

FEB Games Day 1

Guess Who?

Contact all your students' parents and have them send in a photo of their child as a toddler. This is HUSH, HUSH, and their child cannot know the photos are going to be sent in.

(When you start showing the pictures it gets the students all freaked out about which photo their parent might have sent in.)

With all your photos on a bulletin board or scanned in to a slide show, gather your students and show the photos to see who can match the toddler on screen with the teenager across the room.

The Point:

Just as you all were shocked when you realized we would have pictures of you can you imagine the shock Abraham had when God told him that he was going to be a father at 99 years old?

Trust Circle

The object of the game is to hold up the person in the middle and keep him safe from falling.

If you have lots of students, make groups of about 15. One player is chosen to be "it" first. A tight circle of players is formed, alternating physically strong and weak people. The person chosen to be "it" goes into the middle of the circle and crosses his arms across his chest.

The "it" stiffens and falls backwards. The players in the circle work together to catch the person and pass him back and forth around the circle. The player in the middle must keep his feet together and near the middle of the circle for this to work well, and players in the circle generally grab the person who is "it" around the arms and shoulders. Each player is encouraged to have a turn.

The Point:

In this game we really had to trust those around us. At first you had that moment when you didn't believe you would be caught. After awhile though you realized you could trust those in your group. In the same way Abraham was going to have to trust God in this blessing.

Blow Pop Necklace

Buy enough Blow Pops (Blow Pops, not cheap suckers - students have to LIKE what you use) for three times the amount of students and staff you have. Take string or yarn, cut it at arms' width and tie them to the individual "Blow Pops." You now have enough "Blow Pop" Necklaces for each student and staff to have three.

As students and staff arrive, place three Blow Pop necklaces on their necks. Inform them that they can not use the word "I" until a designated time (when you usually bring things together and start). If you use the word "I" and someone catches you, they can have one of your Blow Pop necklaces. This can be quite funny because when someone catches someone else, they usually blow it by saying, "I caught you!" or, "I get one of your necklaces!"

At the end of this time, give away a prize (besides Blow Pops) for the person with the most necklaces.

Feel free to add or subtract from this idea. You can also use "Ring Pops" instead.

The Point:

It was really hard to keep from saying "I". Then when someone did people would laugh and sometimes say "I" themselves. With everyone laughing at how ridiculous it is not to say "I" we will see how Sarah thought it was crazy that she would have a child in her old age.

Day 2 Games

Human Knots

This is a great small group game. If you use a big group, separate them into small circles. Everyone squeezes together and grabs the hand of a person not standing next to them. They may not let go of the other person's hands. So in order to untangle they must go over and under people's arms to get untangled. Sometimes you will end up with two circles. The first team to untangle back into a circle wins.

The Point: It's a group effort and if one isn't working together, it doesn't work out. It takes some work and sometimes we sacrifice comfort to accomplish the task. We will see today that it takes sacrifice often to serve God faithfully.

Phrase Pass

Create at least two teams within your group. Have each group sit down in a circle pattern. Before the game have simple phrase written down on paper and hand it to two assigned adults. The 2 assigned adults will stand next to their group. When you call for time to begin the adult will say the phrase in the ear of one of the youth. They will then pass it on to the other youth. They need to whisper this throughout the circle until it reaches the last youth in the circle. That youth will then write down what the phrase is. This is an age old game but it relates well to the study.

The Point:

In today's lessons we will see that when we become Christians we don't turn around and forget Christ. To often people today make a profession in faith but soon they forget their savior.

Pudding Switch

This is a simple game. Purchase 3-4 small sized mayonnaise containers. Before the trip take all of the mayonnaise out and thoroughly clean the inside. Do your best to keep the labels clean and new. Afterward fill the containers with vanilla pudding to the top and close the lids. Right before the game cover them over with a towel and place the on a table. Enlist 3-4 youth that are willing to eat whatever is under the towels. Whoever eats all of their container first wins. This one is fun to watch and keep a trash can handy sometimes the youth can't get past the thought of eating mayonnaise.

The Point:

Today we will see how Abraham prepared a feast for some of God's men. It was the very best he had (Meat, Bread, Milk and Yogurt). Giving God your best is an act of service.

Frozen T-Shirt Race

This is a great indoor game. Simply buy 2-3 XL t-shirts. The night before the game you will need to soak the t-shirt in water, ring it out, fold it and then place it in a large Ziploc bag and freeze it. The next day the shirt will be completely frozen. You will gather the youth and create 2-3 teams of 2 youth each. Once you hand the shirts in the bags to the youth instruct them that the first team to get their shirt unfolded and put on will win the race.

The Point:

Notice how people always seem to cheer for things like this. It is a form of celebration for those in the game. Today in God's word we will see how Abraham celebrated God's provision for him and his family.