

KIDS GAMES FOR 40 SESSIONS



FAITHFUL PROMISES

KIDS PLAYBOOK



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KIDS PLAYBOOK

Sessions 1–36 + 4 Bonus Sessions

Lifeway Press®

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Use
additional
bonus games with
the bonus sessions or
as needed throughout
the semester during
holidays or seasonal
calendar events.

HOW TO USE

The TeamKID: Faithful Promises Playbook is designed to assist leaders as they lead games for 40 sessions of TeamKID: Faithful Promises (36 sessions + 4 Bonus sessions). The Games rotation is designed for kids to run, play, and laugh with fun games and activities that reinforce the Bible study and Bible truths.

Each of the 4 units of TeamKID contains 2 games per session that are content specific to the session and 3 unit games that can be played throughout the unit. A brief summary of the game can be found in the Leader Guide books as well. Each game includes a debrief section to connect the game to the session's study. Use this playbook to lead each game rotation and debrief teaching time. Find additional resources and tips for leading games from the downloadable printable items in the TeamKID: Faithful Promises Leader Kit (9781087783802).

Lead TeamKIDs to know and share Today's Point from each session.

UNIT 1: GOD'S PROMISES TO HIS PEOPLE

Unit 1 Key Verses:
Psalm 36:5
1 John 5:3
Proverbs 18:10

Unit Games: Beanbag Grab (Sessions 1–3)
How Simon Does It (Sessions 4–6)
Tic-Tac-Toe Review (Sessions 7–9)

Session 1:	Creation Pass	Creation Chaos
Session 2:	The Garden	Name It
Session 3:	One Way	Temptation Strike Out
Session 4:	Toss and Say	Wander or Home
Session 5:	Grounded	Get in the Boat
Session 6:	Transfer the Animals	Walk the Line
Session 7	Key Verse Scramble	Captain's Orders
Session 8	Fill the Earth	Stay Put Basketball
Session 9	Babble	Topple the Towers

UNIT 1 GAME 1

BEANBAG GRAB

Key Verse:
LORD, your
faithful love reaches
to heaven, your
faithfulness to the
clouds.
Psalm 36:5

PROVIDE:

- Beanbags (1 per player minus 1)
- Music player and kid-friendly music
- Small gift bag
- Strips of paper

TO DO:

- Write one command on each strip of paper. Some examples include: Stand on one foot and quote the Key Verse; Flap your arms and tell one thing you learned today; and so forth. Place the strips in the bag.
- Consider adding review questions from the Bible study for each session or including the definitions provided in each session. For example: Session 1—Name one thing God created; Session 2—What rule did God give Adam and Eve?; Session 3—How was the relationship with God broken?

To play:

Place beanbags in a circle on the floor. Direct players to form a circle around the beanbags. Explain that when the music plays, players will march to the beat around the circle. When the music stops, players will rush to grab a beanbag. The player without a beanbag will pull one of the strips from the bag. All the players will follow the command or answer the question.

Debrief:

Remind kids that God is the Creator of the world and everything in it. Because God created everything, He is in charge of all creation. He is faithful to provide for the things He created and to keep His promises to His people.

UNIT 1 GAME 2

HOW SIMON DOES IT

Key Verse:
Abram believed
the LORD, and he
credited it to him as
righteousness.
Genesis 15:6

PROVIDE:

- 1 large die
- Dry erase board and marker
- Tape

TO DO:

- Write the following list on the dry erase board: 1=hop on one foot; 2=pat your head; 3=clap your hands; 4=touch your elbow to your knee; 5=march in place; 6=Simon's choice.

To play:

Instruct players to spread out and face the focal wall. Explain that when the number cube is rolled, players will recite the Key Verse while performing the action indicated on the chart. Practice repeating the Key Verse a few times. Roll the cube and allow players to recite the verse while performing the action indicated. Continue playing as time allows.

Debrief:

Point out how players had to follow and obey. The Bible teaches us about showing obedience to God and following His commands. **God is always worthy of our obedience.** We can obey Him even when we don't understand His plan.

UNIT 1 GAME 3

TIC-TAC-TOE REVIEW

PROVIDE:

- 9 sheets of paper
- Permanent marker
- 8–10 beanbags

TO DO:

- Write words on each sheet of paper that coordinate with the story, Today's Point, or Key Verse. You can change these up for each session or add words from the previous sessions.
- Display and read the prepared papers. Scramble papers and place them on the floor in a 3-by-3-grid.

*Key Verse:
The name of the
LORD is a strong tower;
the righteous run to it
and are protected.
Proverbs 18:10*

*Leader Tip:
Laminate or put
the sheets in page
protectors to extend
their use.*

To play:

Form two teams. Explain that the goal is to be the first team to get three beanbags in a row on the grid. The first player on Team 1 will toss a beanbag onto a paper. He will then explain how the word relates to the Bible study. If he is correct, the beanbag will remain on the paper. If he is incorrect, the beanbag must be removed. Alternate teams until one team has three in a row.

Debrief:

Point out that all the words were scrambled or in a mixed-up order in the grid. When sin entered the world, it scrambled and mixed things up to the point that it separated us from God. In His love and mercy, God did not leave us alone to sort things out for ourselves. Just as God chose to protect Noah and his family, He is merciful to us too. When He punished the world, He is merciful to protect us, even when we don't deserve it.

Today's Point:
God created
the world and
everything in it

SESSION 1 GAME

CREATION PASS

*Leader Tip:
If you cannot find
items to represent each
day, use small balls and
write the name of the items
on the balls. Set up extra
lines or add more cones
if you have a large
group.*

PROVIDE:

- 6 items that represent something created on each day of creation (2 sets; examples: flashlight, blue paper for sky, a piece of fruit, a star ornament, stuffed fish or bird, toy person or baby doll)
- 4 buckets
- 10 cones or floor discs

To Play:

Set up two lines with a bucket at each end and the cones or markers spread between them. Place the items representing creation in the starting bucket. Form two teams and ask one player from each team to stand next to each of their team's buckets. Remaining players from each team will stand at one of the markers between the cones. The first player on each team will take out the item representing Day 1 and pass it to the next player in line. Players on the markers will pass the item one-by-one to the next player, and the last player will place the item in the bucket. Once the item is in the bucket, the next item can be passed down the line. If the wrong item is selected or the item is dropped, the item goes back to the start to begin again.

Debrief:

Remind kids that **God created the world and everything in it**. Discuss each item and the order in which it was created. Discuss how the item shows that God provided for people before they existed. For example, the light separated the dark so people can see, the sun provides warmth and growth, the fruit trees and seed-bearing plants provide food, and so forth. Remind kids that God is our Faithful Provider.

SESSION 1 GAME

CREATION CHAOS

*Today's Point:
God created
the world and
everything in it*

PROVIDE:

- 6 small balls
- Poster board
- Marker
- Tape or wall tack

TO DO:

- Write Today's Point on the poster board. Attach to a focal wall in the room.

To play:

Lead players to stand in a circle. Explain that you will give one ball to a player, the player will say the first word of the Today's Point and pass the ball to the player on her right who will state the next word in the point. Continue passing the ball. When players get to the last word, introduce another ball into the circle and pass both balls while repeating the words to the point. Try to work in all six balls going around the circle. Challenge players to pass the balls quickly and carefully.

Debrief:

Ask players what they think the significance of using six balls might be. (God created the world in six days.) Ask TeamKIDS how they felt as more balls were introduced to the game. Hopefully, they will point out how chaotic or out of control the game felt. Explain that even though our game may have felt chaotic and out of control, God is orderly and His creation of the world was never chaotic but followed a pattern and order. Everything was created in just the right order for when it would be needed to provide for His very special creation—people!

GOD IS ALWAYS FAITHFUL

TeamKID: Faithful Promises will lead kids to discover the steadfast faithfulness of God through Old Testament promises. Through the covenants God made to Adam, Noah, Moses, David, and others, kids will connect to the God of steadfast faithfulness, even when we are unfaithful, and see how all of God's promises are ultimately fulfilled in Jesus. This playbook will engage kids with fun games that correspond to each TeamKID session.

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