunteers will be the Truth Teller. Do this silently! Then allow the kid with the blindfold to attempt the obstacle course. The Truth Teller should give honest instructions to the kid on the course and help her avoid the obstacles. The Tricker should try to get her to fail.

Give every kid a chance to go through the obstacle course. For extra fun, you may want to switch up the course slightly for each round. Then gather everyone together.

Were you able to figure out who to listen to? Give kids a chance to respond to this question. **This game was challenging because you didn't know who to listen to. Life is challenging in a different way. We know who to listen to, but sometimes it's difficult. So many of the kings of Israel refused to listen to God. They chose to listen to false prophets or false gods, no matter what God did to get through to them. God is giving us directions, too, but so are other things and people such as other kids, culture, and people on TV and social media. Who will you listen to? In our story, we're learning about one king who chose to listen to God and obey God. God invites us to listen to Him.**

GAME 7: RUN TO THE WALL

Clear an open playing space and designate one wall as “True” and the other wall as “False.”

Works great as a review of the Kings and Prophets series!

We’re learning in this series that God is in charge, and we can worship Him, listen to Him, and obey Him. How can we know what’s true and right? Allow the kids to respond. Yes! We can look in God’s Word. The Bible helps us know God and know what’s true. Let’s see if we can determine what’s true and what’s false from the Kings and Prophets series. I’ll read a list of statements from parts of the stories we’ve learned in this series. If what I say is true, run to this wall (point to the “True” wall). If what I say is false, run to the other wall (point to the “False” wall).

Start with all the kids in the middle of the room. Read the statements below. For each “false” statement, ask a kid to raise a hand and make the statement true after they choose a wall.

- David was the first king of Israel. *(False. Saul was the first king.)*
- The Israelites asked Samuel for a king. *(True)*
- Saul was a good, godly king the entire time he ruled over Israel. *(False. He started good and then stopped following God.)*
- David had a chance to kill Saul and didn’t. *(True)*
- David stole Saul’s belt while Saul slept. *(False. David stole Saul’s spear and water jug.)*
- Saul decided to stop trying to kill David after David spared his life. *(True)*
- Elijah worshiped Baal, the false god. *(False. Elijah worshiped the one true God.)*
- Elijah dumped sand on the altar with the offering for God. *(False. He dumped water on it.)*
- There was only one prophet of Baal with Elijah on Mount Carmel. *(False. There were 450.)*
- King Solomon had a temple built for God. *(True)*
- Solomon had the priests bring the ark of the covenant to the temple. *(True)*
- Josiah was two years old when he became king of Israel. *(False. He was eight.)*
- Josiah told the priests to clean out the temple, where they found part of God’s Word. *(True)*

- Josiah ignored God's Word and disobeyed God.
(False. He changed everything and obeyed God.)
- Jeremiah was a prophet of God. (True)
- Jeremiah wrote a message from God on a scroll. (False, but this one's tricky—technically Baruch wrote the message on a scroll that Jeremiah spoke.)
- King Jehoiakim cut up the scroll and threw the pieces in the lake.
(False. He threw the pieces in the fire.)

It might have been hard to know what's right and true in the game, but we can know God's truth and listen to Him when we study His Word. The Kings and Prophets series teaches us that God wants to be close with us and that God delights when we obey Him.

Make It Inclusive: For kids who have mobility issues, allow them to point or toss a beanbag toward the direction of the wall they want to choose.