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How to use the APP

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, Game Ideas, and Discussion Questions like below)

Series Memory Verse

Joshua 1:9 (NIV)

Have I not commanded you? Be strong and courageous. Do not be afraid; do not be discouraged, for the Lord your God will be with you wherever you go.”

Discussion Questions

1. What does it mean to take a step of faith?
2. Have you ever had to take a step like that?
3. Are steps of faith easy or hard?
4. Are steps of faith big or small?
5. Is there anything in your life right now that you are trying to decide if you should take a 'step' on?
6. Have you prayed and asked God what you should do?
7. Have you asked family, friends, or teachers if they could pray for/with you?



Game Ideas

Trust Walk *(good choice for this lesson)*

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.

Who's In Charge Here

Have everyone form a circle.



Lesson Plan PDF

Using whatever method you like, choose a “Guesser” who then leaves the room.

Within the remaining circle, choose a “Leader,” who will remain leader for the that round.

The remaining players in the circle are the “Followers.”

The “Leader’s” job is to make fun motions (stomp in place, clap hands, windmill arms) that the rest of the “Followers” will begin imitating the “Leader” as quickly as possible.

The “Leader” can change motions as often as they like within the round.

The “Leader” should try to conceal their identity from the “Guesser” and avoid changing motions while the “Guesser” is looking in their direction.

“Followers” also need to avoid giving up the “Leader’s” identity. For example, “Followers” should avoid staring at the “Leader,” which would be an obvious giveaway.

The “Guesser” returns to the room and stands in the middle of the group.

The “Guesser’s” job is to determine who the “Leader” is.

The “Guesser” has three attempts to guess correctly who the “Leader” is.

If the “Guesser” accurately identifies the “Leader” the round ends.

If the “Guesser” cannot identify the “Leader” within three attempts (see “Game Modifications” below) then the round ends, and the “Leader” is revealed.

The game can be played as many times as desired or as time permits.

If the “Guesser” cannot decide and is taking a long time, someone in charge should tell them they have 10 seconds to make a guess to keep the game moving.

Instructions for Larger and Smaller Groups

Group Modifications...

Smaller Groups – If you are playing “Who’s In Charge” with a group of 5-10, you’ll likely want to limit the number of guesses that the “Guesser” can make to one or two. (See “Add A Timer” below for more ideas for a smaller group.)

Larger Groups – If playing with larger groups (30+), you may want to increase the number of guesses that “Guesser” can make in order them more of a chance.

Add A Timer – Another way to play this game is to ask the “Guesser” to stand in the center and simply observe the “Followers” for one minute, recorded with a timer (such as on your phone). When the timer sounds, the “Guesser” then has one (or more) guesses determine the “Leader”. This modification is one way to make the game more challenging and fun for a smaller group.