

KIDStory[®]

KIDStory is a program of



kids around the world[®]

5 Day KIDStory Club Playgrounds

"Generation after generation stands in awe of (God's) work; each one tells stories of your mighty acts."
Psalm 145:4 (MSG)

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Welcome to KIDStory & KIDStory Clubs

Generation after generation stands in awe of (God's) work; each one tells stories of Your mighty acts. Psalm 145:4 (MSG)

We are so glad you have decided to reach and disciple children in your community. The materials and lessons in this manual are part of a strategy called KIDStory which equips leaders to create environments where more kids can walk in the love of Jesus. We believe what you will discover here will revolutionize the way you teach from the Bible, and through His Word and Spirit, your life will be transformed as well. Children will become eye-witnesses and active participants in God's Story and not just be distant observers. KIDStory relies on Jesus' method of teaching: telling stories, interactive experiences and meaningful discussions.

These strategies are fun to learn, and they are easy to use and share with others. Leaders are taught to listen rather than lecture ... listen to the Holy Spirit and the responses of the children, then encourage the children to also listen and be obedient to God's voice. The questions and interactions posed by the leaders are not just to learn information, but to facilitate Holy Spirit transformation of the heart and mind. KIDStory is about God transforming a life, a family and ultimately a community through His Story and His Spirit.

CORE ESSENTIALS

There are certain things you will find in every aspect of KIDStory, whether you are training leaders or leading a group of children. We want to create environments where children learn: who God is, who they are (their purpose and value) and how to have a relationship with Jesus that is real and personal. We believe these things will happen when the following core essentials are practiced:

- **Bible Centered:** The core of every lesson, both in teaching children and training leaders, is the Bible Story. Everything continually keeps coming back to the story and discovering who God is and how to follow Him.
- **Fun:** We want these truths to stick and become a part of a child's everyday life. In order for this to happen and to engage a child, it needs to be fun. When there is fun and laughter, children will want to be involved, come back and bring their friends with them.
- **Empowering:** KIDStory is simple and practical. Leaders can show others how to use this strategy and the kids can retell the Bible Stories to family and friends.
- **Relational:** Of all the things that draw children closest to Jesus, significant relationships are by far the most critical thing needed. It's not just about teaching a lesson, but it's getting to know the children and what is stirring in their hearts and souls.
- **Spirit-led:** Jesus promised that the Holy Spirit would be the One to reveal all the things that Jesus taught. The Holy Spirit is the One who transforms a life. We need to be listening and moving in directions the Holy Spirit leads us in.

KIDStory Clubs

... are environments where more kids are walking in the love of Jesus.

A KIDStory Club is a place where children have fun and are free to share what they are learning and experiencing; a place where God's presence is very real and evident. Jesus created this kind of environment by welcoming, loving and blessing the children. It's here that children are not just learning from a book, but through relationships. It's where they feel safe and are known and accepted and do likewise for others. KIDStory Clubs are also a safe place for parents and leaders to learn and grow in how to lead children spiritually – a place where people are consistently equipped and encouraged.

A KIDStory Club can meet wherever and whenever is most convenient and leaders can even give it their own name. What makes a KIDStory Club unique is the application of the 5 Core Essentials. In a KIDStory Club, the stories of the Bible are told in fun, creative ways, while being Biblically accurate. As important as it is to tell God's story, it is not enough. It's also about listening – listening to the Spirit and listening to a child reveal how the Spirit is stirring their heart.

The methods used to tell and retell God's story are coupled with engaging questions that allow the Holy Spirit to operate in the hearts of kids. It capitalizes on what children have heard and learned so that it becomes a discovery process, bringing about true life change. The questions posed by leaders are not just for retention but for transformation of the heart and mind, leading to real life application. Fostering this kind of environment provides leaders the opportunity to follow up on the things the Holy Spirit is teaching and revealing.

Before we get to the actual lessons, we want to briefly let you know the different elements of a KIDStory lesson and a KIDStory Club. The next 3 pages were created to outline and describe these different components - each one has a distinct purpose to engage the children in the Bible, with one another and with God Himself.

For more information about Kids Around the World, go to katw.net

For more information specifically about KIDStory, go to katw.net/kidstory

So, Welcome!! We pray the Lord opens up many doors for you to impact children with God's transforming hope through the telling of His Story and the working of His Spirit.

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KIDStory Club Leader Responsibilities

Before a KIDStory Club Begins:

- Be in prayer for your team, the club location and those that will attend
- Be in communication with the Mission Team Leader to see who might participate in the *KIDStory Club* segment of the trip
- Stay connected with the KIDStory team through email, texts or facebook
- Study all Bible lessons in the ***KIDStory Club*** curriculum
- Based on your team's gifts, abilities, talents and interests, assign daily responsibilities to each team member including:
 - Telling the Bible Story
 - Leading the Discover and Response Questions
 - Singing songs
 - Leading the games time
 - Giving the Gospel Message

During *KIDStory Clubs*:

- Arrive at your location early enough each day to set up, go through the lesson and pray
- Connect with local church leaders to see if there is anything you need to be aware of
- Greet kids/families as they arrive and engage in conversation or an activity [example: bring out parachute/bed sheet or ball] until it's time to start
- Keep team on schedule and prepared for each subsequent segment
- If someone trusts in Christ as Savior for the first time, let the local church leaders know so they can follow-up

Possible Daily Schedule (2 hour program)

:00	Welcome
:10	Games
:45	Large Group: Worship, Bible Story & Possible Retell
1:20	Small Group: Retell Bible Story, Discover & Response Questions, Blessing
1:45	Closing
2:00	Dismissal

After a KIDStory Club:

- Complete evaluation form and return to Mission Team Leader

5 Day KIDStory Club Checklist

GAMES

- Parachute or Bed Sheet
- Frisbee
- Blow-up Balls (2)
- Several balls to play parachute / bed sheet games

STORIES

- Paper and coloring utensils
- 14' piece of rope / string

MISC

- Music CD
- Tape Player

Lesson Format for KIDStory

Opening:

- Choose a question or activity where children can share a personal story.
- The answer should generate an emotion from the children.
- Ask a question that needs an answer more than “Yes” or “No.”

Background:

- Define words or explain geographical locations and cultural differences the children may not know.
- Explain important events that happened before today’s story.
- Review important concepts from the previous story if applicable.

Tell the Story:

- Break down story into 4 or 5 “chapters.”
- Involve the children in the story.
- Use dramatic elements that would make the story more engaging and interactive. Use visual objects to show the group if possible.
- Keep the length of the story appropriate for the children to learn so they can tell others.

Retell:

- Have children use their Bibles to read and retell the story.
- Choose a game or activity to engage the children.

Discover & Response Questions:

- Pray about this lesson regarding where the Holy Spirit might lead the discussion.
- Use questions that engage the heart and not just the head.

The Opening doesn’t have to be directly tied to the Bible story but gets the children thinking in that direction.

You don’t want to stop during the story to explain words so make sure to go over them all in the Background time.

Tell the story just as it is in the Bible. Don’t add your own words or interpretations. Make it memorable but stay true to God’s Word. It is crucial that the children know that the story comes from the Bible and that it is true.

Make sure the children are being Biblically accurate when retelling the story.

Move the children from remembering facts in the story to what God is doing in their hearts and lives. We want the Spirit to speak to each person for the implication that will be for them specifically.

Ideas for KIDStory Lessons

Tell the Story:

- Use costumes or objects.
- Have children make sound effects (rubbing hands to make the sound of rain).
- Move around the room. Use lots of facial expressions.
- Tell the story in First Person (as though you were one of the characters in the story).

Retell:

- Game: Musical Chairs. Person standing without a chair tells first part of story. Repeat until story is done.
- Art: Billboard. Design a roadside billboard to tell the story.
- Drama: Give children an object and see how many ways they can use it to tell the story.
- Music: Create a rap of the main events in the story.
- Writing: What's Next. Have the children write out what God wants them to do with what they heard in the story.

Discover & Response Questions:

Head Questions (Facts)

- What stood out in the story?
- Could you imagine being there? What did you hear/see/smell/feel?
- What is Jesus/God teaching them in this story?
- How did God/Jesus respond when...
- What have we learned about what God/Jesus is like?
- How are the characters alike or different in the story?

Hand Questions (Action)

- What did you hear today that makes you think you ought to change your life?
- After hearing the story, how will you live differently?
- Who can you share this story with this week?
- How do you think God wants you to have a part in His story?

Heart Questions (Feelings)

- What do you think was the most important part of today's story?
- What feelings did you have as you heard the story?
- What feelings did you have as you heard the story?
- What do you think was going on in _____'s heart and mind in this story?
- How do you feel about God/Jesus now?
- Why do you think God put this story in the Bible?



Zacchaeus: Sharing

Luke 19:1-10

① REVIEW

- This will be the first time with these children. Discover some things about each child. You might start by sharing some things about yourself. If you have some things with you that would help you tell your story, bring them along with you to where the KIDStory Club is being held.

② OPENING

Share a time when someone took something away from you that was yours.

③ BACKGROUND →

④ TELL BIBLE STORY →

⑤ RETELL

Flip Chart StoryBook: Use the StoryBook to review the story by having the children tell you what is happening on each page.

Story Review: Go back through the Story by using questions, fill-ins and correcting wrong statements.

Rope Game: Get a piece of rope that is 15 feet long and tie the ends together. Have the children get in a circle with each one holding on to the rope. Start moving the rope in one direction. When you say “STOP,” the person closest to the knot has to say the next part of the story. Continue doing this till the story is told.

BACKGROUND

During the time when Jesus lived here on this earth, the tax collectors cheated people out of their money. They charged more money than they were supposed to and kept the extra for themselves. They became very rich doing this but people hated them.

BIBLE STORY

(This story is told in the first person)

Let me introduce myself. My name is Zacchaeus and I am the chief tax collector in my town. One day Jesus was passing through and I really wanted to see him but I was too short to see over the crowd.

So I ran down the path ahead of everyone and climbed up in a sycamore tree. I knew I would be able to see Jesus when he passed under the tree.

When the Lord got to that spot, he stopped! He looked up at me and said, “Zacchaeus, quick, come down from that tree. I’m going to be a guest at your house today.”

I was so excited! I quickly got down from the tree and with great joy welcomed Jesus into my home.

(story continues on the next page)

⑥ DISCOVERY QUESTIONS

- What did you like about today's story?
- What did Zacchaeus do to see Jesus?
- How do you think Zacchaeus felt when Jesus wanted to go to his house?
- How would you feel if Jesus wanted to come to your house? What would you do to get ready for this?
- I wonder why Zacchaeus gave a lot of his money away to other people?
- Have you ever been surprised by someone who wanted to give you something?
- I wonder who else God would want us to share this playground with.
- This story shows me that Jesus is

⑦ PERSONAL RESPONSE QUESTIONS

- This story shows me that Jesus is ...
- What does this story tell you about who gets to play on this playground?
- What does God want you to do with what you have learned today?

BIBLE STORY (Continued)

People started to grumble, "How could he even think about staying in the house of that great sinner?" But I said to the Lord, "I'm going to give half of everything I own to the poor. And where I've cheated people, I'll pay them back four times what I took from them."

Jesus said, "Today, salvation has come to this house. I came to seek and to save those like him who are lost."

⑧ CLOSING BLESSING

Father God, I ask that you bless these children with the understanding of how much you love them and desire for them to be part of your family.



10 Lepers: Be Thankful Luke 17:11-19

① REVIEW

- See if any of the children can retell the story of Zacchaeus from yesterday.
- Who retold the story to someone else? Let them share what happened.
- How did you respond to the Holy Spirit's leading from our lesson?

② OPENING

Share something you are really thankful for.

③ BACKGROUND →

④ TELL BIBLE STORY →

⑤ RETELL

Flip Chart StoryBook: Use the StoryBook to review the story by having the children tell you what is happening on each page.

Story Review: Go back through the Story by using questions, fill-ins and correcting wrong statements.

Hand Motions – Go back through the Bible story and have the group come up with different hand motions that would help them remember each part of the story. Keep going back through the story adding more hand motions until the story is retold.

BACKGROUND

Leprosy is a disease that is very harmful to people. It could be spread from one person to another. Because of that, people who had leprosy, called lepers, had to live away from everyone else. This way hopefully other people would not get it from them. People would have nothing to do with them. Also, if someone was a Samaritan, they were not liked by others. As the story begins, we find Jesus on his way to Jerusalem.

BIBLE STORY

As Jesus came into a small town, ten men who had a skin disease met him there. They did not come close to Jesus but called to him, "Jesus! Master! Have mercy on us!"

When Jesus saw the men, he said, "Go and show yourselves to the priests."

As the ten men were going, they were healed. When one of them saw that he was healed, he went back to Jesus, praising God in a loud voice.

Then he bowed down at Jesus' feet and thanked him. (And this man was a Samaritan.) Jesus said, "Weren't ten men healed? Where are the other nine? Is this Samaritan the only one who came back to thank God?" Then Jesus said to him, "Stand up and go on your way. You were healed because you believed."

⑥ DISCOVERY QUESTIONS

- What did you like about today's story?
- What were the men crying out to Jesus?
I wonder why they were asking for mercy?
- What do you cry out to God for? I wonder how He would answer your cry?
- If you were one of those sick men, what would you have done if you were all better?
- What does this story tell us about Jesus?
- What would you like to thank Jesus for?
- How can you be thankful for this playground?

⑦ PERSONAL RESPONSE QUESTIONS

- What would you like to tell the people who built this for you and your family and friends?
- Who can you share this story with?

BIBLE STORY (Continued)

⑧ CLOSING BLESSING

Lord, bless each child with a heart of thanksgiving.



The Good Samaritan

Be Kind to Everyone

Luke 10:25-37

① REVIEW

- See if any of the children can retell previous stories told.
- Who retold any previous stories to someone else? Let them share what happened.
- How did you respond to the Holy Spirit's leading from previous days?

② OPENING

A time when someone was really kind to me was when ...

③ BACKGROUND →

④ TELL BIBLE STORY →

⑤ RETELL

Flip Chart StoryBook: Use the StoryBook to review the story by having the children tell you what is happening on each page.

Story Review: Go back through the Story by using questions, fill-ins and correcting wrong statements.

Act it Out: Assign different characters of the story to each of the children. Let them practice before actually acting out the story. See if there are one or two children who want to be the person telling the story while the other children act it out.

BACKGROUND

We find that different people were trying to trick Jesus by asking him difficult questions. Jesus always had the right answer for them. Now during this time, the Samaritans and the Jewish people did not get along – they were enemies. A lawyer comes and asks a question to test Jesus. Let's see how he responds.

BIBLE STORY

Then an expert on the law stood up to test Jesus, saying, "Teacher, what must I do to get life forever?" Jesus said, "What is written in the law? What do you read there?"

The man answered, "Love the Lord your God with all your heart, all your soul, all your strength, and all your mind." Also, "Love your neighbor as you love yourself." Jesus said to him, "Your answer is right. Do this and you will live."

But the man, wanting to show the importance of his question, said to Jesus, "And who is my neighbor?" Jesus answered, "As a man was going down from Jerusalem to Jericho, some robbers attacked him. They tore off his clothes, beat him, and left him lying there, almost dead. It happened that a priest was going down that road.

(story continues on the next page)

⑥ DISCOVERY QUESTIONS

- What did you like about today's Bible Story?
- How would you have felt if you were the man who was beaten up?
- Are there ways in which you feel like you have been beaten up and no one wants to help?
- Who are some people that it might be hard to share this playground with?
- What choices do we have when someone comes to the playground that we don't like?
- How would God want us to share kindness to those who come to this playground?
- Someone I need to be kind to is _____

⑦ PERSONAL RESPONSE QUESTIONS

- What do you feel like the Holy Spirit wants you to do with what you learned today?

BIBLE STORY (Continued)

When he saw the man, he walked by on the other side. Next, a Levite came there, and after he went over and looked at the man, he walked by on the other side of the road.

Then a Samaritan traveling down the road came to where the hurt man was. When he saw the man, he felt very sorry for him. The Samaritan went to him, poured olive oil and wine on his wounds, and bandaged them. Then he put the hurt man on his own donkey and took him to an inn where he cared for him. The next day, the Samaritan brought out two coins, gave them to the innkeeper, and said, 'Take care of this man. If you spend more money on him, I will pay it back to you when I come again.'

Then Jesus said, "Which one of these three men do you think was a neighbor to the man who was attacked by the robbers?"

The expert on the law answered, "The one who showed him mercy."

⑧ CLOSING BLESSING

God, bless these children with a desire to be kind to everyone who wants to play here.



The Prodigal Son

I'm Sorry ... You're Forgiven

Luke 15:11-32

① REVIEW

- See if any of the children can retell previous stories told.
- Who retold any previous stories to someone else? Let them share what happened.
- How did you respond to the Holy Spirit's leading from previous weeks?

② OPENING

Tell us something you like about your family.

③ BACKGROUND →

④ TELL BIBLE STORY →

⑤ RETELL

Flip Chart StoryBook: Use the StoryBook to review the story by having the children tell you what is happening on each page.

Story Review: Go back through the Story by using questions, fill-ins and correcting wrong statements.

Bible Story Relay: Divide the children into teams. They run to a designated spot and back. When they return they have to shout out the next part of the story. Then the next person runs to the spot and back and shouts out the next part of the story till every team has retold the story.

BACKGROUND

Jesus taught about the Kingdom of God through stories called parables. Jesus taught this parable because there were some people who were mad at Jesus because he did not just visit with the religious people; he was always with the sinners and tax collectors. They thought that was wrong which is why Jesus told this story.

BIBLE STORY

Then Jesus said, "A man had two sons. The younger son said to his father, 'Give me my share of the property.' So the father divided the property between his two sons.

Then the younger son gathered up all that was his and traveled far away to another country.

There he wasted his money in foolish living. After he had spent everything, a time came when there was no food anywhere in the country, and the son was poor and hungry.

So he got a job with one of the citizens there who sent the son into the fields to feed pigs.

The son was so hungry that he wanted to eat the pods the pigs were eating, but no one gave him anything. When he realized what he was doing, he thought, 'All of my father's servants have plenty of food.'

(story continues on the next page)

⑥ DISCOVERY QUESTIONS

- What did you like about today's story?
- I wonder why Jesus told this story.
- What choices did each of the characters make? What other choices could they have made? What happened because of their choices? Sometimes other children may hurt us when we are playing on this playground. What choices would we have to make then?
- What feelings do you think the father had throughout the story? How do you think this is like how God feels?
- One thing I can do to please God is _____.

⑦ PERSONAL RESPONSE QUESTIONS

- This might be a good time to talk about God's salvation, His free gift to us, through the sending of His Son, Jesus. We all have been lost to God and need to come back to Him and receive His forgiveness and love. You may explain it in a culturally appropriate manner and coincides with what your church or ministry has agreed upon.?
- After hearing the story today, I am going to live differently by _____.

BIBLE STORY (Continued)

But I am here, almost dying with hunger. I will leave and return to my father and say to him, "Father, I have sinned against God and against you. I am no longer worthy to be called your son, but let me be like one of your servants." So the son left and went to his father.

"While the son was still a long way off, his father saw him and felt sorry for his son. So the father ran to him and hugged and kissed him.

The son said, 'Father, I have sinned against God and against you. I am no longer worthy to be called your son.' But the father said to his servants, 'Hurry! Bring the best clothes and put them on him.

Also, put a ring on his finger and sandals on his feet. And get our fat calf and kill it so we can have a feast and celebrate.

My son was dead, but now he is alive again! He was lost, but now he is found!' So they began to celebrate.

⑧ CLOSING BLESSING

Thank you Lord that we are no longer lost, but we have been found and loved by You.



The Great Banquet: Everyone is Invited

Luke 14:15-23

① REVIEW

- See if any of the children can retell previous stories told.
- Who retold any previous stories to someone else? Let them share what happened.
- How did you respond to the Holy Spirit's leading from previous weeks?

② OPENING

Share a time when you were invited to something special.

③ BACKGROUND →

④ TELL BIBLE STORY →

⑤ RETELL

Flip Chart StoryBook: Use the StoryBook to review the story by having the children tell you what is happening on each page.

Story Review: Go back through the Story by using questions, fill-ins and correcting wrong statements.

Drawing – If you have the materials, have the children draw what they saw or what they liked best as the story was being told. Have each child share their pictures with the rest of the group. If there are different scenes from the story, have the children put them in the order that they occurred. Or, assign the different scenes to different children. Have them put the scenes in order and use their pictures to retell the story.

BACKGROUND

The reason why Jesus came to this earth is to show us the love of God the Father. He loves us so very much and wants us to be part of His family. He invites everyone to be His sons and daughters but God leaves that decision for us to make. He will not force us. Jesus shares many stories about the Kingdom of God and how to live for Him. Here is one that Jesus told about inviting people to come and be with Jesus.

BIBLE STORY

A certain man was preparing a big dinner. He invited many guests. When the day of the dinner arrived the man sent his servant to those who had been invited. The servant told them, 'Come. Everything is ready now.'

But they all began to make excuses. The first one said, 'I have just bought a field. I have to go and see it. Please excuse me.' Another said, 'I have just bought five pairs of oxen. I'm on my way to try them out. Please excuse me.' Still another said, 'I just got married, so I can't come.'

The servant came back and reported this to his master. The owner of the house became angry. He ordered his servant, 'Go out quickly into the streets and lanes of the town. Bring in those who are poor. Also bring those who can't walk, the blind and the disabled.'

'Sir,' the servant said, 'what you ordered has been done. But there is still room.'

Then the master told his servant, 'Go out to the roads. Go out to the country lanes. Make the people come in. I want my house to be full.'

⑥ DISCOVERY QUESTIONS

- What did you imagine as the story was being told? What did you see? What did you hear?
- Who were the different people invited to the big dinner? I wonder what dinner Jesus was talking about? Have you accepted Jesus' invitation to the dinner or do you have excuses?
- Who do you think should be invited to play on this playground? Who will you invite?
- This story tells me that God is_____.

⑦ PERSONAL RESPONSE QUESTIONS

- What did you learn about being a follower of Jesus from this story? Is there something specific you might obey this week?
- How will you respond to God and Jesus today?
- Who can you share this story with this week?

BIBLE STORY (Continued)

⑧ CLOSING BLESSING

God, bless us with a desire to see more of our friends be part of your family. Give us the courage to talk to them about Jesus and invite them to the Great Banquet.

Retell Activities and Descriptions

It is important to retell the Bible story after it's been told. So Children are engaged in the story and to help them in learning it well enough, so they can retell it to someone else.

The retell activities should be fun and engage the children in the story. Listed below are various ways to retell a Bible story which engages children in different ways. One way not listed, if the children have Bibles, is to have them open them and re-read the story. This can also be done by someone reading the story and the leader asking sequential questions which everyone then answers by looking in the Bible.

■ ART

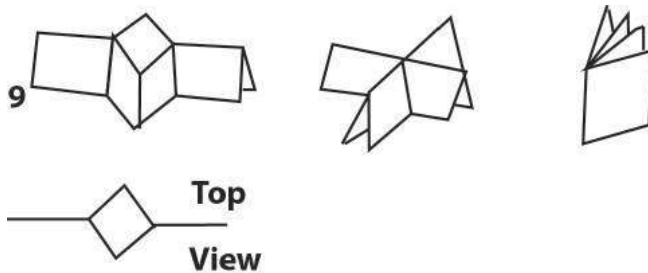
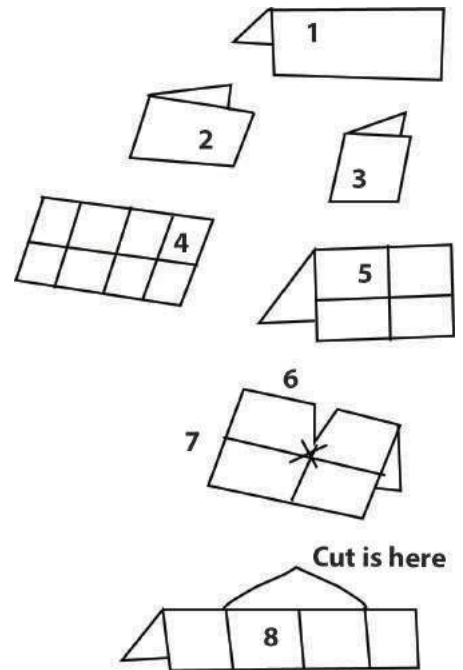
- **Drawing:** If you have the materials, have the children draw what they saw or what they liked best as the story was being told. Have each child share their pictures with the rest of the group. If there are different scenes from the story, have the children put them in the order that they occurred.
- **Group Poster:** If you have the materials, have the children work together on making a poster that can tell the Bible Story. Allow the children to retell the story by using what they drew on the poster.
- **Story Parts:** Give each child a certain scene of the story for them to draw. Have the children put the story in order by the drawings that have been made. The children can then retell the story by using the pictures they have drawn.
- **Art Attack:** Use paper and coloring markers that are available. if the paper is big enough, have the children work on a poster that tells the story. if you only have single sheets, have each child draw a different part of the story or their favorite part of the story and share it with the class.
- **Comic Strip:** Give each child a sheet of paper. Have them fold it in half, then fold that half again and then a third time. When you open the paper, there should be 8 boxes on the paper. For each scene or action in the Bible story, have each child draw a simple picture or object in each box in the order that it happens in the story. Let the children retell the story to a partner by using their comic strips.
- **Billboard:** Design a roadside billboard of the Bible story or how you see yourself connecting with it.
- **Pictionary:** Different parts of the story are randomly given out and each person needs to draw what they have been given until someone guesses what it is.
- **Graffiti Wall:** As a group, have the children write words or draw pictures which tell the story.
- **Tee Shirt Design:** Have each child design the front of a tee shirt that could tell the major parts of the story.
- **Logo Design:** If there could be just one picture, with no words, that would best tell the Bible story, what would that be? Have the children draw it. You can use this simple picture as a way of reviewing the different Bible stories in weeks to come.
- **Book Cover Design:** Children design and draw their own book cover with words and pictures that best capture the different parts of the Bible story.
- **Storybooks:** The story is retold by the child through pictures and/or words in a storybook. See additional appendix page on how the children can create one.

How to Make Blank Books for Writing

Here's a great technique for creating a blank book. Work with your child to make these folded little books. Once children master the fold-a-book technique, they will eagerly use it to create blank books (any size) for their own writing and illustrating purposes.

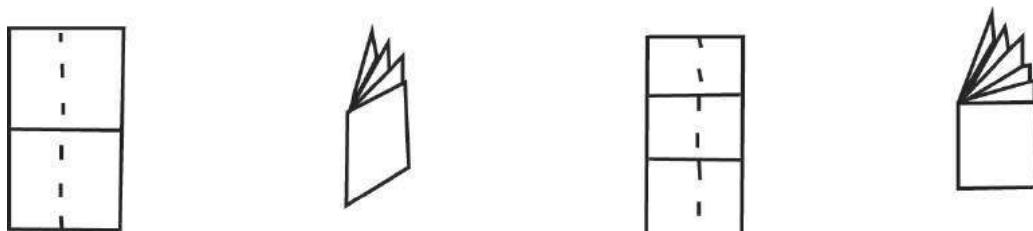
Fold-A-Book Instructions

1. Fold a rectangular sheet of paper in half lengthwise.
(We sometimes call this the "hot dog" or horizontal fold.)
2. Fold in half again, as for book. Crease tightly.
3. Fold in half again. Crease tightly.
4. Unfold the sheet – hold it vertically (up and down)
5. Fold in half width-wise. (The "hamburger" fold.)
6. Cut along the center crease from the folded edge to the X.
7. Open the sheet again.
8. Return to the original lengthwise fold (as in #1).
9. Push the end sections together, and it will fold itself into the child-size Little Book. Four sections are formed.



Cut-And-Staple Book Instructions

A sheet (or sheets) of paper are cut in half or thirds and stapled to form an 8, 12, or 16-page child-size Little Book.



Retell Activities and Descriptions

■ DRAMA / ARTS

- **Act it Out:** Assign different characters of the story to each of the children. Let them practice before actually acting out the story. See if there are one or two children who want to be the person telling the story while the other children act it out.
- **Retell** through a character's eyes.
- **Create a Song:** Create a song that will retell the Bible Story. You might use a song that the children are very familiar with and then change the words so it retells the Bible story. They can create an original song or possibly a rap song.
- **Partners:** Have the children get into smaller groups of 2 to 3 children. Each child will take a turn retelling the story. If someone gets stuck and can't remember the next part, the others in the group can help them.
- **Hand Motions:** Go back through the Bible story and have the group come up with different hand motions that would help them remember each part of the story. Keep going back through the story adding more hand motions until the story is retold.
- **Pantomime:** Divide the group into several smaller groups. Have one group act out the first part of the story without using words. The other groups have to say what is happening. The next group has to act out the next part of the story and the remaining groups tell what is happening. Continue till the story is retold. You may remind the group acting out the story if they don't remember what the next part is.
- **Puppets:** Create simple puppets from things like socks, paper plates, paper cups, sticks, etc and retell the story using these characters.
- **Objects:** Give each group 3 different objects. The group needs to use the different objects in the retelling of the story. They can add other objects but they must at least use the 3 objects given to them.
- **Wire & Clay:** Use these or other available craft items to build and retell the Bible story.
- **Charades:** Without using words, the kids act out the different scenes while the audience has to guess which part of the story they are doing.
- **Sound Effects & Motions:** Re-read the Bible story and come up with different sound effects and/or motions for words or actions that repeat throughout the story.
- **Object(s) (ie: scarf, rope),** See how many times they can use the object to tell the story. Another way is to give each group 3 different objects and they have to use them in retelling the story.
- **Motions:** Use different motions to illustrate each segment of the story. You can assign one motion to each child or small group and they need to demonstrate their motion in the order in which it comes in the story.
- **Human Slide Show:** Find a big cloth to use as a curtain. Two children will can hold it up and then drop it when you tell them. Pick several children to be the characters in the story. For each story segment, while the curtain is up, have the children get into a position as though there were a picture or painting of that part of the story. They are to remain perfectly still and then have the cloth dropped so the rest of the group can see it. Each scene changes as you tell the story.
- **Dance:** Retell the story through a dance with or without music and words.
- **Top Ten:** Have the kids, either as a group or individually, write out the top ten events of the story.
- **Journals:** The children are given the opportunity to just quietly sit and journal what was in the story and what it meant to them.

Retell Activities and Descriptions

■ GAMES I

- **Ball Game:** Several different games can be played with a ball. Have the children get in a circle. When you say “GO,” or start playing the music, the children pass the ball around the circle until you say “STOP” or stop the music. When that happens, the person who has the ball has to say the next part of the story. When you say “GO” or start the music, the children start passing the ball till you say “STOP.”
- **Rope Game:** Get a piece of rope that is 15 feet long and tie the ends together. Have the children get in a circle with everyone holding on to the rope. Start moving the rope in one direction. When you say “STOP,” the person closest to the knot has to say the next part of the story. Continue doing this till the story is told.
- **Movers & Shakers:** Tossing a ball from one person to another while the music is playing. When the music stops, the person holding the ball (or knot in the rope if you are using a long rope that the child are holding and moving around in a circle) has to say the next part of the verse in the way you specify. Some examples could be:
 - At a normal pace
 - In fast forward while jogging in place
 - In a whisper while tiptoeing
 - Shouting while marching
 - In slow motion while jogging in slow motion
 - In a normal voice while walking backward
- **Musical Chairs:** Put enough chairs in a circle for each person in your group except one. The chairs should be facing out. Everyone gets to sit in the chair except the one person remaining. When the music starts, the children start walking in a clockwise direction around the chairs. When you stop the music, everyone needs to find a chair. The person remaining has to say the next part of the story. Continue doing this until the story is retold.
- **Timing the Retell:** See if the group can retell the story in a specified amount of time.
- **Tingo Tingo Tango:** Have the children get into a circle. Pass an object around as you are saying “Tingo, Tingo, Tango.” When you get to “Tango,” whoever has the object has to say the next part of the story. Vary the amount of time between the words so the children do not know who will be next.
- **Line Up:** Have the children get in line from shortest to tallest or youngest to oldest. The first person starts by sharing the first incident of the story. The second person tells the next thing that happened and so on till the story is retold.
- **Balloon or Ball Toss:** Have the children get into circles of about 8. Have them toss the balloon or ball from one to another either as the music is going or when you have said, “GO.” When you stop the music or say “STOP,” whoever has the balloon has to say the next part of the story. For some added fun, try adding a marble or small round pebble in the balloon before you inflate it.
- **Balloon Pop “Surprise”:** You will need enough balloons per group as there are segments to the story. Before doing this activity, write out the different segments of the Bible story on slips of paper. Put one slip in each of the balloons. Blow up the balloon and tie it off. Have the children get in a circle with the balloons in the center. When you tell them, have the children sit on a balloon until it pops. The children then take the slip of paper in the balloon and put them in order of the storyline.

Retell Activities and Descriptions

■ GAMES II

- **Whisperings:** Have the children sit in a circle. Whisper the first part of the story to one child. He or she will then whisper that phrase and the next part of the story to the next person and so on until the last person who will tell the story to the group.
- **Dice:** Each small group has one dice. The first person rolls the dice. If they get a “1” or “2” they can pass the dice to the next person and do not have to tell any part of the story. If they roll a “3” or “4” they have to tell the next part of the story. If they roll a “5” or “6” the dice goes back in reverse to the person who just had the dice and they have to tell the next part of the story
- **Story Cards:** Write or draw the different segments of the Bible story on separate sheets of paper. Give them to different children in the class and have the children get in order of the story line. You could also give them a certain amount of time to do it in or write out 2 or more copies of the story line and have several groups of children trying to be the first group to finish.
- **Sign Language:** Pretend as though you and the person you are trying to tell the story to are deaf. What would that look like?
- **Bible Story Relay:** Divide the children into teams. They run to a designated spot and back. When they return they have to shout out the next part of the story. Then the next person runs to the spot and back and shouts out the next part of the story till every team has retold the story.
- **Graffiti Style:** Write the different Bible story segments on the board in graffiti style (phrases jumbled). Ask one child to find the first phrase and draw an arrow to the next part of the story repeating both phrases. The next child draws an arrow connecting the second phrase to the third one and repeats all three. Continue until the Bible story is retold.
- **Hide and Seek:** Write phrases of the Bible Story on cards or strips of paper. Place them around the room. Send the children out to find them and as they do, they should gather in the front of the room and place themselves in the proper order. Have someone read and retell the story. You could also do this activity by not hiding the cards but randomly give the cards out to the children and have them get in the right order to read the story.
- **Story Chase:** Write each part of the story on small cards. Randomly tape one card on the back of each child. Have the children assemble the story on their own. They should line up so that each child can see the phrase in front of them. Have the children retell the story by reading the card on the person in front of them.
- **Who’s Got the Star?** Make a star out of construction paper. Have the children sit in chairs in a circle. Instruct everyone to close their eyes. Place the star under someone’s chair. When you have them open their eyes, whoever has the star under them can say the first part of the story. If the child can say it, have everyone close their eyes again and now he or she gets to place the star under someone else’s chair. The activity is played until the story is told. Variation: A coin or other token could be used in the place of a star.

DISCOVER & RESPONSE QUESTIONS

◆ Discover Questions - Head (Facts)

*My goal is to understand the content of the story.
What does the story say? What happened in the story?
I want to KNOW God through His Word.*



-
- a. What were you imagining as the story was being told? How did it make you feel?
 - b. Could you imagine being there? What did you hear/see/smell as the story was told?
 - c. What stood out to you in the story?
 - d. What was God/Jesus teaching them in this story?
 - e. Where in previous stories have we seen God do this?
 - f. Did you hear anything that reminded you of previous stories? What connections did you make?
 - g. Which of our other stories talks about _____?
 - h. Was there anything that was difficult or hard to understand?
 - i. How did the story describe God's/Jesus's relationship with people?
 - j. What did we learn about _____'s relationship with God/Jesus from this story?
 - k. How does God/Jesus respond to the people in the story? What does this show us?
 - l. How did God/Jesus respond when ... ?
 - m. How did people respond ... ?
 - n. How did God/Jesus ... ?
 - o. What was God/Jesus teaching or showing them in this event?
 - p. What is something you learned today about ...
 - God?
 - Jesus?
 - This story?
 - What it means to follow Jesus?
 - Yourself?
 - q. What have we learned about what God/Jesus is like?
 - r. What choices did the people make? What else could they have done? What happened because of the choices they made?
 - s. What changes in beliefs, behaviors, or attitudes did someone experience in the story?
 - t. What did you notice about God/Jesus/_____ from the story?
 - u. What was _____risking in order to follow God/Jesus?
 - v. How are the characters alike or different in the story?
 - w. In what ways is our situation like ... ?
-

DISCOVER & RESPONSE QUESTIONS

◆ Discover Questions - Heart (Feelings)

My goal is to connect emotionally and spiritually with the story, allowing the story to penetrate my heart. How does the story relate to my life?

*Why is the story important? Why is it important to me?
I want to LOVE God through His Word.*



-
- a. What did you like about the story? Is there anything you didn't like?
 - b. What stood out to you in the story?
 - c. What do you think was the most important part of today's story?
 - d. What feelings did you have as you heard the story? How would you have felt if ... ?
 - e. What did you imagine as you were listening to the story?
 - f. What did you wonder about when the story was being told?
 - What kinds of emotions do you think ... ?
 - What feelings do you think motivated ... ?
 - What do you think it was like ... ?
 - g. What do you think was going on in _____'s heart and mind in this story?
 - h. What surprised you or amazed you about today's story?
 - i. Which character in today's story do you most relate to?
 - j. What do you feel is really important to God/Jesus? To the character?
 - k. In what ways are we also like _____? In what ways are we different?
 - l. After hearing the story, how might it change how you view yourself?
 - m. Has God ever used you ... ?
 - n. Why do you suppose ... ?
 - o. Why do you think God put this story in the Bible?
 - p. How do you feel about God/Jesus now?
 - q. What is something you never realized before today?
 - r. What is the most interesting thing you heard today?
 - s. How did this story challenge you or encourage you?

DISCOVER & RESPONSE QUESTIONS

◆ Response Questions - Hands (Actions)



My goal is to seek the guidance of the Holy Spirit to respond to and apply what I've learned from the story.

How should I apply the story to my life?

What does God want me, specifically, to do with what I have learned from the story?

I want to SERVE God by obeying what I've learned from His Word.

- a. What did you hear today that makes you think you ought to make a change in your life?
 - b. From what you learned today, what do you feel God/Jesus/the Holy Spirit is asking you to do?
 - c. What do you think God/Jesus/the Holy Spirit is saying to you?
 - d. What should you do differently because of today's story? What difference will this make in how you love and serve Him?
 - e. What did we learn about being a follower of Jesus from this story? How can you put this insight into practice this week?
 - f. How should we respond to God/Jesus today?
 - g. After hearing the story, how will you live differently?
 - h. Do you want to know God like this? Is there something happening right now in your life where God/Jesus/the Holy Spirit could help you?
 - i. Who can you share this story with this week?
 - j. How do you think God wants you to have a part in His story?
-

Sample Format for KIDStory Clubs

Welcome: (10 minutes)

- Greet children and create an environment where they are welcomed
- Formal opening to the club time
- Prayer

The Welcome is a time to gather the children together, have them feel welcomed and get connected with the leader and their friends.

Games: (35 minutes)

- Have fun!
- Children and leaders are engaged, where relationships are being built.
- Choose games where all the children can be involved.

You want to create a safe environment where children are having fun, everyone is involved and want to invite their friends.

Large Group: (35 minutes)

- *KidConnect*: Children gather in small groups with their leaders to share stories from the week which includes following up on previous decisions from answering the Hand Questions. The **Opening** could be done here or in the large group.
- Worship: Connecting with God.
- **Background** and creative **telling of the Bible story**.
- Story Review and possibly one **Retell** activity.

Discipleship continues as personal interaction can happen with the KidConnect time and following up on previous answers to Hand Questions. The Bible story is told in ways that children can imagine being there. There is community through small group interaction and connecting with God through worship and His Word.

Small Group: (25 minutes)

- **Retell** the Bible Story using a variety of activities each week.
- **Ask head, heart and hand questions**.
- Close in prayer and give a blessing.

This is a time to show love and care while discipling the children with God's Word and in response to the Spirit's leading.

Closing: (15 minutes)

- Volunteer to retell the Bible story.
- Closing words, announcements, prayer.
- Greet parents.

Bring the club meeting to a close, creating enthusiasm to return with testimonies and friends.

5 Day KIDStory Club Game Ideas

The streets will be filled with boys and girls playing.

Zechariah 8:5

Playing games and having fun is universal. No matter where you are, all kids around the world love to play! Through games, children form strong relationships, making friends with other kids and with their KIDStory Club leaders. They know they belong to a loving community with leaders who care for them and model Jesus Christ. Because KIDStory Clubs are so much fun, kids want to come back each week, inviting their friends to join them. This is why FUN is a Core Essential for every aspect of KIDStory.

This resource is a sampling of games and activities designed to create that KIDStory Club environment where kids want to come. What you will discover in this handbook

are:

- A variety of ideas for different games depending on the age and number of children, the space you have available and the number of helpers you may have.

- Games that take little preparation time
- Very little or no resources are needed.
- Step-by-step instructions for all the games and activities.
- Activities that work inside or outside, with bigger or smaller groups, and definitely provide fun for the kids and leaders.

Try different ones out. See which games the children enjoy most where everyone can participate. Create an environment, like Jesus did, where everyone is welcomed and leaves blessed.

All Together Games

(These are games in which everybody can participate. There are no teams. In some of these games, players are eliminated leaving one or two winners. Other games have no winners, just the fun of playing! This section includes 'icebreaker' games, which are good for introducing leaders and children to each other, especially if members are new.)

Number Off

Have the group either walking around in a certain area or simply stand.

Then call out a number (that number usually depends on the size of the group). Whatever that number is will be the size of group they will put themselves into. If they are left without a group they then sit out.

Catch Out

Children gather in an area which is clearly marked out with chairs, or a marked area on the floor. Designate one person to be a catcher who could be a leader or a child. With the children on one side of the room, blow the whistle and the children have to cross to the other side without being caught by the catcher. When there, they wait for the whistle to cross back again. Those caught join the catcher in the middle and help to catch others. If children hold back for a long time before trying to cross, you can add a rule that the last one to leave is also out. Winner is the last one in.

Chain Chase

The players are to scatter themselves all around the area. One person is chosen to catch others. When he manages to touch a person, they hold hands and together, they try to catch another. Then they have three in the chain. When they catch the next person they split the 4 into two 2's. You cannot touch someone unless you are holding hands with your partner(s). The winner is the last person to be caught. A variation, though more difficult, is to let the chain keep growing instead of splitting up into two's. This can be great fun but sometimes difficult for the person on the end who sometimes has to travel at high speed!

The Invisible Obstacle Course

This warm-up activity is part creativity and part physical fitness. A volunteer in each small group is selected to begin the activity. Each group will create an imaginary obstacle course, with group members crawling, jumping, running, and helping each other through the obstacles they encounter. After each element, leadership changes and another member of the group describes their obstacle and helps the members of their group navigate over, under, through, or around it. In the process, a variety of obstacles can be encountered by the group (climbing a giant marshmallow mountain, for example), creativity and leadership are explored, and most importantly, the group is warmed-up, energized, and ready for the day.

Hunt the Object

The leader shows the children an object and explains it is going to be placed somewhere in the room, but not under anything or hidden out of sight. The children then hide their faces in their hands while the leader places the object somewhere. The children are told they can start looking for it and the leader helps them by telling them whether they are near the object (hot), or not (cold). They may need to indicate whether they need to look high or low, behind or in front of something. The child who finds it can then place it in a different place, while the others hide their faces again. The winner is whoever finds the object first. A variation is to have one person leave the room and for the leader to select one person in the room who is to be “caught.” Bring the first child back into the room and the rest of the children yell out “HOT” or “COLD” if they are moving closer or further away from the child who is to be “caught.” The game ends when the child finds the one who was to be caught.

I Spy

The leader begins by saying, ‘i spy with my little eye a t-shirt’. The children have to guess which t-shirt it is. Then the child who discovers it has his turn and tells the leader what he is choosing for the others to guess. The leader then helps him give the right clue. if the children know their colors, that can be one of the categories. For example ‘i spy with my little eye, something red’. The winner is the child who discovers the item.

Jerusalem Jericho

The leader will call out random words and the children must listen very carefully to what is said. if the name Jerusalem is mentioned, the children are to bow at the waist. if Jericho is mentioned, they are to march in place. Anyone who bows on hearing Jericho or does not bow for Jerusalem is ‘out’. it is important that the children react immediately when they hear the name and any hesitation or correction means they are out. The winner is the one who is last to be caught. A variation to trick the young people by bowing at the wrong name. He could also use other names like Jeremiah or Jeremoth which are similar to Jericho and Jerusalem.

Simon Says

The children are standing in front of the leader giving some space for some movement. The children are to respond to what the leader says only when he says: “Simon Says to do” If the leader does not say Simon Says (Or Jesus Says) the children are no to move. If they do or they do the wrong action being spoken, they must sit down.

Portraits

Choose one child to go outside the room. The other children choose the name of a famous person or fictional character, well known to all. Call in the other child, who has to guess the name of the character by asking questions to the different children, one at a time. The questions can only be answered by 'yes' or 'no' and he or she can ask as many questions as needed. He or she can then have up to three guesses at the identity. Then another player goes out and another character is chosen.

Traffic Light

All the children start on one side of the room with their hand on the wall. The leader explains that he will call out one of three colors: Green will be where they are now. Yellow will be in the middle of the room, and they must quickly move to the middle. Red will be the opposite side of the room, in which case they have to run all the way to the other side. The last one or two children to get to the correct position will be out. When half the children are left, add another 'call' which is 'switch'. This simply means that the place for red and green change. So if they are at the green wall and the leader says 'switch green' they run to the opposite wall because the wall they are at has suddenly become red. The winner is the last person to stay in.

What am I Doing?

Three people are chosen to leave the room. Those left in the room decide on an incident in life that can be acted out (bathing the baby, frying an egg, changing a car tire, starting and driving a car, etc.). The first person is invited back into the room and someone acts out the incident to them without using any words. That person has to try and guess what is happening and acts it out to the second person when he comes in and he, in turn, to the 3rd person who then has to say what has been acted.

The Laughing Game

The objective of this game is to get everyone to laugh while you cannot laugh yourself. Have everyone sit in a circle facing each other. When it is someone's turn, they have to say or act something out to get everyone else to laugh. If you laugh then you are out until the next round. Last person to not laugh wins the game. This game is as fun as you make it.

Circle Games

(Circle games are those games where you begin with all players in a circle. Depending on the game, they may be facing outwards or inwards, sitting down or standing up.)

Circle Tag Game

Two children outside the circle start running slowly in a clockwise direction. They run until the designated leader taps a pair of hands being held in the circle. Those two people then start running in a counter-clockwise direction while the original pair are running in a clockwise direction. The first pair back to home, the open space, is safe and the other pair now go in a clockwise direction looking for another pair to take their place.

Fishing Net

Half of the children are the fish, the other half form the net. Get those who are the net into a tight circle and whisper a secret number to them, or signal the number using your fingers. When they know the number, they stand in a circle, holding hands high. The leader tells them that when he or she calls the secret number, those who are the net will lower their arms quickly to close the net around the fish inside. Meanwhile, the fish run in and out of the net continuously, under the arms of those who are the net. (they cannot stay outside the net just 'to be safe') The leader calls different numbers until the secret number is called. Those fish trapped inside the net become part of the net and a new number is chosen and the game continues. Change over so that those who were the net to begin with, have a turn at being the fish. The winner is the last fish to be caught.

Fizz Buzz

Starting with number one, each player takes turns to say the next number, 1, 2, 3, 4. Instead of saying 5, the next player must say 'fizz'. Then the counting continues, 6, 7, 8. All the numbers that are a multiple of 5 (such as 10, 15, 20, 25, 30, 35 etc) must be replaced by 'fizz'. The player who makes a mistake is out. The winner is the last person in.

Knots

Everyone stands facing each other in their circle. All raise their left hand and take the left hand of someone else across from them. Now raise their right hand and take the right hand of a different person in the circle. They must not hold the hands of the same person or the person next to them. When you give the word, they must try and untangle themselves, (without letting go of their hands at any time) and open out into a larger circle. Some may end up with their backs to the rest of the group. They must not let go of the others' hands at any time during the activity, though they may adjust their grip. The winner is the first team to unravel their circle.

Elephant Game

Define the actions for “pilot” and “safari.” When the game leader points to a player and says “pilot,” the player pantomimes as an airplane pilot and the players next to her pantomime the plane. The player pointed to forms goggles by forming circles with her hands around her eyes. The person to her left puts his left arm horizontal to the floor as a wing. The person on the right puts his right arm out to the right as a wing. When the game leader points to a player and says, “safari,” the players pantomime an elephant. The person he points to will touch his nose with his right hand and insert his left arm through the loop made with his right arm, making his arm look like the trunk of an elephant. (A simpler way would be to have him put his right shoulder to his nose while stretching out his right arm.) The person to his left puts his left hand on his left hip, making the elephant’s left ear. The person on the right puts his right hand on his right hip, making the elephant’s right ear. The game leader may walk around the room, pointing to the children and either saying “pilot” or “safari,” and then counts aloud to 3. If the one pointed to and the one on his left and right respond correctly (as defined) by the count of 3, they have survived the “adventure” and stay in the game. If any of the three do not take the proper stance by the count of 3, then that group is out.

Duck, Duck, Goose

Have the children sit in a circle. One person is “it” and goes around the circle gently touching each child on the head saying “duck” (or whatever might be appropriate for the culture you are in.) When he taps one child and says, “goose,” that person gets up and chases the other child around the circle trying to tag him before he gets to the empty spot where the child was sitting. If the “it” person makes it to the empty spot and sits before being tagged then the “goosed” person becomes “it.” If you have a squirt bottle, a variation can be the person who is ‘it’ has a squirt bottle with water in it. As they go around, when they say squirt, they squirt the water on the person’s head.

Hot Potato

Get everyone in a circle. Have someone play the guitar or CD while passing a bean bag or other object around the circle. When the music stops, (or you say “Stop”) the person who has the object is out of the game. The winner is the last person left.

Group Games

(Most of the group games are played with children in teams each seated in semi-circle in a different corner of the playing area.)

Maple Leaf Dice

This game is best played in a group of about 6-8 people. Each player is given a sheet of paper. Players are in a circle with a pair of dice and a pen in the center. Choose a player to begin rolling the dice. Each player rolls only once in order to get a 1 or a 6. If a 1 or 6 is not rolled, the player has to pass the dice to the next player. When a player rolls a 1 or 6, the player picks up the pen and starts to write numbers from 1 to 100 on his or her paper. After the last player rolls and begins to write, the next player immediately picks up the dice and tries to roll a 1 or 6. The play continues around the circle until the next player rolls a 1 or 6. That player takes the pen from the person writing and then tries to write the numbers from 1 to 100 on his or her own paper. The winner of the game is the first person to reach 100 "legibly!"

Musical Chairs

Secure small rugs or sheets or paper around the floor in a circle so they will not slip. Use one less rug than the number of children. Use a piano or tape deck to play music. Players line up in a circle, each one next to a rug. When the music plays, children walk in a single line around the circle. When the music stops, children stand or sit inside the circle. Remove one rug and continue to play, removing one rug with each eliminated child until only two players and one rug is left. The two remaining children are the winners.

Something Similar

The players situate themselves as above using chairs. The person in the middle of the circle says something true about himself or herself, looking for someone who is similar. For example, he might say, " I have two brothers, or " I like to play soccer," or " I have never visited the capital city." Everyone in the circle who is similar has to move to a different chair. The person in the middle tries to sit in an empty chair. You can say something that will cause almost everyone to change places, such as "I'm wearing shoes today." The person who doesn't find a place now has to think of something to say to find someone similar.

One Line Story:

Give the students a starting sentence (It was a rainy day in Mumbai.) The next child comes up with the next sentence, and it goes around the class (or group).

Draw It

You will need blank paper and pen or pencil for each team or if outside, stick and sand to draw in. Form four teams in different corners of the playing area. (Four to eight people per team is ideal.) A leader stands in the centre of the room with a list of objects to be drawn. The objects must be simple for young children, eg: house, man, lady, tree, sun, moon, snake, bird. For older children they can be more challenging! The game starts by each group sending one person out to the leader who whispers to all four at the same time what they are to draw. (This is the only time they are told the object at the same time). The children run back to their groups and start drawing the object. They may not speak nor write numbers or letters or words, nor act any of it out. When someone guesses correctly what is being drawn, the next person in the team runs out and tells the leader what was drawn. The leader checks the list and gives out the next object to be drawn and so on until a team reaches the end. The winner is the first team to draw and correctly guess all items on the leader's list wins. A variation is to have the children act it out rather than draw.

Find it, Bring It

Have the children get into four groups. The leader calls out an item for the groups to bring to him or her. (some examples: someone wearing red, a shoe, a sock, a blade of grass, the biggest person carried out by the rest of the team, two shoes tied together, piece of paper, leaf of a tree, a 10 year old boy, a coin, someone's hair-band, a leader etc.) The first person to reach the leader with the item scores a point for their team. Then the next item is called for, and so on. The winner is the team with the highest score.

Cell Phone

Line everyone up. Think of a phrase that goes along with the lesson of the day and whisper it in the first person's ear. They then whisper to the next and so on down the line. See what phrase you end up with versus what was started.

Got Your Back

People pair up and sit back-to-back. Have them interlock their arms and then try to stand up together. It takes cooperation and teamwork to make it work. Try doing 4 people after they have succeeded with 2.

Stinky Feet

Everyone takes off their shoes and places them in the center and the shoes get jumbled up. Time yourself and see how long it takes for everyone to find their shoes and get them on.

Laugh A Lot (Make sure it is okay for children to touch each other this way before playing)
Everyone lies next to one another. The first person lays their hand on the stomach of the person next to them and says: “Ha”. That person then puts their hand on the person next to them and says: “Ha, Ha.” The next person does the same except says three “ha-ha’s.” If a player laughs out of turn or not the right number of laughs, they are out of the game.

Squirrels and Trees

This is a great non-competitive icebreaker. To get started, divide the group into small groups of three people. (any that are left over, will be ready to find a place when the action begins) two people of the three will join hands leaving a space between them. They are the tree. The third person, who occupies the space between the joined hands of the two forming the tree, is the squirrel.

The game leader shouts:

1. “Squirrel to your trees” the person who is the squirrel must leave his tree and look for a new pair that forms a tree and get into the tree by going under their joined hands into the space between them. The ones who are the trees stand still in their places.
2. “Trees to your squirrels” the pair holding hands as the tree must leave their squirrel and look for another squirrel to shelter between them. All the squirrels must stand still in their places.
3. “Fire in the forest” all the initial groups of three are dissolved and each of the participants must form new groups of three with new partners, (two forming a tree and one the squirrel in between them.)

Snatch the Hat

A hat is needed for this game. Give the hat to one player. Once it is on his head, he may not touch it. At the “go” signal, all the other players chase the one wearing the hat and try to snatch it from his head. When someone does, all players should “freeze” and count to five slowly while the player with the hat puts it on and runs away. At the end of the game, give a prize to the ones who wore the hat the longest, or had it on the most times.

Relay Games

(Relays are made up of two or more teams of the same number of players, playing in parallel. (For example four teams of ten players each.) Each player on the team takes their turn in the activity until all have played. Normally the teams need to line up in a straight line to start and finish the game.)

Bible Quiz

You will need a list of questions and someone to keep score. Form 2 to 4 teams, sitting in rows, youngest at the front, oldest at the back. The first person in each team is asked the first question. The first one to raise their hand can answer. If they get it right, they score a point for their team. The next question goes to the second in each team, and so on. Make sure the stories you choose questions from have been covered recently in your teaching. The winner is the team with the highest score.

Chain Run

You will need 4 place markers (could be a chair or a leader) Have the children get into four equal teams with the smallest at the front, tallest at the back (maximum ten in a team). At the word 'GO' the first player runs round a marker and back to the end of the team. As he passes, he touches the next one (who then starts running) while he returns to the end of the team. The game stops when the first runner is back at the front of the team. For some variation, try running backwards; hopping or skipping. try carrying an item with you and passing it on before the next one runs. Another variation is when the first person is running back to their line, instead of going to the end, they grab the hand of the next person and they run it together. When they return they get the next person and so on till their entire team is joined together and they run around the marker and back. returns to the

Right Order

Have the teams arrange themselves into the correct alphabetical order in terms of first names. John, Andrew, Peter etc. should move to an order of Andrew, John, Peter etc. When the team has done this they should sit down. The winner the first team with everyone in the right order. A variation can be using the month of birth or the family name etc.

Two Step Relay

Mark starting line and turning line. Each player goes to the turning line and returns using two different steps; one each way. They could run up, and skip back, run backwards going and hop back, etc.

Stick Relay

Have someone at the other end, holding the stick upright. Participants must run down to the stick, touch their head to it, go around 3 times and run back. The idea is not to get so dizzy that you can't run back to the starting line quickly.

Two Team Games

(These games involve only two teams playing in opposition against each other. The leader keeps the score.)

Doves and Eagles

Mark three parallel lines, one down the center of the play area and two along opposite sides of the area to mark safety zones. Teams line up on either side of the center line, facing each other. One team is named Doves, and the other is the Eagles. If the leader calls "Doves," that team must turn and run back to its safety zone with the Eagles in pursuit. If an Eagle tags a Dove, the tagged player changes teams and becomes an Eagle. If the game leader calls "Eagles," the Eagles must run to their safety zone while the Doves try to tag them. When all players are tagged or in the safety zone, the game leader calls them back to the center of the room. Play continues as long as interest is maintained or until all members are eliminated.

Quick Switch Chase

Usually played in a hall, this game requires 2 even teams. 1 team kneels down in a line through the middle of the room, ensuring there is plenty of space for people to run around them. They must kneel in a pattern of 1 player facing one way, then the next facing the other way. The other team needs to run around the group of players in the middle. 1 player from the kneeling team is chosen to be "it". They must chase the other team around - if they tag a player, that player then sits out. At any stage, the "it" player may touch a kneeling player on the back and swap with them. The kneeling player must go out the way they are facing and the "it" player must touch them from behind.

Cap Snatcher

You will need a cap or cloth. From two teams of equal numbers standing in straight lines. Number them off 1, 2, 3, etc. Each child lines up across from the child who has their number on the opposite team. When the leader calls a number, players with that number rush towards the cap and try to bring it back to their line without being touched by the other player. The player who succeeds earns one point for the team. However, if the player is touched by the opponent while holding the cap, the point is lost to the other team. Players return to their place in the line and another number is called. The winner is the team to get 10 points first.

Parachute/Bed Sheet Games

(These games use a parachute or a large bed sheet for the children to gather around.)

Waves

Everyone securely holds the parachute around the edges. Call for small and big waves to be made.

Cat & Mouse

Make waves. One person is designated to be the cat and other is the mouse. The cat tries to catch the mouse while crawling under the parachute. The mouse is safe if it reaches the other side.

Backwards

Everyone holds on tightly to the parachute and when you say so, everyone leans backwards.

Chase

Divide the group into two teams. Throw two different balls onto the parachute, one designated for each team. Try to get the other team's ball to be thrown off the parachute.

Change Places

Number the children 1, 2, 3, etc. Do the waves from above. When reaching the pinnacle of a large wave, call out 2 numbers. They must exchange places before the parachute comes all the way down.

Swap

This is a variation of *Change Places*. Number the children around the circle, say one to six. Lift the chute and on the third go shout a number, these children then have to swap places under the canopy before it falls to earth. They need to be told to head for gaps, keep their eyes open and try to avoid bumping into one another. Make sure that those who remain around the edge allow the canopy to fall rather than pulling it down hard.

Fleas

Several of the small balls are placed on the parachute. Try to get all the fleas to jump higher and higher by waving the parachute higher.

The Snatcher

Everyone sits on the ground (feet stretched out underneath the parachute) holding onto the parachute. One person plays an animal crawling underneath the parachute as it is being moved up and down. When they pull on one person's feet and drags them into the inner circle, then that person becomes the snatcher and tries to drag others into the center. A variation is to have someone on the outside be a lifeguard and try to keep the person from being pulled under by the snatcher.

Fruit Salad:

Instead of giving out numbers, each person is randomly given the name of a piece of fruit. (Maybe give 4 options of fruits and the people become which of those are their favorite fruit.) When you call out a fruit, each person must go under the parachute and exchange places with another person. When you yell out: "Fruit Salad," everyone must exchange places.

Bouncing Balls

The canopy is held taut at chest height with 2 or 3 balls on the surface. Have 3 or 4 children sitting underneath the canopy try to knock the balls off while the others are moving the parachute up and down.

Merry Go Round

Turn the body so that the chute is held with only one hand. Walk, hop, jump, skip around holding the chute. It looks like a merry-go-round.

Balls

(Every culture has a ball of some sort that you can use to play these games.)

Hot Stuff

Everyone circles up. A ball is passed or tossed as fast as possible from one person to another. When the leader says STOP, the person holding the ball must sit down. An option is to have several balls going at the same time.

In The Middle

A leader is in the middle of the playing field. By tossing the ball at the person, the group tries to trick the leader and tag him out. Several balls could be used in this game as well. If the person in the middle catches the ball, they are still safe.

5 Day KIDStory Club Music

AMAZING LOVE (Used by permission Willowcreek Promiseland ministry)

<https://www.youtube.com/watch?v=WbTeEiL3dTk&list=PLoWKwrAITCjepWAHauHyd3SNDqRpagJk8>

Amazing love, amazing love
I can't get enough of Your amazing love
Amazing love, amazing love
It blows me away, Your amazing love.

His love is higher than the mountain (Amazing love)
Deeper than the sea (Amazing love)
Wider than the universe (Amazing love) And it's reaching out to me (Amazing love)

Amazing love, amazing love
I can't get enough of Your amazing love
Amazing love, amazing love
It blows me away, Your amazing love.

Your love is warm like a summer sun (Amazing love)
Bright like the autumn leaves (Amazing love)
Pure as the winter snow (Amazing love)
It all springs back to me (Amazing love)

Amazing love, amazing love
I can't get enough of Your amazing love
Amazing love, amazing love
It blows me away, your amazing love.

Amazing love, amazing love
I can't get enough of Your amazing love
Amazing love, amazing love
It blows me away, Your amazing love.
It blows me away, Your amazing love.

Amazing love, amazing love
I can't get enough of Your amazing love
Amazing love, amazing love
It blows me away, your amazing love, amazing love, amazing love

B-I-B-L-E (Used by permission Willowcreek Promiseland ministry)

https://www.youtube.com/watch?v=BmamtsLU-_I&list=PLoWKwrAITCjepWAHauHyd3SNDqRpagJk8&index=4

Which book is the very best? (The Bible, the Bible)
I said which book is the very best? (The Bible, the Bible)
Now clap your hands ...
And stomp your feet ... I said clap your hands
Now sing with me

The B-I-B-L-E ... Bible
The B-I-B-L-E ... Bible
The B-I-B-L-E ... Bible
The B-I-B-L-E ... Bible, Bible

Which book is the very best? (The Bible, the Bible)
I said which book is the very best? (The Bible, the Bible)
Now clap your hands ...
And stomp your feet ... I said clap your hands
Now sing with me

The B-I-B-L-E ... Bible
The B-I-B-L-E ... Bible
The B-I-B-L-E ... Bible
The B-I-B-L-E ... Bible, Bible

Which book is the very best? (The Bible, the Bible)
I said which book is the very best? (The Bible, the Bible)
Now clap your hands ...
And stomp your feet ... I said clap your hands
Now sing with me

The B-I-B-L-E ... Bible
The B-I-B-L-E ... Bible
The B-I-B-L-E ... Bible
The B-I-B-L-E ... Bible, Bible

The B-I-B-L-E ... Bible
The B-I-B-L-E ... Bible
The B-I-B-L-E ... Bible
The B-I-B-L-E ... Bible, Bible

THE BLESSING

Scott Underwood

Vineyard Music: Fruit of the Spirit (Cha Cha Cherry)

May the Lord bless you (May the Lord bless you)

May the Lord keep you (May the Lord keep you)

Make His face to shine (Make His face to shine)

Shine upon you (Shine upon you)

And may He be gracious to you

And lift up His countenance on you

And give you peace (And give you peace)

And give you peace (And give you peace)

DANCE SHOUT SING

(Used by permission Willowcreek Promiseland ministry)
<https://www.youtube.com/watch?v=kMciW46V19M>

Oh I know that God loves me and it makes me want to dance
Oh I know that God loves me and it makes me want to shout
All I know that God loves me and it makes me want to sing
I want to dance ... and shout ... and sing.

C'mon let's dance
C'mon let's shout (hey hey hey hey)
C'mon let's sing (nah nah nah nah)
I'm gonna dance and shout and sing.

Oh I know that God loves me and it makes me want to dance
Oh I know that God loves me and it makes me want to shout
All I know that God loves me and it makes me want to sing
I want to dance ... and shout ... and sing.

C'mon let's dance
C'mon let's shout (hey hey hey hey)
C'mon let's sing (nah nah nah nah)
I'm gonna dance and shout and sing.

Oh I know that God loves me and it makes me want to dance
Oh I know that God loves me and it makes me want to shout
All I know that God loves me and it makes me want to sing

C'mon let's dance
C'mon let's shout (hey hey hey hey)
C'mon let's sing (nah nah nah nah)
I'm gonna dance and shout and sing.
I'm gonna dance and shout and sing.
Nah nah nah nah HEY!

GREAT BIG GOD (Used by permission Willowcreek Promiseland ministry)

<https://www.youtube.com/watch?v=eSTfM8M2Md8>

Our God is a great big God
Our God is a great big God
Our God is a great big God
And He holds us in His hands.

REPEAT

He's higher than a skyscraper
And He's deeper than a submarine
He's wider than the universe
And beyond my wildest dreams
And He's known me and He's loved me
Since before the world began
How wonderful to be a part of God's amazing plan!

Our God is a great big God
Our God is a great big God
Our God is a great big God
And He holds us in His hands.

REPEAT

He's higher than a skyscraper
And He's deeper than a submarine
He's wider than the universe
And beyond my wildest dreams
And He's known me and He's loved me
Since before the world began
How wonderful to be a part of God's amazing plan!

Our God is a great big God Our God is a great big God
Our God is a great big God And He holds us in His hands.

REPEAT

Our God is a great big God
Our God is a great big God
Our God is a great big God
And He holds us in His hands. (5x)

HE IS GOD (Used by permission Willowcreek Promiseland ministry)

<https://www.youtube.com/watch?v=noUUDYZI3ZU>

He is God (He is God)
The One True God (The One True God)
There's no doubt
I'm going to shout it out!
He is King (He is King)
The One True King (One True King)
There's no doubt (There's no doubt)
I'm going to shout it out! (Going to Shout it out!)

Come and see what God has done
All the wonders under the sun
Come and see what God can do
He's Alive!
In me and you!

REPEAT 2 times

Come and see what God has done
All the wonders under the sun
Come and see what God can do
He's Alive!
In me and you!

He is God (He is God) 3 times

HIP-HOP-HAPPY DAY (Used by permission Willowcreek Promiseland ministry)

(https://www.youtube.com/watch?v=_96S4-QD_fU)

Hey everybody it's a happy day
We're moving to the music as we listen and play
Jesus gave us voices that can sing and say
It's a hip-hop-happy day
Jesus gave us all a hip-hop-happy day

So jump on up and sit right down
We'll climb to the top and turn it all around
Shake it to the side, shake the other way
It's a hip-hop-happy day
Jesus gave us all a hip-hop-happy day

So jump on up and sit right down
We'll climb to the top and turn it all around
Shake it to the side, shake the other way
It's a hip-hop-happy day
Jesus gave us all a hip-hop-happy day

Let's jump And pat the floor ... Now let's climb And turn around ...
Shake it to the side down low And up high
Now the other side down low ... And up high ...

Let's boogie!!

So jump on up and sit right down
We'll climb to the top and turn it all around
Shake it to the side, shake the other way
It's a hip-hop-happy day
Jesus gave us all a hip-hop-happy day

So jump on up and sit right down
We'll climb to the top and turn it all around
Shake it to the side, shake the other way
It's a hip-hop-happy day
Jesus gave us all a hip-hop-happy day
Jesus gave us all a hip-hop-happy day

JESUS IS THE ROCK (Used by permission Willowcreek Promiseland ministry)

<https://www.youtube.com/watch?v=pYt6VYcPMtM>

Jesus is the rock who makes me strong
Jesus is the rock I stand upon
He's the Lord and my Savior who delivered me from sin
The one that I favor more than any other thing
I'll praise Him forever cause I know Jesus is the rock!

Jesus is the rock (Jesus is the rock)
Who makes me strong (Who makes me strong)
Jesus is the rock (Jesus is the rock)
I stand upon (I stand upon)
He's my Lord and my Savior who delivered me from sin
The one that I favor more than any other thing
I'll praise Him forever cause I know Jesus is the rock!

When the rains of live are pouring and the streams are rising high
He's the rock of my salvation and He keeps me safe and dry

Jesus is the rock (Jesus is the rock)
Who makes me whole (Who makes me whole)
Jesus is the rock (Jesus is the rock)
Who saved my soul (Who saved my soul)
He's my Lord and my Savior who delivered me from sin
The one that I favor more than any other thing
I'll praise Him forever cause I know
Jesus is the rock!

He's my Lord and my Savior who delivered me from sin
The one that I favor more than any other thing
I'll praise Him forever cause I know
Jesus is the rock!
Jesus is the R
Jesus is the O
Jesus is the C
Jesus is the K
Jesus is the rock!

JESUS LOVES ME (Used by permission Willowcreek Promiseland ministry)

Jesus loves me (Jesus loves me)
This I know (This I know)
For the Bible (For the Bible)
]Tells me so (Tells me so)
Little ones (Little ones)
To Him belong (To Him belong)
They are weak (They are weak)
But He is strong (But He is strong)

He's the best! Huhhhh!
J-E-S-U-S

JESUS YOU ARE HERE WITH ME

(Used by permission Willowcreek Promiseland ministry)
<https://www.youtube.com/watch?v=AGki6RwbrFs>

Jesus you are here with me (Jesus you are here with me)
You hold me in your loving arms (You hold me in your loving arms)
You smile when I call your name (You smile when I call your name)
You love to listen when I pray (You love to listen when I pray)

STAND ON THE ROCK (Used by permission Willowcreek Promiseland ministry)

<https://www.youtube.com/watch?v=65jUig-JjPw>

I'm going to stand on the rock I'm going to stand on the rock
I'm going to stand on the rock, of God's Word
I'm going to try to obey, I'm going to try to obey
I'm going to try to obey, obey God's Word.

I'm going to stand on the rock I'm going to stand on the rock
I'm going to stand on the rock, of God's Word
I'm going to try to obey, I'm going to try to obey
I'm going to try to obey, obey God's Word.

On God's Word (On God's Word)
My house will stand tall (My house will stand tall)
Without God's Word (Without God's Word)
My house will fall (My house will fall.I.I.I.I.I.I.I.I)

I'm going to stand on the rock I'm going to stand on the rock
I'm going to stand on the rock, of God's Word
I'm going to try to obey, I'm going to try to obey
I'm going to try to obey, obey God's Word.

On God's Word (On God's Word)
My house will stand tall (My house will stand tall)
Without God's Word (Without God's Word)
My house will fall (My house will fall.I.I.I.I.I.I.I.I)

I'm going to stand on the rock I'm going to stand on the rock
I'm going to stand on the rock, of God's Word
I'm going to try to obey, I'm going to try to obey
I'm going to try to obey, obey God's Word.

I'm going to stand on the rock I'm going to stand on the rock
I'm going to stand on the rock, of God's Word
I'm going to try to obey, I'm going to try to obey
I'm going to try to obey, obey God's Word.

THANK YOU LORD (Used by permission Willowcreek Promiseland ministry)

<https://www.youtube.com/watch?v=FAF-vHeTKhl>

Let everything that God made say: Thank you Lord
Let everything that God made say: Thank you Lord
Let everything that God made say: Thank you Lord
Thank you Lord for making me

The monkeys in the jungle say: Thank you Lord Thank you Lord who who who
The monkeys in the jungle say: Thank you Lord Thank you Lord who who who
The monkeys in the jungle say: Thank you Lord Thank you Lord who who who
Thank you Lord for making me OHHHHHHHHH

Let everything that God made say: Thank you Lord
Let everything that God made say: Thank you Lord
Let everything that God made say: Thank you Lord
Thank you Lord for making me

The bears in the woods say: Thank you Lord Thank you Lord rah rah rah
The bears in the woods say: Thank you Lord Thank you Lord rah rah rah
The bears in the woods say: Thank you Lord Thank you Lord rah rah rah
Thank you Lord for making me OHHHHHHHHH

Let everything that God made say: Thank you Lord
Let everything that God made say: Thank you Lord
Let everything that God made say: Thank you Lord
Thank you Lord for making me

The gators in the swamp say: Thank you Lord Thank you Lord chomp chomp
chomp
The gators in the swamp say: Thank you Lord Thank you Lord chomp chomp
chomp
The gators in the swamp say: Thank you Lord Thank you Lord chomp chomp
chomp
Thank you Lord for making me OHHHHHHHHH

Let everything that God made say: Thank you Lord
Let everything that God made say: Thank you Lord
Let everything that God made say: Thank you Lord
Thank you Lord for making me

THE WIGGLE SONG (Used by permission Willowcreek Promiseland ministry)

<https://www.youtube.com/watch?v=NsMhaV3rjWM&index=21&list=PLp7csGtJGBgFELhk2BpwcDBCuuV8-sSFA>

Skittley scat, Skittley dee
I got to get the wiggles out of me
I want to hear a story, it's going to be fun
Cause hearing about Jesus is for everyone

So I gotta, I gotta, I gotta get the wiggles out of me

I'm going to shake my hands I'm going to shake my feet
I'm going to shake my head
Going to groove to the beat

Cause I gotta, I gotta, I gotta get the wiggles out of me
I said I gotta, I gotta, I gotta get the wiggles out of me

Wiggle, wiggle, wiggle, wiggle, wiggle FREEZE
Wiggle, wiggle, wiggle, wiggle, wiggle FREEZE
I said I gotta, I gotta, I gotta get the wiggles out of me

I'm going to shake my hands I'm going to shake my feet
I'm going to shake my head I'm going to groove to the beat
Cause I gotta, I gotta, I gotta get the wiggles out of me
I said I gotta, I gotta, I gotta get the wiggles out of me

Wiggle, wiggle, wiggle, wiggle, wiggle FREEZE
Wiggle, wiggle, wiggle, wiggle, wiggle FREEZE
I said I gotta, I gotta, I gotta get the wiggles out of me

Skittley scat, Skittley dee
I got to get the wiggles out of me
I want to hear a story, it's going to be fun
Cause hearing about Jesus is for everyone
So I gotta, I gotta, I gotta get the wiggles out of me
I said I gotta, I gotta, I gotta get the wiggles out of me
I said I gotta, I gotta, I gotta get the wiggles out of me

EVALUATION



www.katw.net