

PRESCHOOL GAMES FOR 40 SESSIONS



FAITHFUL PROMISES

PRESCHOOL PLAYBOOK



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PRESCHOOL PLAYBOOK

Sessions 1–36 + 4 Bonus Sessions

Lifeway Press®

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HOW TO USE

The *Preschool TeamKID: Faithful Promises Playbook* is designed to assist game leaders as they lead Games for 40 Sessions of *TeamKID: Faithful Promises*. 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 4 units of *TeamKID* contains 19 games—2 games per Session and 1 Unit Game that can be played each Session in 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: Faithful Promises Leader Kit* (9781087783895).

GAME TIPS

BE PROACTIVE—NOT REACTIVE

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- 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: GOD'S PROMISES TO HIS PEOPLE

Unit Game: Puzzle Relay (Sessions 1-3)

Unit Game: Jumbo Matching (Sessions 4-6)

Unit Game: What's the Point Tag (Sessions 7-9)

Session 1	Move to the Hoop	Keep It Up
Session 2	Is It You?	Mirror, Mirror
Session 3	Pass the Fruit	Don't Break the Target
Session 4	Round 'Em Up	Ring Toss
Session 5	No, No, Go!	Find the One
Session 6	Guess the Animal	Listen and Obey
Session 7	Row, Row, Row Your Boat	Sit on the Heart
Session 8	Don't Break the Circle	Carry the Colors
Session 9	Can You Build It?	Roll and Build

LORD,
your
faithful love
reaches to
heaven.
Psalm 36:5a

UNIT 1 GAME 1

PUZZLE RELAY

PROVIDE:

- ☐ Bible
- ☐ Several poster boards
(different colors; 1 per team)
- ☐ Marker
- ☐ Scissors

TO DO:

Write the Key Verse on each poster board. Cut each poster into 5–6 pieces. Place all pieces in the center of the game area.

To play:

In this game, TeamKIDs will practice the Key Verse as they assemble giant puzzles. Each team will be given a color. One child on each team will run to the center of the room and find a puzzle piece that is her assigned color. After all puzzle pieces are retrieved, teams will work together to assemble the puzzles. When all teams finish, say the verse aloud. Play as time allows.

Debrief:

“We can see God’s love for us when we look at the beautiful things He has made and how He provides for us.” Practice saying Psalm 36:5a with preschoolers using the following motions: “Lord, (point to the sky with both hands) your faithful love (place both hands over your heart) reaches to heaven (reach up with hands and fan them out above your head).”

UNIT 1 GAME 2

JUMBO MATCHING

PROVIDE:

- ☐ Bible
- ☐ 14 paper plates (2 sets of Obey God)
- ☐ Markers

TO DO:

Write OBEY GOD in large letters on paper plates (1 letter per plate). Make 2 matching sets of plates with letters. Place plates upside down on the floor in a grid pattern.

*Leader Tip:
Use markers
that will not bleed
through. TeamKIDs do
not need to be able to
see the letter when
the plate is upside
down.*

To play:

In this game, TeamKIDs will play a matching game using paper plates as the cards. Instruct the first TeamKID to turn over two plates. If the letters are the same, move them aside. If they are not the same, place them back on the floor upside down. Continue playing until all the letters are matched.

Debrief:

Invite players to give examples of ways they can obey God and say Today's Point together. Say: "God is pleased when we obey Him. When we do not obey God, this is called sin. God is not pleased when we sin." Mention that even when we sin, God never stops loving us.

UNIT 1 GAME 3

WHAT'S THE POINT TAG

PROVIDE:

- ☐ No supplies needed

TODAY'S POINT:

Session 7: **God loves us.**

Session 8: **God keeps His promises.**

Session 9: **God loves us even when we disobey.**

To play:

Lead players in a basic game of tag. Choose one TeamKID to be “it.” This player will go around the room and attempt to tag other TeamKIDs. If a child is tagged, she must sit on the floor. To get back in the game, the child will say Today’s Point to a leader when asked, “What’s the point?” Assist players as needed with remembering Today’s Point. After a few minutes, choose a different TeamKID to be “it.” Continue playnig as time allows.

Debrief:

“You did a great job playing our tag game. There are many truths about God that are important for us to remember. Today’s Point is one of those truths. Can you answer this question one more time? What’s the point?” Lead players to respond by shouting Today’s Point.

LORD,
your
faithful love
reaches to
heaven.
Psalm 36:5a

SESSION 1 GAME 1

MOVE TO THE HOOP

PROVIDE:

- ☐ Bible
- ☐ 6 plastic hoops
- ☐ Heavyweight paper labeled 1–6 (1 number per sheet)
- ☐ Tape
- ☐ Numbered cube

DAYS OF CREATION:

- Day 1: Light
- Day 2: Sky
- Day 3: Ocean, land, plants & trees
- Day 4: Sun, stars, & moon
- Day 5: Fish & birds
- Day 6: Animals & people

To play:

In this game, TeamKIDS will move to a plastic numbered hoop on the floor. One player will roll a numbered cube and call out the number rolled. Players at that numbered hoop will shout what God made on that day of creation.

Debrief:

This game will reinforce the Bible story, reviewing the days of creation in Genesis 1. As you play the game, remind preschoolers that **God made the world**. God knew exactly what people would need, and He created it before we even needed it!

*Leader Tip:
Use the "Days of
Creation" printable
(item 12) to help
TeamKIDS remember
what God created
on each day.*

LORD,
your
faithful love
reaches to
heaven.
Psalm 36:5a

SESSION 1 GAME 2

KEEP IT UP

PROVIDE:

- ☐ 3–5 beach balls
- ☐ Playground parachute

To play:

Gather players around a playground parachute on the floor. Invite TeamKIDs to each grab a handle or side. Practice lifting the parachute up and down together. Place a beach ball on the parachute. Players will start the game by shouting, **“God made the world!”** Guide TeamKIDs to lift the parachute up and down while trying to keep the beach ball from falling off. Add additional beach balls to the parachute. When all beach balls fall off of the parachute, TeamKIDs will have to name one thing God created for each ball, which are then returned to the parachute.

Debrief:

Remind preschoolers that **God made the world** and everything in it. Explain that out of nothing, God made everything. Name several different things God created and ask TeamKIDs to tell why they are important. Mention that God provided all that people would need before He even created them.

GOD IS ALWAYS FAITHFUL

Preschool TeamKID: Faithful Promises will lead preschoolers to discover the steadfast faithfulness of God through Old Testament promises. Through God's covenants with Adam, Noah, Moses, David, and others, preschoolers will learn about God's graciousness in keeping His promises and connect God's faithfulness to their everyday lives. This playbook will engage preschoolers with fun games that correspond to each TeamKID session.

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