

KIDS GAMES FOR 40 SESSIONS



GOD'S AMAZING STORY

KIDS
PLAYBOOK





GOD'S AMAZING STORY

KIDS PLAYBOOK

Sessions 1–36 + 4 Bonus Sessions

Lifeway®

**EDITORIAL TEAM
KIDS MINISTRY
PUBLISHING**

Kayla Stevens
Publishing Team Leader

Jodi Skulley
Contributing Content Editor

Lee Ann Roberts
Contributing Production Editor

Alli Quattlebaum
Lauren DeFriese
Graphic Designers

Beth McGill
Production Designer

Jeremy Carroll
Publishing Manager,
VBS, Hyfi, and Kids Discipleship

Chuck Peters
Director, Lifeway NextGen

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We believe the Bible has God for its author; salvation for its end; and truth, without any mixture of error, for its matter and that all Scripture is totally true and trustworthy. To review Lifeway's doctrinal guideline, please visit lifeway.com/doctrinalguideline.

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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: God's Amazing Story Playbook is designed to assist leaders as they lead games for 40 sessions of TeamKID: God's Amazing Story (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 four units of TeamKID contains two games per session that are content specific to the session and three 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: God's Amazing Story Leader Kit (9798384520757).

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

UNIT 1: THE STORY BEGINS

Unit Games: Key Verse Kickball Pass (Sessions 1–3)
Key Verse Word Scramble (Sessions 4–6)
Flashlight Verse Hunt (Sessions 7–9)

Unit 1 Key
Verses:
Hebrews 10:23
Psalm 26:3
Psalm 95:6

Session 1:	Creation Charades	Limbo Review
Session 2:	Eat from the Tree Beanbag Toss	The Great Stuffed Animal Rescue
Session 3:	Build the Ark Relay	Animal Races
Session 4:	Bag O' Commands	Tic-Tac-Toe Review Game
Session 5:	Jacob and Esau Tug-of-War	Pass the Promise Relay
Session 6:	Shoe Pile Relay	Rescue Game
Session 7	Plague Pictures	Hailstorm Challenge
Session 8	Ten Commandment Cup Drop	Target Practice
Session 9	Wandering in the Wilderness Statue Game	Hop on a Pattern

UNIT 1 GAME 1

KEY VERSE KICKBALL PASS

PROVIDE:

- ☐ Playground ball

*Key Verse: Let
us hold on to the
confession of our hope
without wavering, since
he who promised is
faithful.
Hebrews 10:23*

To play:

Direct TeamKIDs to form a circle. Review the Key Verse by doing a “call-and-response,” breaking the Key Verse down into smaller sections. Explain that when a leader signals for the game to begin, the first word of the Key Verse will be said aloud. Then players will tap the ball with their foot from one player to another. With each tap, the next word in the Key Verse should be said until the whole verse has been stated.

Debrief:

Remind kids that God created the world and made people to have a relationship with Him. Believers are called to trust God and believe He is faithful. By witnessing God’s power and wisdom in creation, we can trust God’s promises.

UNIT 1 GAME 2

KEY VERSE WORD SCRAMBLE

PROVIDE:

- ☐ Colorful index cards
- ☐ Marker
- ☐ Dry erase board
- ☐ Dry erase marker

TO DO:

- ☐ Create a Key Verse set by writing one word from the Key Verse on each card of the same color.
- ☐ Mix up all the cards, and put them in a pile at the opposite end of the room.
- ☐ Write the Key Verse on a dry erase board

Key Verse:
Your faithful
love guides me,
and I live by your
truth.
Psalm 26:3

To play:

Form one team for each color of index cards. Line up teams on the opposite side of the playing area. When you say, "Go!" a player from each team will race to the pile and retrieve one card that matches his team's color before returning to his team, signaling the next player to go. As teams collect cards, they will work to assemble the Key Verse. The team who assembles the Key Verse first wins.

Debrief:

Explain to kids that today's Key Verse reminds us that God is faithful to guide us. God worked through many people in the Bible. He guided them because He had good plans for them. God has a good plan for you, and He will faithfully guide you too.

UNIT 1 GAME 3

FLASHLIGHT VERSE HUNT

Key Verse:
Come, let us
worship and bow
down; let us kneel
before the Lord
our Maker.
Psalm 95:6

PROVIDE:

- ☐ Colorful index cards
- ☐ Marker
- ☐ Dry erase board
- ☐ Dry erase marker
- ☐ Small flashlights

TO DO:

- ☐ Create Key Verse sets by writing one word from the Key Verse on each index card of the same color. Hide all cards around the room.
- ☐ Write the Key Verse on a dry erase board.

If dimming lights is not possible, select lights to leave on, while turning others off. Be sensitive to children who might be afraid of the dark. Provide extra lights in other areas of the room.

To play:

Lead TeamKIDS to form equal teams based on the number of verse sets created. Assign each team a color and give them a flashlight. Mention to kids the lights will be dimmed for this activity. Explain that players will take turns using the flashlight to search the playing area for their team's cards. When you say, "Go!" one player from each team will search the room for a card of his team's color and return to his team, signaling the next player to take the flashlight and do the same. When all of a team's cards are found, players will work together to put the verse together.

Debrief:

Explain that today's Key Verse reminds us that when we see the greatness of God, it leads us to want to worship Him. He is worthy of our praise!

Today's
Point:
God created
everything for
His glory and
our good.

SESSION 1 GAME

CREATION CHARADES

PROVIDE:

- ☐ 20–30 small pieces of paper
- ☐ Marker
- ☐ Bucket
- ☐ Timer or stopwatch

TO DO:

- ☐ Write the names of 20–30 animals on small pieces of paper.
- ☐ Fold the pieces of paper and put them into the bucket.

To play:

Create two groups. Explain that TeamKIDs will have one minute to act out as many animals as they can from the charades bucket before the timer goes off. Noises and words cannot be used. A team will gain a point if the answer is guessed correctly. If a player chooses to pass on an animal, they can put the paper back into the bucket. When the minute is over, a leader will count the total of correctly guessed animals and tally the points. Correctly guessed animals are not returned to the bucket. The next team will then play their round.

Debrief:

Explain to kids that today's Bible story taught us so much about how God is the One who made everything in our world, including animals and the people who care for them. This game was a fun reminder of God's power. We can thank God for His creation. Remind TeamKIDs that **God created everything for His glory and our good.**

SESSION 1 GAME

LIMBO REVIEW

PROVIDE:

- ☐ Limbo stick (such as a yardstick or mop handle)
- ☐ Music
- ☐ Music player

*Today's
Point:
God created
everything for
His glory and
our good.*

To play:

Direct TeamKIDS to line up a couple of feet in front of the limbo stick. Leaders will hold the limbo stick at a relatively high point to begin the game. When the music starts, players will pass under the limbo stick without touching it. When the music stops, the next TeamKID in line will answer a review question from today's Bible story. Pull questions from Discuss (p. 18 in the Leader Guide) or use the following review questions:

1. What was Today's Point? (**God created everything for His glory and our good.**)
2. What book of the Bible was our story found in today? (Genesis)
3. Why did God create people? (God created people to represent His image.)
4. Name a way God provided for people in the garden. (Possible answer: God gave plants for food.)
5. How does creation bring glory to God? (Creation shows God's glory and power.)

Allow all players to have a turn. Then lower the limbo stick and continue the game.

Debrief:

Explain to kids that God created the world and everything in it so that we would be provided for and enjoy His creation. In our enjoyment of all God has made, we can bring glory to Him by praising Him and thanking Him for all He has done.

SESSION 2 GAME

EAT FROM THE TREE BEANBAG TOSS

PROVIDE:

- ☐ 10 cups (9 of the same color; 1 of a different color)
- ☐ Beanbags (1 per kid)
- ☐ Timer or stopwatch

TO DO:

- ☐ Line up cups on the far edge of a table so that if a beanbag hits the cup, the cup will fall off the table.

Today's
Point:
Sin separates
people from God, but
God promised to send
a Rescuer to bring
people back
to God.

To play:

Line up the TeamKIDs side by side a few feet in front of the table. Give each kid a beanbag. Remind kids of today's Bible story and how God instructed Adam and Eve not to eat from the tree of the knowledge of good and evil. However, they were allowed to eat from all the other trees. Explain that kids will toss a beanbag at the cups that are the same color to knock them over. However, players should avoid knocking over the cup that is a different color; this cup represents the tree Adam and Eve could not eat from. When you say, "Go!" the kids will throw their beanbags at the same time to knock over as many "trees" as they can in one minute. A leader should be available to reposition cups after each attempt.

Debrief:

Explain that when Adam and Eve disobeyed by eating from the tree of the knowledge of good and evil, they sinned against God and broke their relationship with Him. Ever since then, all people have been sinners. **Sin separates people from God, but God promised to send a Rescuer to bring people back to God.**

SESSION 2 GAME

THE GREAT STUFFED ANIMAL RESCUE

PROVIDE:

- ☐ Painter's tape
- ☐ 20–25 stuffed animals (palm size)
- ☐ 2 hula hoops
- ☐ 2 jump ropes
- ☐ Timer or stopwatch

TO DO:

- ☐ Create an 8-by-8-foot square on the floor using painter's tape.
- ☐ Scatter stuffed animals inside the “box.”
- ☐ Secure one end of a jump rope to a hula hoop to create a rescue device. Make two rescue devices.

*Today's Point:
Sin separates people from God, but God promised to send a Rescuer to bring people back to God.*

To play:

Lead TeamKIDS to form two equal teams. Line up teams on opposite sides of the playing area. When you signal for the great rescue to begin, players will race to the taped box and stand alongside the tape to rescue animals. Players can take turns tossing their “rescue devices” into the box to “rescue” their animals by pulling them out of the square using the hula hoop. Each player will attempt a rescue twice before passing the rescue device to the next player. A leader should be available to monitor the number of tosses each player attempts. The team with the most rescued animals after three minutes will win the “Great Stuffed Animal Rescue.”

Debrief:

Help kids connect the game to how Jesus, the Promised Rescuer, rescues us. He removes us from our sinful lives and brings us back to God.