

### Game Ideas for *Roots of Faith* Part 1

Lesson #	Title	Memory Verse	Game Ideas
1	The Bible is God's Word	2 Timothy 3:16a	<p>1. Play Bible, Bible ... If a book in the Bible is said, students jump up. If a book is said that is not in the Bible, the students do not jump up. If you yell Bible, Bible, the students jump up and yell Bible, Bible. If not done correctly, they are out. Last one or team with most students left wins.</p> <p>2. Body Language – see p. 24-25 in Sparks or p.38 in T&amp;T Game Book. God's Word is His letter to us. He desires for His letter to become who we are in mind, soul, and body.</p> <p>3. True or False – see p.182 T&amp;T Game Book.</p> <p>Could also play by having students move forward so many steps for true statements while moving back if statement is false. If student moves wrong way he would be out. Last student in wins or team will most students still in wins.</p>
2	God Alone	Psalms 90:2	<p>1. Play game showing only God can be at all places at the same time. Yell out part of room for students to run to then prior to arriving yell another area of room, continue for a few minutes. Share hard to do, frustrating yet it is easy for God.</p> <p>2. Shipwreck – see p. 142-143 Sparks Game Book. Variation: Call the areas of room Father – Son – Holy Spirit. Call out part of Trinity the students run to that area. If you call out Trinity (Shipwreck in game) they run to the center of the room. If you call out Satan (Man Overboard in game) they run outside designated area and drop to ground. Try to have Father – Son – Holy Spirit area in shape of a large triangle. Students are out when they run to the wrong place. Last one or largest number of team left wins.</p> <p>3. Knock 'em Down – See p. 82-83 in Sparks Game book. Game includes a triangle theme.</p>

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3	God's Angels	John 1:3	Task students to complete a service project for the church. Could work on a poster to publicize an upcoming event at church. Clean toys in nursery, paint a room, fold bulletins, stuff envelopes, write cards to missionaries or shut ins at church. Be creative and come up with an appropriate activity.
4	The Rebellious Angel	1 Chronicles 29:11a	<ol style="list-style-type: none"> <li>1. Bombardment – See p. 39 T&amp;T Game Book. Satan wants to get you out an off God's team. Be watchful.</li> <li>2. Knock it Over – see p.84-85 Sparks Game Book.</li> <li>3. Traps – See p.190-191 Sparks Game Book</li> <li>4. Hazard Bowl – See p.84 T&amp;T Game Book</li> <li>5. Tug-O-War – See p. 184 T&amp;T Game Book</li> </ol>
5	Something from Nothing	Hebrews 11:3	See p.108-109 Sparks Game Book or p.121 T&T Game Book Outdoor Hunt
6	God Created Everything	Genesis 1:1	<ol style="list-style-type: none"> <li>1. Days of the Week - See p. 48-49 Sparks Game Book</li> <li>2. World's Strangest Animals – see p.202-203 Sparks Game Book</li> </ol>
7	God Created Man	Genesis 1:27	Verse Scramble – See p.186 in T&T Game Book
8	The Garden of Eden	Psalms 24:1	<ol style="list-style-type: none"> <li>1. Play a game of 'tag.' One student or leader can be the Rebellious angel who tries to tag others. Once tagged you then help tag others. One place in the room is designated "The Garden" or base. If a student runs there he is safe and cannot be tagged. During game yell "No More Base." Students now have no where to hide. Variation: can have one person be "God." If a student runs to Him they are still safe.</li> <li>2. Grabbers – See p.80 in T&amp;T Game Book.</li> <li>3. Mousetrap – See p. 115 in T&amp;T Game Book</li> </ol>
9	God Made Eve	Genesis 2:23	<ol style="list-style-type: none"> <li>1. Play games as partners. Run relay together, etc.</li> <li>2. Balloon Sandwich – See p.23 in T&amp;T Game Book</li> <li>3. Hooked – see p. 87 in T&amp;T Game Book</li> </ol>
10	Questions. Questions, Questions	Review	Play favorites from past weeks.

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11	Adam and Eve Disobeyed God	Psalms 119:160	<ol style="list-style-type: none"> <li>1. Couple run – see p. 46-47 in Sparks Game Book.</li> <li>2. Saucer Throw – See p.136-137 in Sparks Game Book. Can't make the mark, the goal, fall short of the standard. Some may get closer but no-one made it.</li> <li>3. True or False – See p.182 in T&amp;T Game Book</li> <li>4. Play game like Simon Says only do God Says...obey if it is what God says. Stay in game if obey, out if not. Winner is one who is last one out. Variation: Satan says – students respond with what God says.</li> </ol>
12	God's Curse and Promise	Hebrews 4:13	<ol style="list-style-type: none"> <li>1. Hide n' Seek – play a game of it.</li> <li>2. Play any game but add rules, obstacles, anything that will make the game harder to play. Life is harder due to sin.</li> </ol>
13	God's Judgment and Provision	Romans 5:12	<ol style="list-style-type: none"> <li>1. Freeze Tag – play. Go over that you had to depend on another student to free you. Same with sin, need someone to free you; God is going to send a deliverer.</li> <li>2. Rescue – See p.128-129 Sparks Game Book</li> </ol>
14	Cain and Abel	Proverbs 14:12	<ol style="list-style-type: none"> <li>1. Cain, Abel – play like red light, green light. Leader stands at front as "God." Red light is Cain, coming to God his own way, must stop, can not get to God that way. Green light is Abel coming to God His Way, continue on. First one to God wins! Variation: name things that stand for Cain's way or getting to God your own way like vegetable/grain offering, baptism, tithe, church attendance, being kind, etc. Students must stop or not move. Name things that show Abel's way like animal blood sacrifice, faith, trust, believe, cross, etc. Do not do variation if students do not understand this concept yet.</li> </ol>
15	God Judges the Whole World	Ezekiel 18:32	Ark outlined on paper in room at finish line. Students stand at starting line. Leader shares a fact from the previous lessons on character of God, if true students move toward ark. If false they do not move. If student fails to move or moves when he shouldn't, he must move backwards two steps. First one to ark wins. Variation: if played after the lesson, you could also use facts from the lesson on Noah.

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16	God Remembers Noah After the Flood	Isaiah 45:18	<ol style="list-style-type: none"> <li>1. Tower builder – See p.188-189 Sparks Game book</li> <li>2. Oreo Builder – See p.120 T&amp;T Game Book</li> <li>3. Tin Can Towers – See p. 176 T&amp;T Game Book</li> <li>4. Stacking cups – contests to see how high or how fast you can stack the cups.</li> </ol>
17	God Calls Abram	Genesis 12:2	Fruit Basket Upset – See p. 58-59 Sparks Game Book. Play with this variation. Replace fruits with words ‘faithful,’ ‘trust,’ ‘obey,’ ‘God,’ ‘Abraham.’ Play as in game. Also instead of yelling “fruit basket upset” yell “word upset.”
18	Abram Obeys	Malachi 3:6a	<ol style="list-style-type: none"> <li>1. Puzzle Idea – See p. 172-173 Sparks Game Book</li> <li>2. Puzzling – See p. 124-125 Sparks Game Book use verse in picture and word form</li> <li>3. Sparky Safari – See p. 160-161 Sparks Game Book</li> <li>4. Scramble – See p. 156 T&amp;T Game Book</li> <li>5. Make your own verse puzzles – write words and/or pictures on paper, cut into pieces. Spread pieces across room directly across from each team. Each team sends a student to retrieve a piece until all pieces are gotten then team assembles the puzzle. First one done wins. May choose to place on colored paper so each team knows which pieces are theirs.</li> </ol>
19	God’s Promises to Abram	Genesis 15:6	<ol style="list-style-type: none"> <li>1. Promise earlier in the year that you would have celebration on lesson #19 during game/activity time. Today is the day so do it! This could fall around the Christmas holiday which would be an added bonus. God promised Abraham a son and at Christmas we are celebrating The Promised Son.</li> <li>2. Stars – See p. 180-181 Sparks Game Book. God promised Abraham that his descendants would be like the stars in the sky.</li> </ol>
20	God Destroyed Sodom and Gomorrah	Proverbs 15:9	<ol style="list-style-type: none"> <li>1. Hot Potato – see p. 74-75 Sparks Game Book</li> <li>2. Rescue Chain Relay – See p. 146 T&amp;T Game Book</li> <li>3. Stepping Stones – See p. 182-183 Sparks Game Book</li> <li>4. Capture the Flag – See p. 44-45 T&amp;T Game book</li> </ol>
21	Questions, Questions, Questions	Review	Play favorites from previous weeks

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22	God Gave Isaac to Abraham	Isaiah 43:11	<ol style="list-style-type: none"> <li>1. Bible Alphabet – See p. 30-31 Sparks Game Book. Variation: pick names, places from lessons</li> <li>2. Brain Scramble – See p.41 Sparks Game Book. Variation: do over previous lessons, for example verses learned, days of creation, God’s Character, Bible people in order</li> </ol>
23	Isaac’s Sons	Proverbs 5:21	<ol style="list-style-type: none"> <li>1. Hunt – See p. 78=79 Sparks Game Book. Any object from lesson/verse.</li> <li>2. Keep Away – See p. 103 T&amp;T Game Book</li> </ol>
24	God’s Promise to Jacob	Psalms 33:11	<ol style="list-style-type: none"> <li>1. Sparky’s Dropped call – See p. 168-169. Spread God’s promise to Jacob as the message to share. Promise is passed on. How did we do? It was hard wasn’t it? God made no mistakes through generations in the promise passed, no changes. God’s promise stayed the same – always will.</li> <li>2. Mag Verse Hunt – See p. 113 T&amp;T Game Book.</li> </ol>
25	Jacob’s Son Joseph	Lamentations 3:26	<ol style="list-style-type: none"> <li>1. Compile list of favorites for your leaders. Examples would be food, verses, music, etc. Line up students by team along starting line. A favorite is called out and if the student thinks that is his leader’s favorite he moves forward. If not he stays still. If correct he gets to stay there. If incorrect he moves back two steps. First or closest to the finish line wins. Variation: could give out points instead. This way it could be played in a room where movement is limited.</li> <li>2. Food Basket Relay – basket of play fruit, bread, veggies or hold individual pieces like a baton. Pass off the basket or piece to next runner in relay. Variation: could add a piece each time passed off to next runner.</li> </ol>
26	Israel Goes to Egypt	Proverbs 21:1	<ol style="list-style-type: none"> <li>1. Flurry and Finesse – See p. 72 T&amp;T Game Book. Use bread, fruit, etc, in place of beanbag.</li> <li>2. Verse written on pieces of paper bread slices. Scatter in center of room. Student from each team, runs in, gets one, runs back tagging next student and so on till all pieces collected. Then put in correct order. First team done wins. May choose to use different colored paper so each team can distinguish theirs.</li> </ol>

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27	Questions, Questions, Questions	Review	Play favorites from past lessons
28	The Israelites Become Slaves	Isaiah 45:22	<ol style="list-style-type: none"> <li>1. Relay race – start with one student, keep adding one student until all are attached together in one line going around circle. Can do by teams or entire group. Israel's people numbers were increasing!</li> <li>2. Variation of above game – This time have some leaders designated to stop the addition of team members to the growing line. Satan tried to stop through evil king's plan.</li> <li>3. Dodge Ball or Rabbit Hunt – See p. 126-127 in Sparks Game Book or p. 61 T&amp;T Game Book. Hunters are evil king's men with the rabbits Moses and Israelites. Variation: Designate one person to be Moses. All others protect Moses from being hit by those trying to hit him with the ball.</li> </ol>
29	God Called Moses	1 Samuel 2:2	<ol style="list-style-type: none"> <li>1. Grab Bag – See p. 64-65 Sparks Game Book. Call out and respond just like Moses. Obey the call.</li> <li>2. Concentration Race – See p.54 T&amp;T Game Book. Listen and pay attention.</li> </ol>
30	God Sent Plaques on Egypt	Psalms 106:8	<ol style="list-style-type: none"> <li>1. Collect then spread out objects having to do with the plagues such as plastic toy frogs. Students run in and retrieve as many as they can in a set time and run back to starting line. Suggested time: 10 seconds. Count and team with most wins. Could do several times with one student per team playing at a time.</li> <li>2. Go – No –Students line up at the starting line. One leader is at finish line being Pharaoh will turn and yell No(red light). The other leader at the finish line being Moses will turn and yell Go(green light). Leaders will turn at various intervals and yell No or Go! Do 9x just like in lesson. Closest team or student wins.</li> <li>3. Gold Rush – See p. 62-63 Sparks Game Book. Dots can stand for boils. Similar game in T&amp;T Game Book, see p. 24-25 Bank Rush.</li> </ol>

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31	God Passed Over Israel	Nahum 1:7	<ol style="list-style-type: none"> <li>1. Do games where something is ‘passed over’ the student’s head. Could be balloon, ball, hoop...</li> <li>2. Filling the Stocking – See p. 56-57 Sparks Game Book. Variation: use a long large sports sock. Fill with items from lesson like small lamb, sandals, bread, staff, silver, gold, jewelry.</li> <li>3. Hoop Relay – See p. 72-73 Sparks Game Book</li> <li>4. Quick Change Artist – See p. 142 T&amp;T Game Book</li> <li>5. All Dressed Up – See p. 17 T&amp;T Game Book</li> </ol>
32	God Delivers Israel at the Red Sea	Psalm 46:10	<ol style="list-style-type: none"> <li>1. Bottle Relay – see p. 26-27 in Sparks or p.40 in T&amp;T Game book. Point out that the students might have gotten wet but the Israelites did not – much more water involved with them yet God is amazing!</li> <li>2. Dizzy Dodge – See p. 58 T&amp;T Game Book</li> <li>3. Hill Dill – See p. 70-71 Sparks Game Book. Consider changing to Hill Dill... to “Red Sea, Come Follow Me” Moses is the caller and the taggers are Egyptians.</li> <li>4. Robins and Roosters – See p. 130-131 Sparks Game Book. Change robins to Israelites and roosters to Egyptians.</li> <li>5. Scurry- See p. 157 T&amp;T Game Book.</li> </ol>
33	Questions, Questions, Questions	Review	Play favorites from past weeks.

**Comments:**

- Any lesson practice the verse using the game on page 20-21 in the Sparks Game Book. Do a variation of the one listed by replacing the checkmark or number with a word in the verse. Each student runs up and writes the next word in the verse. Line up youngest to oldest so the entire verse can be done. The younger ones should have the words in the verse they know (bolded ones) while the older ones have learned the entire verse.
- A lot of the games in the books are just plain fun such as page 118 popcorn cob in Sparks Game Book. Others center around holidays like Thanksgiving, Christmas, and Valentine’s Day.
- There are also ones that can easily fill in extra time such as page 91 or 92 in T&T Game Book.
- Suggest doing a mixture of games from the Sparks (k-2<sup>nd</sup> grade) and T&T (3<sup>rd</sup>-6<sup>th</sup> grade) to keep all the students engaged in a fun and exciting time. There is also a Youth Ministries book geared to older students (7<sup>th</sup>-12<sup>th</sup> grade) that may also be useful if you are reaching older students.
- Great indexes and keys by equipment, space, number of students, intensity and skill level, and if game circle is required.
- Quite often you could take a Sparks (k-2<sup>nd</sup> grade) game and add some element or skill to make it harder for the older students (3<sup>rd</sup>-6<sup>th</sup>). That way if you have a mixed age group playing games together the younger students will not be frustrated while the older ones are bored. Remember the core principle is fun and exciting! Do that and your game time will be a success.