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How to

Open the Encounter App

Select Encounter Kids

Select the Lesson

- Select the Video Play button to stream the video
- Select the Download button to download the episode
- Select the PDF (contains Series [Memory Verse](#), [Discussion Questions](#), and [Game Ideas](#))

Series Memory Verse

Hebrews 11:1 (NIV)

Now faith is being sure of what we hope for and certain of what we do not see.

Discussion Questions

1. What did God ask Abram to do?
2. Was he told where he was going?
3. Did he listen and move?
4. What happened because he did what God told him?
5. Is salvation the end game? Is that all there is?
6. What is God asking you to MOVE on?



Game Ideas

Freeze Dance

Everyone dance as the music plays.

When the music stops, each player must freeze immediately and hold that position until the music begins again.

If a player does not freeze immediately, they do 10 jumping jacks (or pushups or sit-ups or etc...) during the start of the next round and then rejoins the dance.

Modifications...

If you notice a cool dance move, have them show the group how to perform it, and then on the next round have everyone do that move for it.

Musical Chairs

Start the music and have the players walk clockwise in a circle around the chairs.

Stop the music suddenly, and all players need to sit quickly in an empty chair.

One person will be left standing without a chair, and they will be out of the game.

Remove a chair.

The game continues until there is only one person seated in a chair.

That person is the winner of the game.

Three-Legged Race

Divide kids into pairs.

Have each player stand next to their partner and put their arm around their partner.

The partners' inside legs (the right leg of the partner on the left and the left leg of the partner on the right) should be touching. Tie the partners' inside legs together so each pair of children has three legs rather than four.

Use whatever you have to mark a starting line and a turnaround spot.

Have the players line up at the starting line. At your signal, have players walk or run as fast as they can from starting line to turnaround spot and back.

First team to have all partners complete the race wins.

Bear > Ninja > Cowboy >

A variation of paper rock scissors where the players act the part rather than using their hands.

Two players stand back-to-back and count to three.

They then quickly turn to face each other and act the part of a bear, ninja, or cowboy.

The bear mauls the ninja, the ninja kicks the cowboy, and the cowboy shoots the bear.

Group Modifications...



Lesson Plan PDF

Can be played tournament style, where the winners of each game move on to play winners of other games until there is only one champion.

or where the winner of each round gains the following of the participants they just defeated. Play until there are only two players left, with half of the room rooting for one player, and the other half cheering for the other.

Trust Walk

Divide the kids into two teams.

On each team - One person is blindfolded, and another will be leading.

The one who is leading needs to guide the other through an obstacle course of some sort. The leader cannot touch the other person and must direct them using only words.

Then the person who just went through the obstacle course becomes the leader and the next person in line puts on the blindfold until the whole team has completed the challenge.

Group Modifications...

To make it more difficult have an entire group lead one person and take turns.

...Or have 1 person they listen to and one (or more) they should not listen to.

4 Corners

To begin, four corners (or general areas) of the room are marked from the numbers one to four.

One player is designated to be "It," or the "counter."

This player sits in the middle of the room and closes his or her eyes, or exits the room, and counts to ten.

The remaining players choose any one of the corners and quietly go and stand in that area.

When the "It" player has finished counting, he or she calls out one of the numbers.

All players who had chosen that corner or area are out of the game, and they sit down.

Then, "It" counts again, and the remaining players move to a different corner. Unless the corner is out.

The last person to still be in the game wins, and usually becomes the new "It."

If "It" calls out a corner containing no players, she either calls out another number right away or the players rotate to a new corner, according to different versions of gameplay.

Captain's Orders

You have one person to be the leader or "Captain".

They call out different actions. (Pick and choose the best actions for your group. Or make up your own)

Man Overboard: Players drop to the floor into planking position.

Captain's Coming: Players stand at attention and salute the 'captain'.

Starboard or Port: Players must run to the designated side of the room.

Scrub The Deck: Players squat on the ground and scrub the deck.

Climb The Rigging: Players stand up and pretend to climb the rigging.



Lesson Plan PDF

person rowboat: Players sit in a row in the number called, start rowing, and singing 'row, row, row your boat'

[option: start with higher numbers and each time decrease the number]