



Contents

How to..... 1

Series Memory Verse (*last week*) 1

But God demonstrates his own love for us in this: While we were still sinners, Christ died for us. 1

Discussion Questions 1

Game Ideas 2

 Chubby Bunny (*Good choice this week*)..... 2

 Buddy Tag..... 2

 Marshmallow Relay..... 2

 Three-Legged Race..... 2

 Bear > Ninja > Cowboy > 3

 Trust Walk..... 3

 4 Corners..... 3

 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 (*last week*)

Romans 5:8 (NIV)

But God demonstrates his own love for us in this: While we were still sinners, Christ died for us.

Discussion Questions

1. How are ‘love’ and ‘like’ different?
2. What is love?
3. What do you love?
4. If Jesus is love can we really love without Jesus?
5. What did Jesus do because he loved you so much?
6. Can Jesus love you any more or any less than he already does?
7. Have you asked Jesus to be Lord over your life?



Game Ideas

Chubby Bunny *(Good choice this week)*

Preparation: You will need jumbo marshmallows or peeps and trash bags

You can play by either having rounds of two kids at a time or everyone stand in a circle as you go around.

players take turns placing peeps/marshmallows in their mouths and saying the phrase, "Chubby Bunny."

When a player can no longer be understood they are eliminated.

The last player remaining is the winner.

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.

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.



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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.

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.



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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]