

Games



Play large group games.
(25 minutes)

MATERIALS NEEDED:

- Small bundle of sticks
- Plastic ram
- Toy knife
- Picture of a mountain, etc.
- Stuffed ram or sheep or another object representing God's provision
- Small bag
- Obstacles (chairs, tables, or large cushions that kids go over or under)

LARGE GROUP GAME: GOD PROVIDES SCAVENGER HUNT

Materials: A small bundle of sticks, a plastic ram, a toy knife, a picture of a mountain, etc.

Object of game: Reinforce the idea that God provided for Abraham and Isaac.

How to play: Hide various objects around the room or outdoor space that symbolize different parts of the story (e.g., a small bundle of sticks, a plastic ram, a toy knife, a picture of a mountain, etc.).

Give kids clues or a checklist to find the hidden objects. As they collect each item, explain how it connects to the story.

Bible story connection: Conclude by highlighting that God provided the ram just in time, showing that He is faithful to meet our needs.

LARGE GROUP GAME: FAITH TAG

Materials: None

Object of game: Teach the kids about God's timing and provision.

How to play: Choose one or two kids to be "Faith" and give them a small object like a piece of wool or cotton to represent a ram. The rest are "Challenges".

The "Challenges" chase the other kids, but if a kid is touched by "Faith" holding the ram, they are safe for 10 seconds. Rotate who plays "Faith" to let more kids have a turn.

Bible story connection: Use this game to explain that God provides safety and rescue just like He did for Abraham.

LARGE GROUP GAME: "GOD WILL PROVIDE" HOT POTATO

Materials: A stuffed ram or sheep or another object representing God's provision

Object of game: Emphasize the surprise element of God's provision.

How to play: Play the game like traditional Hot Potato, but use a small stuffed animal ram or another object that represents God's provision.

Have the kids sit in a circle and pass the ram around while music plays. When the music stops, whoever has the ram must share a time when they trusted God or an example of how God provides.

Bible story connection: Explain how God provided the ram for Abraham just in time and how God provides for us in our lives.

LARGE GROUP GAME: MOUNTAIN CLIMBER'S CHALLENGE

Materials: Small bag, obstacles (chairs, tables, or large cushions that kids go over or under)

Object of game: Illustrate the journey Abraham and Isaac took to the mountain.

How to play: Kids must carry a small bag (representing the wood Isaac carried) as they go through the course. Instruct students on how to get through the obstacle course before they begin, or give instructions as they go.

Have students go one at a time through the obstacle course, or pick a leader and have the rest of the students follow the leader through the course.

Bible story connection: Remind the kids how Isaac carried the wood up the mountain, trusting his father, and how we are called to trust God even in challenging moments.