

Don't Squish It! Game

Materials

- ☐ Play dough, enough for two large balls (3–5 inches)
- ☐ Optional: timer

Instructions

Divide the class into two teams. Form the play dough into two large, nicely-shaped dough balls. Have each team line up facing each other. Give the first person on each team a ball of play dough. When you say, "Go!" the teams will carefully pass the dough ball down the line. If the ball gets squished, the team must repair it and start over. The first team to get a round dough ball without any misshapen sides to the other end wins. Add a challenge and have the students pass the ball under their leg or behind their back.

Timed option: see which team can pass their dough ball to the other end without squishing it before the time runs out. Decrease the time for each round.

Egg toss variation: have pairs of students from each team face each other and toss the dough ball back and forth, taking a step away from each other after each successful toss. Once the ball falls on the floor, hand it off to the next pair on the team without reshaping it. After all pairs of both teams have finished, compare the dough balls to determine a winner. The team whose dough ball has the least amount of damage wins.

Suggested Discussion

We can have a lot of fun with play dough. But in our lesson, we saw how God used clay to give a very serious warning to the people of Judah.

God wanted them to understand that he loved them and could not let his people keep sinning. Just as the potter squished his clay and reshaped it into something else—God would crush Judah if the people didn't listen.