

KIDS GAMES FOR 40 SESSIONS



GOOD NEWS

KIDS PLAYBOOK





GOOD NEWS

KIDS PLAYBOOK

Sessions 1–36 + 4 Bonus Sessions

Lifeway Press®

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Use additional bonus games with the bonus sessions or as needed throughout the semester during holidays or seasonal calendar events.

HOW TO USE

The TeamKID: Good News Playbook is designed to assist leaders as they lead games for 40 sessions of TeamKID: Good News (36 sessions + 4 Bonus sessions). The Games rotation is designed for kids to run, play, and laugh with fun games and activities that reinforce the Bible study and Bible truths.

Each of the 4 units of TeamKID contains 2 games per session that are content specific to the session and 3 unit games that can be played throughout the unit. A brief summary of the game can be found in the Leader Guide books as well. Each game includes a debrief section to connect the game to the session's study. Use this playbook to lead each game rotation and debrief teaching time. Find additional resources and tips for leading games from the downloadable printable items in the TeamKID: Good News Leader Kit (9781087766782).

*Lead TeamKIDs
to know and share
Today's Point from
each session.*

UNIT 1: THE PROMISED KING

Unit Games: Caterpillar Crawl (Sessions 1–4)
The Kingdom (Sessions 5–6)
Butterfly Relay (Sessions 7–9)

Unit 1 Key Verses:
John 1:1
Mark 1:15b
John 3:3

Session 1:	Tail Tag	Sticky Note Race
Session 2:	Genealogy Match Up	Amoeba Tag
Session 3:	Guides	Perfect Timing
Session 4:	Wheelbarrow U-Turn	Prepare the Way
Session 5:	Balloon Toss	Kingdom Come
Session 6:	Fishers of Men	Follow Me
Session 7	Miracle Maker	Bible Book Spinner
Session 8	Narrow Gate	Ask, Search, Knock
Session 9	Criss Cross	Question Tag

UNIT 1 GAME 1

CATERPILLAR CRAWL

PROVIDE:

- ☐ Index cards
- ☐ Pen or marker

TO DO:

- ☐ Write one word of the Bible verse on each card (one set of cards per team)

To play:

Place index cards on one side of the playing area in verse order. Guide players to form two teams on the other side of the playing area. Players on each team lie side by side on their backs, and Player One from each team will roll forward until he is on his back again. Then Player Two will do the same, then Player Three until each team rolls forward. Player One will collect an index card and move to the back of the line. Play continues with Player Two becoming the new leader. Once all index cards are collected, the team can work together to put the cards in verse order. The first team to do so correctly wins!

Debrief:

Remind kids that Jesus is not only our Creator, who was with God in the beginning, but He is also the one God promised to send. We can trust God's Word because God is always truthful.

UNIT 1 GAME 2

THE KINGDOM

PROVIDE:

- ☐ Pool noodles (1 per player)

To play:

Choose one player to be the king or queen. Provide the king with a pool noodle. As players run around the play area, the king must try and tag players by tapping them on their heads with the noodle. Players who are tapped become part of the king's kingdom and receive a pool noodle to tap other kids. Continue playing until only one player remains.

Debrief:

Remind kids that Jesus came with the message to repent and believe as He invites us to become a part of His kingdom (Mark 1:15). Only by faith in Jesus can we enter the kingdom of God.

UNIT 1 GAME 3

BUTTERFLY RELAY

PROVIDE:

- ☐ Bible
- ☐ Index cards
- ☐ Marker or pen

TO DO:

- ☐ Write words and phrases from John 3:3 on index cards (1 set per team)

To play:

Lead kids to form two teams. Each team will take turns sending a player to get a Bible verse index card of John 3:3. On the way down kids will crawl on their knees (like a caterpillar), grab the card, and fly (run) back to their teams.

Debrief:

Remind kids that when we trust in Jesus for salvation, we are born again. Just like a caterpillar is transformed into a butterfly, so we are transformed into a new creation and able to enter the kingdom of God.

SESSION 1 GAME

TAIL TAG

To play:

Players will clasp hands or wrists and form a long line. The player at the end of the line tries to tag the leader of the line. When the player at the end tags the leader, the player must shout out a truth she learned in the Bible story. The player who was the tail then becomes the leader and the game continues.

Debrief:

Remind TeamKIDs that the Bible is God's way to communicate who He is, what He has done, and what He will do. Every part of His Word is centered around Jesus. When we seek to know His Word, we can grow in knowledge and love for Jesus.

*Today's Point:
Jesus is the one God
promised to send.*

SESSION 1 GAME

STICKY NOTE RACE

*Today's Point:
Jesus is the one God
promised to send.*

PROVIDE:

- ☐ Sticky notes
- ☐ Stickers

TO DO:

- ☐ Write the numbers 1–9 on two sets of sticky notes

To play:

Players will form two teams for a relay race to a sticky note. Each numbered note corresponds to a Bible verse. Players will take turns spinning around three to four times before racing to a sticky note. Players will select a note and race back to the team. The team must find and read the selected Bible verse or verses, and then place a sticker on the note before the next player runs to retrieve the next sticky note. The first team to find all of the Bible verses wins!

Debrief:

Choose kids or ask for volunteers to read their Bible passages and discuss how each verse from the Old Testament points to Jesus. Remind kids that **Jesus is the One God promised to send**. Throughout the Old Testament, God told His people of His promise to send the promised One, and He did!

Bible Passages: 1) Micah 5:2; 2) Zechariah 9:9; 3) Daniel 7:13; 4) Deuteronomy 18:18; 5) Isaiah 61:1-2; 6) Zechariah 11:12-13; 7) 2 Samuel 7:12-13; 8) Psalm 16:10; 9) Isaiah 9:2-7