

PRESCHOOL GAMES FOR 40 SESSIONS



GOD'S AMAZING STORY

PRESCHOOL
PLAYBOOK





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PRESCHOOL PLAYBOOK

Sessions 1–36 + 4 Bonus Sessions

Lifeway®

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HOW TO USE

The Preschool TeamKID: God's Amazing Story Playbook is designed to assist game leaders as they lead Games for 40 Sessions of TeamKID: God's Amazing Story. Game time is designed for kids to run, play, and laugh with fun games and activities that reinforce the Bible study, Daily Points, and Bible skills.

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 each game can be found in the Leader Guide as well. Each game includes a debrief section to connect the game to the Session's study. Use this playbook to lead each game and debrief. Find additional resources and tips for leading games from the downloadable printable items in the Preschool TeamKID: God's Amazing Story Leader Kit (9798384520801).

GAME TIPS

BE PROACTIVE—NOT REACTIVE

- Be ready for the children before they arrive.
- Keep at least two adults present with the children at all times.
- Establish a way to get kids' attention quickly (blow a whistle, say a special phrase, or clap your hands).
- Specify the boundaries and maintain them.
- Tell the children what you expect from them and consistently enforce the rules.
- Explain the game before distributing equipment.
- Keep the children actively involved.
- Modify or end a game if kids become restless.
- Get at eye level with a child and listen to what she is saying.
- Try to show attention to each child.
- Deal with problems immediately. If needed, remove a disruptive child from the game for one round.
- Talk to a misbehaving child privately but always within view of another adult.
- Love and accept each child.
- Notice a child's good behavior.

UNIT 1: THE STORY BEGINS

Unit Game: Bible Verse Hopscotch (Sessions 1–3)

Unit Game: Jump Into Hoops (Sessions 4–6)

Unit Game: Tag the Verse (Sessions 7–9)

Session 1	Days of Creation Musical Spots	Sticks
Session 2	Head, Shoulders, Knees, and Toes	Hide-and-seek
Session 3	Save the Animals	Get in the Ark
Session 4	Pack and Move Relay	Bible Verse Dominoes
Session 5	Pair Up!	Four Corners
Session 6	Gather the Sheep	Bible Verse Relay
Session 7	Let the People Go	Play with a Parachute
Session 8	Gather and Match Number Puzzles	Find the Stones
Session 9	Listen and Obey	Can You Remember?

He who
promised
is faithful.
Hebrews
10:23b

UNIT 1 GAME 1

BIBLE VERSE HOPSCOTCH

PROVIDE

- ☐ Bible
- ☐ Painter's tape
- ☐ Beanbag

TO DO

- ☐ Outline a hopscotch grid on the floor with painter's tape.

To play

Direct a child to toss the beanbag into one of the squares. She will then hop in each square, bending down to pick up the beanbag along the way. When the child reaches the end of the hopscotch grid, she will repeat the Bible verse after you. Repeat the game until all preschoolers have had a turn.

Debrief

Comment: "God is faithful. That means when He makes a promise, He keeps it. He will always do what He says He will do."

Your
faithful
love guides
me.
Psalm 26:3a

UNIT 1 GAME 2

JUMP INTO HOOPS

PROVIDE

- ☐ Bible
- ☐ 3 plastic hoops

To play

Place hoops in a line on the floor. Open the Bible to Psalm 26:3a and read the verse. Lead preschoolers to say the verse with you as a child jumps down the line and back, in and out of each hoop. (Say a word for each hoop.) Continue until all TeamKIDs have had a turn.

Debrief

Say: "God is faithful to love us. He always keeps His promises. His faithful love guides us to obey Him." Say Today's Point.

Session 4 Point: **God is in control of everything.**

Session 5 Point: **God has a plan for me.**

Session 6 Point: **God always keeps His promises.**

Come,
let us
worship
God.
Psalm 95:6

UNIT 1 GAME 3

TAG THE VERSE

PROVIDE

- ☐ "Action Cube" (item 1.10)
- ☐ Construction paper
- ☐ Marker
- ☐ Masking tape
- ☐ Pointers or pool noodles (cut into 3 sections)

TO DO

- ☐ Print each word of the Bible verse and the reference on a separate sheet of paper.
- ☐ Tape the words of the verse around the room in order clockwise.
- ☐ Distribute 1 pointer to each child.

To play

TeamKIDs will take turns rolling the cube to determine how they will move around the room, tagging the words of the Bible verse using a pointer or pool noodle. As they tag each word, say it aloud with them.

Debrief

Remark: "God delivered His people from the king of Egypt. He set the Israelites free, just as He promised."

SESSION 1 GAME 1

DAYS OF CREATION MUSICAL SPOTS

He who
promised
is faithful.
Hebrews
10:23b

PROVIDE

- ☐ Bible
- ☐ "Creation Cards" (item 1.2)
- ☐ Sticky notes
- ☐ Marker
- ☐ Painter's tape
- ☐ Music

TO DO

- ☐ Write numbers 1–6 on separate sticky notes.
- ☐ Make X shapes with the painter's tape in a large circle on the floor.
- ☐ Place the 6 sticky notes randomly at 6 spots in the circle.

*Leader Tip:
Use the "Creation
Cards" (item 1.2)
to help TeamKIDs
remember what
God created on
each day.*

To play

Invite kids to join you in the circle by standing on any X. Explain that as you play music, they should walk around in the circle. When the music stops, TeamKIDs should stop on the nearest X. Call out a number, and the child who is standing closest to that sticky note spot will tell one thing God created on that day. If needed, hold up the "Creation Card" for that day to help kids recall the Bible story.

Debrief

Say: **"God created everything.** He is faithful. He keeps His promises. Today we learned that God created the world and everything in it in just six days."

He who
promised
is faithful.
Hebrews
10:23b

SESSION 1 GAME 2

STICKS

PROVIDE

- ☐ Rhythm sticks (or dowel rods or pool noodles cut into 12-inch lengths) (2 per child)

To play

TeamKIDs will stand facing the leader. The leader will call out various commands for players to follow: sticks above heads, sticks like branches on a tree, sticks together, sticks drumming, sticks on nose, and so on.

Debrief

Remind TeamKIDs that God created trees and everything else on earth when He created the world. Lead them to repeat Today's Point after you several times: **"God created everything."**

SESSION 2 GAME 1

HEAD, SHOULDERS, KNEES, AND TOES

He who
promised
is faithful.

Hebrews
10:23b

To play

In this game, preschoolers will place their hands on their heads, shoulders, knees, or toes based on what the leader calls out. Invite TeamKIDS to see how quickly they can listen and obey the commands.

Debrief

Say: "You listened and obeyed as the directions were called out." Ask: "Was it difficult to follow directions when the commands were called out faster? God gave Adam and Eve one rule about living in the garden, but they chose to disobey. We should obey God because we love Him."

SESSION 2 GAME 2

HIDE-AND-SEEK

He who
promised
is faithful.

Hebrews
10:23b

PROVIDE

- ☐ Artificial leaves or flowers
- ☐ Other objects that can be hidden

TO DO

- ☐ Hide objects around the play area.

To play

Show samples of or describe objects that have been hidden around the play area. Invite TeamKIDs to search the area for the hidden objects. To extend play, allow preschoolers to hide objects from each other and find them. You may also choose to play hide-and-seek with traditional rules.

Debrief

Remind preschoolers that Adam and Eve tried to hide from God after they disobeyed Him. Lead them to repeat the Bible verse after you a few times: “He who promised is faithful” (Hebrews 10:23b).