



Contents

How to.....	1
Series Memory Verse	1
Discussion Questions	1
Game Ideas	2
Ya Wind Some, Ya Loose Some	2
Oil Jar Stack	2
Defying Gravity.....	2
Buddy Tag.....	2
Marshmallow Relay.....	3
Three-Legged Race.....	3
Bear > Ninja > Cowboy >	3
Trust Walk.....	3
4 Corners.....	4
Captain's Orders.....	4

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

John 14:12 (NIV)

Very truly I tell you, whoever believes in me will do the works I have been doing, and they will do even greater things than these, because I am going to the Father.

Discussion Questions

1. Why were the disciples in a boat out on the water?
2. What would you have done if you saw someone walking on the water towards you?
3. Are you like Peter? Would you have asked to walk on water?
4. Would you have the faith to step out of the boat with the storm still raging?
5. What are things that can distract you from Jesus?
6. What do you do to regain or keep your focus on Jesus?



Lesson Plan PDF

Game Ideas

Ya Wind Some, Ya Loose Some

You can play this game with teams or individually.

Each player has 6-10 cups (or more if you'd like) lined up in front of them and an empty balloon.

Set a timer to 1 minute.

When you say 'GO!', start the timer and the player/s take the balloon, blow it up, and use the exiting air from the balloon to knock down/off all the cups.

Oil Jar Stack

You can play this game with teams or individually.

Each player gets 21 cups.

Set a timer to 1 minute.

When you say 'GO!', start the timer and the player/s take the single stack of cups and stack them into a tower (6 on bottom, then a row of 5, then a row of 4, etc...) and then back down into a single stack before time is up.

Defying Gravity

You can play this game with teams or individually.

Before starting, give the player 3 inflated balloons and set your timer for 1 minute.

When you say 'GO', start the timer and the player throws the balloons in the air and must keep them from touching the ground or walls.

Modifications...

To make it more challenging you can make a box on the floor that the players must stay in, boundaries in the room they must stay in, or limit their feet movement.

Buddy Tag

All players except for two form into buddy pairs and link one arm.

Pairs spread out over area.

There is one player as 'It' and one player being chased - the 'runner'.

The 'runner' may run up beside any buddy team and link arms with one free arm of a buddy.

This makes 3 players together which is not allowed. So, the member of the buddy team that the 'runner' did not link arms with is now the 'runner'.

'It' can tag the 'runner' at any point.

As soon as the 'runner' is tagged, he is 'It' and 'It' is now the 'runner'.

Group Modifications...

Change the game by having 2 Its and Runners at the same time.



Lesson Plan PDF

Marshmallow Relay

Divide players into two or more teams.

Line the teams up behind the starting line.

Give the person at the front of the line in each team one big marshmallow (egg, ball, etc...).

On the word, "go!" the first team member on the team puts the handle of a spoon in their mouth and then places a marshmallow on the spoon and carries the egg on the spoon to a designated spot and back to the starting line without using their hands.

They will then pass the marshmallow to the next team member's spoon- without touching it.

If a team member drops the marshmallow along the route, they must pick it up and return to the starting line and begin over again.

(the younger the participants the shorter the distance they should carry the marshmallow. You may also carry the spoon and egg in your hand instead of your mouth though it is not as much fun.)

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...

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.



Lesson Plan PDF

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.

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]