

God is our creator.

Bible Verse: “ Praise the Lord, everything he has created, everything in all his kingdom.” (Psalm 103:22)

Bible Story: God creates the world. (Genesis 1)

Genesis 1 launches the ultimate origin story—no capes, no gadgets, just God’s unstoppable creative power! With just a command, he fills the emptiness with light, land, and life. Imagine—no tools, no materials, just God’s voice shaping the universe! Though the sun and moon don’t appear until day four, light already shines from day one, proving God doesn’t rely on the sun to illuminate his creation. And here’s something amazing: The Hebrew word *bara*, meaning “create,” describes only what God does. No one else creates from nothing! After forming the oceans, mountains, and every creature, God saves his most treasured work for last— people. God crafts them, unlike anything else, in his image, designed for a deep and personal connection with God. Every child reflects the artistry of the ultimate Creator!

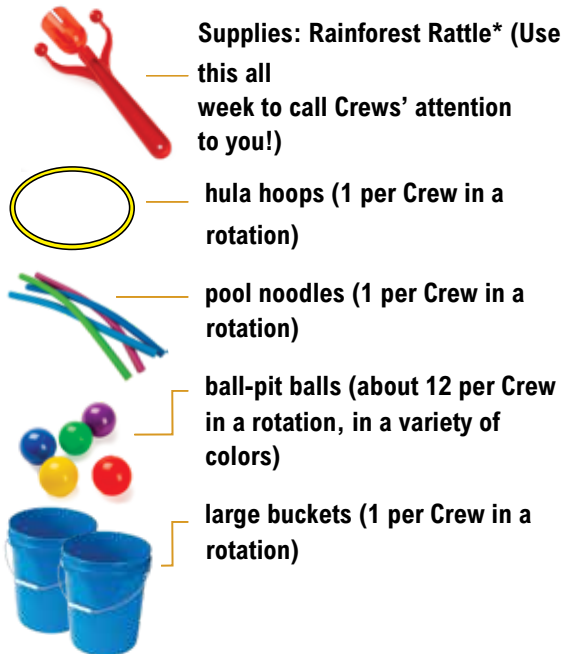
Kids often hear they need to make something of themselves—be smarter, cooler, more successful. But Scripture flips that script. Before kids ever tried to prove their worth, God already designed them with purpose and love. That truth changes everything! Kids don’t need to chase approval or compete for value; they already matter because the Creator of the universe formed them intentionally, in his own image. Wow—imagine walking with confidence, knowing you belong, hold value, and have been created for something extraordinary! Plus, every day we get to enjoy reminders of God’s ongoing creative work through sunshine, trees, and even rain! Today, take joy in showing kids God’s creative nature! Remind kids that, as people, they’re God’s “very good” creation.



Why It Matters

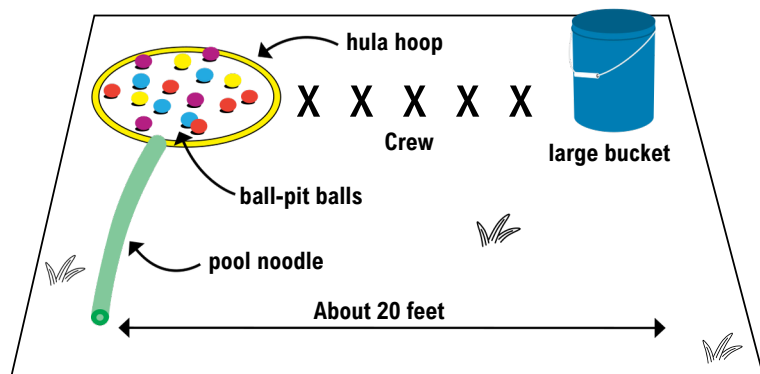
Celebrate! God—the intentional, master Creator—lovingly made each part of creation...including us! Kids can find confidence in knowing they’re crafted by God’s ingenious design.

Fruit Roll Up



Pre-Game Setup

- Place at least 12 ball-pit ball "fruits" inside the hula hoop. Then lay a pool noodle below the hula hoop to make a "tree." (See the diagram below.)
- Then place a bucket about 20 feet directly across from each tree. (See the diagram below for a visual guide of the gameplay space for each Crew.)



TREE TIP

When you see a supply quantity listed as "per Crew (or person) in a rotation," that means you need only the amount required for your largest rotation of Crews. You'll reuse supplies from rotation to rotation. Anytime supplies aren't reusable (such as paper goods), you'll see the supply listed as "per Crew." Then you'll need the quantity of that supply for each Crew that visits Wild Games throughout the day.



Let's Play!

Gather everyone in Crew circles.

Demonstrate the sound of your Rainforest Rattle (or other attention-getter), and let Crews know you'll start and stop games all week with that sound, so they'll want to listen carefully for it.

SAY

I'm excited about the helpful way we can share God's love through raising money for the Bethesda Center! Let's play a game where we'll pretend to pick fruit from a tree—but in a super-fun way! Have each Crew pick a game space you've prepared.

1. Have Crew members lie or crouch down between their tree and bucket, positioning themselves parallel to the hula hoop part of the tree.
2. Have each Crew's Thank You-er take the spot closest to the tree. The Thank You-er will roll to the tree, pick a piece of fruit (a ball), and then roll to the next person in line and pass the ball. That person will then move to the next person and pass the ball, and so on until the person closest to the bucket puts the ball in the bucket. You can switch up how they pass the "fruit" to their teammates (passing over/under etc.)
3. Continue until Crews have moved all their fruit from their trees to their buckets.
4. If time allows, have Crews reset their relay areas, shuffle positions in the lineup, and do a second round where they try to beat the clock—about three minutes to move all the fruit.

ASK

What did you like about working together in the game?

SAY

We get to combine our efforts here at our Rainforest Falls and with other friends at many other Rainforest Falls locations all over this amazing world God made for us. God is our creator (*Wow, God!*), and he made us able to do big things when we work together.

TREE TIP

Allow everyone to pick how they'll move in the game—either by lying down and then rolling or by crouching and then hopping to the side. This gives anyone with sensitive skin an alternative to rolling in grass (if you're playing outside).

FIELD TEST FINDING

You may need a megaphone or some other means of amplifying your voice so all the Crews can hear you. This may come in handy for each day at Wild Games.



God is our safe place.

Bible Verse: “ Then I pray to you, O Lord. I say,
‘You are my place of refuge.’ ”
(Psalm 142:5)

Bible Story: David hides from Saul.
(1 Samuel 23–24)

David’s life reads like an action-packed survival story. After being anointed as the future king, he suddenly found himself running for his life from King Saul. Forced to flee, David hid in the caves of Adullam, a rugged, rocky refuge southwest of Bethlehem. These caves, naturally formed in limestone cliffs, provided shelter and secrecy for someone on the run. But David’s caves weren’t small, cramped holes in the ground—they were large, deep systems, often used by travelers, shepherds, and even armies. God provided not just a physical refuge but also a community—David’s family and a band of 400 outcasts joined him! While caves and strongholds provided temporary shelter, David daily found his safety in the presence and promises of God.

Kids may not be running from a king, but many face battles that leave them feeling overwhelmed or unsafe. Whether it’s the pressure of school, struggles at home, or the weight of anxiety, kids need a refuge just like David. The good news? God still provides a safe place—not a cave or a hiding spot, but his rock-solid presence. When everything around them feels uncertain, kids can trust that God understands, hears what’s spoken in their hearts, and stays with them. Just as God never abandoned David, God will never abandon us. While God never promises that we won’t face hardship, he does promise to be our shelter. Guide kids to find comfort when they turn to God as a refuge—a safe place for their hurting hearts.



Why It Matters

Find comfort. God provided a safe place for David to hide from King Saul. Today, God provides a refuge for us, where our doubts, worries, fears, and hearts are safe with him.

Refuge Run

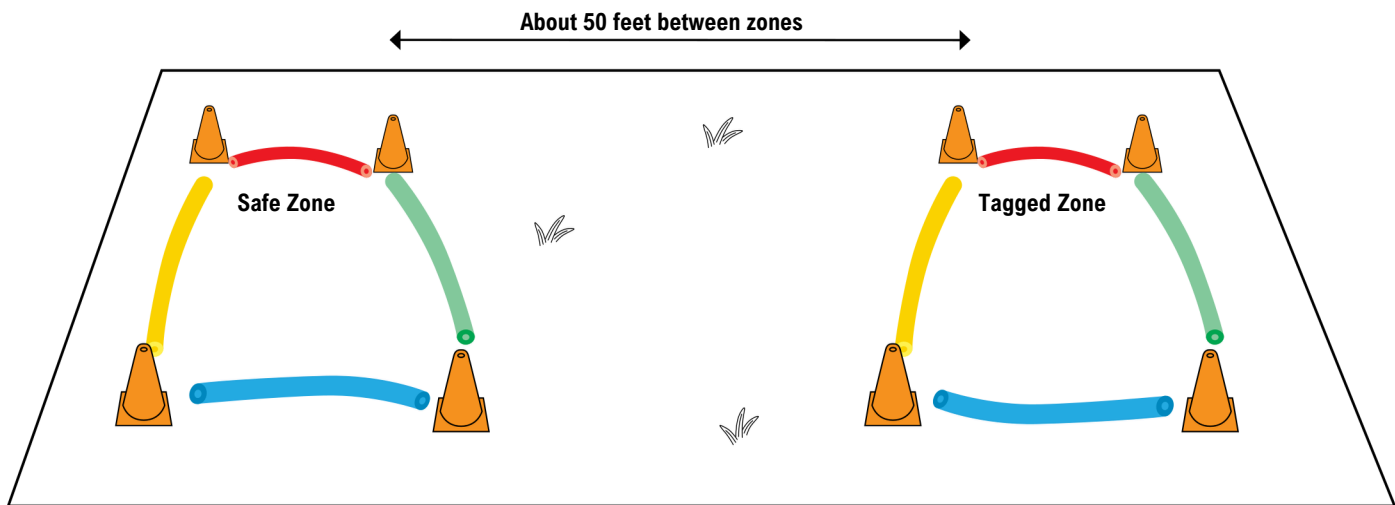


- Supplies:
- 8 game cones
 - 8 pool noodles

Questions: Refuge Run (p. 29)
(1 per Crew)

Pre-Game Setup

- Use the cones and pool noodles to mark a “Safe Zone” and a “Tagged Zone”—both large enough to hold about half the people in your largest rotation. Place the zones about 50 feet from each other. (See diagram.)



Let's Play!

Welcome kids back to Wild Games, if you haven't already.

SAY

We're discovering today that God is a refuge—which is a safe, sheltered place where we can feel protected and cared for. Let's play a game of Tag where you'll have a safe place to take shelter from the busy game.

1. Invite four willing people—who are not their Crew's Thank You-er—to be the first Taggers. Have them stand near you so everyone's aware of who they are.
2. Everyone will try to avoid getting tagged, and if you need a break, you can move into the Safe Zone—but only for about a minute and then you must jump back into the game. Point out which zone you've marked is the Safe Zone.
3. If you get tagged, move into the Tagged Zone. Point out the opposite zone you've marked.
4. Invite all the Thank You-ers to raise their hands. The Thank You-ers have a special job. As long as you're still free and untagged, you can run to the Tagged Zone, touch someone in it, and then everyone is free again!
5. Have everyone spread out, and signal the beginning of the game.
6. Play for a few minutes, and then pause and allow some new willing players to be the Taggers. If the Taggers end up tagging all the Thank You-ers and no one can be set free, start a new round with new Taggers.

When time's up, signal the end of the game. Give each Crew Leader a copy of the Wrap-Up Questions: Refuge Run to lead a quick discussion.

TREE TIP

If at any point all the players are in the zones and the game slows or stalls, call out "Refuge reset!" and instruct everyone to leave the zones and run again. Do this as many times as needed.

Wrap-Up Questions: Refuge Run

ASK

How did it feel to have a Safe Zone in the game? When are times you feel like you just need a break in a safe, calm place?

SAY

We can all feel that way sometimes. We may not always have a physical place where we can go for that calming break, but God is always near, always ready to listen to and care for us. No matter where we are or what's going on around us, God is our safe place.

(Wow, God!)

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God is love.

Bible Verse: “ Give thanks to the Lord, for he is good! His faithful love endures forever.” (Psalm 136:1)

Bible Story: Jesus dies and comes to life to show God’s love. (Luke 22:39–24:12)

God’s creativity and magnificent design didn’t end with creating the world. One might even say that God’s plan to reveal the greatest act of love began at the Garden of Eden. God’s Son, Jesus, came to earth—fulfilling a staggering 300 Old Testament prophecies! The passage begins in the Garden of Gethsemane, where Jesus, fully aware of the pain ahead, chooses to follow God’s plan. Jesus’ love wasn’t just a feeling; it was a choice that cost him everything. Where betrayal and arrest might have stirred up emotions of anger, Jesus showed only love. Instead of fighting or fleeing, he carried the cross and gave his life, demonstrating the power of God’s love for humanity. Three days later, in the most astonishing moment of all, the tomb stood empty—Jesus conquered death! God showed that his love is more powerful than anything.

Kids hear mixed messages about love. Songs say it’s about feelings. Influencers claim that popularity equals love. And people may argue, “If you loved me, you’d...” But Jesus reveals a different kind of love—one that’s selfless, sacrificial, and unshakable. Jesus didn’t love based on who deserved it; he loved because that’s who he is. What a gift to know that we’re fully loved—not because we’re perfect, but simply because God is love. In a world that often defines love in shallow or conditional ways, the cross and the empty tomb remind kids what real love looks like—powerful, unstoppable, and forever! Today, help kids explore a God-focused definition of love that will change their lives for eternity.



Why It Matters

Be amazed! Jesus demonstrated that God’s love is selfless, unconditional, and powerful. Kids will gain a fresh perspective on what true love is, following God’s timeless definition.

Aunty Eater



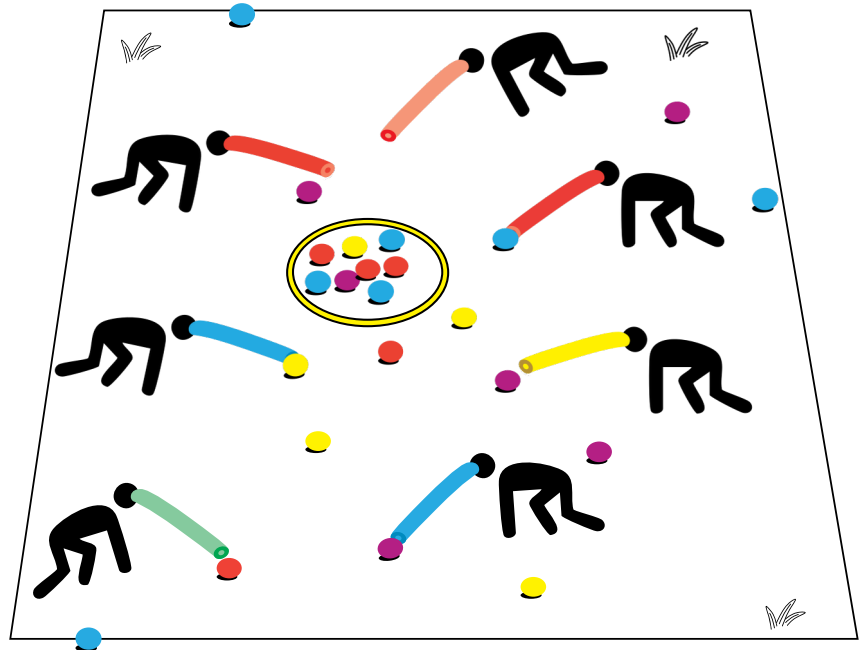
Supplies: pool noodles cut in half
(1 pool-noodle half per person in a rotation)



ball-pit balls (5 per person in a rotation)
• hula hoop

Pre-Game Setup

- Cut poolnoodles in half, across the width of the noodles.
- Widely spread out the ball-pit balls around the play area.
- Lay a hula hoop on the ground roughly in the center of the play area.



Let's Play!

Welcome everyone back to another day of Wild Games if you haven't already.

SAY Today's Bible Buddy, Tia the giant anteater, and her baby Snuffles give us a great example of love. Tia watches out for little Snuffles and feeds him because she loves him.

Let's play a game where, like Tia, you'll round up some tasty ants (point out the balls all around the play area) to feed Snuffles.

1. Have your games assistants help you give each person a pool-noodle half.
2. Demonstrate how to crawl and hold the pool noodle near your nose—like a long anteater nose—and use it to push a ball along on the ground.
3. Designate the hula hoop on the ground as the place to gather all the ants.
4. Cue everyone to begin. Encourage working together and helping each other if anyone's struggling.
5. If time allows, invite Crews to spread the balls around the play area again and then play a final round where everyone tries to gather up the ants within a specific time—one to two minutes depending on the size of the rotation.

Signal the end of the game, and gather everyone around you. Have your assistants spread out the balls in the play area again for the next rotation.

ASK Call out the names of people who show you love by caring for you—family members, friends, teachers.

SAY God is caring. God is love. (*Wow, God!*) God shows his love by looking after us, listening when we need to talk with him, understanding our feelings, and so much more. And we know God loves us because he gave his only Son, Jesus, to make a way for us to be God's friends—forever!

