

Our Stories – God’s Story Lesson 2

Main goals this week is to continue learning names, break down walls with silly games and activities that will mix them up. Also look for who did the homework and who will need added support. During lesson time every student should be asked to answer questions with the * next to them.

Opening Games

Would you Rather...

Equipment: conjunction pair cards

- 1) Make a set of cards with the following conjunctions, one word per card (you will need one card for every person)
 - a. Calm – Hyper
 - b. Ocean – Pool
 - c. Bottle – Can
 - d. Landing – Take-Off
 - e. Slide - Swing
 - f. Winter – Summer
 - g. Small Gathering – Large Party
 - h. Cat – Dog
 - i. Flip Flops – Sneakers
 - j. Change – Same
 - k. Country – City
 - l. Movie – Television
 - m. Outdoors – Indoors
 - n. Art Class – Math Class
 - o. Sing – Dance
 - p. Museum – Zoo
 - q. Trick – Treat
 - r. Flamingo – Lawn Gnome
 - s. Cash – Gift Certificate
 - t. Escalator- Stairs
- 2) Randomly distribute one card to each person.
- 3) When ready, instruct each person to mingle with others until they find the person holding a card with their match, eg UP is matched with DOWN.
- 4) Once matched, invite partners to introduce themselves by name and share their response to the question posed by the conjunction of their two cards, eg Are You More Like... a CAT or a DOG?
- 5) When ready, randomly re-distribute the cards, and start again.
- 6) Continue this matching, sharing and re-distributing process for 10 to 15 minutes.

Concentration

- 1) For a circle, sitting or standing, facing into the center.
- 2) Introduce a simple beat of claps and clicks – clap, clap, click, click – over and over, inviting your group to practice this a few times. (Go super slow. You will have to keep stopping the group as they naturally speed up)
- 3) Explain that one person will start by saying their name twice in sync with the claps, and then follow with saying the name of another person in the circle in sync with the clicks, eg “RUEBEN” (clap) “RUEBEN” (clap) “GILL” (left click) “GILL” (right click.)

- 4) The person whose name was called during the clicks must immediately resume the pattern of names by saying their name twice (on the claps) and saying the name of a new person twice (on the clicks.)
- 5) This process continues for as long as possible until someone makes an error, eg misses a beat or calls the wrong name. The person who makes an error is invited to start the next round.
- 6) At the end see if anyone can name everyone in the room

Card Count

Equipment: deck of cards

- 1) The goal is to form a group with a specific number range or largest/smallest. Explain that you will use blackjack counting. Aces may be valued as 1 or 11, and all picture cards are worth 10 points.
- 2) Randomly distribute one card from a deck of playing cards to every person.
 - a. Round 1: Make a group of 4 people to make the largest number between your cards
 - i. Once the groups are formed find the group that ended up with the lowest number.
 - ii. Have each person in that group tell the whole class their name, and one things they want everyone to know about themselves.
 - iii. Then they sit down in the class area
 - b. Round 2: Make a group of 4 with the lowest number
 - i. Find the group with the highest number, introduce themselves, sit
 - c. Alternate randomly between highest and lowest till everyone is sitting.

Lesson

- * What was your new thing you learned about the Bible?
 - What is the Bible? (Book made of books, teaches about spiritual truth, shows us how God has interacted with humanity, how God works)
 - What is the Bible Not? (100% history or literal, fact checked)
 - Who wrote the Bible? (lots of people inspired by God)
 - How did the Bible get formed? (General consensus/use, multiple versions sometimes one was chosen sometimes many sometimes they are squished together to form one story)
- Talk about the difference between literal historical fact and spiritual fact.

Questions from reading Jonah 4:1-4

- What does Jonah teach us about God?
- Why was Jonah angry?
- What is your opinion of Jonah knowing he is angry about this?
- Anyone want to share their time they were angry? What would it have been like for God to challenge you to re think your anger?
- Did anyone notice something new in the Jonah story?

Literary Forms in the Bible

- What is a genre?
- What are some literary forms in the Bible? (Narratives, poems, metaphor, history, satire, discourse)
 - Strengths of Narrative (easy to follow, fun)
 - Strengths of Poetry (force you off the path)
 - Strengths of Discourse (logic, consistent)

- Exodus 2: 1-10 (N)
- Ruth 1:1-17 (N)
- Isaiah 40: 28-31 (D, P)
- Luke 10:25-37 (N, D)
- 1 Corinthians 12:12-27 (P, D)
- * Favorite? Why?

Antsy Games

Sole Mates

This is not only a great way to get wiggles out in the middle of a lesson it allows you to mix up the group and possibly split kids who are having a hard time listening near each other. You can be deliberate and tell the class not to sit next to anyone they are already near

- 1) In their seats have everyone take off one shoe and examine the bottom.
- 2) Each person aims to find one other person whose sole of their shoe is similar to their own.
- 3) Allow a few moments for your group to mingle to discern matching attributes. Have them take their things with them.
- 4) Once they find their sole mate they can sit down next to them.

Fastest Straw in the West

- 1) Pass out a straw to each person
- 2) Have them place the straw in their mouth
- 3) When you say go they will try to turn the straw around so the other end is in their mouth, they can only use their mouth to turn
- 4) When they are done have them raise their hand.

Demonstration Game

Charade Line

- 1) Split your group into teams (about 5-8 per team), Have one half stand and form a line. They need to be facing the same direction with each person standing behind another about 3 feet apart.
- 2) Explain that you are going to act out a Bible story charades style (no talking). The last person in line will turn around and watch, they can ask to see the story twice.
- 3) Then they will tap the shoulder of the next person to turn around and act out the story to them,
- 4) This process of re-telling the story continues all the way down the line until the final person witnesses the story.
- 5) The last person will try to guess what Bible story it was.

After each team has gone ask:

What did you see happening during that game?

What were some problems people had?

Have you ever played telephone? So we know using words does not always help keep the message straight. This has happened in Bible stories too. We can still get the general theme and message but some of the details may be off. That doesn't make the story less true.

Ending Games

Block Party

You can use this game as time to meet with the covenant partners. Check in and see how the first month went, see if they have any questions or concerns. Give the kids 10 minutes to plan their strategies then come back in and have each team go once to see how high and how many blocks they can get.

Equipment: building blocks

- 1) Distribute a specified number of wooden toy blocks to small groups of 4 to 10 people.
- 2) Announce that each group's goal is to lift as many blocks as possible, as high as possible.
- 3) To govern fair play, describe the following three parameters:
 - All blocks must start on the floor (or ground) and be physically connected throughout the duration of the lift;
 - The group may determine the shape, and may exist in two geometric planes; and
 - Each person must have one or two fingers (maximum) connected to the structure at all times during the lift;
- 4) If one or more blocks fall, the group may continue to lift or choose to start over.
- 5) Allow ample time for many attempts.

Moose Party

- 1) Form a circle in which everyone can see every other person.
- 2) One person starts by creating the antlers of a 'moose,' ie placing their open hands with out-stretched fingers up to the sides of their head, thumbs on temples.
- 3) Immediately, the two people left and right of the 'moose' respond by copying this 'antler' action, but only using that hand closest to the moose.
- 4) At any time they choose, the 'moose' (only) will bend their antlers forward on their head (keeping thumbs in position) while pointing with their two index fingers and looking directly at another person in the group.
- 5) The pointed-at person becomes the next 'moose' who will immediately sprout antlers together with his or her neighbours.
- 6) The previous moose trio relinquishes their antlers, as the new moose picks up the action.

Caught Ya Peekin (this can also be used as an antsy game)

- 1) Form a circle (sitting or standing) whereby every person can clearly see every other person.
- 2) Explain that everyone will close their eyes. Each person may open their eyes, at any time, in an attempt to catch another person with their eyes open too.
- 3) To eliminate a person caught with their eyes open, an individual must call out "CAUGHT YA PEEKIN' ..." followed by that person's name.
- 4) If a person is successfully eliminated, invite them to have a seat for the lesson again