

TOURNAMENT GAMES FOR 36 MEETINGS OF BIBLE STUDY FOR KIDS



**LEVEL UP**  
**KIDS PLAYBOOK**





**LEVEL UP  
KIDS PLAYBOOK**

LifeWay Press®

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LifeWay Press®  
One LifeWay Plaza  
Nashville, TN 37234-0172

UPC 634337968155  
Item 005823685

Dewey Decimal Classification Number: 268.432  
Subject Heading: Discipleship—Curricula\God\Bible—Study  
Dewey Decimal Classification Number: 248.82  
Subject Heading: CHRISTIAN LIFE \ JESUS CHRIST--TEACHINGS

Printed in the United States of America

Kids Ministry Publishing  
LifeWay Church Resources  
One LifeWay Plaza  
Nashville, Tennessee 37234-0172

Special Thanks to Our Writers:  
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We believe the Bible has God for its author; salvation for its end; and truth, without any mixture of error, for its matter and that all Scripture is totally true and trustworthy. To review LifeWay's doctrinal guideline, please visit [lifeway.com/doctrinalguideline](http://lifeway.com/doctrinalguideline).

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# HOW TO USE

The *TeamKID: Level Up Playbook* is designed to assist coaches as they lead Tournament games for 36 meetings of *TeamKID: Level Up*. Tournament is designed for preschoolers to run, play, and laugh with fun games and activities that reinforce the Bible study and Bible truths.

Each of the 6 units of TeamKID contains 13 games—2 games per meeting and 1 bonus unit game that can be played throughout. A brief summary of each game can be found in the Leader Guide as well. Each game includes a debrief section to connect the game to the meeting's study. Use this playbook to lead each meeting's Tournament games and debrief. Find additional resources and tips for leading games from the downloadable printable items in the *TeamKID: Level Up Leader Kit* (9781535966658).

# UNIT 1

## HOW CAN WE KNOW TRUTH?

Truth is real and certain. It is not made up and it does not change. Jesus is God's Son, and He is Truth. Jesus never changes. In this unit TeamKIDs will answer the big question of how we can know truth. Kids will learn to share with others that the words Jesus said were always truthful, real, and right. We can find Jesus' words in the Bible.

### Unit 1 Preview:

#### Unit Game: Soccer Bowl

<i>Meeting 1:</i>	The Shepherd & the Lion	Wise Ball
<i>Meeting 2:</i>	Weather Ready Relay	Animal Guess Who
<i>Meeting 3:</i>	Prepare the Way	Walk This Way
<i>Meeting 4:</i>	False Prophets	Stand Firm
<i>Meeting 5:</i>	Is It True? Is It You?	Robbers and Helpers
<i>Meeting 6:</i>	Aim for Perfection	Keep the Message Going



# UNIT GAME

## SOCCER BOWL!

### PROVIDE:

- Kickball
- Bowling pins

### TO DO:

- Set up a bowling alley in large scale to be used with the kickball. Spread the pins apart so that it is not too easy to knock all the pins down with one hit.

*Note:* If bowling pins are unavailable, coaches can substitute 2 liter bottles with water or empty potato chip containers.

### To play:

Lead TeamKIDs to form a single file line. Designate two TeamKIDs or coaches to set up the pins after each attempt. If a TeamKID doesn't want to play, encourage him to keep score of the number of pins knocked down. Lead kids to take turns kicking the ball toward the pins. They get two tries to knock down as many pins as possible before moving to the back of the line. Kids can rotate between kicking and setting up the pins for the next player. Award one point per pin. The most pins knocked down wins.

### Debrief:

Following God and Jesus takes effort. God has revealed Himself to us through His creation and most fully through His Son Jesus. All people must decide whether or not to believe the truth of who Jesus is and respond to the gospel. If you don't understand all about God, don't be discouraged. Keep reading your Bible and talking to Christians to learn more about Him just like you keep perfecting your kick so you can knock all the pins down.





# MEETING 1 GAME

## THE SHEPHERD & THE LION

### PROVIDE:

- Cones to mark boundaries

### TO DO:

- Designate a corner as the lion's den and a corner as the shepherd's fold.

### To play:

Gather TeamKIDs in the play area. Designate one child to be the *shepherd* and another TeamKID to be the *lion*. All other player will be *sheep*. The *sheep* will form a line at one end of the play area. Explain that the *shepherd* will stand at the other end (near the shepherd's fold). The *lion* will stand between the *sheep* and the *shepherd*. When play begins, the *shepherd* will call the *sheep* by name. The *sheep* attempt to reach the *shepherd* without

being tagged by the *lion*. If *sheep* are tagged, they must go to the lion's den. The *shepherd* may rescue *sheep* by tagging them when the *lion* is not near. When all the *sheep* are either in the fold or the den, the game ends and a new *shepherd* and *lion* can be designated.

### Debrief:

Point out that it is better to be in the care of the shepherd than in the care of the lion. Going to the shepherd would be easy if there was no lion in the way. Explain that in a similar way, kids can trust God to guide them, but they must listen and obey Him. The Good Shepherd is Jesus and His voice should be listened to and obeyed because it is truth—always staying away from the evil one who prowls like a lion.



# MEETING 1 GAME

## WISE BALL

### To play:

Guide kids to form a circle and designate one child to stand in the center of the circle. All children in the circle stand with their hands behind their backs. The distance between the thrower and the children may need to vary depending on the age or skill level of most of the group.

The child in the middle will throw the ball to each child in order. His goal is to get the child to remove his hands from behind his back before he actually throws the ball by making a fake throw. Kids can reach to catch the ball only if it is actually thrown.

If a child removes her hands from behind her back when the ball is not thrown, she receives

### PROVIDE:

- Basketball

a strike. The pass is redone if the pass was not catchable with the child given another chance. Players who receive three strikes are out but can stay in the circle and cross their arms across their chest. The last player left who is not fooled goes to the middle to become the new thrower. Continue playing as time allows.

### Debrief:

This game is a reminder that sometimes we are tempted to do something that isn't best for us. As believers, we are called to listen and watch for the truth. Just like in the game the thrower tried to tempt you to catch the ball, sometimes we are tempted to disobey God, our parents, teachers, coaches, or leaders. Remind TeamKIDs that they should avoid being tempted to fall for something fake or a lie. Everyone has to be vigilant and pay attention so she will recognize and follow the truth. Real truth is found in the behavior and character of Jesus and never changes.



# MEETING 2 GAME

## WEATHER READY RELAY

### To play:

Form the children into two teams. Place the set of clothing items at the far end of the relay. Explain that kids will run and put the mittens on first, followed by the rest of the weather related clothing. When complete they will sit in the chair and raise the umbrella. When a coach raises his hand, they are “complete” and may take off all the items, mittens last, and return to the starting line for the next child to run and complete the weather ready task.



### PROVIDE:

- Two each of the following: folding chair, set of big mittens (oven mitts), raincoat, pair of rain boots, hat, and umbrella

### TO DO:

- Set up an area with supplies to run the relay.

### Debrief:

This game reminds us that we have to react or respond to the weather, but we never control God’s creation—that includes rain, snow, heat, or cold. God shows His power through His creation. ***God has revealed Himself in the things He has made.***

# MEETING 2 GAME

## ANIMAL GUESS WHO

### To play:

Guide TeamKIDs to gather around and place a sticky note on each child's back. TeamKIDs will guess the name of the animal on their back by moving around the room and asking yes or no questions of each other. Once they discover their animal, they place the note on the front of their clothing and continue to help others. After all the animals are discovered, have a loud animal sound celebration.



### PROVIDE:

- Reusable sticky notes

### TO DO:

- Write the names of various animals on the sticky notes.

### Debrief:

Remind TeamKIDs that God created an incredible variety of animals. His creation is one way that God reveals what He is like—creative! God created all the animals, big and small. His creation points to His power and ability to design each animal uniquely and for His glory.

# MEETING 3 GAME

## PREPARE THE WAY

### PROVIDE:

- 12 sheets of colored paper (6 of one color and 6 of another)

### TO DO:

- Mark start and finish lines.

### To play:

Form two teams and designate one child on each team to be the *way-maker*. The *way-maker* and his team must make their way across the length of the course only stepping on the *stones* (paper) put down by the *way-maker*.



Kids may only step where a stone is under their feet. The *way-maker* runs ahead of his team laying out the six stones and going behind them to reposition stones already used. The goal

of the game is to get the entire team from one side to the other without stepping off a stone. The first team to successfully complete this task wins. Play again as time allows, choosing new *way-makers* for each team.

### Debrief:

John the Baptist was a *way-maker* because he laid a path for the people to understand Jesus' coming to earth. God gave him this message, and it helped people know the way to walk so they could meet Jesus.

# MEETING 3 GAME

## WALK THIS WAY

### **To play:**

Guide kids to stand in a large circle with a coach in the middle. The coach gives the command to “walk this way” clockwise in specific styles of walking. The commands can be skip, fast walk, march, limp, tiptoe, wander, stride, strut, sneak, shuffle, crawl, toddle, slide, or hop. Encourage the kids to put as much energy and flair into the walking styles as possible. After several moments the coach shouts, “freeze.” TeamKIDs must freeze for several moments. The coach then chooses a new leader to shout out a new command. Allow kids to take turns telling the group how to walk.

### **Debrief:**

Explain that Jesus shows and tells us who God is. When we look at Jesus and walk the way He does, we know the right path. Remind the children that Jesus was sent to live as a man, yet fully God so that we could see and know God. Remind TeamKIDs that they are called to discern true by comparing what is said to what Bible says is true.



# MEETING 4 GAME

## FALSE PROPHETS

### PROVIDE:

- Blindfolds (1 per team)
- Simple obstacle course items

### TO DO:

- Set up a simple obstacle course that could be negotiated with verbal directions in 2 minutes (overturned chair turned upright, 3 pieces of paper spread out on the floor found and stacked, find chair again and sit in it).

### To play:

Invite TeamKID to form groups of four players. Encourage their groups to choose one player to be *It*, one player to be the *true prophet*, and two players to be the *false prophets*. The *true prophet* will guide *It* through the obstacle course to complete the tasks with true directions. The *false prophets* will try to distract *It* by giving false information. When each team successfully completes the course, play again with different players in different roles.

### Debrief:

If you receive good directions and information, you can successfully navigate life. If you listen to the wrong voices, life is more difficult. We should listen to the truth that is the Word of God and guard against listening to information that disagrees with the Bible. Remind TeamKIDs that **the Bible testifies to what is true and is the infallible Word of God.** Demonstrate how easy the task is when you only listen to one voice.



# MEETING 4 GAME

## STAND FIRM

### To play:

Place two large pillows on the floor. Gather TeamKIDs to sit in a circle and select two kids to be opponents. The two TeamKIDs will stand on the pillows try to bat one another on the leg with pool noodles to make their opponent misstep off the pillow and into *quicksand*. Play additional rounds as time allows.

### Extend the game:

To extend the game, enlist two or three additional TeamKIDs and give them pool noodles. Explain that these TeamKIDs must stay seated in the circle, but they are allowed to help the TeamKID near them by distracting the opponent with their pool noodles.



### PROVIDE:

- 2 large pillows
- 2 pool noodles
- 2-3 additional pool noodles (optional)

### Debrief:

The apostle Peter reminded believers to remain established and to stand firm in the truth of the gospel found in God's Word. Even though temptations or attacks may try to keep us from obeying the truth, we should stand firm on the Word of God.



# MEETING 5 GAME

## IS IT TRUE? IS IT YOU?

### To play:

Guide TeamKIDs to sit in a circle. Explain that a coach will stand in the middle of the circle and say, "Is it true? Is it you?" and then ask a question like: Are you wearing black shoes? Do you have brown eyes? If it is true, TeamKIDs must rush to find a different seat. Explain that once the first question is asked, a coach will remove one chair from the circle. Whoever does not get a seat becomes the new player to ask a question.

At first questions should all have answers that everyone can see or could already know. After a few rounds, add in some tougher questions like: Have you ever told a lie? Have



### PROVIDE:

- Chairs (1 per player)

### TO DO:

- Place chairs in a circle.

you ever hit your brother or sister? Would you give a friend your last dollar?

### Debrief:

Explain that some things about us can be seen by everyone like clothing or skill. Some of who we are is hidden from other people, but nothing can be hidden from God. He knows everything. Remind TeamKIDs that people are created in God's image and can know right from wrong.

# MEETING 5 GAME

## ROBBERS AND HELPERS

### PROVIDE:

- 3-4 beanbags (or small balls)
- Plastic hoop
- Tape

### TO DO:

- Mark a 10' no helper zone around the vault.

### To play:

Form the group into 2 teams—*robbers* and *helpers*. Make slightly more robbers than helpers.

Point out that the beanbags or balls are pieces of *treasure* and are placed inside the vault (plastic hoop). Explain that the *helpers* job is to protect the treasure. Mark a 10 foot area around

the vault that *helpers* must not enter. This is to prevent them from forming a blockade around the treasure.

The *robbers* will try to come in and steal a piece of *treasure* without being tagged by a *helper*. If a *robber* is tagged, he is out and in “jail” the rest of the game. Only one piece of *treasure* can be taken at a time by a robber. When the *treasure* is all gone or all the *robbers* are in “jail,” the game ends.

### Debrief:

A game where treasure is stolen reminds us that there are right and wrong behaviors. All people created in God’s image have a moral compass that helps us know what is good and what is evil. Sin and rebellion can keep us from being obedient to God, but the Bible teaches people how God wants them to live. By reading and obeying our Bibles, we find our greatest treasure in knowing and following God.



# MEETING 6 GAME

## AIM FOR PERFECTION

### To play:

Form two teams to take turns tossing three beanbags at the target. One point is earned if the beanbag touches the hoop, two points for getting the beanbag inside the hoop, and three points if the beanbag lands on the tape. Allow each kid to toss three bags. The child who scores the most points wins that round. Lead TeamKIDs to move to the back of the line and continue play.

### PROVIDE:

- 2 plastic hoops
- 12 beanbags
- Tape

### TO DO:

- Set up 2 cornhole type games side by side with the hoop as the goal and a piece of tape in the middle of the hoop as the most specific target.

### Debrief:

It is impossible to hit the target 100% of the time. Nicodemus tried to keep the law as a way to salvation. Just like the game, it is not possible. Jesus told Nicodemus that keeping the law would not save him. **Jesus Christ is the true and only way to salvation.**



# MEETING 6 GAME

## KEEP THE MESSAGE GOING

**PROVIDE:**

- Beach ball

**To play:**

Guide TeamKIDS to spread out in a large circle to move their feet and arms freely. Explain that the goal of the game is to keep the ball from hitting the floor as they hit it back and forth across the circle. No points will be kept, but a running count can be kept to see how many times the ball can be hit in the air without it touching the floor.

**Extend the game:**

Play again, leading TeamKIDS to say a Bible verse word for word as the ball is hit.

**Debrief:**

It was important to watch and pay attention during this game. Nicodemus had to pay attention to what Jesus told him if he wanted to know God. We have the opportunity to learn the Bible and to know God, but we must be attentive and focused on the message He has given us.



# UNIT 2

## WHO IS JESUS?

As kids grow in their faith they will begin to ask questions about who Jesus is. They will also hear others in their schools and neighborhoods talk about who they think Jesus is. In this unit, help TeamKIDs understand and begin sharing with others that Jesus is God the Son. All of Scripture points to Jesus as the Messiah. Help TeamKIDs realize and share with others that Jesus really is God. We can trust Jesus because He is God the Son.

### Unit 2 Preview:

#### Unit Game: *Hot Sock*

<i>Meeting 7:</i>	Golf It!	Search & Rescue
<i>Meeting 8:</i>	Flying Disc Golf	Blob Tag
<i>Meeting 9:</i>	Beat It	Box Hurdles
<i>Meeting 10:</i>	Balloon Relay	The Mailbox Is Full
<i>Meeting 11:</i>	Traffic Light	Kneel Down
<i>Meeting 12:</i>	Straw & Paper Relay	Where Are You?



# UNIT GAME

## HOT SOCK

### To play:

Say: "We are learning how important it is for us to study the Bible to learn more about our faith and how to communicate truth from God's Word to others."

Invite TeamKIDs to stand in a circle. Play music and instruct players to pass the "hot" sock to one another. The player holding the "hot" sock when a coach stops the music is out. Those who are out sit in the middle and try to distract other players. Continue playing as time allows.

If a toss was not "catchable," the player (or any player helping recover the sock) is not out if the music stops while they are picking it up.



### PROVIDE:

- A pair of thick socks rolled up into a ball
- Music and music player

### Extend the game:

Play various rounds, increasing the difficulty by:

- *Playing without music and say the words to a Bible verse with each pass.*
- *Leading TeamKIDs to spread out and toss the hot sock to various players instead of passing it.*

### Debrief:

This game creates a lot of fun and excitement. The coming of Jesus was an exciting event that had been looked forward to for hundreds of years. Jesus provided a way for us to have hope for the future by trusting in Him.

# MEETING 7 GAME

## GOLF IT!

### To play:

Lead TeamKIDs to form two groups. Explain that a player from each group will putt her ball into each hole before the next player takes his turn. TeamKIDs will keep up with how many hits it took them to complete each hole. Allow only one player to play at each hole at a time.

### Debrief:

Say: "Great job! Some of those were difficult to complete with foam noodles. You may have even thought it was impossible. In a similar way, it is impossible for us to live a perfect life free

### PROVIDE:

- 2 pool noodles
- 2 table tennis balls
- 4 plastic cups
- Tape

### TO DO:

- Create 2 mini golf courses of two holes with plastic cups taped to the floor.

**Note:** The pool noodles are floppy and make for an unpredictable shot. Encourage TeamKIDs not to give up as they complete each course.

of sin because we all sin. (See Romans 3:23.) Thankfully, God promised to send a Messiah to rescue us from sin. Jesus is that Messiah. Jesus lived a perfect life, died on the cross for our sin, rose again, and is alive today! When we trust in Jesus as our Savior, we are forgiven of our sin. Today's Bible story taught us that **the Messiah is the Suffering Servant who has come to rescue us**. God has given us an opportunity to follow Him so we will live with Him in heaven some day, but it is up to us to respond by trusting in Jesus.



# MEETING 7 GAME

## SEARCH & RESCUE

### PROVIDE:

- 2 rolls of toilet tissue

### TO DO:

- Preselect two locations in the play area where the *injured* kids will hide.

### To play:

Remark that this is a team hide and seek game. Establish an area in the room to be the base. Explain that two *injured* players will hide and two teams will search a designated area until the team finds one of the *injured* players. Once someone finds an *injured* player, the team will help him back to base by standing on either side of the *injured* player as he hops on one foot back to base. Then the team should bandage three injuries by wrapping toilet tissue around the player's head, wrist, and ankle. The first team to complete all of these steps wins. Play several rounds as time allows, choosing different players to be the *injured* players.

### Debrief:

Remind TeamKIDs that both teams went in to search for and rescue the *injured* players. If no one helped them, they would have been stuck and could not get back on their own. In a similar way, we need a rescuer because of our sin. God knows we need Him to rescue us. He did not leave us on our own, but sent Jesus to rescue us.





# MEETING 8 GAME

## FLYING DISC GOLF

### PROVIDE:

- 2 or more flying discs
- 4 paper targets
- Baskets (optional)
- Set up two holes of flying disc golf. Locations will depend upon your space and can be as simple as a target on a wall with a line to stand behind or be more complicated involving a basket for TeamKIDs to throw their flying discs into.

### To play:

Show TeamKIDs the two hole disc golf course and lead kids to complete both holes—one kid per hole at a time. Explain that TeamKIDs will throw discs towards the target. They must keep their own score by yelling aloud each throw they make and combining the number of throws for the two holes for their score. The TeamKID with the lowest score wins. Play several rounds as time allows. To increase difficulty, tape the targets to four TeamKIDs. Encourage the moving targets to move around to make the course more difficult. Explain that once a player throws his disc, the target must freeze in place and try to catch the disc.



### Debrief:

God used prophets in the Old Testament to deliver special messages to His people and to keep them on course in following Him. **Jesus is the prophesied Messiah who came into the world to save people from their sins.** When we follow His commands to tell others about Jesus, we are staying on course! Stay on course and on target!

# MEETING 8 GAME

## BLOB TAG

### **To play:**

One person is designated as *It* and the game works like a game of tag. The difference is that once a person is tagged, she joins hands with *It* to catch remaining players. The two outside arms of the blob can tag a person. The blob can split in half one time if it grows to at least six players. The last person caught is *It* in the next round.

### **Debrief:**

The blob had to work together to tag the remaining players. In Scripture, God works through people and expects us to cooperate and work together to do His will and help others also do His will. As believers, we have a responsibility to work together and tell others about the good news of Jesus.



# MEETING 9 GAME

## BEAT IT

### To play:

Gather TeamKIDs together and lead them to form small groups of three or four players. In their groups, TeamKIDs will create and beat out rhythms with their hands and feet. The rhythms can begin simply with three claps and three stomps and repeat. They should practice their rhythms as a group and then challenge other teams to copy their rhythms and join in. If skills increase, make the rhythms move complex involving more types of motions and sounds like hitting the side of your leg, the bottom of your foot, or adding a yell in the middle. Choose the best rhythm for everyone to beat out to conclude the game.

### Debrief:

Say: "As you followed the rhythm, you had to observe and listen to follow the other team. Sin disrupts the peaceful rhythm of life. When we trust God, He gives us the tools to get back to on track and follow Christ."



# MEETING 9 GAME

## BOX HURDLES

### To play:

Form two teams of TeamKIDS and point out the obstacle course. Explain that TeamKIDS will need to get around the hurdles (boxes) by jumping over them to complete the course, reaching the far tape line, and return to tag the next player. Explain that TeamKIDS who do not want to jump over the hurdles may run around them two times before continuing on the obstacle course. The game ends when all members of a team complete the course first.



### PROVIDE:

- 8 boxes of various sizes that TeamKIDS can jump over
- Tape (optional)

### TO DO:

- Create two relay courses with four boxes.
- Tape a start line and end point for each course.

### Debrief:

Jesus knew it would not be easy for His followers to live a life of faith in God. He warned them that they would suffer and face hurdles or problems in life, but He encouraged them to stand firm in their faith. Challenge kids to face hurdles in life by relying on God.

# MEETING 10 GAME

## BALLOON RELAY

### To play:

Form two or more equal teams and provide one balloon per team (have additional balloons on hand in case one pops). Place balloons behind the line at the far end. On the start signal, TeamKIDs will run, one team member at a time, to their team's balloon and move it to the other end using only their feet. When they cross the line, the next team member goes to the balloon to move it to the other side. The first team to finish moving their balloon wins.

### Debrief:

Direct a member of each team to pop his balloon and lead his team to say the verses found inside. Remind TeamKIDs that just like they protected their balloon to keep it from popping, God has sustained and protected the truth of Bible over many years and we can read its truth today.

### PROVIDE:

- Item 7: Allergy Alert
- 2 inflated balloons
- Small pieces of paper
- Additional balloons to inflate as needed

### TO DO:

- Post the allergy alert sign listing the latex allergy.
- Inflate balloons and put verse references of the memory verse (John 1:1) and the bonus verse (Matthew 3:17) inside the balloons.
- Set up a starting line at one end of the room. Place the balloons behind another line at the other end.



# MEETING 10 GAME

## THE MAILBOX IS FULL

### PROVIDE:

- A variety of lightweight balls
- Large basket or bucket to hold the balls;

### TO DO:

- Set up the basket or bucket at one end of the room. An area with a wall behind it is optimal but not required. Fill it up with the balls.

### To play:

Explain that one person is designated as the *mail carrier*. This player must attempt to empty the mail basket (large basket of balls). On the coach's signal, the *mail carrier* throws the balls outward toward everyone else. Everyone grabs balls and places or softly tosses them back into the basket. The *mail carrier* earns a point every time the box is empty for three seconds. Once the *mail carrier* earns three points, pause the game and select a new *mail carrier*.

### Debrief:

The letters Paul sent were carried to the churches and then continued being read even by believers today. Just like the balls (mail) being sent out, the Scripture is still being sent today through people. Just like you hurried to return the balls (mail) so it could be "mailed" again, many people share Scripture today so that people can know the truth.



# MEETING 11 GAME

## TRAFFIC LIGHT

### To play:

Explain that TeamKIDs will play this game similar to Red Light, Green Light. A coach will select a *traffic officer* to stand at one end with TeamKIDs at the other end of the play area. When the *officer* says red, yellow, or green, kids will move toward the officer in line according to the color said. Red means freeze completely still. Yellow is slow motion. Green is walking at normal speed. If they don't keep the command, they are out. The first TeamKID to reach the officer wins.

### Extend the game:

Play variations of this game using different colors for different motions (e.g. orange means crab walk, yellow means skip, purple means dance).

### PROVIDE:

- Tape

### TO DO:

- Mark a start and finish line with tape.

### Debrief:

In this game, it didn't matter if you were tall or short, how old you were, or if you had brown hair or black hair. To be successful in this game you had to listen carefully and obey without delay or hesitation. In a similar way, this is what it means to live as a disciple. Living a life as God wants means we will listen to Him and obey immediately.



# MEETING 11 GAME

## KNEEL DOWN

PROVIDE:

- Rubber ball (1 per pair of teams)

**To play:**

Form even teams of three or four players. Guide each team to stand single file facing an opposite team. Explain that in this game, players will toss the ball to the person across from them. Then the opposite player will catch the ball and toss it back. After the first pair successfully completes this task, they will kneel down and hand the ball to the player behind them.

The next player will repeat the toss to the next player in line over the players kneeling down. After they complete their task, they will both kneel and the players in the third position will play. The fastest team to completely kneel down wins.

**Debrief:**

The apostle Paul told us that because of Jesus' sacrifice for us, He had made His name higher than any other name and at the name of Jesus, every knee will bow and every tongue confess that He is Lord. Just like you knelt when you were finished with the task—we will also kneel because Jesus finished the task of giving His life for us.





# MEETING 12 GAME

## STRAW & PAPER RELAY

### To play:

Form teams of two or more and lead TeamKIDs to line up single file. Give each player a plastic drinking straw. At the signal, the first member on the team runs to a piece of tissue paper and picks it up by inhaling on the straw and brings it back to lay it down on the paper plate near her team. Then the next player takes the tissue paper back to the far chair. When he tags in, the next player goes to get it. Each player takes a turn and when all have successfully carried the tissue the length from chair to chair, their team wins.

### PROVIDE:

- Straws (1 per child)
- A small tissue paper square
- Paper plates
- Chairs

### TO DO:

- Set up an area for two teams with a chair at the beginning and end of the course.

### Debrief:

Taking the tissue paper required you to change the way you would usually carry an item. You had to use your breath to hold the tissue paper with a straw. God gave us a special way to show that we follow Christ: baptism. John baptized Jesus who set the example for future followers to imitate.



# MEETING 12 GAME

## WHERE ARE YOU?

### PROVIDE:

- Blindfolds (Optional - 1 per player)
- An open flat area free of obstacles so kids can walk around with their eyes closed.

### TO DO:

- Enlist additional coaches to watch the perimeter of the area so no TeamKIDs wander away from the game area.

### To play:

Guide TeamKIDs to spread out in an open area with coaches watching the perimeter. Players close their eyes or use blindfolds and slowly begin walking throughout the area with their arms outstretched. A coach quietly walks up to one player and whispers, "You are John the Baptist." That player opens his eyes and walks among wandering players. As kids bump into one another, they can ask "Are you the messenger?" If a player bumps into *John the Baptist*, that TeamKID must respond with, "Yes, I am John the Baptist." Then the player must join elbows with him and join his wandering. The line may get long near the end. Keep wandering until all the wandering players are connected.

### Debrief:

People were looking for the Messiah but they did not know who He was. In this game you were "blind" and wandering around the area. In a similar way all people are spiritually blind and need to understand and trust in Jesus as the Messiah. John the Baptist was used by God to identify Jesus as the Passover Lamb who came to die for our sins.



# UNIT 3

## DID JESUS' MINISTRY AND RESURRECTION REALLY HAPPEN?

As TeamKIDs learn more about Jesus, some may wonder if Jesus' resurrection really happened or if it is just a story they hear among other stories. As you lead TeamKIDs through this unit, help them answer this big question with biblical truth. Jesus is God the Son and He came to point others to God. As you study the "I AM" statements of Jesus in this unit, help kids see that Jesus really died and is alive today!

### Unit 3 Preview:

#### Unit Game: *Who Is the Leader?*

<i>Meeting 13:</i>	Hoop Four Square	Sheep and Wolves
<i>Meeting 14:</i>	Elephant Tag	Spinning Sprint
<i>Meeting 15:</i>	The Big Wind Blows	Thumbs
<i>Meeting 16:</i>	Amoeba	Resurrection Tag
<i>Meeting 17:</i>	3, 2, 1...Freeze!	Rock, Bridge, Tree
<i>Meeting 18:</i>	Ship, Shark, Shore	Caterpillar Relay



# UNIT GAME

## WHO IS THE LEADER?

### To play:

In this game, one player will attempt to discover the identity of the secret leader who all the other players are following. Choose one player to be the *guesser*. She will leave the room with a coach or stand far away from the group with her eyes closed. After that person is out of sight, the TeamKID leader silently points to one child to be the *leader*. The leader will begin an action, such as waving her arms, and all other TeamKIDs will mirror her action. When the *guesser* returns, all other players wave their arms around until the *leader* chooses another action (examples include: patting head, jumping jacks, turning around, etc.). As TeamKIDs notice the leader changing actions, they will quickly follow the new action. The *guesser* will observe and guess who the leader is. After three guesses, another follower is chosen to be the *leader*.

### Debrief:

In this game it was not always easy to determine who the leader was. It is always important to know who you are following. Like sheep follow their shepherd, Christians follow Jesus. We know His voice and know we can trust Him never to lead us astray!



# MEETING 13 GAME

## HOOP FOUR SQUARE

### PROVIDE:

- A large open area or outdoor space
- 1 plastic hoop per player
- 1 small beanbag per player

### TO DO:

- Arrange hoops into groups of 4, each group forming a square.

### To play:

TeamKIDs are assigned to groups of four and each player is given a plastic hoop and a beanbag. Place the hoops in the shape of a square on the floor and put beanbags inside each hoop. When the leader says, "Go!" players must get in a push-up position (plank), with their hands behind their hoops. The object of the game is to stay in that plank position using one hand to throw the beanbags into another hoop and also trying to keep any bags from landing in the player's own hoop. If the plank position is too difficult for some players, allow them to drop to their knees and continue playing. The end goal is to have the fewest beanbags in your hoop.

### Debrief:

Just as you tried to keep the beanbags out of your hoop, it is a shepherd's job to keep wolves and other predators out of the pen. As Christians we should stay close to our shepherd, Jesus. When we follow Him, He will keep us within safe boundaries, away from people and things that can harm us.



# MEETING 13 GAME

## SHEEP AND WOLVES

### To play:

Assign TeamKIDs to two teams. Each team lines up single file and faces each other in the center of a large space. One team is designated as *sheep* and one team as *wolves*. When the coach says “sheep,” the *sheep* chase and try to tag the *wolves* before they can run to the safety zone (a wall or outdoor boundary) behind them. If the coach announces, “wolves,” the *wolves* chase the sheep to their safety zone. Any player who is caught by the opposite team must join that team.

### PROVIDE:

- 4 cones

### TO DO:

- Set up a safety zone at each end of the play area with 2 or more cones on each side.

### Debrief:

In this game, your identity changed based on which team you were on. In life, our identity in Christ never changes. We always know Whose team we are on, and that we can always trust, obey, and follow God’s plan and purpose for us.



# MEETING 14 GAME

## ELEPHANT TAG

### To play:

Choose two players to be the elephants and give each a pool noodle to represent an elephant's trunk. When the leader gives the starting signal, both elephants chase all the other players. When a player is tagged, she becomes a part of the team of the elephant who tagged her by linking arms. The pool noodle is passed to the last person tagged. The object of the game is to be the last player standing alone and not a part of either team of elephants.

### PROVIDE:

- 2 or more pool noodles

*Note:* Consider adding 3 or more *elephants* if the group is larger than 15 players.

### Debrief:

When you were tagged, you had to follow the direction of the person holding the elephant's trunk. When we become Christians, we follow God. When you became part of a team, you tried to tag new members. As believers, we try to tell others about Him so they can become members of God's "team." The object of this game was to be left standing alone, but in life, it is vital to be a part of one group—the family of Christ.



# MEETING 14 GAME

## SPINNING SPRINT

### To play:

This is a relay game players must put their foreheads on the end of a baseball bat and spin around 10 times.

Form two teams of players. Enlist a coach for each team to count the player's number of spins aloud and assist players as needed.

After a player spins 10 times, she must run across the play area and cross the finish line. The next player on the team cannot begin until the previous players cross the finish line. The team whose players all cross the finish line first wins.

### Extend the game:

Play again, instructing players to say the Bible truth as they spin: **The miracles of Jesus verified His message and the purpose of why He came.**

### PROVIDE:

- 2 baseball bats
- Tape

### TO DO:

- Designate a start and finish line about 100 feet apart with tape.

### Debrief:

Explain that every game has an objective, or purpose.

Ask: "What was the purpose of this game?" (*for the entire team to cross the finish line first*)

Ask: "What was the purpose of Jesus' miracles?" (*to prove to others that He is God the Son*)





# MEETING 15 GAME

## THE BIG WIND BLOWS

### PROVIDE:

- Enough chairs for every child, minus one (or children may sit on the floor or ground if necessary)

### TO DO:

- Arrange chairs in a circle facing each other similar to musical chairs.

### To play:

One player is designated the *Big Wind*. That player waves her arms around like the wind and says, "The big wind blows everyone..." then names categories such as "everyone who has a sister, everyone who was born in this state, everyone with an 'a' in his or her first name," and so forth.

The players who fit the category must stand and exchange seats with other players. Players may not switch to the seat directly next to theirs unless that is the only option. The person who is without a seat becomes the next *Big Wind*.

### Debrief:

In today's Bible story, Jesus calmed a dangerous storm. We just played a game where players pretended to be the wind, but true wind and other natural elements can only be controlled by our all-powerful God! **Jesus' miracles showed that He has power over creation** because He is God the Son.



# MEETING 15 GAME

## THUMBS

### To play:

Arrange TeamKIDs into equal groups of three players. Play takes place only between each group of three. Explain that this game is a variation of “Rock, Paper, Scissors.” Comment that all players will circle up with their group of three and make two fists in the middle of the circle. Players will estimate how many thumbs the group will collectively hold up in each round. Then the coach will count, “3, 2, 1... Thumbs” and each player will raise either one, two, or zero thumbs. Players take turns counting how many thumbs the group raised. When a player is correct, she may remove one hand and place it behind her back. The winner in each group is the one who first has no hands left in the game. Play may continue for several rounds.

### Debrief:

You had to guess how many thumbs you thought players would raise in your group, but you didn’t know for certain what the other players would do. There is no way for us to know the future. That kind of power belongs only to God! He is sovereign and knows everything. We have been learning that Jesus is God the Son. **Jesus’ miracles showed that He has power over creation.** His death and resurrection really happened, and when we trust in Him we can be part of God’s family.



# MEETING 16 GAME

## AMOEBA

### PROVIDE:

- Tape

### TO DO:

- Place 3 large X's in various areas of the play area with tape.

### To play:

Lead players to make a large circle and join hands around the spot on the floor or ground. Explain that the object of the game is to manipulate and move other players into stepping on the spot by walking in different directions. When a player touches the spot, that player separates from the group. Any player who releases the hand of another player is also eliminated. As three or more players are eliminated, they begin a new round with another X in a separate part of the play area with other players. Play continues until three groups are playing simultaneously and a winner is chosen from each group.

### Debrief:

The object of this game was to use human strength to push or pull someone onto the square. Sometimes it worked, sometimes it didn't. Human strength will often fail, but God has the power to move or change anything: people, nature, even death!



# MEETING 16 GAME

## RESURRECTION TAG

### **To play:**

One person is named *It* and chases all the other players. If a player is tagged, she must “freeze” in the exact spot where she was tagged. Other players, who are still free may allow frozen players back in the game by touching the player’s head and saying, “Jesus has power over life and death!” The round ends when every player is frozen, or every so often the leader should change the identity of *It*.

### **Debrief:**

In Resurrection Tag, a player can be “brought back to life,” (brought back into the game) when someone shouted, “Jesus has power over life and death!” When a person dies, there is usually no coming back! But in the Bible, Jesus raised many people from the dead, including the little girl in today’s story and later Himself! When Jesus rescues someone from death, it’s not a game! Because of Jesus, believers can live forever with God one day.



# MEETING 17 GAME

## 3, 2, 1...FREEZE!

### PROVIDE:

- Tape

### TO DO:

- Make a start line with tape.

### To play:

Line up kids on a designated start line and choose a player to be *It*. Instruct *It* to stand facing the rest of the players about 50 feet away from the group. *It* will turn her back away from the players standing on the start line while another leader supervises the players. *It* will say, "3, 2, 1, freeze!" and jump around to face the players. Any players caught moving by *It* must go back to the start line. The first to reach *It* gets to be the new leader.

### Debrief:

In order to be good at this game, you had to be quick, but you also had to pay close attention, listening and watching the leader carefully. The witnesses who saw Jesus after the resurrection saw and heard an amazing sight—the resurrected Jesus! Be alert and set aside time to spend with Jesus reading His Word and listening for His voice.



# MEETING 17 GAME

## ROCK, BRIDGE, TREE

### PROVIDE:

- Tape

### TO DO:

- Designate a one third mark, a halfway mark and a finish line with tape.

### To play:

Form teams of five players. The first player runs to the one third mark and gets on the floor or ground like a rock. The second person must run and jump over the *rock* and form half of a bridge by kneeling on his knees, putting his hands in the air to make half of an arch at the halfway mark.



The third player will run, jump over the *rock*, and make a second half of the bridge beside the first.

The fourth player will jump over the *rock*, crawl under the *bridge* and form

a *tree* at the finish line by standing tall with her arms out like tree branches.

The fifth player will complete the course by jumping over the *rock*, crawling under the *bridge*, running around the *tree* and then back through the obstacles back to the start line.

The first team to finish the relay is the winner of that round. Play several rounds, switching the roles of the players in each round.

### Debrief:

Ask: "In this game, how did you know where the obstacles were? (*Players could see them!*) Say: "Just as you could clearly see the other people participating in this game, more than 500 people saw Jesus after He rose from the dead. Their eyewitness accounts prove the truth of the resurrection."

# MEETING 18 GAME

## SHIP, SHARK, SHORE

### PROVIDE:

- Boundary cones or tape

### TO DO:

- Designate 3 areas in the play area as ship, shark, and shore with cones or tape.

### To play:

Instruct TeamKIDs to line up on the middle line, which is the ship. Point out that the shore is the line to the right of the ship and the shark is the line to the left of the ship. Designate one player to be *It*. Explain that *It* will call out, “ship,” “shark,” or “shore.” The players must quickly race to the correct line. The last one to reach the line is out for that round. Rounds go quickly, so several may be played as time allows.

### Debrief:

Say: “In this game, the person who was last to reach the line was out for that round. Because of Jesus, we can all have eternal life. God’s love is for everyone!”



# MEETING 18 GAME

## CATERPILLAR RELAY

### PROVIDE:

- Tape

### TO DO:

- Mark a start and finish line with tape.

### To play:

Create teams with an equal number of players of three or more. Teams will form a *caterpillar*, sitting down in a line with knees bent and holding on to the ankles of the teammate behind them. At the signal, teams must scoot along without letting go of the ankles of the person behind them, scooting forward and inching along like a *caterpillar* until they reach the finish line. The first team to cross the finish line wins. Play several rounds.

### Debrief:

Ask: "What does it mean to defeat something?" (Allow TeamKIDs to respond.) Say: "In this game, the object was to defeat the other teams by being first to cross the finish line. In today's lesson, you learned that Jesus defeated sin and death, once and for all. **The resurrection of Jesus is important because it means that sin and death have been defeated.**"





# UNIT 4

## WHAT IS OUR IDENTITY IN CHRIST?

Our identity is important because it influences what we believe about ourselves and what we believe about God. Our identity doesn't come from ourselves. It doesn't come from what we do or what others think about us. It's not found in our hobbies, interests, or what others believe to be true about us. Our identity comes from the One who created us. In this unit, help TeamKIDs articulate that our Creator intentionally designed us to reflect who He is in all we do.

### Unit 4 Preview:

#### Unit Game: *Chariot Tag*

<i>Meeting 19:</i>	Suitcase Relay	Sharks and Minnows
<i>Meeting 20:</i>	Line Up!	Cat Tails
<i>Meeting 21:</i>	Tennis Ball Relay	Crab Soccer
<i>Meeting 22:</i>	Clusters	Mosquito Tag
<i>Meeting 23:</i>	Criss Cross	Poor Little Kitty
<i>Meeting 24:</i>	Electric Fence	Musical...Tape?



# UNIT GAME

## CHARIOT TAG

### PROVIDE:

- Bandanas (1 per team)
- 3 plastic hoops

### To play:

Guide TeamKIDs to form groups of three players. One player in each group of three will tuck a corner of a bandana in the collar of her shirt. That player is designated as the *driver* of her team. The other two group members lock arms and stand in front of the driver, acting as the *chariot*. The goal is for the *drivers* to take each others' bandanas by "racing" in the chariot. Drivers will hold onto the shoulders of the two players that are the *chariot* and race around the room. With one hand, *drivers* may try to grab the bandanas from the other *drivers*. When a bandana is taken, that group is temporarily out of the game and moves to the plastic hoops.

Designate plastic hoops as a red light, yellow light, and green light to act as a stop light. When a team is out, they stay in order. The group in the red are the latest out. Each time a new group is out, the groups advance. When a group reaches the green light hoop, they are allowed back into the game. Encourage players to switch roles of *driver* and *chariot* each time they are allowed back into the game.

### Debrief:

In this game, each player had an important identity and role. You were either a *driver* or a *chariot* with a specific job to do. Christians have a very important identity in Christ. It is the most important part of who we are. We represent Jesus in everything we do, and our identity in Christ never changes.



# MEETING 19 GAME

## SUITCASE RELAY

### PROVIDE:

- 2 suitcases each containing the same number of clothing items (oversized shirt, sunglasses, jacket, hat, etc.)
- Tape

### TO DO:

- Tape a start line and finish line for each team.

### To play:

Lead players to form two teams and line up in two relay lines. Place the suitcases at the finish lines. Explain that when the coach says, "Go!" the first person in each line will run to the suitcase at the finish line, open it, and put on the clothing items inside over his own clothes. Then he will run around the suitcase, take off the clothing items and put them back in the suitcase, and then quickly run back to the next person at the starting line to tag them. The relay continues with every player

putting on or taking off the clothing items. The first team to run all players through the process, return the clothing items to their team's suitcase, and close the suitcase wins.

### Debrief:

In the suitcase relay, you had to put on and take off clothes to play the game. Likewise, the Bible says that Christians should "take off" their former life and "put on a new self." Today's Bible story taught us that we are created according to God's likeness.



# MEETING 19 GAME

## SHARKS AND MINNOWS

### PROVIDE:

- Tape

### TO DO:

- Tape two boundary lines about 50 feet apart.

### To play:

Designate two players as the *sharks* who stand in the middle of the playing area and the rest of the players line up shoulder-to-shoulder as *minnows* along a starting line

When the *shark(s)* calls, "Minnows, swim this way!" the *minnows* try to run to the opposite line without being tagged. Tagged *minnows* become *sharks*, and the winners



are the last two *minnows* left, who then become the first *sharks* of a new round.

### Debrief:

In this game, your identity changed if you won the round and got to be the leader. Sometimes you were a *shark* and sometimes you were a *minnow*. Before a person becomes a believer, he or she is living in a dark and hopeless place. But when a person believes in Jesus and follows Him, that person's identity changes to follower of Jesus and he begins to live a life following after Jesus!

# MEETING 20 GAME

## LINE UP!

### To play:

The TeamKID coach calls out several categories and the players must line up in order. Examples include birthday month, birthday date, alphabetical by first name, then last name, shortest to tallest, shortest hair to longest hair, age, and so forth. The game requires strong communication and cooperation.

### Debrief:

Explain that this game required players to compare themselves with others and work together to form the line. Sometimes when we try to compare ourselves to our friends we might be tempted to believe that we don't measure up or that we think of ourselves as being better than someone else. Stress that the Bible is clear—God loves all of His children equally. ***Being made in the image of God tells us that we have worth and value.***



# MEETING 20 GAME

## CAT TAILS

### PROVIDE:

- A bandana or 12 inch strip of crepe paper (1 per player)

### TO DO:

- Distribute bandanas or streamers to each player. The children must tuck them in their back pockets or tuck in clothing like a tail (much like flag football).

### To play:

The object of the game is to pull out the other players' *tails*. Players must run with their hands on their heads until reaching for another player's tail. The winner of each round is the last player who still has her *tail* intact.

### Debrief:

A cat's tail helps the cat keep its balance. Balance is very important for a cat's ability to walk in narrow spaces, to run, jump, and hunt. God made all creatures with the qualities they need to survive and thrive. He made humans in His own image! We were created to reflect God to others around us. ***Being made in the image of God tells us that we have worth and value.***



# MEETING 21 GAME

## TENNIS BALL RELAY

### PROVIDE:

- Tennis balls (1 per player)

### TO DO:

- Number tennis balls in numerical order of number of players on each team.

### To play:

Form teams of an equal number of players and assign each player a number. Explain that the tennis balls will be randomly tossed by coaches a short distance from each team. The tennis balls have been marked sequentially with the correct number of players on each team.

On, "Go!" the first player of each team finds the first ball, then runs back to his team and tosses the tennis ball back onto the field. As soon as that ball is thrown, the next player retrieves the second ball, and so forth. The first team to find and throw all its balls in order wins.

### Debrief:

There were several steps that had to be completed in this game. It was important to complete them in a specific order. When Jesus saves us, there are three easy steps for us to respond to: admit, believe, and confess. We are saved by faith in Him, not by anything we can do on our own. Jesus has already done it all!



# MEETING 21 GAME

## CRAB SOCCER

### PROVIDE:

- Soccer ball or other playground or soft ball (1 per group of 10 players)
- Cones for goal and boundary markers

### TO DO:

- Designate goal markers on opposite sides of the play area.
- Place boundary cones around the perimeter of the play area

### To play:

Form two teams. Explain that this game is played like soccer except that players must move like crabs, holding themselves off the ground and leaning on their arms behind them. Warn that moving quickly and kicking the ball will be more difficult in the crab position. Caution TeamKIDs to be mindful of the players around them to avoid injury. Lead teams to attempt to kick the soccer ball into their designated goals. The first team to make three goals wins.

### Debrief:

Playing crab soccer was much more difficult than playing soccer the way it was originally intended to be played. When we follow the direction of God in our lives, we are living as God intended and created us to live. Life is not always easy, but when we follow God's plan, our faith in Him grows, and He helps us be strong and know that we are never alone. When we trust in Jesus we are a part of the very best team!





# MEETING 22 GAME

## CLUSTERS

### **To play:**

The coach will call out random numbers, and the players must assemble themselves in groups of that number. For example, if the coach calls out “Three,” the players quickly get in groups of three. Groups with an incorrect number are out for that round.

### **Extend the game:**

Play again as time allows, adding a motion for TeamKIDS to follow to form clusters. For example, the coach could call out “Four, jumping.” TeamKIDS would form groups of four by jumping up and down towards their groups. Groups that have an incorrect number or did not complete the action called are out. These players are to stand as statues among the group to make the task more difficult for other players to form groups.

### **Debrief:**

In this game, players were required to be only in groups of a certain number. They were bound or limited by the number announced to the groups. Until a person becomes a Christian, she is bound (or trapped) by sin. Read 2 Corinthians 5:17 to the group: “Therefore, if anyone is in Christ, he is a new creation; the old has passed away, and see, the new has come!” Explain that in Christ we have freedom, not bondage. When we trust in Jesus for salvation, He makes us new and frees us to live for Him.



# MEETING 22 GAME

## MOSQUITO TAG

### PROVIDE:

- 2-4 pool noodles cut in half

### TO DO:

- Appoint 4-6 players as mosquitoes, depending on the size of the group.

### To play:

Explain that the *mosquitoes* will hold the pool noodles on their foreheads and chase the other players, trying to tag them with the noodles. Once a player has been *bitten*, (tagged) she must freeze. Players may pretend to scratch as if they have been bitten by a mosquito to get the attention of the other players. To bring a *bitten* player back into the game, two players may hold hands surrounding that player and shout, "First aid!" While they are speaking the words, all three players are safe.

### Debrief:

When a mosquito tagged you, you needed help to heal from the mosquito bite and get back into the game. In life, we need help often! God loves you and is always with you when you need His help. He is just one prayer away at all times!



# MEETING 23 GAME

## CRISS CROSS

### **To play:**

Form four equal teams of players. Each team stands on one side of the playing area. The object of the game is for players to run to the opposite side of the play area (criss cross each other). The first team to get all players to the opposite side successfully earns one point. At the end of the game, the team with the most points wins.

### **Debrief:**

Ask, "What was the purpose of this game?" (*to get to the opposite side of the field before the other teams*)

Explain that as Christians, our lives have a very important purpose—to worship God and glorify Him. Remind TeamKIDs that in the game there were several obstacles (other players) that they had to avoid to continue on the right path. In a similar way, we will face obstacles when we share about our faith with other people. It is important that we persevere and continue trusting God to guide us. As we learn more about our faith in Jesus and grow as His disciples, we can share what we learn with others.



# MEETING 23 GAME

## POOR LITTLE KITTY

### To play:

Lead TeamKIDs to sit in a large circle. Explain that one player will be designated as the *kitten*. That person crawls around on hands and knees inside the circle and stops in front of one person and makes the saddest or funniest “Meow” sound possible. The person facing the kitten must gently pat the kitten’s head and say, “Poor little kitty!” The object of the game is for the *kitten* to get the player in the circle to laugh. The kitten gets three chances to make someone laugh. The person who laughs is the next *kitten*. If the player can’t get anyone to laugh, he chooses the new *kitten*.

### Debrief:

Say, “It’s fun to laugh, isn’t it?” The Bible tells us that joy is a fruit of the Spirit. Because Jesus forgave our sins and saved us, we have every reason to have a deep joy that is evident to those around us. Joy doesn’t always mean laughter, but it results in a deep peace that we can truly only experience when we trust in Jesus.



# MEETING 24 GAME

## ELECTRIC FENCE

### PROVIDE:

- An extra long jump rope, or section of yarn

### To play:

Designate two players to be the fence patrol and hold the rope, starting about one foot off the ground. Explain that TeamKIDs will pretend the rope is an electric fence. The *fence patrol* will move the *fence* higher each round. The object is for each TeamKID to jump over the rope without touching it. Play several rounds, raising the rope about three inches each round.

### Debrief:

In today's game, it was necessary for you to stay in the same order and follow the player in front of you. In life, it is important to follow Jesus! As we grow to know more about Jesus and grow in our faith, we become stronger in our faith and point others to Jesus, too!



# MEETING 24 GAME

## MUSICAL...TAPE?

### PROVIDE:

- Tape (1-2 inch strips of tape per player)
- Music and music player

### TO DO:

- Distribute the tape to all players and have them stick it on the floor wherever they would like.

### To play:

Explain that this game is similar to musical chairs. Players will spread out around the play area and tape a safe zone to the floor. The coach will play music and TeamKIDs will travel around the room. When the music stops, players should quickly find and stand on a piece of tape. Each round one strip of tape is removed. Players who are not able to stand on the tape are out until the next round. Allow players who are out to help start and stop the music. The winner is the last player left in the game who is able to find a piece of tape to stand on.

### Debrief:

In this game there were never enough spots for everyone. Each round one player was left out. Jesus wants every person to follow Him and be changed by Him. No one ever has to feel left out or left behind. Jesus loves and includes us all! He wants everyone to respond to the gospel and trust in Him for salvation.



# UNIT 5

## IF GOD IS GOOD, WHY DO BAD THINGS HAPPEN?

Help TeamKIDs know that we believe in a God who knows us and loves us. In a world filled with brokenness and suffering, it can be difficult to understand why God allows bad things to happen. Point TeamKIDs to the goodness of God in the midst of a broken world brought about by sin. Not everything in our world is like God designed it to be because of sin, but the good news is that Jesus will return and make all things new again. Remind TeamKIDs that God is always good. Even when bad things happen, we can still trust Him and believe He is with us.

### Unit 5 Preview:

#### Unit Game: *Sneaky Blink*

<i>Meeting 25:</i>	Penguin Waddle Relay	Move It, Move It!
<i>Meeting 26:</i>	Mummy Roll Up	Trust Me
<i>Meeting 27:</i>	Hot Potatoes	Coach Says
<i>Meeting 28:</i>	Bubble Wrap Attack	Animal Races
<i>Meeting 29:</i>	Freeze Dance	Sticky Spider Web
<i>Meeting 30:</i>	Color Balance	Anatomy



# UNIT GAME

## SNEAKY BLINK

### To play:

Appoint one TeamKID to be *It*. Other TeamKIDs should stand in a circle around *It*. A coach will instruct everyone to close his eyes while she walks around the circle and tap one TeamKID's back so he knows he will start blinking. Invite players to open their eyes. Once you say, "Go," the TeamKID whose back you tapped should make eye contact with someone and blink at him. He then makes eye contact with another person and blinks at her. This continues while *It* tries to catch someone blinking. If a TeamKID is caught blinking, he becomes the new *It*!

### Debrief:

Say: "It can be hard to tell who is blinking at who!" In a similar way, it can feel like we cannot find God in suffering and sadness, but God is always with us. He always has a plan when for Christian suffering. Despite the sin that people brought into the world, God is good. He is perfect at all times and uses suffering to draw people closer to Him.





# MEETING 25 GAME

## PENGUIN WADDLE RELAY

### PROVIDE:

- Item 7: Allergy Alert
- 2 inflated balloons
- Cones

### TO DO:

- Post the allergy alert listing the latex allergy.
- Place cones around the room to create boundary markers.

### To play:

Create two teams and show TeamKids that they will be racing around the perimeter of the room. Line the teams up on one wall of the room. Let the first two TeamKids on each team place a balloon between their knees. When the coach says, "Go," the players should race around the room waddling like a penguin. When they get back to the front of the line, they should pass the balloon to the next player on the team. If a TeamKid drops her balloon, she has to go back to the starting point.

### Debrief:

Ask TeamKids if it was easy to walk around the room perfectly without dropping the balloon. Remind them that because we are humans, we easily make many mistakes, but God does not make mistakes with His creation. He created all things perfectly and because He says His creation is good, we can trust that it is.



# MEETING 25 GAME

## MOVE IT, MOVE IT!

### To play:

Lead TeamKids to create a circle and pick a player to be the leader. The first player starts by doing an active movement like a jumping jack or clapping his hands. The next player in the circle has to perform the first movement before adding her own. This continues, each TeamKID performing the movements from everyone before. Keep going until the sequence is forgotten. Each player who forgets is out until there is only one player remaining. If you have an especially large group, create two or more group circles.

### Debrief:

Tell TeamKIDs to think back to when they were coming up with their own move and ask them if it was easy. Many players probably had to get pretty creative to come up with a new movement, especially if they were at the end of the circle. While it can be hard for us to exercise creativity, God is the most creative being there is! His creation is beautiful, and He didn't struggle to come up with it or a plan for it. He is a good and creative God.



# MEETING 26 GAME

## MUMMY ROLL UP

### PROVIDE:

- 2 rolls of toilet paper
- Tape

### TO DO:

- Tape a start line and finish line.

### To play:

Create two teams of players and have each team appoint a player to be the *mummy*. While the *mummy* stands still with her hands by her side and feet together, the rest of the team will roll that volunteer up like a mummy with a full roll of toilet paper. The TeamKID who is rolled up will hop with her feet together from the start line to the finish line and hop back. The first team whose *mummy* is back while staying rolled up wins!

### Debrief:

Explain to TeamKIDs that in ancient Egypt, where Joseph was sold into slavery, the most wealthy and prominent would be preserved into mummies after they died. Say: "You see, Joseph was sold into a culture where people did not worship the one true God." Remind TeamKIDs that God worked through Joseph's suffering for good. Joseph endured great hardship in Egypt, but eventually, Joseph was given the opportunity to meet with and interpret Pharaoh's dream, glorifying God in the process.



# MEETING 26 GAME

## TRUST ME

### To play:

Allow TeamKIDs to form pairs. Give each pair one blindfold and appoint one TeamKID to be the *guide* and one to be the *truster* (blindfolded player). For several minutes, *guides* will stand directly in front of the *trusters* and lead them around the room through verbal instructions. After a few minutes, allow TeamKIDs to switch roles.

### Debrief:

Ask TeamKIDs if they think Joseph knew where God was leading him. Say: "Joseph was like the *truster*, wearing a blindfold and walking through life unaware of what might happen next." Just like some of the TeamKIDs might

### PROVIDE:

- Several blindfolds, enough for half of TeamKIDs
- Cones

### TO DO:

- Create a simple obstacle course with cones.

have done, he hit bumps along the way. Explain that we, too, will encounter hardships and brokenness in this world. Because of sin, there is pain and sadness, but it is not without purpose.

Remind TeamKIDs that ***in His sovereign plan, God governs the evil of this world to bring greater good to His people.*** God is working all things, even brokenness, together for His greater good. We may not always know where He is taking us, but we are called to listen to His voice and follow Him.



# MEETING 27 GAME

## HOT POTATOES

### PROVIDE:

- Item 7: Allergy Alert
- Inflated balloons (3 or more of one color per team)
- Tape

### TO DO:

- Post the allergy alert listing the latex allergy.
- Tape a boundary line in the middle of the play area.

### To play:

Lead TeamKIDs to form two teams. Assign each team a color and give the players the balloons of their color. When the coach shouts, “Go,” TeamKIDs should bounce their balloons in the air like hot potatoes. They can only bounce the balloons, not hold onto them. Players can also try to steal the balloons of the other teams. If a player drops his balloon, that balloon is eliminated. The team who keeps the most balloons or captures the most balloons of the other team wins!

### Debrief:

Remind TeamKIDs that persevering and continuing on during difficult times is not always easy. Explain that in today’s Bible story Peter was writing to the church, encouraging them during trials. We also have Christians around us to encourage us when we face difficult times.



# MEETING 27 GAME

## COACH SAYS

### **To play:**

Enlist a coach to stand in front of the room and face TeamKIDs on the opposite side of the play area. Similar to “Simon Says,” the coach will give players actions to complete, but they should only do them if the coach first says, “Coach says.” When TeamKIDs complete an action that was not preceded by “Coach says,” they should sit down and try to distract the rest of the TeamKIDs. They can only distract with their voices or funny faces—no touching! The last TeamKID standing wins!

### **Debrief:**

Ask TeamKIDs if it was hard sometimes to remember if “Coach said.” Remind them that just like they had to pay close attention, we should pay close attention to God when we are going through trials. God always teaches us things when we are suffering. When we pay close attention to Him and what He has to say, we can know that our suffering will draw us closer to God.



# MEETING 28 GAME

## BUBBLE WRAP ATTACK

### To play:

TeamKIDs should stand behind the bubble wrap and put their hands behind their backs. When you say, "Go!" TeamKIDs will stomp on the bubble wrap with just one foot until they finish. Once TeamKIDs have stomped all the bubbles out, they should race to stack their bubble wrap at the front of the room. Once all the bubble wrap is stacked, stop the time. Play several rounds, encouraging TeamKIDs to see if they can beat their previous time.



### PROVIDE:

- 12-by-12 inch squares of bubble wrap (2-3 per player)
- Timer

### TO DO:

- Lay out bubble wrap for each child

### Debrief:

Say, "I am sure that while Job was experiencing all that suffering, He felt like he was being stomped on over and over again."

Explain that sometimes we don't know why we are suffering, but we know God is always with us. God doesn't always tell us exactly why we suffer, but He always has a plan.

# MEETING 28 GAME

## ANIMAL RACES

### To play:

Line two groups of TeamKIDs up behind the start line. When you say an animal, TeamKIDs should mimic that animal's walk toward the finish line. Kids must return to the start line if they mimic the wrong walk or try to cheat by walking or running normally. The first team who crosses the finish line and returns to the start line wins! Play as many rounds as time allows.

**Crab:** TeamKIDs should get in the crab stance (opposite of crawling with hands and feet on the ground and back parallel to the ground) and crawl to the finish line.

**Bear:** TeamKIDs should crawl on hands and feet with their backs arched as high as they can make them.



### PROVIDE:

- Tape

### TO DO:

- Create a long start and finish line.

**Flamingo:** TeamKIDs should hop on one foot with the other foot attached to their leg like a flamingo.

**Sloth:** Like the bear crawl, but really slow

### Debrief:

Ask TeamKIDs if they had a hard time walking like some of these animals. Explain that after a while their muscles got fatigued and may have wanted to give out. That can be what suffering feels like. Suffering can make us want to give up. Remind TeamKIDs that Jesus actually knows what that is like. When He came to earth, He endured great suffering. Jesus finished His race on earth, and although we are not capable of finishing our races alone, He promises to be with us and to carry us through any hardship we might face.



# MEETING 29 GAME

## FREEZE DANCE

### PROVIDE:

- Upbeat music
- Dry erase marker
- Dry erase board

### To play:

Play upbeat music and lead TeamKIDS to dance around. Stop the music at random times. When the music stops, TeamKIDS should freeze where they are. When a TeamKID moves while she should be frozen, write her name on the dry erase board and continue play. Play as many songs as you have time for! Any TeamKIDS whose names are not on the board by the end wins.

### Debrief:

Remind TeamKIDS that it's easy to dance for joy when they are experiencing great times, but it can sometimes be hard to find joy during suffering. That's one of the things so amazing about God, though! Through the Holy Spirit, He can give us joy in all circumstances. No matter what hardships we face, God is always with us, and He gives us His own ability to have great peace in any situation.



# MEETING 29 GAME

## STICKY SPIDER WEB

### PROVIDE:

- Tape
- Table tennis balls
- 2 baskets

### TO DO:

- Create a spider web with tape in a doorway, sticky side toward TeamKIDs.
- Place colored dots on the table tennis balls to distinguish teams.

*Note:* If table tennis balls are unavailable, roll up pieces of aluminum foil into table tennis sized balls.

### To play:

Create two teams of TeamKIDs and line them up behind the baskets. Once play begins, the first TeamKID picks up a ball and throws it at the tape and then runs to the end of the line. If that TeamKID misses, the next should go pick up the ball, get back to the front of the line, and then try again. The first team with all their balls on the web wins!

### Debrief:

Say: "Wow, some of those balls were not going anywhere once they stuck to that tape! And some of them couldn't quite seem to hold on." Explain that God will stick to us stronger than any game of Sticky Spider Web. Because He is everywhere, He is always with us. He promises to bring us comfort in Him when we are suffering. And because He is always with us, we can respond to hardships joyfully, trusting that one day, He will make all things new.



# MEETING 30 GAME

## COLOR BALANCE

### PROVIDE:

- 4 colors of tape

### TO DO:

- Roll out the four colors of tape into ten foot lines, all parallel, and spaced about five feet from each other

### To play:

Create four teams of kids, one for each color. Line kids up behind the tape and say, "Go!" Then call out an action. For example, if the action is to hop on one foot, TeamKIDs have to hop along the balance beam on one foot. If a TeamKID falls off, he must start back at the beginning. Once a TeamKID arrives to the end, the next starts, and so on. The first team with all kids over the balance beam wins! Play as many times with as many different actions as you'd like! Other action examples: skip, tiptoe, walk backward.

### Debrief:

Say, "Wasn't it hard to stay balanced on the line? Sometimes it feels that hard to stay away from sin, too." Explain that when God created the world, He created it perfectly without sin. Then when people listened to Satan, we brought sin into the world. Now we have to live in a world filled with sin, and through the Holy Spirit's help, try to honor God by turning away from sin. But one day, we will not have to balance life without sin anymore because Jesus is coming back! He is going to remove sin from this earth and make all things new. Life will go back to the way He intended in Eden.



# MEETING 30 GAME

## ANATOMY

### To play:

Allow TeamKIDs to find a partner. Stand at the front of the room and play some music. When you stop the music, call out two body parts. For example, if you call hand-to-calf, TeamKIDs have to find their partners and one TeamKID puts his hand on the other's calf. Some other fun pairings are back-to-back, elbow-to-back, forehead-to-palm of hand, feet-to-feet, and so on. Make note of which team tends to find one another first. That team will win!

### Teaching Tip:

Encourage each TeamKID to partner with the same gender.

### PROVIDE:

- Upbeat music

### Debrief:

Explain that finding partners in the midst of everyone else running around was sometimes hard. Sometimes people think that finding God's plan is hard, too. But God put His final plans right in front of us in the book of Revelation. We know that no matter what we go through on this earth, God is working to make a new heavens and new earth where we can live with Jesus for eternity. God's plan for this earth is not hard to find! And one day, it will be happening right in front of our eyes.



# UNIT 6

## HOW CAN I TELL OTHERS ABOUT MY FAITH?

Throughout *TeamKID: Level Up*, TeamKIDs have been learning answers to tough questions about their faith. In this final unit, point boys and girls to the truth that everyone who believes in Jesus can share Him with others. Introduce kids to the truth that God wants us to tell others about our faith and is always with us as we share our faith with others. As we grow and learn more about God, we can be faithful to share that good news with others.

### Unit 6 Preview:

#### Unit Game: *Fishers of Men*

<i>Meeting 31:</i>	Caterpillar Tag	Human Tic-Tac-Toe
<i>Meeting 32:</i>	Freeze Tag	Dress Up
<i>Meeting 33:</i>	Mirror	Pillowcase Race
<i>Meeting 34:</i>	Table Tennis Catch	Hoop Hop
<i>Meeting 35:</i>	Go, Go, Share	Volley Balloon
<i>Meeting 36:</i>	Paper Airplane Race	Up & Around



# UNIT GAME

## FISHERS OF MEN

### PROVIDE:

- Construction paper
- Scissors (for adult use)
- Straws (1 per child)
- Tape
- 2 buckets

### TO DO:

- Trace the outline of a simple fish on construction paper and cut out several fish, at least one per TeamKID. Lay half of them out on the floor by one bucket and half by the other.
- On the other side of the play space, create a start line for TeamKIDs to line up behind.

### To play:

Create two teams of kids and line them up single file behind the start line. Give each TeamKID a straw. When you say, "Go," the first TeamKID should run down to the fish and bucket with her straw and use the straw to transfer the fish from the floor to the bucket. She can do this by sucking air through the straw to pick up the fish and move it. Then she should run back and the next person can go. The first team to get all its fish into the bucket wins!

### Debrief:

Tell TeamKIDs that while Jesus was on earth, many of his disciples were fishermen. It was a very common job. One day Jesus told the disciples that because of Him, they would become fishers of men. Jesus meant that the disciples would live the rest of their lives sharing the gospel and beckoning people to join Jesus' kingdom. All Christians are fishers of men! We should tell everyone we meet about the good news of Jesus so they, too, can have eternal life with God.



# MEETING 31 GAME

## CATERPILLAR TAG

### To play:

Appoint one TeamKID as *It*. Once *It* tags another TeamKID, she links arms with that player. TeamKIDs should continue to link up with only the first and last players in the link being able to tag other TeamKIDs. The last player not in the link wins!

### Debrief:

Remark on how quickly the caterpillar grew once it got going. Say: "That's kind of how sharing the gospel is!" Once it goes from one person to the next, it continues to spread. God uses His people to grow His kingdom. Remind TeamKIDs that they can be part of that mission by going out into their own communities, schools, and homes to share the gospel.



# MEETING 31 GAME

## HUMAN TIC-TAC-TOE

### To play:

Create two teams of four players per team and line up the players. Team X should cross their arms in front of their bodies like an X and team O should touch their hands above their heads like an O. TeamKIDs must hop from the front of the board to where they would like to land. If they land in the wrong box, they must stay there. The middle space is free. If there are only spaces left that the group cannot reach, one player on the board may jump to a different place, freeing up their own space. Play until the board is filled or a team makes three in a row, then start again!

### Debrief:

Say, "Sometimes you couldn't quite jump to the part of the board you wanted to be on. But getting on the board was the most important part!" Explain to

### PROVIDE:

- Tape

### TO DO:

- Create a large tic-tac-toe board with tape on the floor.

**Note:** If the group has more than 8 players, consider making a second tic-tac-toe board for players.

TeamKIDs that gospel sharing can be that way, too. Sometimes Christians share the gospel and the other person does not want to receive Jesus' forgiveness. Sometimes people don't believe what Christians say. Tell TeamKIDs that's okay. Once Christians share, the Holy Spirit continues to work. Encourage TeamKIDs to continue sharing the gospel even if they don't feel that the conversation went well. Remind them, "We never know how God will continue to use our words!"





# MEETING 32 GAME

## FREEZE TAG

### To play:

Appoint one TeamKID as *It*. When you say, “Go,” TeamKIDs should run around while *It* tries to tag everyone. Anyone who is tagged must freeze until he counts to 20. The goal of *It* is to get everyone frozen at once! After a little while, or once *It* wins, appoint another *It* and continue to play the game.

### Debrief:

Ask TeamKIDs if it was frustrating to be frozen or stuck standing still while they were playing tag and having to wait so long before returning to the game. Remind them that without hearing the gospel, it is like people are stuck in their sin. They are unable to understand the freeing power that Jesus brings. ***We are called to make disciples because we love God and want everyone to trust in Jesus for salvation.***



# MEETING 32 GAME

## DRESS UP

### PROVIDE:

- 2 each of the following: shirts, pairs of pants, hats, socks, gloves, pairs of shorts
- 2 laundry baskets
- Tape

### TO DO:

- Place one of each set of clothing in each bin.
- Create a start line with tape.

### To play:

Create two teams of kids. When you say, "Go," the first of each TeamKID has to run to the basket, put on every item of clothing, then take it off and put it back in the basket. TeamKIDS will then run back and tag the next person to do the same thing. The first team to have everyone dress up, take the clothes back off, and then come back wins!

### Debrief:

Say: "Wow! You all ran fast!" Explain that when we are excited about going somewhere or doing something, we get ready quickly and then run! That's how we should prepare to share the gospel. We should get ready by learning about Jesus and what He has done for us and then quickly go share everything we have learned with others!



# MEETING 33 GAME

## MIRROR

### To play:

Allow TeamKIDS to form pairs. Select one team to be the *detectives*. Appoint one player as *It* per team. When you say, "Go," *It* should move around while the other player mirrors her actions. The detectives should walk around and try to guess who is *It* and who is copying the action. Continue appointing different detectives so that the game lasts as long as you need.

### Debrief:

Ask TeamKIDS if it was easy to mirror their partners exactly at the beginning. How about the end? Help TeamKIDS realize that the more they mirrored one another, the easier it became. Remind TeamKIDS that we should use Paul and Silas as an example of how we can share the gospel. We can mirror them. We should get ready by learning about Jesus and what He has done for us and then quickly go share everything we have learned with others!



# MEETING 33 GAME

## PILLOWCASE RACE

### PROVIDE:

- Tape
- 2 pillow cases

### TO DO:

- Create start and finish lines several feet apart from each other.

### To play:

Create two teams of kids and instruct them to line up in a single file line behind the start line. When you say, “Go,” TeamKIDs should put both feet inside the pillowcases and hop to the finish line and back. When a TeamKID returns to the start line, he should get out of the pillowcase and give it to the next person in line. The first team to complete the relay race wins!



### Debrief:

Reveal to TeamKIDs that at the end of Paul’s life, he said the words, “I have fought the good fight, I have finished the race, I have kept the faith” (2 Timothy 4:7). Share with them that life can sometimes feel like a race—a hard one at that! We have to keep going despite the things that make us tired or make us trip. But just like Paul did, God wants us to use our own race to share the gospel.

# MEETING 34 GAME

## TABLE TENNIS CATCH

### PROVIDE:

- Plastic cups (1 per player)
- A table tennis ball (1 for every 2 players)

### To play:

Allow TeamKIDs to form pairs and give each child a plastic cup. Similar to an egg toss, TeamKIDs will line up across from their partners. Starting very close together, TeamKIDs must toss the table tennis ball to one another and catch it in the cup. If a TeamKID drops the ball, the team must start close to one another again. The first team to make it to the edge of the play space wins!

### Debrief:

Remind TeamKIDs that it was easier to toss the table tennis ball from a close distance, but the further they got from one another, the harder it became. Their goal was the same either way, though: catch the ball no matter the cost. Help them understand that over the last few meetings, they have learned about God's command to share the gospel both near and far. But the goal is always the same: share the good news, no matter the cost. Without the gospel, people cannot repent from sin and be saved. Encourage TeamKIDs to share the gospel wherever they are, both near and far!



# MEETING 34 GAME

## HOOP HOP

### To play:

Create groups of 10-15 TeamKIDs or allow the whole group to be one team. Instruct players that they only have three hoops to get from the start to the finish line. Tell them that if they step outside of the hoops, they step onto hot lava! To be safe, their feet can only step inside the hoop. If anyone steps outside, the entire group has to start over. For an extra challenge, spread the hoops out further over the play space or take hoops away until it is harder for TeamKIDs to get across the play space.

### Debrief:

Tell TeamKIDs that while they didn't risk actually getting hurt if they stepped out of the hoops, it is always fun to pretend that

### PROVIDE:

- 3 plastic hoops per team
- Tape

### TO DO:

- Create start and finish lines several feet apart from each other.

the stakes are high. But when people go to share the gospel, sometimes the stakes really are high. Remind TeamKIDs of last week's Bible story. Paul shared the gospel and went to prison because of where he was. One might think he would stop being so bold, but he didn't! He went to Athens where the stakes were just as high, if not higher! Many people in Athens were probably offended that Paul did not respect their gods. Paul knew the risks, but He shared the gospel with unbelievers because it is that important.



# MEETING 35 GAME

## GO, GO, SHARE

### To play:

This game is a variation of “Duck, Duck, Goose!” Instruct TeamKIDs to sit in a circle and appoint one TeamKID to walk around and tap each TeamKID’s head. He must say “go” until he wants to tag someone in. Whoever he tags, he says, “share.” That TeamKID runs around the circle and tries to tag the TeamKID who was *It*. If *It* sits down in his spot, he then becomes *It*.

### Debrief:

Remind TeamKIDs that in this game when a TeamKID was called out, she had to get up and go quickly! Tell them that God also calls Christians to get up and go share the gospel. Sometimes it is in our own homes, schools, or communities, and sometimes it is in far off places around the world. ***We should want all the world—people from every nation, language, and ethnic group—to trust in Jesus.***



# MEETING 35 GAME

## VOLLEY BALLOON

### PROVIDE:

- Several balloons
- Tape

### TO DO:

- Create a long line of painter's tape through the middle of play space.

### To play:

Create two teams of TeamKIDs and instruct them to stand on either side of the line. TeamKIDs will be playing a multi-balloon game of volleyball. When a balloon is on one side of the line, a TeamKID cannot hit the balloon twice. If she does, that balloon drops to the ground on her side of the line. If a balloon hits the floor, it cannot be picked back up, but moved out of the play area. The team who scores 10 points wins! Play as time allows.

### Debrief:

Help TeamKIDs understand that only one person could not be responsible for the team's success. It took the whole team to keep the balloons off the floor and score as many points as they could. In the same way, not only one Christian can be responsible for sharing the gospel with the whole world. If no one had shared after Paul's time, no one in the room would believe in Jesus! God uses people to share His good news, and we should be eager for everyone everywhere to know the gospel.





# MEETING 36 GAME

## PAPER AIRPLANE RACE

PROVIDE:

- Construction paper

**To play:**

Give each TeamKID a piece of construction paper and encourage them to make paper airplanes. After they finish making their paper airplanes, players can take them to one side of the play space. When you say, "Go," TeamKIDs will throw their paper airplanes and run to where it lands. They can then run throw them again, continuing to follow them wherever they land. The first TeamKID to go to the end of the play space and then come back to the start earns one point! Play as time allows or until a player receives five points.

**Debrief:**

Tell TeamKIDs that just like they followed the airplanes wherever they landed, we can follow God wherever He leads us. The first place He wants us to follow Him is to Jesus. Jesus came to earth, lived a sinless life, died, and then rose again so that we can have eternal life with Him. After we become Christians by trusting Jesus as our Savior and Lord, God wants us to follow Him by sharing the good news of the gospel everywhere we go!



# MEETING 36 GAME

## UP & AROUND

### PROVIDE:

- Blanket large enough for all TeamKIDs to stand on

### To play:

Lay the blanket down and encourage TeamKIDs to stand on top of it. Without touching their feet to the ground, TeamKIDs must turn the blanket upside down so that they are standing on the opposite side. This is a challenging group effort, so encourage TeamKIDs to work and strategize as a group. For younger kids, create two teams and provide two blankets so there are fewer children per blanket.

### Debrief:

Congratulate TeamKIDs for turning the blanket all the way around to the other side without stepping off of it. Help them understand that when we believe in Jesus, that He is God and that He was raised from the dead, God turns our hearts completely around—from dead to alive! Explain that **the gospel is the good news of how God has provided forgiveness of sin through Jesus and how Jesus will restore all things one day**. Remind the group that we don't have to go anywhere or do anything to earn God's love. When we respond to the gospel, God forgives us and gives us new hearts that want to love and obey Him.







## LEVEL UP

**LEVEL UP** means to aim higher, to grow stronger, and to build confidence. Kids are often challenged to reach for the next level in team sports, creative hobbies, and recreation. Imagine the possibilities of who kids could become when they are challenged to reach for the next level in their faith—to cultivate strength and courage that lasts for eternity.

**TeamKID: Level Up** leads kids to grow closer to Jesus, they learn to respond to the hope that is within them while moving towards the next level of spiritual maturity. (1 Peter 3:15)

This playbook contains Tournament games for 36 meetings of **TeamKID: Level Up**.