



## GAMES AND ACTIVITIES

These additional games and activities can be used throughout the FAITHFUL series. If you want to integrate more movement and 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 those intended for each lesson in the series.

# GAMES AND ACTIVITIES

## GAME 1: TWO OF A KIND

*Works well with the Noah lesson!*

**SUPPLIES:** index cards or slips of paper (1 per kid), writing utensil (prep only), timer (optional)

To prepare for this game, write the names of animals on index cards or slips of paper. Create two cards for each kind of animal. For example, two cards that read "lion," two cards that read "earthworm," and two cards that read "pelican." You will need one card per kid. Any animals will do, though the kids will be acting them out (like charades), so keep that in mind!

Gather kids together for instructions. **In this game, everyone will receive a card with the name of an animal on it. Don't share your animal identity with anyone! Keep it secret. In fact, don't make a sound. This is a silent game and if anyone makes a sound, that person is out!**

Distribute the animal cards. **There are two of each kind of animal. That means someone else in this room is your animal buddy. When I say, "Go," you need to find him! But here's the catch: You may not talk! You may not make sound effects. Move about the room as your animal might do until you find your animal partner. You get to pantomime or act it out silently.**

Give kids time to try to find their pairs. Consider playing music from the [Faithful Elementary Spotify playlist](#) as they do. If you'd like to create more urgency, use a timer for each round. Time permitting, play again by shuffling and redistributing the animal cards.

**God honored Noah's righteousness, and the effects of that honor extended beyond Noah to his family and even to the entire animal kingdom. As we follow God, He can do more through our lives than we imagine!**

### Teaching Tips:

#### *For Older Kids:*

If your group is primarily older kids, ask them to make their own cards. Each will make a matching pair, which means you'll end up with twice the number you need to play, so only use half the deck. Just be sure you have matching pairs.

If you have an odd number of kids, one of the adult leaders can play to even the number.

### Make It Inclusive!

#### *Tip for Including Kids with Unique Abilities*

If your group includes kids with mobility challenges, or if your group is especially exuberant, consider modifying this game in one of these ways:

1. Gather kids in a circle. While seated, ask kids to make either a physical motion or the sound of their animal. Their goal is to find their animal partners by watching and listening.
2. Give kids the option of making noise like their animals or pantomiming their motions as they move about the room looking for their animal partners.

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## GAME 2: THE RIGHT ONE

*Works well with the Isaac and Rebekah lesson!*

**SUPPLIES:** playing cards from any game, index cards (40, optional), markers (4 colors, optional)

To prepare, find a deck of cards from any game. Cards with numbers and colors work best. Alternatively, you can prepare your own cards. Choose four colors and number index cards 1–10 in each color. For example, number 10 cards 1–10 in orange, another 10 in red, and so on.

Designate one kid to be the leader. Ask the leader to stand facing the group.

**The leader is going to choose a card from this deck.** Shuffle the cards and allow the leader to draw a card and view it in secret. Say to the leader: **Remember your card. It is the “right one.”** Return the card to the deck and make sure that card is given to someone. Say to all the kids: **I’m going to give each of you a card. Don’t let anyone know what you have! The leader will try to find out which one of you is the “right one.”**

Designate one wall as “yes” and another wall as “no.” The leader will ask “yes or no” questions, and the cardholders will respond by moving to either the “yes” wall or the “no” wall. For example, the leader might ask, “Does your card have an odd number on it?” or “Is your card blue?” The only restrictions on the questions the leader may ask are that they must be “yes or no” questions, and the leader is not permitted to ask if they have a specific card until she is certain she knows who is the “right one.” Be available to help younger kids answer questions about their cards that may be difficult for them.

The leader may ask one or more of the kids to sit on the sidelines if she believes they are not the “right one” and wants to thin the crowd. The leader continues asking questions until she identifies which kid holds the “right one.” If time permits, play again with a new leader and a new card.

**Abraham sent his servant out to find a wife for Isaac, and Abraham asked God to lead him to the right one. God was faithful in leading the servant to Rebekah, and God is faithful in the promises He makes to us too.**

### Teaching Tips:

*For Younger Kids:*

Knowing what “yes or no” questions to ask can be challenging, especially for younger kids. If your group has a lot of younger kids, consider being the leader throughout the game.

Make this game more active by having kids run, skip, or hop to the “yes” or “no” walls.

### Make It Inclusive!

*Tip for Including Kids with Unique Abilities*

If you have kids with physical disabilities or limited mobility, consider inviting them to take turns being the leader.

# GAMES AND ACTIVITIES

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## GAME 3: PHARAOH, GOD'S PEOPLE, BABY MOSES

*Works well with the Baby Moses lesson!*

**SUPPLIES:** whiteboard (optional), dry-erase marker (optional)

In this modified version of Rock, Paper, Scissors, kids make motions to represent Pharaoh, God's people, and baby Moses. Call the kids together to demonstrate the motions. For Pharaoh, turn sideways with arms bent at the elbows, fingers pointed outwards for the "Egyptian walk." For God's people, place the palms together in prayer, head bowed. For baby Moses, cradle and rock an invisible baby.

**Pharaoh treated God's people very badly. When Moses was a baby, his mother saved him by putting him in a basket and placing it among the tall grass that grew along the Nile River. Baby Moses grew up and became a powerful leader who, with God's help, defeated Pharaoh. Let's play a game like Rock, Paper, Scissors. Here's how the game works:**

**Pharaoh "beats" God's people.** Demonstrate the Pharaoh and God's people motions. **God's people "beats" baby Moses.** Demonstrate the God's people and baby Moses motions. **And baby Moses "beats" Pharaoh.** Demonstrate the baby Moses and Pharaoh motions. Invite the kids to practice each motion as you model it for them. Consider writing who beats whom on a whiteboard for kids to reference during the game.

Have a tournament to determine the champion. Pair students up to battle. The kids who lose this round sit out while the winners go on to challenge someone else. Continue eliminating kids until a single champion remains.

**Of course, the real story was more complicated than that. Pharaoh mistreated God's people, but God's people - namely Moses' mother - outsmarted Pharaoh. And Pharaoh's daughter was a key player. She had baby Moses pulled out of the water and raised him as her own. Throughout it all, God was fulfilling His plans. God's people cried out to Him for help, and God sent help to His people.**

### Teaching Tips:

*For Younger Kids:*  
A tournament-style competition can be intense for younger kids, so consider calling two kids up to the front at a time for a fun, low-stakes face-off. Then call two more kids up to face-off. Continue this way until everyone gets a chance to participate.

Before starting the tournament, allow kids to circulate and play a few rounds with several opponents, getting used to the motions and which one "beats" which.

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## GAME 4: MOSES SAYS

*Works well with the God Gives the Law lesson!*

**SUPPLIES:** whiteboard and dry-erase marker or chart paper and marker

This modified version of Simon Says illustrates how impossible it becomes to follow instructions if there are too many of them. As additional "laws" accumulate, it becomes more and more difficult to follow them all, until at last it becomes impossible!

To begin the game, choose one kid to represent Moses or ask for a volunteer.

**Friends, this is Moses. Say "Hi," Moses.** Give the kid who is pretending to be Moses the chance to greet everyone. **Anything Moses writes on the board is law. If Moses writes, "Wiggle your fingers," you must wiggle your fingers and may not stop wiggling them. If Moses writes, "Don't look at me," you must look away.** To the kid playing Moses, explain: **The only thing you, Moses, may not write is a law that would undo one of your previous laws. If you write, "Sit down," you can't later write, "Stand up." Everyone, you must continue following all the laws.**

With each new law Moses writes, it will become more and more difficult for kids to follow them all. If they make a mistake or are unable to continue following all the laws, they're out. The last remaining kid gets to be Moses in the next round.

**When God gave the 10 Commandments to Moses to give to the people, it was not a game, and God's laws were good laws. But, at times, each of us fails to follow God's laws. That's why we need the forgiveness Jesus offers us. We can thank God for Jesus, for His forgiveness, and for the way His Holy Spirit helps us to follow God. God set His people apart by issuing special laws through Moses. Today, God sets His people apart through faith in Jesus.**

### **Make It Inclusive!**

*Tip for Including Kids with Unique Abilities*

Younger kids and those with learning differences may be hesitant to write in front of others. Give the kid playing Moses the option of writing laws on the whiteboard or chart paper or saying them out loud while you write them.

# GAMES AND ACTIVITIES

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## GAME 5: CHOOSE YOUR SPOT

*Works well as a review for the Faithful series!*

**SUPPLIES:** paper (4 sheets), marker, painter's tape

Before leading this review game, write the four Wonder Truths from this series in large, clear lettering on four sheets of paper: "God Honors Righteousness," "God Is Faithful," "God Sends Help to His People," and "God Sets Apart His People." Tape each page on a wall, spaced apart in different parts of the room.

**In a moment, I will count down from 10, and you get to run to one of these spots and strike a pose that represents an important moment in the story. Let's practice. First, let's move to "God Honors Righteousness."** Allow kids to crowd around that spot. **In this story, Noah built the ark, so let's hammer some nails.** Pantomime hammering nails.

Repeat this practice exercise with the remaining three Wonder Truths. Have kids go to "God is Faithful," and pose with a giant invisible water jug on their shoulders, remembering how Rebekah came to water the animals. At "God Sends Help to His People," invite kids to cradle and rock the invisible baby Moses. At "God Sets Apart His People," kids hold up an invisible stone tablet, one of the stone tablets with the 10 Commandments.

**Now I'm going to say one of the four Wonder Truths and count down from 10. Run to that spot and strike the appropriate pose. Ready?**

Play this version of the game several times, being sure to call out each of the four truths; then gather the kids for further instructions. **Are you ready for a challenge? This time, I won't say the words. I'll only strike the pose. You need to figure out which Wonder Truth it is, run to that spot, and strike the pose. Let's go!** Play this version of the game several times. Then gather kids together.

**God honors righteousness, as He did with Noah.** Pantomime hammering a nail. **God is faithful, as He was with Isaac and Rebekah.** Pantomime carrying a heavy water jug. **God sends helps to His people, as He did for and through baby Moses.** Pantomime rocking a baby. **And God sets apart His people, as He did through the 10 Commandments.** Pantomime holding a stone tablet.

### **Make It Inclusive!**

*Tip for Including Kids with Unique Abilities*

If there are kids in your group with physical restrictions, invite them to take turns being the leader - the one who calls out the Wonder Truths.