

GRIFFIN'S GAMES

ON THE GREEN



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Course Overview

	Day 1	Day 2	Day 3	Day 4	Day 5
Title/Bible Content	The Two Kingdoms	The Belt	The Breastplate and Shoes	The Shield and Helmet	The Sword and Prayer
Bible Passages	Creator King and Prince of Darkness John 18:37-38; Ephesians 6:10-14	Savior King Genesis 1-3; Gospels; Ephesians 6:10-14	King Josiah 2 Kings 22-23; Ephesians 6:14-15	King Solomon 1 Kings 2-11; Ephesians 6:16-17a	King of Kings vs. Prince of the Air Matthew 4:1-11; Ephesians 6:17-18a
Lesson Focus	We're in a battle between two kingdoms.	Each child of the King needs to fasten on the belt of truth.	Put on the breastplate of righteousness and the shoes of peace.	Take the shield of faith and the helmet of salvation.	Take the sword of the Spirit and pray.
Apologetics Content	Absolute truth is true for <i>all</i> people, for <i>all</i> times, for <i>all</i> circumstances.	Build a biblical worldview to stand strong in the truth.	Put on what's right (Jesus' righteousness) then do right.	Guard against false teachings and temptations.	Be ready to give an answer for the hope that is in you.
Veritas Verses	Ephesians 6:10-11	Ephesians 6:14	Ephesians 6:15	Ephesians 6:16	Ephesians 6:17-18a
Rhyme Time	Of two, only one is true!	Decide your side!	Do right in God's sight!	Learn to discern!	Train your brain!
Animal Pals	Winifred ("Winnie") the Warhorse	Wily the Fox	Grimwald the Dragon	Byron the Ironclad Beetle	Skye the Peregrine Falcon
Kieran's Crafts in the Courtyard	Castle Catapult Kingdom Crown Juggling Balls	Suncatcher Cross Fox and Geese Board Game	Breastplate Tin Punch King Josiah Puppet Theater Dragon Sock Puppet	Faith Shield or Necklace Wordless Book	Train Your Brain Card Caddy Mini Sword
Kieran's Science in the Courtyard	What's Up? Light and Dark	Newton's Cradle Goin' in Circles	Force Field Pom-Pom Launcher	Spring Thing Balloon Jousting	Tests of Strength Battering Ram
Griffin's Games on the Green	Capture the Flag Jumping Jesters	Bucket Brigade Belt Bonanza	Dragon Dash Royal Games of Skill	Defend the Castle Hat Stack	Knights' Obstacle Course Sword Tag
Tessa's Treats in the Town	Kingdom Cookies Be Strong Barbells	King's Cups Fox Faces	Dragon Munchies (Versions 1 & 2)	Mini Pizza Shields Cracker Shields	Moat Floats Banana Swords
Cool Contests	Guess the Cannonballs	Team Tournaments	Royal Dress-Up Day	Design a Helmet	Mission Money Mania



Contents

Handy Helps	3
Huzzah!	3
Your Role.	4
Frequently Asked Questions	4
Terms to Know	4
Top 20 Tips for Griffin's Games on the Green	5
Shopping List	6
Toddler Games	7
Pre-Primary Games	10
Super Simple Games	13
Simple Indoor Games	13
Simple Outdoor Games	14
Day 1	
Capture the Flag	15
Jumping Jesters	17
Day 2	
Bucket Brigade	19
Belt Bonanza	21
Day 3	
Dragon Dash	23
Royal Games of Skill	25
Day 4	
Defend the Castle	27
Hat Stack.	29
Day 5	
Knights' Obstacle Course	31
Sword Tag	33
Additional Games	35
Sidewalk Games	38

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Griffin's Games on the Green

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Handy Helps

Huzzah!

Hooray! It's time to charge into medieval times—a world brimming with breathtaking castles, regal kings and queens, fire-breathing dragons and brave knights, and epic battles.

Amid the pages of *Keepers of the Kingdom: Standing Strong in Today's Battle for Truth*, your knights will learn how to be part of God's kingdom and wear the armor of God. Our Royal Majesty's kingdom is under attack, and we must prepare for battle!

Day 1: The Two Kingdoms—We will discover there are just two kingdoms—the kingdom of light versus the kingdom of darkness. One is ruled by the good King, Creator God. The other is ruled by the enemy, Satan.

Day 2: The Belt—We must decide our side. Those who become citizens of God's good kingdom need to wear the armor of God daily, starting with the belt of truth that helps us have an unshakable trust in God's Word, along with helping us live as truthful people.

Day 3: The Breastplate and Shoes—The breastplate helps God's children put on Christ's righteousness and grow in right living. The shoes show us we can be at peace with God, which helps us stand firm in our Christian convictions and share Jesus with others.

Day 4: The Shield and Helmet—The shield and helmet protect us from the enemy's attacks—wrong thinking, discouragement, and deception. We will learn to discern!

Day 5: The Sword and Prayer—The sword of the Spirit is the Word of God, which helps us train our brains to know, memorize, love, and obey God's Word. And as we battle, we must pray!

Excitement and adventure await from the first minute of each day when kids meet in traveling troupes. The troupes gather at the **Apprentices' Assembly in the Great Hall**, a high-energy beginning that includes wacky intros, lively songs, a missions moment, and prayer.

Then they're off to rotate through five fun sites:

Truth Talks in the Keep, where God's Word is taught in hands-on ways.

Kieran's Science and Crafts in the Courtyard, where kids are bedazzled making special craft and science creations of their own.

Tessa's Treats in the Town, where kids can feast on tantalizing treats and eats.

Griffin's Games on the Green, where there are plenty of old-world games with new fun twists.

Minerva's Missions, Music, and Memory Verses at the Manor, where kids can sing songs, learn their memory

verses with fun games, or go in-depth with the mission moment featuring Children's Hunger Fund and the Wild Brothers.

Finally, everyone heads back to the **Apprentices' Assembly in the Great Hall** for the closing, where there's more singing, contest results, and the highly anticipated daily drama. This is situated in the royal chambers and features some regal (and not so regal) characters who are engaged in a classic battle between good and evil.

So prepare to step back in time, embark on the journey, and partake in one royally fun time!

Our Goal

We are so thankful for how God has chosen to use the Answers VBS programs over the past years! But why did we decide to embark on such an undertaking in the first place, and why are we still at it, by God's grace?

Our primary goal has always been to bring God glory by boldly and unashamedly proclaiming him to a strategic group—young people! From both a biblical and statistical point of view, young people are a big deal. They're not only awesome—we love 'em!—but they're also dearly cherished by our Lord and tend to be softhearted toward spiritual things. Researchers generally agree most people become Christians when they're children, so it's apparent this age group is a huge mission field!

Children are loved by their Creator, and Jesus said to let them come to him (Luke 18:16). We want children to come to Christ and not be hindered in any way from doing so. To that end, we combine a biblically rich VBS with off-the-chart, irresistible fun. In a day and age when content sometimes suffers, we don't want to sacrifice rich teaching. But it's also crucial that the most exciting book in the world not come across as boring or irrelevant. We want to reflect our creative, inspiring, joy-giving God who made laughter and fun.

So why do we do it? We want kids around the world to hear about and personally meet our awesome God and understand how they can receive eternal life through repentance and faith in Christ Jesus. We believe VBS is a great way to introduce them to God, as it is one of the biggest outreaches of the year for most churches.

We pray you will find that every prayer prayed, every minute invested, every dollar spent, and every word spoken will bring God glory as you reach kids for Christ. Just remember—VBS is worth it. May God richly bless your VBS. We're praying for you!

Your Role

Your role as the game coordinator is outlined in the following pages. Your responsibilities may include:

- Planning games for all age levels
- Gathering game supplies ahead of time
- Setting up games daily during VBS
- Running game time and overseeing others who are running game time
- Making sure key lesson themes are reinforced through the games

- Overseeing the cleanup of the game area(s) each day
- Praying over all aspects of this job before, during, and after VBS

This is *your* guide. Read it carefully and prayerfully, using our suggestions combined with the ideas the Holy Spirit brings to your mind.

So get ready! Get set! God is about to use you and your church to impact lives.

Frequently Asked Questions

The content of *Keepers of the Kingdom* may be new to you. For a list of helpful articles on the topics covered in this VBS program, please visit AnswersVBS.com/keeperfaq.

Terms to Know

Throughout the VBS curriculum, various terms will be used. Here is a list of some of the most common terms to know.

Traveling Troupes: Groups of children (individual classes) named after people of the Middle Ages, such as Jesters, Bakers, or Troubadours.

Troupe Leaders: Group leaders who lead the traveling troupes from place to place during VBS. No teaching is required of this position.

Truth Talks in the Keep: Bible and apologetics lesson time in the most fortified part of the castle—the keep.

Royal Trainers: Teachers of the Truth Talks.

Kieran's Science and Crafts in the Courtyard: Rotation site where crafts are made and science experiments are explored.

Tessa's Treats in the Town: Indoor or outdoor location where snacks are served.

Griffin's Games on the Green: Indoor or outdoor site (outdoor is preferred) for recreation time.

Minerva's Missions, Music, and Memory Verses at the Manor: Rotation sites where kids can spend additional time learning songs, memory verses, and missions.

Veritas Verse: Daily memory verse. (*Veritas*, a good medieval word, means “truth is mighty and will prevail” and “true, trustworthy.”)

Animal Pals: Our friendly animal mascots that remind us of the main themes of each day.

Toddlers: 2–4-year-olds.

Pre-Primaries: 4–6-year-olds, or children ages 4 through those who have completed kindergarten.

Primaries: 6–9-year-olds, or children who have completed grades 1–3.

Juniors: 9–12-year-olds, or children who have completed grades 4–6.

For multi-age K–6 traveling troupes, we recommend using the material for the Primaries.

Top 20 Tips for Griffin's Games on the Green

1. Pray! Ephesians 6:18 reminds us to be praying at all times in the Spirit. This is your most important preparation. Give all concerns to the Lord and watch *him* do great things.
2. Decide which games you will play. Consider the age group and the amount of time you have scheduled. Two main game possibilities are given daily starting on page 15, geared primarily for Juniors and Primaries. There are also Toddler Games (page 7), Pre-Primary Games (page 10), and Super Simple Games (page 13). Additional game ideas that can work any day are given at the end of the *Game Guide*.
3. Keep in mind that younger kids like to do several simple games each period, as well as repeat favorite games played on prior days.
4. Before VBS, gather the game workers for a trial run. Play all the games to work out any trouble spots.
5. Invest in a megaphone for the game leader to use as a microphone.
6. Use bandanas, strips of material, jerseys, or wristbands to designate teams.
7. Use cones, rope, or tape to designate the playing area and start and finish lines. Use chalk if playing on pavement.
8. Change the size of the balls to make the activities easier for younger children (larger balls) or more challenging for older children (smaller balls).
9. Depending on the game, the amount of time you have, and the size and age of your group, consider setting up several games as stations and having kids rotate through them. This works especially well with large groups or young children who have short attention spans.
10. Teach children to always tag with two fingers on the shoulder.
11. Use water! Children love to get wet. Use water from buckets and get children wet with sponges, cups, or splash balls. (The football-style splash ball works great!)
 - » Note: Limit the wetness to a reasonable amount—don't get the kids dripping wet.
12. Make sure everyone who is physically able participates and no one feels left out. At the same time, be sensitive to those with disabilities who are unable to play, and model through your words and actions how you value and care about each person.
13. Announce the name and object of the game with excitement and energy. The kids will pick up on how you feel about it.
 - » Example: Hey, kids! We're going to play an awesome game today called _____. The object of the game is _____.
14. Keep instructions short and simple. Expect children to be quiet and respectful when instructions are being given.
15. Do a quick tie-in of the day's Bible content using the teaching tie-in suggestions. Games are great, but games with a point are better! Make sure to have a Bible so you can read any verses mentioned in the teaching tie-ins.
16. Form teams quickly and in fun ways. Once in teams, pump them up by asking questions:
 - » Who thinks their team is going to win today?
 - » Who thinks the Knights will win?
 - » Who thinks the Jesters will win?
17. Have a countdown to get started.
 - » Example: Everyone ready? 5, 4, 3, 2, 1, GO!
18. Keep children moving as much as possible.
19. Keep everyone hydrated.
20. Have a backup plan in case of bad weather.

Toddler Games

Consider having an outdoor playtime if you have a good space for it. It's nice to break up the day and have a new location to explore. The outdoor location should be enclosed so no one wanders off. If you don't have a safe area, use tarped hay bales or snow fencing to create one. Ask church families to bring in plastic slides, big wheel riding toys, and other age-appropriate outdoor equipment. Make sure they're labeled so they can easily be returned after VBS.

You may also want to consider having wading pools with a small amount of water for outdoor playtime. (Supervise

carefully.) Make sure parents are notified ahead of time to bring swim floats, a swimsuit, a towel, and extra clothes for their child. Ask if it's okay to put sunscreen on their child and apply it at least 10 minutes before going outside. If possible, place the pools in a shady area.

For game time, use the following suggestions or other options from the *Game Guide*. Some of the Pre-Primary games can work for Toddlers. Also, it's fun to repeat favorites throughout the week.

If you have kids with disabilities, be sensitive and adapt so they can participate as much as possible.

Thematic Game Ideas

Day 1

Knights' Ride

Ahead of time, gather a half pool noodle for each child and one blue sheet or plastic tablecloth for everyone to use. Check online for fun ways to make pool noodles into horses if you want to jazz them up.

Give each child the half pool noodle to ride as a horse. Have the kids follow a leader, riding around the play area. The blue sheet or tablecloth acts as a moat for kids to jump over as they ride. At some point, the leader should stop and say, "Oh no! This is the bad kingdom. Quick, ride back to the good kingdom!" Then have kids ride in the opposite direction. Finally, have children sit down to let their "horses" rest while you share the teaching tie-in.

TEACHING TIE-IN

There are two kingdoms. Who's the ruler of the good kingdom? Take responses. God rules over the good kingdom. God is perfect and true. Who rules the bad kingdom? Take responses. Satan is the ruler. He's bad and he lies. Let's be part of God's good kingdom!

Bible Quest

Ahead of time, gather some Bibles. Keep in mind the toddlers will be holding and hugging whichever Bibles you choose to use.

Stack some Bibles at one end of the play area, and have the children line up on the opposite end. Each child will have a turn running to the stack, picking up a Bible, and running back to start while hugging the Bible. If you have

older kids who are more coordinated, they can ride a half pool noodle "horse" to pick up a Bible and bring it back. After each child has had a chance to run at least once, share the teaching tie-in.

TEACHING TIE-IN

The Bible's a very special book because it's God's Word. It tells us the truth about God and his good kingdom. And best of all, the Bible tells us how we can be part of God's kingdom!

Day 2

Belt of Truth Relay

Ahead of time, gather one belt for every two children. Optional: Blow up at least one balloon for each child.

Gather the children at one end of the play area and share the teaching tie-in. Then have two kids each hold an end of a belt and run together to the other end of the area and back. If using balloons, have each child running with the belt pick up a balloon at the other end to bring back with them.

TEACHING TIE-IN

This game uses regular belts. Show a belt from the game and put it on. These belts can help us remember the belt in God's armor. What's that belt called? The belt of __ (truth)? We should fasten on the belt of truth. It helps us remember that the Bible's true and that we should always tell the truth.

Decide Your Side

Ahead of time, place a long piece of tape on the floor. Attach the **Good and Bad Kingdom Posters** (from the Teaching Posters) to the wall or to two chairs on either side of the tape.

Have the kids stand on the tape. Call out “good side” or “bad side” and “good kingdom” or “bad kingdom” while kids jump off the tape to the correct side. Add in other words like “God’s kingdom” or “the enemy’s kingdom”; “the loving kingdom” or “the mean kingdom.” Play several times, then share the teaching tie-in while the kids sit down and rest.

TEACHING TIE-IN

We’ve learned that there are two kingdoms, a good one and a bad one. But in real life, you can’t go back and forth like you did in the game. Every person must choose which kingdom they want to be a part of. You must decide your side. Let’s choose the good side—God’s side!

Day 3

Dragon’s Treasure

Using a small ball, play this game somewhat like Red Light, Green Light. Choose a leader to be the dragon and stand at one end of the play space. Have the children line up at the opposite end. Explain that the ball is the dragon’s treasure, then place it near the dragon. Whenever the dragon turns away from the kids, they will all sneak toward the treasure. When the dragon turns back, all the kids must freeze in place. If anyone moves, the dragon may tell them to return to the start. The first child to grab the treasure must run back to the start while the dragon chases him. When finished playing, share the teaching tie-in.

TEACHING TIE-IN

Some stories say that dragons love treasure like gold and jewels. But what’s our greatest treasure? Hold up a Bible. God’s Word, the Bible, is our greatest treasure. It tells us how to do right in God’s sight.

Don’t Wake the Dragon

Use a small object that can be easily hidden. Have students sit in a semicircle on the floor. Place a chair at the open end of the circle facing away from the kids. Put the small object under the chair. Choose a leader or child to be the dragon. Have the dragon sit on the chair (facing away from the kids) with his eyes closed. Silently choose a child in the circle to quietly pick up the treasure, then go back and sit down, placing it behind him. Have the dragon turn around. Give him three guesses to find the one who took the treasure. If he guesses correctly, that

child becomes the dragon. If he guesses incorrectly, the teacher chooses the next dragon. Play several rounds, then share the teaching tie-in.

TEACHING TIE-IN

We were playing with the dragon’s treasure, weren’t we? Did you know that God’s truth is like a treasure? Where can we find God’s truth? Hold up a Bible. We can find wonderful truth about God whenever we read the Bible.

Day 4

Shield of Faith Defenders

Ahead of time, gather stiff paper plates, one for each child. Use duct tape to make simple handles on the back of each plate. (If the kids did the Faith Shield craft, you may use those shields.) Make a line of tape or cones across the middle of the play area. Place a large amount of sponge balls, ping-pong balls, or crumpled paper balls on either side of the tape.

Share the teaching tie-in. Divide the children into two teams and have them line up on either side of the tape. Pass out one shield/plate to each child. Show them how to put their hand through the tape handle and hold the shield up in front of them. When you say go, the children on both sides will toss the balls at the other team, using their shields to defend themselves. Leaders can help toss the balls and encourage kids to hold up their shields.

TEACHING TIE-IN

Sometimes the enemy’s lies and bad ideas will come at us like arrows. Hold up a Bible. But if we know and obey God’s Word by faith, God will help us to turn from those sins and he will protect us like a shield. Let’s pretend the balls are sins like lies. We’ll use our shields to keep them away.

Put Your Helmet On!

This game of tag requires space to run. Share the teaching tie-in, then play the game. Have the children stand in a circle in the middle of the play area. Choose one or two leaders to be It. Show the children how to put their helmets on by placing their hands on their heads. When you say go, they must keep their helmets on as they run. If they put their hands down, that means their helmet fell off, and they can be tagged. (You may need to remind the kids to put their helmets on during the game.) When a child is tagged, he must show It that his helmet is back on by putting his hands on his head before he may run again.

TEACHING TIE-IN

Which part of the armor of God is worn on the head? Take responses. The helmet of salvation helps us

remember that Jesus saves us from our sin and doesn't want us to sin anymore. We must keep our helmet on so we can win against sin and obey God.

Day 5

Bible Treasure Hunt

Ahead of time, print, laminate (if possible), cut out, and hide the [Bible Cutouts](#) around the room, and bring a timer.

Share the teaching tie-in, then set the timer and see if the kids can find all the cutouts before time runs out.

TEACHING TIE-IN

The Bible's like a treasure because it tells us the truth about God. It's also part of the armor of God. What

part is it? *Take responses.* It's the sword of the Spirit. The more we know about the Bible, the more we can share God's truth and hope with others.

Knights' Training Course

Ahead of time, set up a course using obstacles such as walking across a board (a moat), riding a hoppity ball (a horse), throwing a pool noodle (a javelin), and knocking down play bricks or boxes (a castle wall) with a pool noodle.

Have the kids take turns going through the course, then share the teaching tie-in.

TEACHING TIE-IN

Knights had to practice to get ready for battles and learn to use their armor. We need to practice using the armor of God by reading the Bible and obeying it!

Pre-Primary Games

Each day, three options are listed for Pre-Primary Games. Some are the same as Toddler Games; some are different. Because the children's attention spans are short, it's good to have several quick games like these. Use one at a time, or if you have at least three leaders and twelve kids, it works well to set up three daily stations using the three options. Have the kids rotate in small groups from one option to the next, spending approximately a third of their time at each. You can also substitute other games in this guide in place of any of these options or repeat favorite ones. Some of these can also be used with older kids.

Keep in mind that there may be children with disabilities. Be sensitive and adapt the games so they can participate in some way if at all possible.

Day 1

Option 1: Cross the Moat

Ahead of time, gather a blue plastic tablecloth or sheet, a piece of poster board that will be the "drawbridge," and (optional) a squirt gun. Put down the tablecloth or sheet with the poster board on top.

Share the teaching tie-in, then play. The kids will pretend they are crossing the moat (the sheet or tablecloth on the ground) to get to the good castle in God's kingdom. Have them cross the moat in different ways: jump over it, run around the ends of it, hop over it, or walk over it on a "drawbridge." Optional: Have a leader with a squirt gun in the moat where he can squirt the kids as they cross.

TEACHING TIE-IN

A moat is a big ditch filled with water that goes all the way around a castle. Why would a castle need a moat? *Take responses.* The moat helped protect the castle. This week, we're going to learn about ways we can protect ourselves from the enemy and say no to sin.

Option 2: Knights' Ride

Ahead of time, gather a half pool noodle for each child and one blue sheet or plastic tablecloth for everyone to use. Check online for fun ways to make pool noodles into horses if you want to jazz them up.

Give each child the half pool noodle to ride as a horse. Have the kids follow a leader, riding around the play area. The blue sheet or tablecloth acts as a moat for kids to jump over as they ride. At some point, the leader should stop and say, "Oh no! This is the bad kingdom. Quick,

ride back to the good kingdom!" Then have kids ride in the opposite direction. Finally, have children sit down to let their "horses" rest while you share the teaching tie-in.

TEACHING TIE-IN

There are two kingdoms. Who's the ruler of the good kingdom? *Take responses.* God rules over the good kingdom. God is perfect and true. Who rules the bad kingdom? *Take responses.* Satan is the ruler. He is evil and a liar. Let's be part of God's good kingdom!

Option 3: Castle Guards

Ahead of time, divide the play area into three parallel spaces using masking tape or cones. One end will be the woods. The middle area is the moat where the castle guards (leaders) move around. The third section is the castle.

Explain that players must begin in the woods and cross the moat to the castle without being caught (tagged) by a guard. If someone is tagged, he must go back to the woods and begin again. Play for a set amount of time, then count how many made it safely to the castle, and share the teaching tie-in.

TEACHING TIE-IN

The moat made it harder for enemies to get into the castle and easier for guards to catch the enemies. When we read the Bible and learn to obey God, we will have his strength to stay away from the enemy, which will make it harder for the enemy to "catch us" and tempt us to sin.

Day 2

Option 1: Belt of Truth Relay

Ahead of time, gather one belt for every two children and (optional) one balloon per child.

Gather the children at one end of the play area and share the teaching tie-in. Then have the kids line up in two teams. Attach a belt around the upper arms of two kids. They must run side-by-side to the other end of the area and back. Optional: Blow up at least one balloon for each child. Have each child pick up a balloon at the other end to bring back with them. When finished, share the teaching tie-in.

TEACHING TIE-IN

This game uses regular belts. Show a belt from the game and put it on. This belt can help us remember the belt in

God's armor. What's that belt called? The belt of what?

Take responses. The belt of truth helps us remember that the Bible's true and that we should always tell the truth.

Option 2: Dragon Dash

A leader acts as the dragon. At first the dragon is sleeping. The kids run around and get as near to the dragon as they dare! Then the dragon wakes up and chases the kids around. Optional: Give the dragon a small object to be his treasure. Have him hold the treasure while he sleeps or set the treasure down while he turns his back. The kids will try to sneak up and grab the treasure. You may also give the dragon a squirt gun to squirt anyone who comes too close. When finished playing, share the teaching tie-in.

TEACHING TIE-IN

Some stories say that dragons love treasure like gold and jewels. But what's our greatest treasure? *Hold up a Bible.* God's Word, the Bible, is our greatest treasure. It tells us how to do right in God's sight.

Option 3: Decide Your Side

Ahead of time, place a long piece of tape on the floor. Attach the *Good and Bad Kingdom Posters* (from the Teacher Illustration posters) to the wall or on two chairs on either side of the tape.

Have students stand on the tape. Call out "good side" or "bad side" and "good kingdom" or "bad kingdom" while kids jump off the tape to the correct side. Tell them to jump back onto the tape when you say, "Decide your side!" Play several times, using opposites that describe each kingdom, such as truth/lies; God/Satan; light/darkness. When finished playing, share the teaching tie-in.

TEACHING TIE-IN

We've learned that there are two kingdoms, a good one and a bad one. But in real life, you can't go back and forth between the two like you did in the game. Every person must choose which kingdom they want to be a part of. You must decide your side. Let's choose the good side—God's side!

Day 3

Option 1: Don't Wake the Dragon

Use a small object that can be easily hidden, and have players sit in a semicircle on the floor. Place a chair at the open end of the circle facing away from the kids. Put the small object under the chair. Choose a leader or child to be the dragon. Have the dragon sit in the chair (facing away from the kids) with his eyes closed. Silently choose a child in the circle to quietly pick up the treasure, then go back and sit down, placing it behind him. Have the dragon turn around. Give him three guesses to point out the one who took the treasure. If he guesses correctly, that child becomes the dragon. If he guesses incorrectly, the teacher chooses the next dragon. When finished playing, share the teaching tie-in.

TEACHING TIE-IN

We kept hiding the dragon's treasure, didn't we? He had to keep trying to find it! Did you know that God's truth is like hidden treasure? But where can we find God's truth? *Hold up a Bible.* We can find wonderful truth about God whenever we read the Bible.

Option 2: Charge

Ahead of time, gather half a pool noodle and a cone for each team. Set the cones up a distance from the start line.

Share the teaching tie-in, then divide the group into teams, with each having half a pool noodle to ride like a horse. When you say, "Charge!" the first children in line will mount their horses and race to the opposite side of the area, around the cone, then back to their line to pass their horses to the next teammate. The first team to finish wins.

TEACHING TIE-IN

In the days of castles and kings, the knights were like soldiers who charged into battle on their horses. They fought for what they thought was right. How do we know what's right? *Take responses.* God's Word tells us what's right and true. And God has given us his special armor so we can do right in his sight. Let's play "Charge!" to remind us of that.

Option 3: Dragon Egg Hunt

Ahead of time, hide plastic Easter eggs or filled water balloons around the play area. Place a box or laundry basket (the nest) in the center of the area.

Share the teaching tie-in, then have students race the clock to find as many "dragon eggs" (plastic eggs or balloons) as they can within the allotted time. They must bring them one at a time to the nest before searching for another. Optional: Hide bonus "hatched" dragons (toy dragons/lizards). When time is up, count the eggs. Optional: Assign bonus points for each "hatched" dragon if you want to keep score.

TEACHING TIE-IN

Dragons are cool creatures! There are stories about them all over the world. Many of the descriptions of these dragons sound a lot like the animals we call "dinosaurs." The Bible says God created these animals on day six of creation week. That's the same day he created the first two people. That means dragons (dinosaurs) would have lived at the same time as people! Let's have fun playing a game to find pretend dragon eggs!

Day 4

Option 1: Put Your Helmet On!

This game of tag requires space to run. Share the teaching tie-in, then play the game. Have the children stand in a circle in the middle of the play area. Choose one or two leaders to be It. Show the children how to put their helmets on by placing their hands on either side of their heads. When you say go, they must keep their helmets

on as they run. If they put their hands down, that means their helmet fell off, and they can be tagged. When a child is tagged, he must show that his helmet is back on by putting his hands by his head before he may run again.

TEACHING TIE-IN

Which part of the armor of God goes on our heads? *Take responses.* The helmet of salvation helps us remember that Jesus saves us from our sin and doesn't want us to sin anymore. We must keep our helmet on so we can say no to sin when the enemy tries to get us to do something wrong.

Option 2: Shield of Faith Defenders

Ahead of time, gather stiff paper plates, one for each child. Use duct tape to make simple handles on the back of each plate. (If the kids did the Shield of Faith craft, you may use those shields.) Place a line of tape or cones across the middle of the play area. Use sponge balls, ping-pong balls, or wadded up paper balls, and place half of them on either side of the tape.

Share the teaching tie-in. Divide the children into two teams and have them line up on either side of the tape. Pass out one shield/plate to each child. Show them how to put their hand through the tape handle and hold the shield up in front of them. When you say go, the children will toss the balls at the other team, using their shields to defend themselves. Leaders can help toss the balls. Play one or two rounds of a few minutes each.

TEACHING TIE-IN

Sometimes the enemy's lies and bad ideas will come at us like arrows. Hold up a Bible. But if we know and obey God's Word by faith, God will help us to turn from those sins and he will protect us like a shield. Let's pretend the balls are sins like lies. We'll use our shields to keep them away.

Option 3: King Solomon, May I?

This is played like Mother, May I? King Solomon stands at one end of the play area, and the children line up at the opposite end of the playing area. They take turns asking King Solomon questions, such as: "King Solomon, may I take three giant steps?" King Solomon either answers, "Yes, you may" or "No, you may not, but you may _____ instead." He then suggests something else they can do. The first child to make it to King Solomon wins. Suggested actions: giant steps, baby steps, backward steps, twirls, hops, skips, horse gallops. When finished playing, share the teaching tie-in.

TEACHING TIE-IN

King Solomon was very wise. God gave him wisdom to understand so many things! But Solomon made bad choices and disobeyed God. What parts of God's armor will help us be on guard and make good

choices? *Take responses.* The shield and helmet will help us say no to sin so we can obey God.

Day 5

Option 1: Knights' Training Course

Ahead of time, set up a course using obstacles such as walking across a board (a moat), riding a hoppity ball (a horse), throwing a pool noodle (a javelin), and knocking down play bricks or boxes (a castle wall) with a pool noodle.

Have the kids take turns going through the course, then share the teaching tie-in. For a large group, build two or more courses for groups to race through.

TEACHING TIE-IN

Knights had to practice to get ready for battles and learn to use their armor. We need to practice using the armor of God by reading the Bible and obeying it!

Option 2: Bible Treasure Hunt

Ahead of time, print, cut out, and hide the Bible Cutouts around the room and gather a timer.

Share the teaching tie-in, then set a timer and have the kids search for the cutout pictures. They should bring them to you and see if they can find them all before time runs out.

TEACHING TIE-IN

The Bible's like a treasure because it tells us the truth about God. It's also part of the armor of God called the sword of the what? Spirit. And the more we know about the Bible, the more we can share God's truth with others.

Option 3: Catch the Dragon's Tail

Ahead of time, gather dark socks.

Give the leaders (the dragons) a dark sock to tuck inside their back pocket, letting some of it hang out like a tail. When you say go, the kids will chase the dragons around and try to catch their tails by pulling the socks out of their pockets. Dragons may run after the kids just for fun once their tail has been taken. The game ends when all the dragons have lost their tails. Optional: Have a basket nearby to place the socks in. Allow dragons to try to snatch a new tail from the basket. When finished playing, share the teaching tie-in.

TEACHING TIE-IN

Most people think that dragons are only make-believe. But there are stories and pictures of dragons from people all over the world who lived a long time ago. Since these pictures and stories tell a lot of the same things, it seems that there must have been real dragons that these people saw. And you know what? These dragons sound a lot like dinosaurs!

Super Simple Games

Each day, two super simple game ideas are suggested—one outdoor and one indoor. Depending on your space, however, some of the outdoor games may be able to be

played indoors and vice versa. Check them out and adapt for your area. These require few supplies and prep.

Simple Indoor Games

Day 1: At the Castle

Have players form a circle with chairs, with one chair fewer than the whole group. Choose one player to stand in the middle (without a chair) as the caller. The caller shouts out the phrase, “At the castle, everyone _____ moves.” Fill in the blank with a feature, such as “wearing red” or “with brown hair” or “who likes pizza.” Everyone with that feature must get up and find a new seat as quickly as possible while the caller also tries to get a seat. The player left without a chair becomes the new caller.

Day 2: Dragon Egg

Ahead of time, gather a plastic Easter egg.

This is played like Hot Potato, using the Easter egg instead of a potato. Sit in a circle and pass the egg around. With younger kids, pass it in order. With older kids, throw it across the circle or pass around randomly. You can play with music (when the music is turned off, the person with the dragon egg is out) or without music (a leader with his back turned shouts, “Hot!” at which time the person holding the egg is out). Play as an elimination game with older children.

Day 3: Juggling 101

Ahead of time, gather plastic grocery bags (2 per child) and cut the handles off. An option is to have 2 small balls per child as well.

Juggling was a very popular form of entertainment during medieval times. It means “to keep several objects in motion

in the air at the same time.” Most jugglers agree that to juggle you must keep at least two objects moving. Give each child two plastic grocery bags to work with. Have them place one bag on the floor, then grab the center of the other bag with their thumb and index finger. To toss the bag, lift that arm up high and extend fingers to the ceiling like a high five. The bag should then be caught by grabbing straight down, like a lion’s claw. Have them practice for a bit with one bag. Next, try these variations: throwing it and clapping in between each catch, throwing and catching with one hand, and catching the bag on their shoulder, knee, foot, elbow, or back. Finally, have them try to juggle both bags, tossing the second bag when the first bag is at the top of its arc. (If desired, try using 2 small balls per person.)

Day 4: Games of the Times

Try your hand at indoor games that were popular during the Middle Ages, such as chess, checkers, backgammon, and marbles.

Day 5: Bible Books Line-up

Ahead of time, write the names of the books of the Bible on separate index cards (or just Old Testament, or just New Testament), and gather some Bibles.

Divide into teams and give each team one set of cards and a Bible. See which team can get the cards in order the fastest using the table of contents in the Bible. Repeat as time and interest allow.

Simple Outdoor Games

Day 1: Cannonballs

Ahead of time, gather “cannonballs,” which can be wet or dry foam balls, tennis balls, or beanbags, one for every two players.

Divide the group into pairs. Form two long lines, with each pair standing across from each other. Each pair takes turns tossing the “cannonball” back and forth. Each time the ball is caught, the pair takes a step back and throws it again. When a pair misses, they sit down. See who can get the farthest away from each other. The last team tossing wins.

Day 2: Belt of Truth Relay

Ahead of time, set up a start line and a finish line using tape or cones. Place a large belt for each team at the start line.

Divide the class into teams. (If there’s a different amount of kids on different teams, have one or more kids go twice to even it out.) Have half of each team line up at the start line and half at the finish line. At the go signal, the first kids in line put on the belts and run to the finish line. They take the belts off and go to the back of those lines. The first kids at the finish line put on the belts and run back to the start line. The first team to get everyone back to their original positions is the winner.

Day 3: Soccer

Soccer was a popular game during the Middle Ages. The main goal was to carry a ball across a goal line, with rules that were sort of a cross between football and modern-day soccer. Soldiers even missed archery practice sometimes

because of their love for the game. Try your hand (or foot) at a game today.

Day 4: Blind Man’s Bluff

Ahead of time, gather a blindfold (eye mask, scarf, or bandana).

This game is best played in a large space free of obstacles. Choose a child to be the blind man and blindfold him. Have the blind man stand in the middle of the playing area and count to 40 (or 30 for a small area). While he’s counting, the other children walk away. When the blind man reaches 40, the children must freeze in their spot for the remainder of that round. The blind man will walk around the area, calling out “Blind man’s,” and the children must answer, “Bluff!” Children can try to move out of the blind man’s way (duck down or sway to the side), but they can’t move their feet. The first child to be found and tagged becomes the new blind man, and the game starts over.

Day 5: Tug-O-War

Ahead of time, put down a blue plastic tablecloth or piece of material for the moat. Gather a long rope for tugging and a squirt gun.

Divide the group into two teams, with half on each side of the moat. On the go signal, everyone starts pulling the rope. The first team to get pulled over the moat loses and gets squirted with water. Remind them that there’s a war going on between the two kingdoms. Try several rounds with variations, such as everyone using just one arm to pull, everyone seated, or everyone facing backward.

DAY 1

Capture the Flag

Supplies

- ❑ 2 flags—see Tip Corner
- ❑ Bandanas, jerseys, or wristbands to denote teams
- ❑ Whistle
- ❑ Cones, tape, or rope to mark boundary lines—see Tip Corner

Prep

Set up the field using four large cones to create a large rectangular play space. Use cones, rope, or tape to construct a center line. Place one flag at the back middle of each team's side. Create a safety zone around each flag using cones or tape. Create a jail on each side by placing cones or other boundary materials in a square at the back corner.

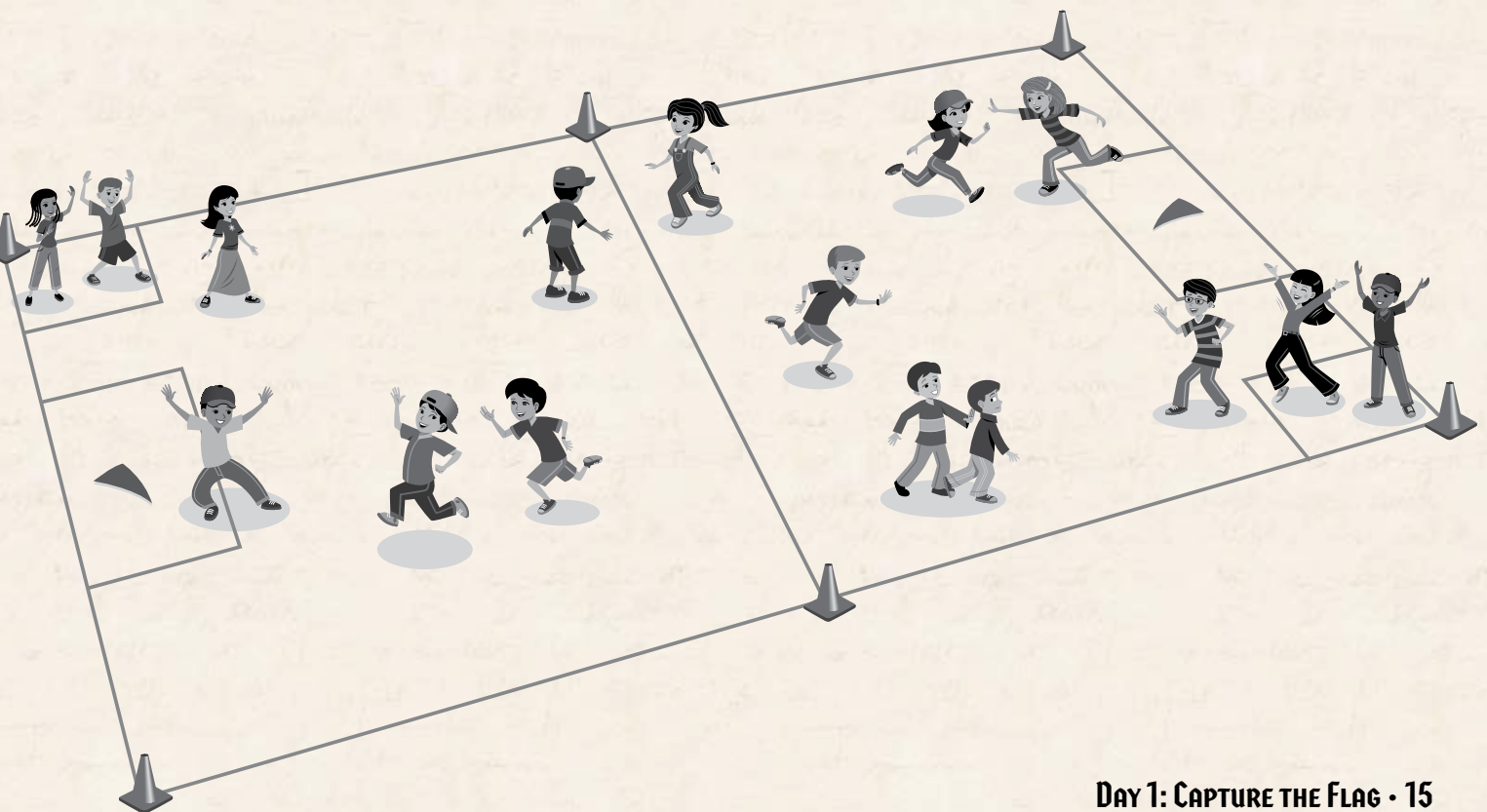
Teaching Tie-in

Today we're playing Capture the Flag, a strategy game in which you try to capture your enemy's flag and get back to your side before the enemy catches you. This game is a fun battle between the two sides, but it's also a reminder that there really is a battle going on

between two kingdoms—the good kingdom and the bad kingdom. The Bible uses the word *kingdom* 116 times in the first four New Testament books alone, which shows that God is serious about our needing to be ready and alert for the spiritual battle? Take answers (read your Bible, pray, go to church to learn about God, etc.), then remind them to be ready and alert as they play Capture the Flag.

Class Time Directions

1. Divide the children into two teams. Have one team wear bandanas, jerseys, or wristbands. Each team will have its own territory (side) with a flag. The object of the game is to capture the other team's flag while protecting your own flag. Give the children time to make strategies and to assign jobs. Some children may be in charge of guarding the flag. Some children will be runners who will try to get the other team's flag. Some children may guard their jail or rescue prisoners.



2. Play begins with a whistle. Players entering enemy territory can be captured (tagged on the shoulder with two fingers). If tagged, the captured child will go to the opposing team's jail. Prisoners can be released by being tagged by a teammate. The released prisoner and the tagger receive a free walk back to their territory. They must walk together with their arms up.
3. The children guarding the flag may not enter the safety zone that surrounds their flag.
4. A team wins the game by capturing the other team's flag and bringing it to their territory. If the child is tagged while running back, they go to jail and the flag is returned to its spot. If a game ends before the flag is captured, the winning team is the team with the most prisoners.

Tip Corner

- The flags can be a brightly colored piece of material that's a foot or so across. Bandanas or scrap fabric work too.
- The boundaries can be made from any combination of cones, rope, tape, or paint. If you have a woody, larger area, the boundaries can be based on the lay of the land.
- If it's hot, have at least one leader stationed near the center line on each side of the playing field. They will squirt intruders as they cross the line into enemy territory.

Day 1 Overview

The Two Kingdoms

Lesson Focus		Bible Passage	
We are in a battle between two kingdoms.		Creator King and Prince of Darkness John 18:37–38; Ephesians 6:10–14	
Memory Verse	Animal Pal	Cool Contest	
Ephesians 6:10–11	Winifred the Warhorse	Guess the Cannonballs	
Science and Crafts	Treats	Games	
Experiments: What's Up? / Light and Dark Crafts: Castle Catapult / Kingdom Crown / Juggling Balls	Kingdom Cookies Be Strong Barbells	Capture the Flag Jumping Jesters	

DAY 1

Jumping Jesters

Supplies

- ❑ Jump ropes—see Tip Corner
- ❑ Cones, tape, or chalk to mark line for Rope Relays
- ❑ Cups with equal amounts of water for Jump & Splash

Prep

Set up a “jumping” area on a hard, flat surface, such as a parking lot or gym floor.

Teaching Tie-in

Today we’re going to play some jump rope games. No one knows exactly when and where people started to use jump ropes for fun, but there are pictures of European children jumping rope during the Middle Ages.

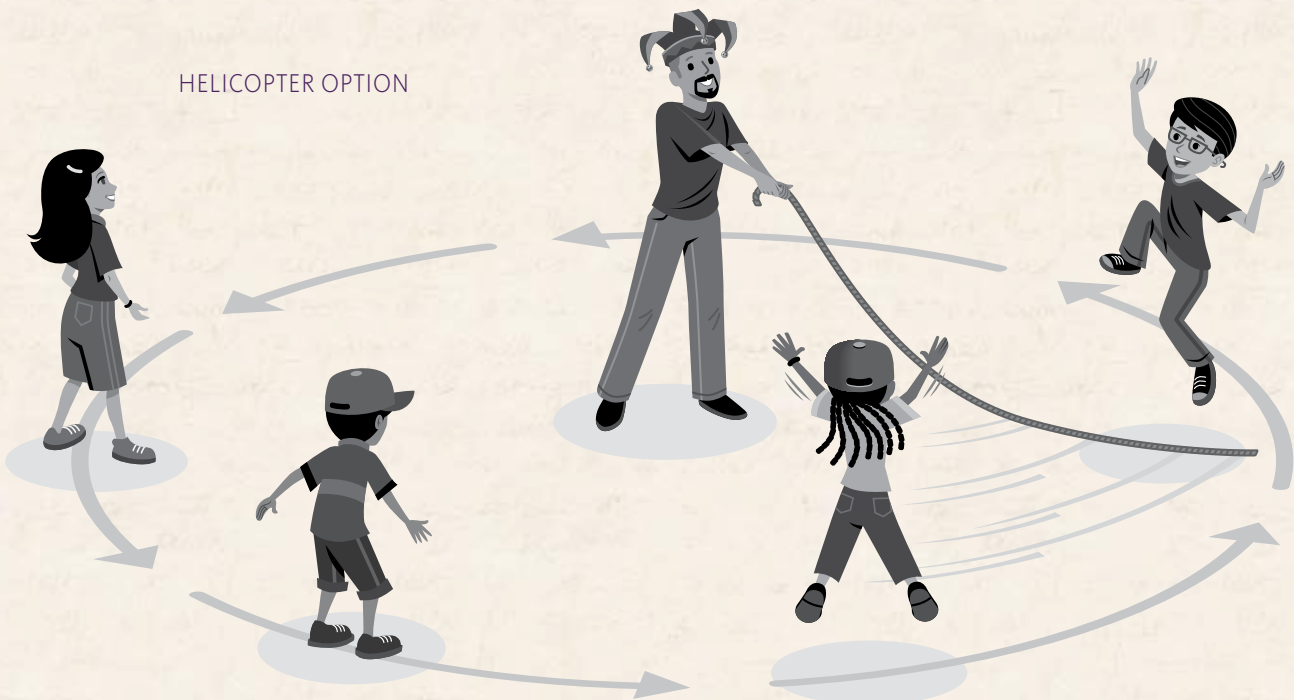
Jumping rope takes strength and coordination. As we play these games, let’s remember that God has given his children armor to help them stand strong against the enemy.

Class Time Directions

You may divide the class into smaller groups after explaining the chosen game or keep everyone together. Try one or more of the following games:

1. **Rope Relays:** Gather several individual jump ropes (6–8 feet long). Mark start and finish lines using cones, tape, or chalk. Divide the class into equal teams. Place jump ropes at the finish line. When you say go, the first children in line will run to the ropes, complete three jumps, leave the rope, and run back to tag the next teammate in line. First team to finish wins. Play again, changing the number of jumps or adding a variation such as jumping on one leg, with high knees, or crisscrossing feet. For a challenging version, give a jump rope to the first kids in line and have them run while jumping rope to the finish line and back.
2. **Helicopter:** Give the leader a long rope (or two ropes tied together) and have the kids stand in a wide circle around him or in a semicircle in front of him. The leader carefully twirls the jump rope in a circle over his head (make sure kids are far enough

HELICOPTER OPTION



back so they don't get hit) and then onto the ground, either spinning or crossing the rope behind his back, while saying, "Helicopter, helicopter, over my head, I choose a color and the color is ___!" All players wearing the color that is named must jump into the circle and try to jump over the "helicopter blade" without it touching them, then step back outside the circle. The leader should call different colors or even multiple colors or try different calls, such as, "I choose a letter and the letter is ___!" Kids who have that letter in their first/last name must jump over the rope. Make sure the leader keeps the rope along the ground to reduce risk of injury. For a large class, have several leaders with ropes playing the game in smaller groups.

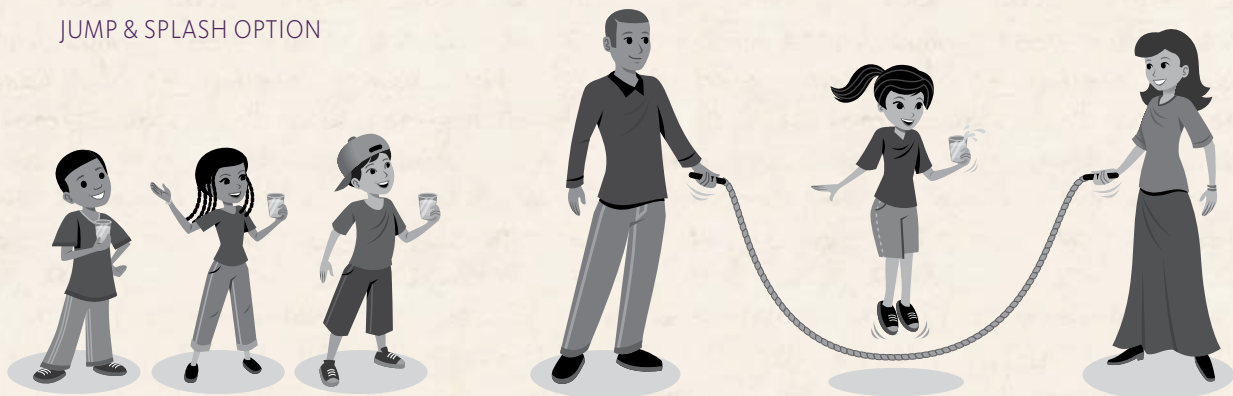
3. **Zero and Counting:** This game keeps everyone involved. Divide the class into groups and give each a double dutch rope. Two leaders (or kids) turn the rope. Each player runs through the rope on their first turn (zero), jumps once on their second turn (one), jumps twice on their third turn (two), and so on. If they miss a jump, they redo that number the next time through. Have players keep track of their own numbers as they jump. You may play up to a certain number of jumps or play for a set time.
4. **Follow the Leader:** Divide the class into groups of six to eight kids with two leaders (or kids) as rope turners. Give each group a double dutch rope. Have players form a line next to one of the rope turners. The first player enters the rope, jumps once, and exits on the diagonal, going around the opposite rope turner to form a new line. As the first jumper exits, the second jumper enters and jumps once. Continue with the jumpers entering, jumping, exiting, and rejoining the new line. See if they can get through the whole line without a missed jump. Change up the leader for the second round, which starts from the new line next to the other rope turner. Once the group can do one jump, have the leader try varying the number or style of jump when they enter the rope (complete two jumps in the center or jump on one foot). To keep things moving, have the new leader ready to enter right after the last jumper exits.

5. **Stack Up:** This game works well for larger groups. The longer the double dutch rope, the better. Two leaders turn the rope. One child starts jumping in the center, then another joins in. Keep adding jumpers until there is a missed jump or the jumping space is full. Play again, starting with the next child in line. See how many jumpers you can "stack up"! This game can be played with multiple groups competing to get the highest number of players jumping together or being the first to reach a certain number of jumpers.
6. **Jump & Splash:** Gather plastic cups and fill them up equally with water. Use one double dutch rope (minimum 14-foot long). Two leaders (or children) turn the rope, and one player jumps a specified number (e.g., three times) while holding a cup of water and trying to keep it from spilling. The winner is the player who has the most water left at the end of the round. This game is great to play outdoors on a hot day!

Tip Corner

- Remind kids to tie their shoelaces to avoid injury when jumping rope.
- Sizes for individual jump ropes range from 6 to 8 feet. The handles should reach about armpit height when kids are standing on the rope.
- Double dutch ropes are available in a variety of lengths ranging from 14 to 64 feet! A 14-foot rope can accommodate 1–3 jumpers while a 30-foot rope can accommodate up to 10. Choose your rope size based on the number of kids.
- All sizes of jump ropes are available in three main materials. Beaded jump ropes are the most durable and provide a rhythmic "clack" when they hit the ground, but they can hurt when kids miss a jump. Cloth ropes are lighter and softer so they are good for beginners and indoor use. Vinyl (speed) ropes are light and fast but may tangle.
- Test the ropes you have with the games you plan to play to make sure they are the appropriate length and material.

JUMP & SPLASH OPTION



DAY 2

Bucket Brigade

Supplies

- ❑ Kiddie pools, 1 per team
- ❑ Large plastic bins, 1 per team
- ❑ Large buckets, 1 per team—see Tip Corner
- ❑ Measuring tape or ruler
- ❑ Water hose or source—see Tip Corner
- ❑ Optional: extra cones, hoops, ropes, tarps, tables, etc.
- ❑ Cones, tape, or rope for a start line

Prep

Fill the large plastic bins with water. Mark a start line using tape or cones. Use cones for each team's place on the line and place a large bin of water next to it with a bucket. Place pools for each team across from the start line.

Teaching Tie-in

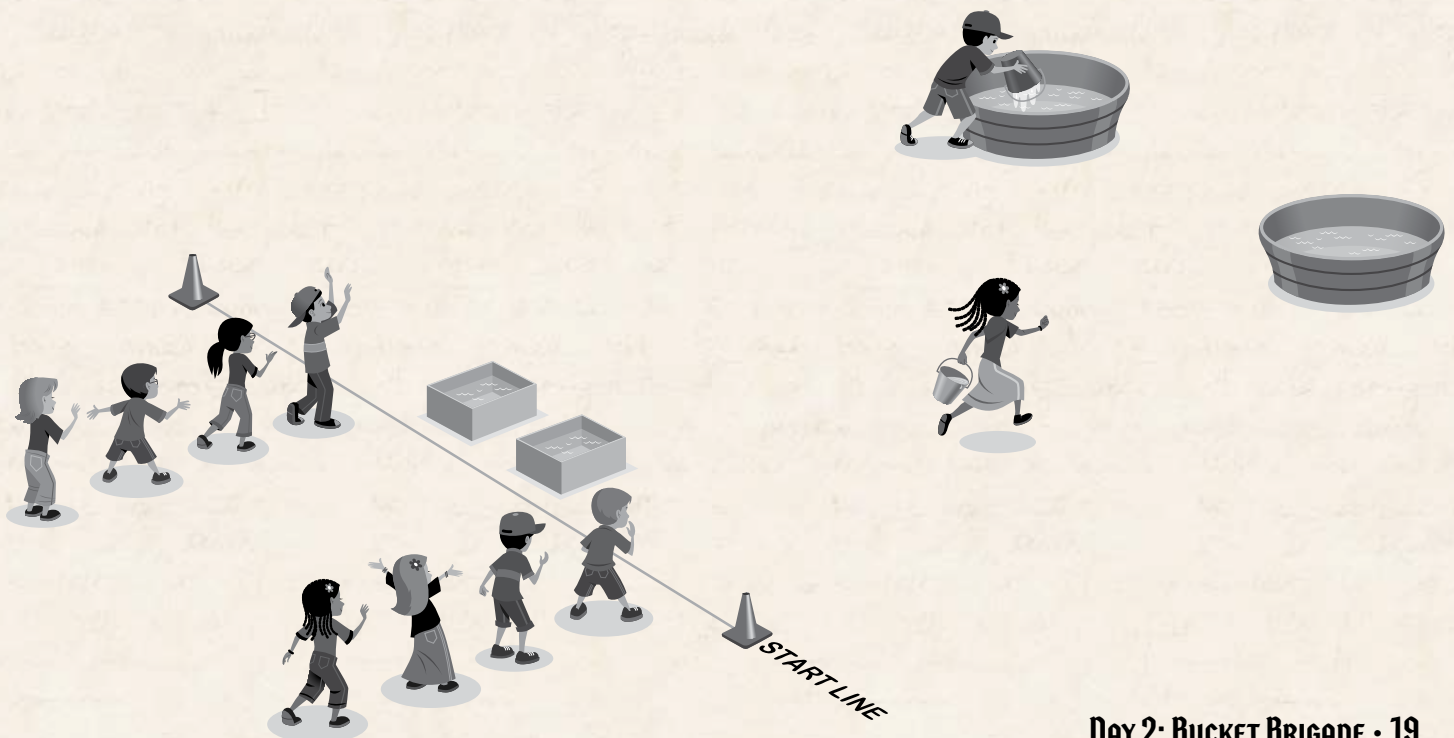
Today we're learning about standing strong in the truth. Where do we find the truth? *Take responses.* The Bible's where we find truth. It must be the foundation for what we believe and do.

A strong foundation and walls were important for castles in medieval times. What materials were used

for castle walls? *Take responses.* Stone walls were the best defense against attackers. But many castles had wooden gates and doors. Some even had outer walls made of wood. When enemies attacked, they'd try to burn the wood to get in. In our game today, your castles are burning, and each team is a "bucket brigade"! You're the knights who must put out the fires. It takes strength to carry buckets of water, so this relay tests your strength and speed. Let's see how you do!

Class Time Directions

1. Divide the children into teams and have them line up behind their cones. The first kids on each team will take a bucket, dip it into the bin of water to fill it, run to their team's pool, and dump the water from their bucket into it. Then they will run back to the start line and hand the bucket to the next teammate to refill and run to the pool.
2. Once each child has run once (or twice), stop the relay and measure the water in each team's pool with a measuring tape or ruler. The team with the most water wins because they put out their "fire."
3. Another option is to play for a set time and then measure the water.



4. Try these variations for an added challenge:
 - Have kids balance the buckets on their heads on their way to the pool.
 - Have kids run in pairs, holding the bucket between them to fill up their pools.
 - Set up obstacles between the start line and the pools so kids navigate around cones or rope, jump over a tarp “moat,” or duck under a table with their bucket of water.
 - Have teams line up between the start line and their pool and pass their bucket down the line. The child

who dumps the water into the pool will run to the start to refill the bucket and start the next pass down the line. Once everyone has had a turn dumping the water into the pool, their team should sit down. Measure the teams’ water and declare a winner.

Tip Corner

- You may want a hose or water source nearby, or extra bins of water, so you can refill the bins easily between groups.
- If you don’t have a water source, you may use cups of water instead of buckets in the relay.

DAY 2

Belt Bonanza

Supplies

- 4 hula hoops
- 1 flag or flag belt per student plus 4 extra flags/flag belts—see Tip Corner
- Cones, tape, or rope to mark boundary lines

Prep

Set up a large rectangular playing area using cones to mark boundary lines, or use basketball court lines if playing in a gym. Place one hula hoop in each of the four corners. Place one of the extra flags in each hoop.

Teaching Tie-in

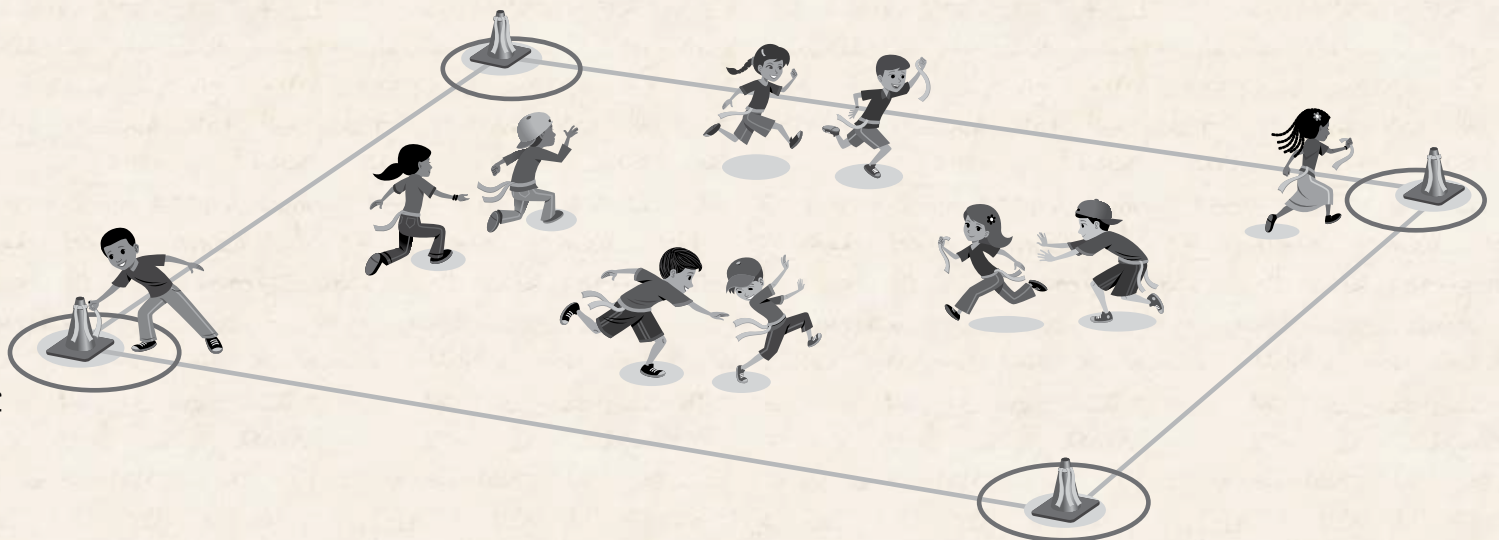
Today we're playing Belt Bonanza, a fast and fun tag game in which you have to put on our version of the belt of truth. Do you remember what the belt of truth stands for? *Take responses, then say:* When you put on the spiritual belt of truth, you're saying you have an unshakable trust in God's Word, and you're going to be known as a person who's truthful.

Class Time Directions

1. Give each player a flag/flag belt and direct them to spread out in the playing area. You may divide

children into teams based on belt color or have everyone play individually.

2. On the start signal, all players will move around the playing area and attempt to steal flags from other players and keep their flag from being taken. If using teams, they will only steal flags from the opposing team.
3. Players who steal a flag must run and place it in any hoop.
4. Players may not hold any part of their belts or flags to keep their flags from being taken.
5. Those who lose their flag must go to one of the hoops and take another flag. They must keep one foot in the hoop while tucking the flag in or putting the flag belt on, and other players may not attempt to take their flags during this process. If you have belts with more than one flag that pull off individually, players will remain active until all flags are taken and their belts are empty.
6. Once players have a new flag, they may re-enter the game.
7. When time is almost up, announce that players who lose their flag will come out of the game until one winner or winning team is left.



Tip Corner

- Flag belts, used for flag football, are available to purchase in various styles. Some have the flags attached to the belt so the entire belt comes off when a flag is pulled. Others have separate flags that attach to the belt with Velcro and come off individually when pulled. Either style works for this game.
- Instead of flag belts, use juggling scarves, bandanas, or long socks tucked in the children’s waistbands.

Bring a few extra regular belts or long scarves to make a “waistband” for kids who are wearing outfits without one.

- For an added challenge, have children who lose their belt/flag step outside the boundary and perform a quick exercise (5 jumping jacks, 10 toe touches, 10 spins) before replacing their belt/flag and re-entering the game.

Day 2 Overview

The Belt

Lesson Focus		Bible Passages	
Each child of the King needs to fasten on the belt of truth.		Savior King Genesis 1-3; Gospels; Ephesians 6:10-14	
Memory Verse	Animal Pal	Cool Contest	
Ephesians 6:14	Wily the Fox	Team Tournaments	
Science and Crafts	Treats	Games	
Experiments: Newton’s Cradle / Goin’ in Circles Crafts: Suncatcher Cross / Fox and Geese Board Game	King’s Cups Fox Faces	Bucket Brigade Belt Bonanza	

DAY 3

Dragon Dash

Supplies

- ❑ 2 kiddie pools
- ❑ 20–30 balls—see Tip Corner
- ❑ Bandanas, wristbands, or jerseys for half the kids
- ❑ Optional: 2 squirt guns
- ❑ 4 cones

Prep

Set up a rectangular playing field with the four cones. Place the two kiddie pools near each other in the center of the field. Scatter the balls around the field.

Teaching Tie-in

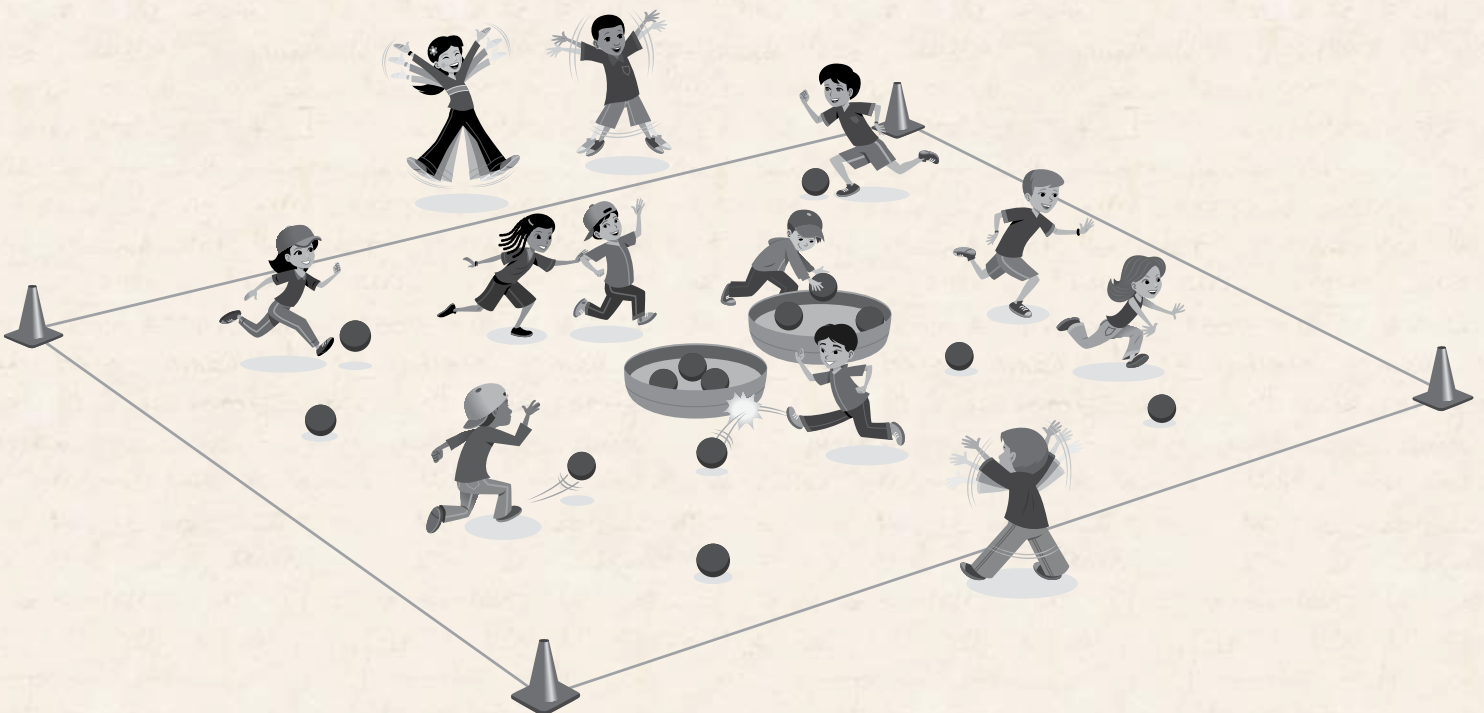
Today we're playing Dragon Dash, a game where you'll be collecting dragon eggs while trying to avoid being tagged by the other team's dragon. Dragons are fascinating creatures. There are legends about them in many cultures all over the world. There are pictures of dragons in the art and pottery of world cultures as well. These pictures and accounts are very similar, which indicates that these "legends" are based on real

encounters with real dragons and sea monsters. Many of the descriptions of these dragons match descriptions of the animals we call "dinosaurs" or dinosaur-like creatures.

From the Bible, we know that God created these animals on day five (sea creatures) and day six (land creatures). He created the first two people on day six of creation week, so it should come as no surprise that dragons (dinosaurs!) would have lived at the same time as man. When we start with God's Word, history makes sense!

Class Time Directions

1. Divide the class into two teams. Choose someone from each team to be their team's dragon. Assign one pool to each team. Have one team put on the wristbands or jerseys.
2. Explain that each team is trying to get the most dragon eggs (balls) into their nest (pool). To do so, they will kick them soccer-style around the field. When an egg hits their team's pool, a player from that team may pick it up and place it in the pool.



Players may not pick up a ball that hits the other team's pool or that does not touch their pool first.

3. In the meantime, all players need to watch out for the other team's dragon. If tagged by the dragon, they have to run to the sidelines and do 15 dragon-sized jumping jacks (big ones!) before returning to the playing field. They need to count out loud while doing them.
4. The winning team is the one with the most dragon eggs in their nest when no eggs remain on the field or when time is up.

Tip Corner

- Use gator skin balls or soccer balls. Gator skin balls are less likely to cause injury than soccer balls.
- Change dragons frequently using a whistle signal to stop play. Have everyone freeze while the switch is made.
- When someone is a dragon, he may want to wear something to distinguish himself, like a bandana.
- To add a water element, have the dragons "tag" using squirt guns. If a player is squirted, he is tagged and must go to the sideline and do jumping jacks before returning to the game.

DAY 3

Royal Games of Skill

Supplies

The following is a list of possible supplies. Read through the directions, then choose those you'd like to use. These directions assume you have two teams. Adjust accordingly.

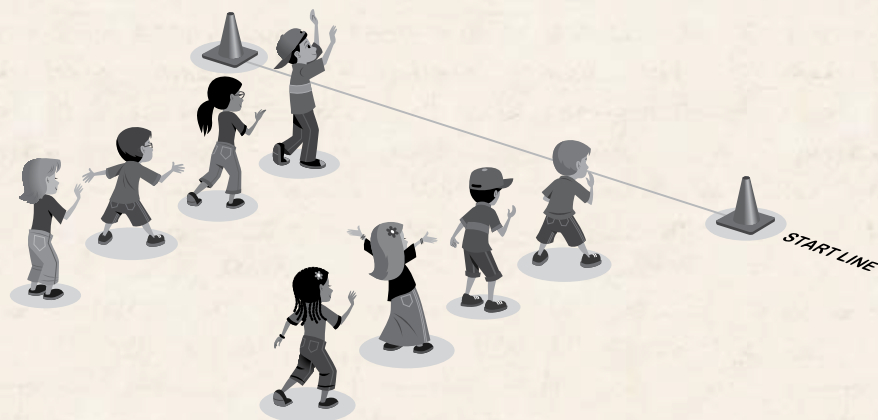
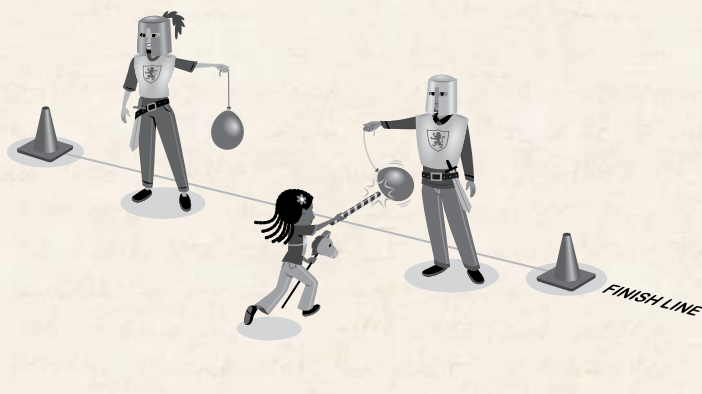
- 2 stick horses (or pool noodles)
- 2 helmets or breastplates (can be made from foil)
- 2 lances (half pool noodles that are duct taped like a striped barber pole)
- 2 balloons on a string, plus some extras
- 2 plastic horseshoes and plastic stakes
- 2 sponges or cups with tiny holes
- 2 large buckets
- 2 small buckets
- 2 rubber chickens
- Cones, tape, or rope for start and finish lines

Prep

Make a start line and a finish line approximately 20 to 30 feet away. Set up the relays based on which you choose to play. Directions for each are in the class time directions.

Teaching Tie-in

Today we're going to try some royal games of skill. The knights in medieval times had to practice hard and develop their skills, just like God wants us to put time and effort into developing our relationship with him. Would you have a strong relationship with someone if you never spent any time with that person? To be strong in a relationship with God, you need to put time and effort into it. Do you spend time with God reading his Word? Do you pray? Do you memorize scripture? Being his child means having a relationship with God, who loves you. Spend time with him each day!



JOUSTING OPTION

Class Time Directions

Divide the children into teams. Try any of the following relays:

1. **Jousting:** Place a helmet or breastplate, a horse, and a lance at each team's start line. At the finish line, a leader from each team will stand holding a balloon on a string as the jousting target. The first child from each team will put on his armor, mount his horse, and carry the lance. The child must ride to the finish line, strike the balloon with his lance, and ride back. He then lays his lance, armor, and horse at the start line for the next child, who repeats the procedure. The first team to finish wins.
2. **Horseshoes:** Place one plastic horseshoe at each team's start line. Place a plastic stake at the finish line for each team. On your command, one child from each team throws his horseshoe and runs down to retrieve it. Teams should continue taking turns tossing. Keep track of how many horseshoes made it on the stake, and play for an allotted time, such as five minutes. The team who gets the most horseshoes on their stake in the allotted time wins. If nobody has any on their stake, check who has the most near the stake.
3. **Fetch the Water from the Well:** Place a bucket of water and a sponge or cup with small holes in it at

each team's start line. Then place a smaller empty bucket at each finish line. One child at a time runs with the wet sponge or cup of water and empties it into the empty bucket. The team with the most water in the finish line bucket in the allotted time wins.

4. **Catch that Chicken:** Place one rubber chicken at each team's start line. Have half of each team line up at the start line and the other half at the finish line. The first child in the start line throws the chicken to the first child in the finish line, who immediately throws it back. After throwing, those children run to the back of the line, and their teammates will throw next. You may have a leader counting each catch aloud or have the children call out the number as they make each catch. The team with the most catches in the allotted time wins.

Tip Corner

- Encourage teens and adults to join in the relays (especially if you don't have lots of children playing).
- Be sure to have the same number of players on each team. If there is an extra player on one team, have someone on the other team go twice. This applies to any relay game.
- You may want to award points in horseshoes for teams that hit the stake or that land within one foot of it.

Day 3 Overview

The Breastplate and Shoes

Lesson Focus		Bible Passage	
Put on the breastplate of righteousness and the shoes of peace.		King Josiah 2 Kings 22-23; Ephesians 6:14-15	
Memory Verse	Animal Pal	Cool Contest	
Ephesians 6:15	Grimwald the Dragon	Royal Dress-Up Day	
Science and Crafts	Treats	Games	
Experiments: Force Field / Pom-Pom Launcher Crafts: Breastplate Tin Punch / Puppets	Dragon Munchies (Versions 1 & 2)	Dragon Dash Royal Games of Skill	

DAY 4

Defend the Castle

Supplies

- ❑ 25 empty shoeboxes or 5–10 plastic bowling pins per team (plan on two to four teams)
- ❑ Faith Shields (made during craft time), homemade shields, or toy shields—see Tip Corner
- ❑ 4 balls per team—see Tip Corner
- ❑ Cones, tape, or chalk to mark boundaries

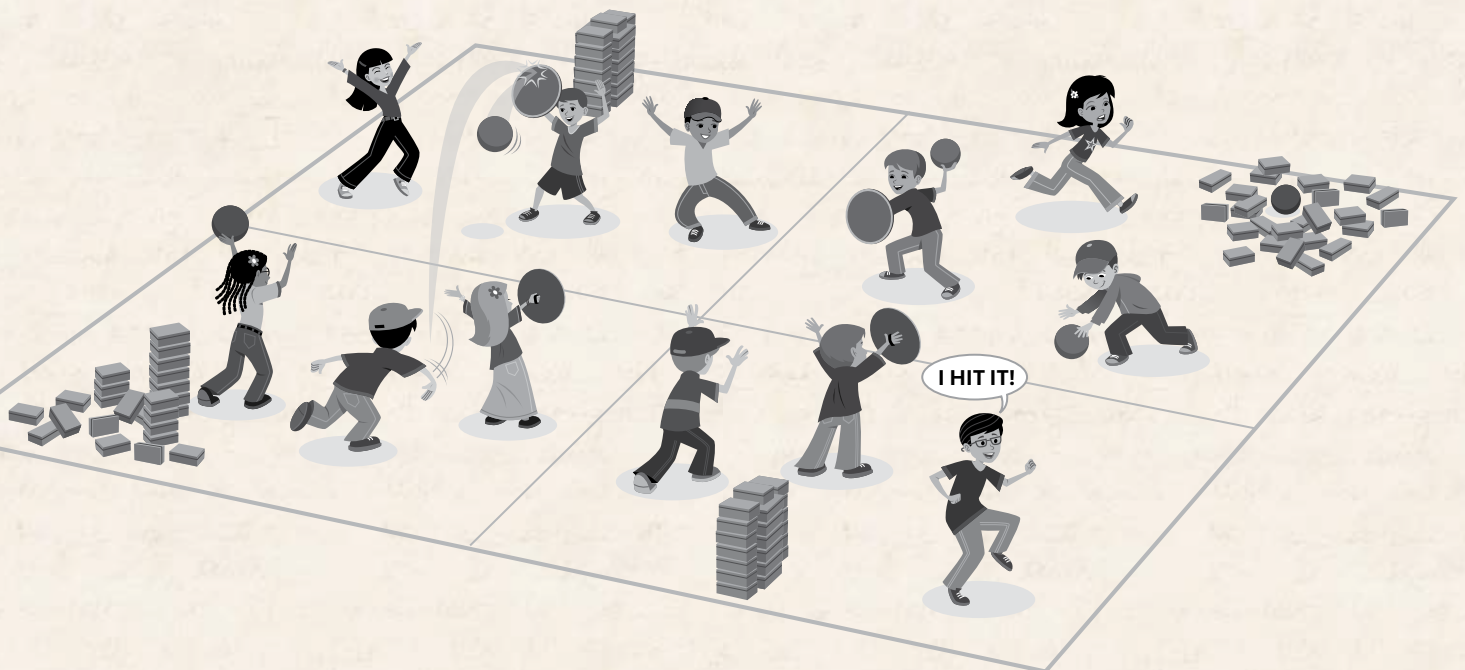
Prep

Use the cones, tape, or chalk to make a square play area, then divide the square into four playing areas, resembling a four-square court. If you have a small class, just make two squares. Place 25 shoeboxes or 5–10 bowling pins and four balls in each area. If children will not have their own Faith Shields when they come to game time, make enough shields for half the group. See Tip Corner for options.

Teaching Tie-In

Today we're playing Defend the Castle, a game where each team must defend its castle from the attacking balls of the other teams. In real life, you don't use physical shields to defend yourselves. But there is something God wants you to guard. Do you know what that is? *Take responses, then say:* God wants you to guard your heart and mind with the shield of faith and helmet of salvation. He wants you to be careful who you hang out with and what you watch and listen to. This isn't because he's trying to keep you from what you might think is "fun," but because he loves you and knows what's best for you.

As you defend your castles, remember that the shield of faith is your defense against the attacks of the enemy. Faith in God and his Word will protect you from believing the lies and giving in to the temptations of the enemy.



Class Time Directions

1. Divide the class into teams and assign each a square area. Use four teams for a large class or two teams for a small class.
2. The object of the game is to defend your castle while knocking down the other teams' castles. Teams must stay in their own area at all times.
3. Each team needs to build its castle. They must use all 25 bricks (which are the shoeboxes) to build their castle in the back middle area of their squares. Every brick must touch another brick. They must build the castle wall at least six bricks high. If using bowling pins, teams will set them up in a row at the back of their square.
4. Assign defenders and attackers on each team, or let children choose which they will be. Give the defenders on each team shields or have them use their own shields made during craft time. Defenders will use their shields to block balls thrown at their castles, but they can't throw any balls. Attackers will throw balls to try to hit the other teams' castles and knock them down. They can also catch balls to help defend their castles. If you have enough shields for every child, you can make all players both defenders and attackers so they can all block and throw.
5. No team may cross the boundary into another team's square. Position leaders on each side of the

playing area to toss balls back that come outside the boundary.

6. To win the battle, you must be the last team with the most boxes touching or pins standing. Teams that have their castle knocked down will continue to play and help defeat other teams.
7. For the next round, have teams rebuild their castles and then switch roles of defenders and attackers, if desired.

Tip Corner

- You may use gator balls, hedstrom playballs, sponge balls, or foam balls, but test them with your castle building materials (shoeboxes or pins) to make sure they're strong enough to knock them down.
- Balls should be thrown at the castle walls and not at people.
- You may make it a competition to see who can bring the most shoeboxes so you have enough for this game.
- Instead of boxes, use plastic bowling pins or even empty water bottles as the castle "walls."
- If children haven't made their faith shields yet, you may have several made for teams to use. Toy shields from an armor set will work or any round object with a handle, like a cardboard pizza round or a sturdy paper plate with a duct tape handle on the back.

DAY 4

Hat Stack

Supplies

- ❑ Many hats of all varieties
- ❑ Chairs, 1 per team
- ❑ Timer
- ❑ Optional: disposable shower caps or foil “caps”—see Tip Corner
- ❑ Cones, tape, or rope for a start line

Prep

Use cones or tape to mark a start line. Place a chair for each team across from the start line. Place hats for each team in the middle between the start line and the chairs.

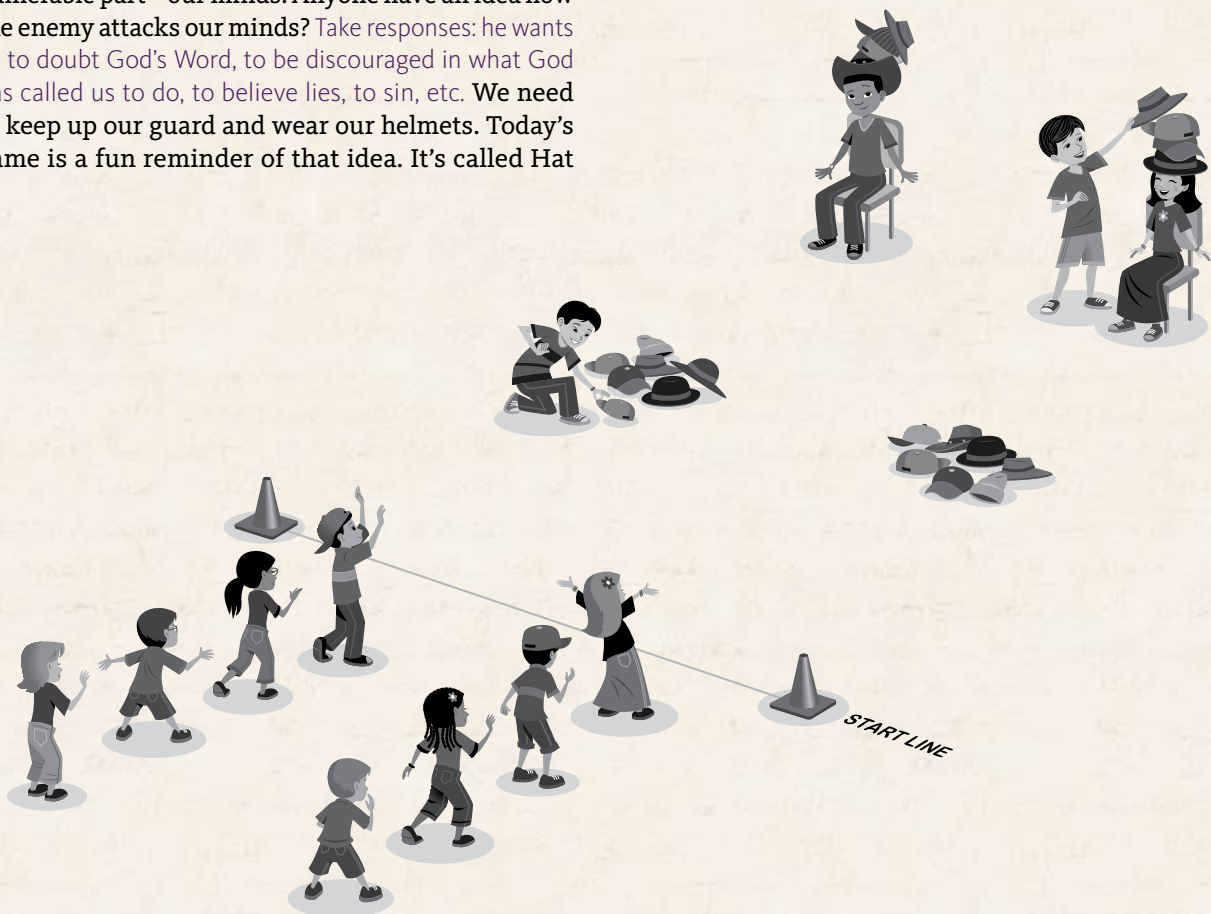
Teaching Tie-In

Today we're talking about the helmet of salvation. This is the part of the armor that guards our most vulnerable part—our minds. Anyone have an idea how the enemy attacks our minds? Take responses: he wants us to doubt God's Word, to be discouraged in what God has called us to do, to believe lies, to sin, etc. We need to keep up our guard and wear our helmets. Today's game is a fun reminder of that idea. It's called Hat

Stack, and it's a race to stack hats as high as you can! Let's find out how to play.

Class Time Directions

1. Divide the children into teams and have them line up behind the start line. Choose one child or leader from each team to be the hat wearer and have them sit in the chairs across from their teams. You may choose to have them wear a shower or foil cap.
2. At the go signal, the first players in line will race to their team's pile of hats, grab one, run to their seated hat wearer, and place the hat on their head (over the shower cap, if using). Then they'll run back and tag the next teammate at the start line to go. The next players will run and select a hat and place it on top



of the current hat. Continue the relay with players adding a hat each time.

3. Hat wearers may not use their hands to help put hats on their heads, to balance their hat stack, or stop it from tipping over. They can cross their arms or sit on their hands.
4. If the hat stack falls off, the team must start over, so have them place hats carefully and think about which hats work best at the bottom of the stack. Once each team finishes, count the hats on the hat wearer. The one with the highest stack wins.
5. Repeat as desired, changing the hat wearers each time. You may also play for a set time, letting teams continue running and stacking until time is up. Then count the hat stacks and declare a winner.

Tip Corner

- You may have each new hat wearer use a new shower or foil cap.
- Check with local hotels to see if they'll donate shower caps, or make foil "caps" using squares of foil that are molded onto the hat wearer's head.
- Be ready to take pictures during this relay!

Day 4 Overview

The Shield and Helmet

Lesson Focus		Bible Passage	
Take the shield of faith and the helmet of salvation.		King Solomon 1 Kings 2-11; Ephesians 6:16-17a	
Memory Verse	Animal Pal	Cool Contest	
Ephesians 6:16	Byron the Ironclad Beetle	Design a Helmet	
Science and Crafts	Treats	Games	
Experiments: Spring Thing / Balloon Jousting Crafts: Faith Necklace or Shield / Wordless Book	Mini Pizza Shields Cracker Shields	Defend the Castle Hat Stack	

DAY 5

Knights' Obstacle Course

Supplies

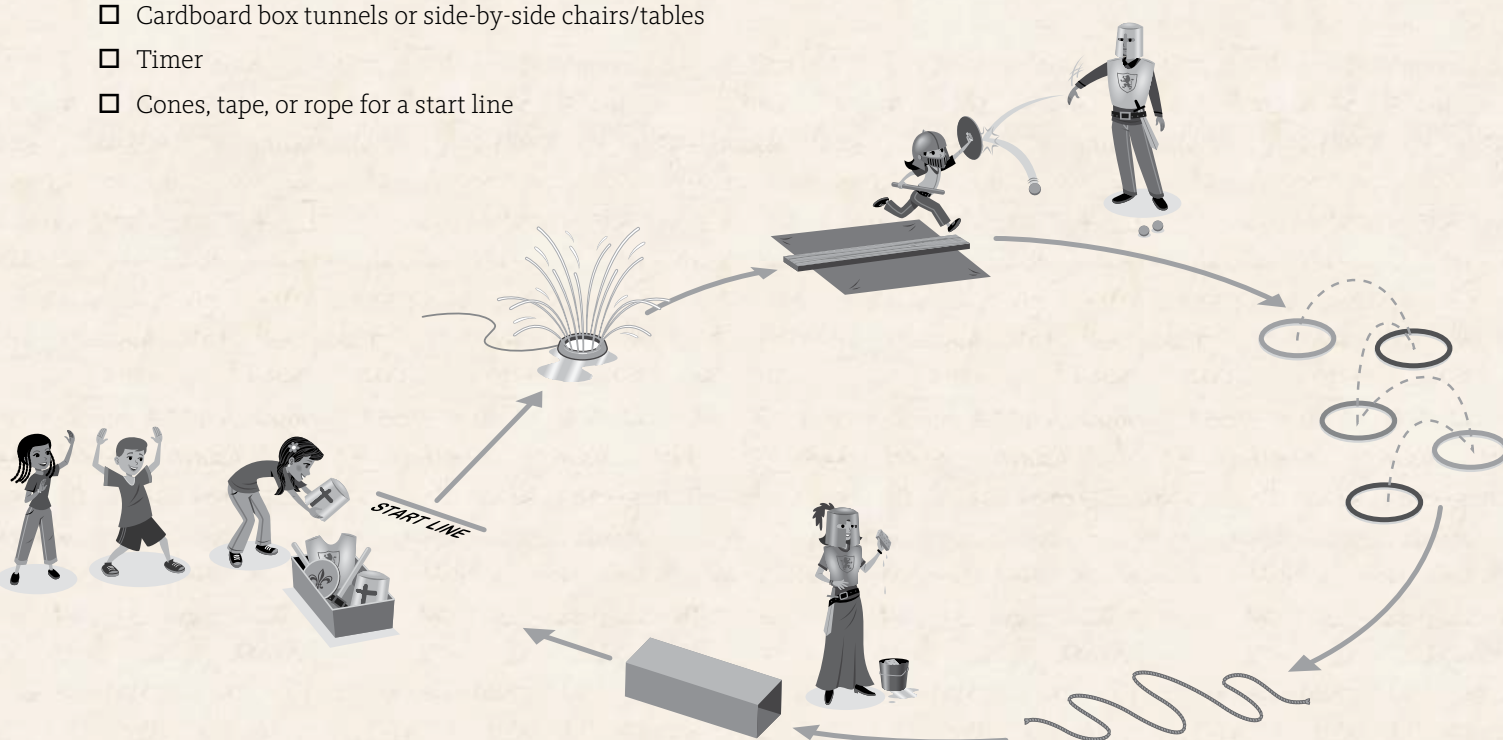
The following is a list of possible supplies. Read through the directions, then choose those you'd like to use.

- 2 or more toy armor sets or DIY armor pieces: hat for helmet of salvation, belt or sash for belt of truth, vest for breastplate of righteousness, pool noodle for sword of the Spirit, cardboard pizza round with duct tape handle for shield of faith
- Optional: laundry baskets or bins for armor sets/pieces
- Sprinkler
- Plank of wood, tape, or chalk for "balance beam"
- Blue tarp or sheet
- Hula hoops
- Small white foam balls or sponge balls
- Rope or hose
- Bucket with dry or wet sponges
- Cardboard box tunnels or side-by-side chairs/tables
- Timer
- Cones, tape, or rope for a start line

Prep

A possible way to set up the supplies is as follows:

- Mark a start line. (You may want to set up one course for a smaller group, or two if you have a large group or you want teams to race each other.)
- Place two sets of armor or armor pieces at the start. You may put them in a laundry basket or bin.
- Set up the sprinkler a distance from the start line for knights to run through.
- Place the blue tarp or sheet down as the moat. Set the plank of wood across it as the "bridge" or use tape or chalk for the bridge knights must stay on.
- Set some foam/sponge balls after the bridge for a leader to throw at the knights to block with their shields.
- Place 4-5 hoops in a staggered pattern on the ground for knights to hop from one to the next.



- Put a rope or hose on the ground in a twisted (or straight) track. The knights must walk through the track with one foot on each side of the path. For older kids, have them do this walking backward.
- Set the bucket with dry or wet sponges after the rope. An “enemy” knight (leader) will throw a sponge for each knight to block with their sword.
- Set up a cardboard box tunnel or several chairs side-by-side that knights must crawl through.

Teaching Tie-in

Well met, all you young knights and fair maidens! Knights must go through physical challenges and obstacles to be prepared for battle. They need to practice with their armor on as well. Our Knights’ Obstacle Course will help with that practice. Because some enemy knights are lurking on the course, you’ll put on the armor before you run. Let’s take a look at the armor pieces you’ll be wearing. Show each piece of armor at the start of the course and have everyone say the names: belt of truth, breastplate of righteousness, shield of faith, helmet of salvation, shoes of peace (point to your shoes), sword of the Spirit.

Class Time Directions

1. Choose two leaders to be the “enemy” knights along the course who will throw the balls and sponges at the children. Place them next to the items they’ll throw.
2. Explain that they must put on the armor before starting the course. Demonstrate putting the pieces on.

They will use the sword and shield to defend themselves along the way. Once the first knight starts running, the second one in line may put on the armor pieces so they’re ready when the first knight finishes the course.

3. Physically run through the course as you are explaining so they can see the order and what they must do at each obstacle.
4. At the go signal, start the timer. The first kids on each team (if there are teams) put on the armor, then race through the obstacle course and return to the start to tag the next child in line, who should have the other set of armor on and be ready to run. The first runners will remove their armor so the next person in line can put it on and be ready to run next. Continue until everyone has gone at least once. The first team to complete the course wins. If playing with one course, you may time children individually or time the whole group, then see if they can beat their individual or group time.

Tip Corner

- The possibilities are endless for making your Knights’ Obstacle Course. Have fun thinking of other obstacles or go with it as written.
- Make sure the leaders throwing balls/sponges know that the goal is not to hit the kids but to enable them to block the objects.
- Make sure you don’t choose any objects that could be harmful if someone fell on them.

DAY 5

Sword Tag

Supplies

- Pool noodles, cut in thirds or halves, 1 per student
- Optional: music
- Noodle nugget variation: pool noodle pieces cut small enough to balance on the top of a pool noodle
- Cones, tape, or chalk to mark boundaries

Prep

Cut pool noodles in halves or thirds. Mark boundaries for a large playing area. Stack pool noodles at each corner of the playing area.

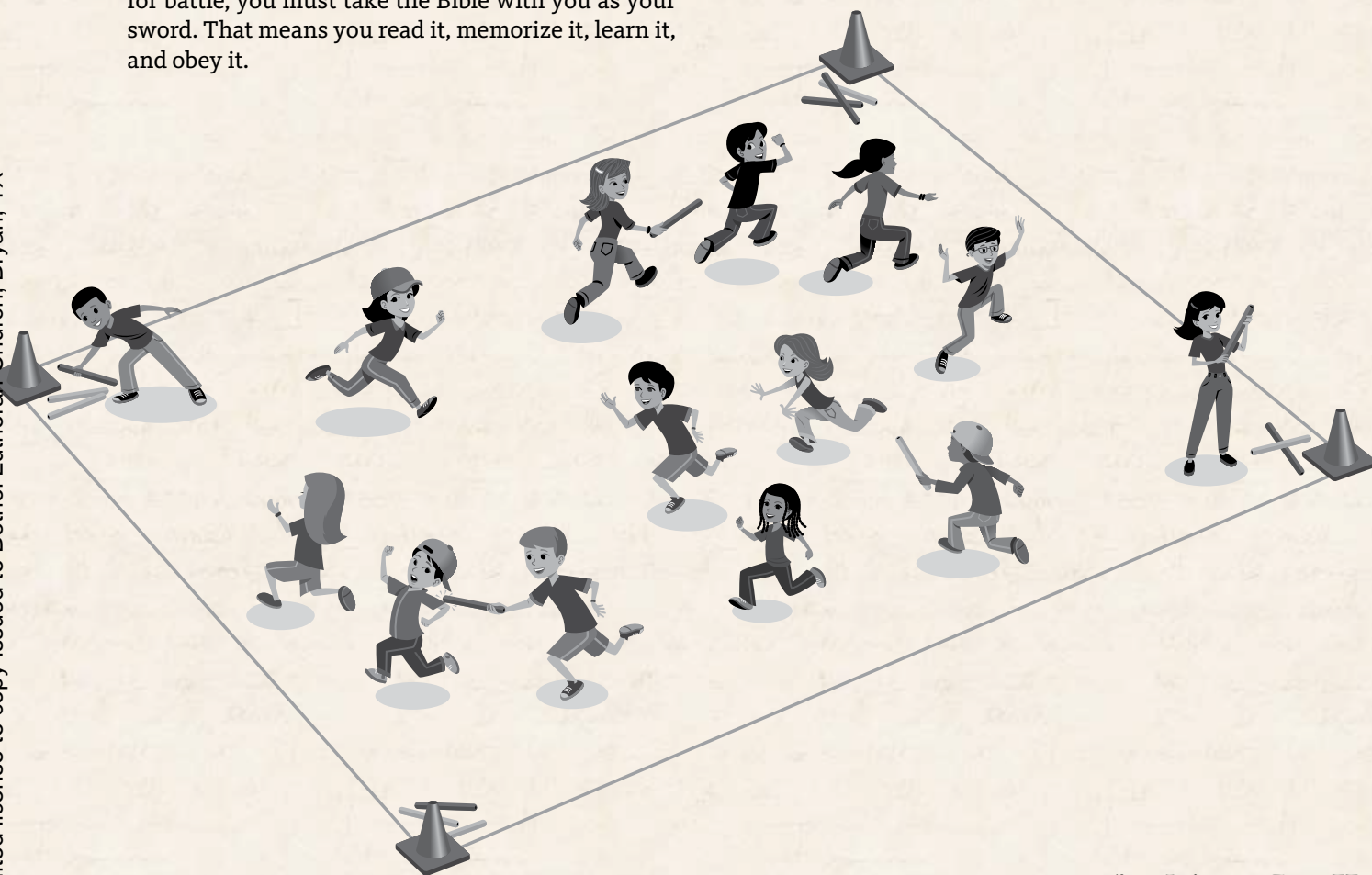
Teaching Tie-In

Today you are learning about the sword of the Spirit, which is the word of God. Just like knights must take their swords out of their sheaths to use them for battle, you must take the Bible with you as your sword. That means you read it, memorize it, learn it, and obey it.

When you know the Bible, you're able to share the gospel with others. That's how the gospel spreads! As you play this tag game with "swords," remember that sharing God's Word is the best thing you can share with others.

Class Time Directions

1. Choose one or two children to be sword bearers (taggers) and give them each a pool noodle. Explain that tagging with the noodle must be done lightly below the head. Have the rest of the children spread out in the playing area.
2. At the go signal (or when you start the music), the sword bearers will move around the playing area, tagging the other children with their swords. When



kids are tagged, they will go to a corner, get a pool noodle, and become a sword bearer (tagger). The final two children to be tagged are the winners and become the new sword bearers for the next round. Have other children return their noodles to a corner, then play again.

- Optional: When you are down to the last one or two children not tagged with a sword, you may stop the game and play the reverse: the two without a sword are taggers. As they tag children with a regular hand tag, the sword bearers put their swords back at the corners and join the taggers.
- Noodle Nugget Variation:** This game works best with a variety of pool noodle colors (3–4) divided among the group. Give each child a pool noodle and a noodle “nugget” (small piece of pool noodle). Have children hold their noodle upright and place the nugget on the top. Throughout this tag game, they must keep their nugget on the noodle. If it falls

off, they must do a short exercise (5 jumping jacks, 5 pushups, 5 squats).

- Taggers use their free hand to tag other children on the shoulder—they do not use their pool noodles to tag. When tagged, children must put their noodle and nugget down and do the exercise. Then they will replace the nugget on their noodle and rejoin the game.
- Assign one color of noodle “swords” to be the taggers. For example, call out “Blue is the tag color. Everyone with a blue sword is It!” At the go signal, children will move around the playing area while balancing the nugget on their noodles and trying to avoid being tagged by those with a blue noodle. Taggers who lose their nugget must stop and do the exercise the same as those being chased.
- Stop play frequently and change up the noodle color for the taggers and the exercise when their nuggets fall off.

Day 5 Overview

The Sword and Prayer

Lesson Focus		Bible Passage	
Take the sword of the Spirit and pray.		King of Kings vs. Prince of the Air Matthew 4:1–11; Ephesians 6:17–18a	
Memory Verse	Animal Pal	Cool Contest	
Ephesians 6:17–18a	Skye the Peregrine Falcon	Mission Money Mania	
Science and Crafts	Treats	Games	
Experiments: Tests of Strength / Battering Ram Crafts: Train Your Brain Card Caddy / Mini Sword	Moat Floats Banana Swords	Knights’ Obstacle Course Sword Tag	

— ANY DAY — Additional Games

Bocce Ball

Supplies

- ❑ Bocce ball set (or a variety of balls of the same size but different colors, and one small ball)

Class Time Directions

This is a slightly modified version of classic bocce ball, a popular game of the time. Search online for “bocce ball” if you want to play/score the official way.

1. Give each child a ball.
2. Divide players into two teams and have them stand together.
3. Choose one player to throw the little ball a distance away from the group. Then each team alternates taking a turn tossing their balls like a bowling ball on the ground, trying to get as close as possible to the little ball without touching it.
4. Whichever player is the closest to the little ball each round scores a point for his team.
5. Play over and over as time allows, choosing different players to throw the little ball.

Tip Corner

- This game works well on a large, grassy area but can be played on any surface.
- Try an indoor version using soft foam balls.

Parachute Fun

Supplies

- ❑ Old sheet or parachute—see Tip Corner
- ❑ 3–10 small, soft balls
- ❑ Feathers

Class Time Directions

Leaders and children hold a parachute or a sheet. Try any of these options, or make up some of your own.

1. **Juggling Balls:** Place 3–10 small, soft balls in the middle of the parachute. Shake the parachute gently and see if they pop into the air as if being juggled.

2. **Enter the Castle:** On your signal, have the kids bring their arms straight up to make the parachute go straight up, filling itself with air. Then the children should take two steps in, bend over, and touch the ground. Pretend they are now inside the castle.
3. **Feather Fun:** Place feathers on the parachute. Have the children shake the parachute vigorously to make the feathers fly into the air.
4. **No “Draggin”:** Pretend that the parachute is a dragon. Call out different kids’ names, one or two at a time. They need to try to run under the parachute when it’s raised and get to the other side before the “dragon” comes down on them.
5. **Knights at the Round Table:** Pretend that the parachute is a round table and the kids are knights moving about the table. Have the children hold the parachute tightly and walk in a clockwise direction. Then change directions. Next, try other locomotor skills: gallop, side-slide, jump, or hop.

Tip Corner

An old tablecloth or lightweight blanket can also be used as a parachute.

Shovelboard

Supplies

- ❑ 3 four-inch rubber playground balls per team (each team needs a different color)
- ❑ 1 hockey stick per team—see Tip Corner
- ❑ 12 tent stakes
- ❑ Hammer to pound in the stakes
- ❑ 2 cones or a piece of rope for a start line
- ❑ 3 old bed sheets in different sizes and colors—1 twin, 1 double, and 1 king (or 3 tarps or plastic tablecloths in different sizes and colors)
- ❑ 1 pillowcase “target”

Prep

Mark a start line with the cones or rope. Between the start line and the target, hammer the corners of the largest sheet first. Behind that, place the medium sheet, and behind that, the smallest. Beyond the twin sheet, place the pillowcase as the “target.”

Class Time Directions

1. Divide the children into teams (no more than six teams). Assign each team a color and give each team their team balls.
2. One player from each team will use the hockey stick to hit or push their ball toward the target, staying behind the start line. One player shoots at a time. It is legal to hit a ball into an opponent's to push it off the sheets or target.
3. Keep score as follows: 10 points for the front zone (king sheet), 20 for the middle zone (double sheet), 30 for the back zone (twin sheet), and 50 for the target (pillowcase). The team with the highest score once everyone has shot is the winner.

Tip Corner

- If using a plastic (indoor) hockey stick, you may want to use a smaller, lighter ball (tennis ball).
- Make sure all children are a safe distance from the child holding the hockey stick.

Catapult

Supplies

- Beach towels—see Tip Corner
- Beach balls or water balloons
- Rope or tape

Prep

Make a line going down the middle of the playing field with the rope or tape.

Class Time Directions

1. Divide the children into groups of four and give one ball or water balloon and two beach towels to each group.
2. This game is similar to volleyball except on a smaller scale. Each group breaks into two teams, with each team standing on opposite sides of the line. Using their towel, one team “serves” the beach ball to the other team. To serve, they put the ball in the middle of their beach towel, pull the towel tight, and heave (catapult) the ball up and over the line to the other team, who tries to “catch” it with the towel and heave it back over the line.
3. If keeping score, the other team gets a point if their serve doesn't cross the line or if they miss catching the ball on their side of the line.

Tip Corner

- Another option is to use large flat sheets rather than towels and divide the group into two larger teams.
- On a hot day, catapult water balloons to the other team.

Stoolball

Supplies

- A baseball bat, paddle, or cricket bat
- Several 5-inch rubber playground balls
- 2 stools, cricket wickets, or 2-liter soda bottles (filled one-third full of water or sand)
- Rubber base for the pitcher to pitch from

Prep

Place the stools 80 feet apart. One stool will be referred to as the base stool, the other stool will be called the home stool. Place the pitching rubber base about 35 feet from the home stool, between the two stools.

Class Time Directions

1. Divide the class into two teams. One team will start in the field on defense and the other will start at bat on offense.
2. This game resembles baseball and cricket with the object being to score the most runs.
3. On defense, one player will be the pitcher. The pitcher throws a ball underhand and tries to hit the home stool. There are no balls or strikes. The batter continues to swing until making contact with the ball or until the stool is hit by the pitcher.
4. Like cricket, if a stool is hit by a pitcher, the batter's turn is over. If the batter hits the ball, he runs to and around the base stool and back to the home stool to score one run.
5. The fielding team can stop the batter from scoring by grabbing the ball and hitting either of the stools with the ball. A batter's turn can also be over if a fly ball is caught by the fielding team.
6. Each inning, every offensive player gets one turn at bat. They will either score zero or one run. After each batter hits, the offense and defense change. (If you have a large class, however, you may want to specify a certain number that will bat each time instead of having all team members do so.)

Tip Corner

- Stoolball was a favorite game of the time period. Historically, medieval people played the game with a three-legged milking stool.
- Scoring may be adapted. One point may be awarded for passing the base stool and a second point for getting back to the home stool without the stool being hit.

Dragon Piñata

Supplies

- 1 or more dragon piñatas
- Candy, stickers, or small trinkets to put in piñata(s)
- Rope
- Broom handle or other stick
- Optional: blindfold

Prep

Make or buy a dragon piñata or piñatas. Stuff the piñata with candies or trinkets, then hang it somewhere that has a great deal of clearance around it.

Class Time Directions

1. Make sure everyone is far out of the way before each turn.
2. Have children take turns whacking the piñata with the stick. For a challenge, blindfold the children and spin them around a few times before letting them hit the piñata.

Tip Corner

- If you have a large group, you may need to divide the group and have more than one piñata.
- Try stuffing some Bible verse papers in the piñata and reading them aloud after the piñata breaks open.

ANY DAY

Sidewalk Games

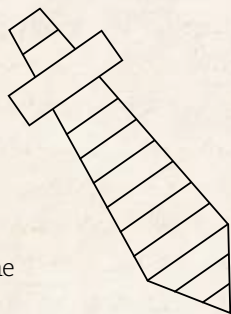
Sidewalk Sword

Supplies

- Sidewalk chalk
- 2 bottle caps or small stones

Prep

Draw a simple sword shape on the pavement. See illustration.



Class Time Directions

1. Kids take turns sliding the bottle cap or stone along the ground. If it lands inside a section without touching any lines, they can write their name or initials in that section.
2. Take turns and continue the process. If a player lands outside the sword, on a line, or in an already taken section, play moves to the next player. The winner is the one with the most areas filled when time is up.

3. The other player, who is standing at the opposite end of the board, then kicks his lid and sees where it lands. Each player (or two-person team) gets to kick two lids each round.
4. If one of the lids hits the other team's lid and knocks it out, adjust the score accordingly. Highest score at the end of time wins.

Note: If playing with younger children, consider the lid "in" even if it's touching the line. Give points according to which section it is most inside, or skip scoring altogether.

Target Practice

Supplies

- Sidewalk chalk
- Beanbags

Prep

You can either draw a bullseye target ahead of time or let the kids do it themselves. Assign point totals to each concentric ring, such as 10 for the outer ring, 20 for the middle, and 50 for the inner.

Class Time Directions

Take turns throwing the beanbags and keeping track of individual scores. Play for a set time or until a specific score is reached (e.g., 200).

Kickin' Castle

Supplies

- Sidewalk chalk
- Plastic jar lids

Prep

Draw a large rectangle and fill in the board according to the illustration.

MOAT-10		
FOREST +5	CASTLE +10	FOREST +5
	DRAW-BRIDGE +7	
NO MAN'S LAND		
FOREST +5	DRAW-BRIDGE +7	FOREST +5
	CASTLE +10	
MOAT-10		

Class Time Directions

1. This game is played a little like shuffleboard, but the "discs" (lids) are kicked and the board is laid out a little differently. The rules are similar, however. It can be played with either two or four players per drawn board.
2. The first player, who stands at one end of the board, kicks his lid and tries to get it to land inside one of the point areas on the other side of the board. If it lands outside the area, on a line, or in no man's land, no points are awarded. If it lands in the moat, 10 points are taken off.

Line Tag

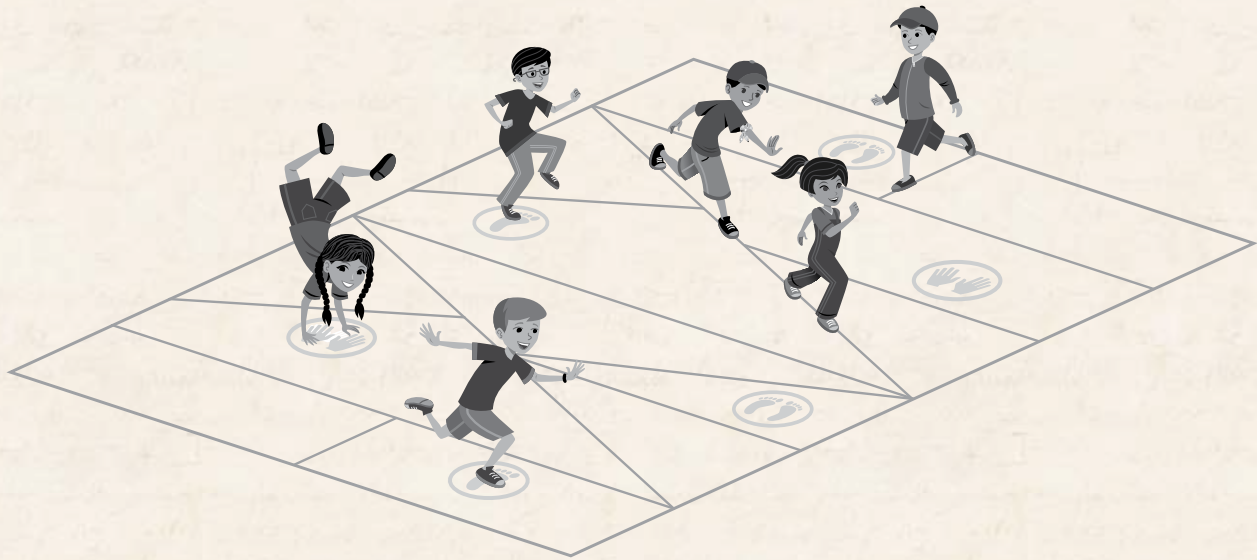
Supplies

- Sidewalk chalk
- Optional: water gun



Prep

Draw an enormous rectangle. Add some diagonal and straight lines in different directions across the rectangle. Draw six large circles in different spaces throughout the course. Inside two of the circles, trace both feet of a child or leader. Inside two of the other circles, trace one foot of a child or leader. Inside the last two circles, trace both hands of a child or leader. When you're finished, your game course will look something like this:



Class Time Directions

In this tag game, one child is It and the other children try to avoid getting tagged. But everyone has to stay on the lines at all times, including the child who is It.

The only break from running on the lines is to step onto one of the “safety zone” circles. Children in a safety zone can’t be tagged. But they can’t just stand there! To stay safe, they must do the following:

- On the circle with two feet, they must jump up and down the whole time.
- On the circle with one foot, they must balance on one foot.

- On the circle with two hands, they must slap one knee at a time as they high step in place.

Change who is It if a child tires or can’t tag anyone. For a large group and playing area, you may choose more than one child or a child and a leader to be It. You can also change the actions done in the safety zones, such as jumping jacks on the circles with two feet, hopping on one foot on the circle with one foot, or doing donkey kicks (hands down and kicking legs up) while standing on the circle with two hands. (Be careful nobody is nearby if donkey kicking.) For added fun on a hot day, have a leader squirt children with a water gun if they step off the lines.

Leading a Child to Christ

“For I am not ashamed of the gospel, for it is the power of God for salvation to everyone who believes.” Romans 1:16

VBS presents an ideal opportunity to share the life-changing gospel of Jesus Christ with all attending. Every leader and team member should be ready to clearly present the gospel and counsel those wanting to learn more. Children are usually soft-hearted toward things of the Lord, and some will be interested in becoming a follower of Christ. Be ready, because eternal matters matter most!

BEFORE

- **Pray.** Salvation is God’s work, not ours. We cannot bring about salvation for anyone. We need to ask God to prepare the children and open their hearts to him.
- **Be prepared.** Learn more about presenting the gospel and counseling a child about salvation.

DURING

The gospel will be presented during the lesson time. Opportunities may arise, however, to share with a child one-on-one or with a small group of children. If so, keep the following in mind:

- Becoming a child of God involves repenting of one’s sin and having faith in the death and resurrection of Jesus Christ. Repentance involves understanding what sin is (disobeying God’s commands) and desiring to turn from that sin.
- You can use the booklet *How Can I Become a Child of God?* along with your Bible to explain the plan of salvation. Children need to see and hear God’s Word, so have your Bible opened and marked ahead of time with the appropriate scriptures.
- Avoid abstract phrases like “asking Jesus into your heart.” Instead, use terminology like “becoming a child of God.” Most children still think in concrete terms and need examples that are easy to understand.
- If a child indicates an interest to know more after hearing the gospel presentation, ask questions (such as the following) that require more than a “yes” or “no” answer:
 - » What do you want to talk to me about?
 - » Do you know what sin is?
 - » Can you think of a specific sin (wrong) you have done?
 - » Are you bothered by your sin?

These questions are important. A child who cannot verbalize a sin or does not seem to be repentant about being a sinner may not fully understand his need for a Savior. In this situation, you might list some child-oriented examples of sin and ask him to notice any time he catches himself sinning over the next few days. Give him the *How Can I Become a Child of God?* booklet. Pray with him, then send him on his way. Check back a day or two later, if possible.

- If the child does seem to be sincerely sorry for his sins, you can proceed with more questions like the following:
 - » Why did Jesus come to earth? Why did Jesus need to die? Why did Jesus rise again?

- » Why do you want Jesus to be your Savior?
- » Why should God let you into his family? (Make sure the child understands that salvation is not based on what he does but is a gracious gift of God through faith in the death and resurrection of Jesus.)

- Pray for discernment while listening to a child’s answers.
- When a child seems to have a basic understanding of salvation (belief in Jesus’ death and resurrection, admission of and repentance from sin, and a desire to follow the Lord), encourage him to talk to his parents about what it means to become a child of God (if they are followers of Christ). Encourage a child who comes from a non-Christian home to verbalize his understanding to the Lord through prayer. There is no one prayer that should be prayed. Encourage him to ask the Lord to forgive him and help him know he is a child of God.
- Let him see in your words and your face that you are excited that he wants to become a child of God! Read Luke 15:10 to him.
- Some children may not want to make decisions but may want to learn more, to be assured of salvation, or to confess sin. Read Romans 10:9–10 and John 10:28–29 with children who are seeking assurance of their salvation. Encourage them to ask the Lord to help them know they are his children. If a child wants to confess sin, read 1 John 1:9 with him and encourage him to ask the Lord to help him know he is forgiven when he repents.

AFTER

- Review what it means to be a child of God.
 - » How long does God keep his children? (Hebrews 13:5; John 10:28–29)
 - » Can anything separate God from his children? (Romans 8:38–39)
 - » What happens when God’s children sin? (1 John 1:9)
 - » What do children of God believe? (Romans 10:9)
- Explain that Jesus loves his children and wants to spend time with them. Discuss practical ways to grow as a child of God. Provide him with the *Growing Up in God’s Family* booklet and share the following:
 - » Read your Bible and obey what you read. You can start your Bible reading with the short Bible study book you will receive the last day of VBS. (Provide a Bible if he doesn’t have one. Be sure to fill out the presentation page.)
 - » Pray every day. Prayer is talking to God.
 - » Go to a church that believes and teaches the Bible as the Word of God.
 - » Tell others about Jesus. Tell your friends, family, and neighbors how they can become children of God.
- Fill out a Decision Card and turn it in to the VBS director.
- Stay in touch with the child through postcards, visits, or phone calls. Invite him to upcoming church events.

SUPPLY LIST

DAY 1

CAPTURE THE FLAG

- 2 flags—see Tip Corner
- Bandanas, jerseys, or wristbands to denote teams
- Whistle
- Cones, tape, or rope to mark boundary lines—see Tip Corner

JUMPING JESTERS

- Jump ropes
- Cones, tape, or chalk to mark line for Rope Relays
- Cups with equal amounts of water for Jump & Splash

DAY 2

BUCKET BRIGADE

- Kiddie pools, 1 per team
- Large plastic bins, 1 per team
- Large buckets, 1 per team—see Tip Corner
- Measuring tape or ruler
- Water hose or source—see Tip Corner
- Optional: extra cones, hoops, ropes, tarps, tables, etc.
- Cones, tape, or rope for a start line

BELT BONANZA

- 4 hula hoops
- 1 flag or flag belt per student plus 4 extra flags/flag belts—see Tip Corner
- Cones, tape, or rope to mark boundary lines

DAY 3

DRAGON DASH

- 2 kiddie pools
- 20–30 balls—see Tip Corner
- 4 cones

- Bandanas, wristbands, or jerseys for half the kids
- Optional: 2 squirt guns

ROYAL GAMES OF SKILL

The following is a list of possible supplies. Read through the directions.

- 2 stick horses (or pool noodles)
- 2 helmets or breastplates (can be made from foil)
- 2 lances (half pool noodles that are duct taped like a striped barber pole)
- 2 balloons on a string, plus some extras
- 2 plastic horseshoes and plastic stakes
- 2 sponges or cups with tiny holes
- 2 large buckets
- 2 small buckets
- 2 rubber chickens
- Cones, tape, or rope for start and finish lines

DAY 4

DEFEND THE CASTLE

- 25 empty shoeboxes or 5–10 plastic bowling pins per team (plan on two to four teams)
- Faith Shields (made during craft time), homemade shields, or toy shields
- 4 balls per team
- Cones, tape, or chalk to mark boundaries

HAT STACK

- Many hats of all varieties
- Chairs, 1 per team
- Timer
- Optional: disposable shower caps or foil “caps”—see Tip Corner

- Cones or tape for a start line

DAY 5

KNIGHTS' OBSTACLE COURSE

The following is a list of possible supplies. Read through the directions.

- 2 or more toy armor sets or DIY armor pieces: hat for helmet of salvation, belt or sash for belt of truth, vest for breastplate of righteousness, pool noodle for sword of the Spirit, cardboard pizza round with duct tape handle for shield of faith
- Optional: laundry baskets or bins for armor sets/pieces
- Sprinkler
- Plank of wood, tape, or chalk for “balance beam”
- Blue tarp or sheet
- Hula hoops
- Small white foam balls or sponge balls
- Rope or hose
- Bucket with dry or wet sponges
- Cardboard box tunnels or side-by-side chairs/tables
- Timer
- Cones, tape, or rope for a start line

SWORD TAG

- Pool noodles, cut in thirds or halves, 1 per student
- Optional: music
- Noodle nugget variation: pool noodle pieces cut small enough to balance on the top of a pool noodle
- Cones, tape, or chalk to mark boundaries