



Starter Activities

[For Ages 5 -18+]

Kinder

[Ages 5-6]

Primary

[Ages 7-9]

Junior

[Ages 10-12]

JuniorHigh

[Ages 11-13]

HighSchool

[Ages 14-18]



scan to learn
more about us

RATIONALE:

Sabbath mornings may be the only time some of your students see each other throughout the week. This can make them less likely to want to open up, especially around kids they don't know well. When we have an opportunity to share in an experience, it builds common ground to create deeper and more meaningful connections with each other. A shared struggle or shared victory is an automatic jumping off point for building friendships and belonging.

Kids learn through play - it builds and strengthens neural pathways that support planning, memory and emotional control.

BEST PRACTICES



1. Avoid using phrases like “Now we’re going to do some team building” or “Let’s do an icebreaker.”

In the same way that you probably groan when it's said at a professional conference, the kids also dread what is coming after those words. Instead, use words like “let’s start with a game” or “it’s time for a team challenge.”



2. Go big!

Kids may not want to stand out. Create a safe space by making your own words and actions full of fun and total support for what they are doing.



3. Try to avoid explaining and introducing each part of the activity.

This slows down the momentum, and kids tend to lose interest. Instead, give quick directions that coincide with actions, and get to the game as quickly as possible.



4. Use empowering language throughout the games.

Be intentional about how you encourage the kids throughout the process. This can build a great sense of belonging and comfort within the class.

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[Ages 7-9]



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Which One?, page 40

Tags: low prep



ALTER SHAKE

Tags: *no supplies, no prep*

Supplies:

none

Age Group (Range)



Description:

1. Gather your group in the centre of an open area.
2. Your group's goal is to shake the hands of every person while observing two rules:
 - Each person must shake hands with every other person only once; and
 - Each person must alternate hands with each handshake, (i.e. if Jake uses his left hand to shake with Sherry, he must use his right hand to shake the hand of the next person, etc.)
3. Give your group the responsibility to ensure that it complies with the two rules.
4. A handshake is defined as one person gripping and shaking the hand of another person.
5. Allow ample time for your group to make several attempts.
6. Continue until your group has solved the problem successfully.

BANG THE BUCKET

Tags: *Get to know you, low prep*

Supplies:

something to make a loud noise (bucket & stick for example)

Age Group (Range)



Description:

1. Have kids get into a group of 3.
2. Tell them that every time you bang the bucket they'll have 20 seconds to get into a different group of 3. (If you want, you can also give them a different size groups each time)
3. Once they're in their groups, give them one of the discussion topics below (or one of your own)
4. Wait 30-45 seconds before banging the bucket again.

Discussion ideas:

- What's the weirdest haircut you've seen?
- Tell about your favorite socks.
- Imitate a cartoon character.
- Describe a camel to someone who has never seen one before.
- What's your best idea for an invention?
- Would you rather be able to fly or teleport?
- If you were a fruit or a vegetable, what would you be?



BALLOON BATTLE

Tags: team work, low prep, basic supplies

Supplies:

balloons

Age Group (Range)



Description:

1. Divide the group into teams of no more than 8. Have each team gather in a circle and hold hands or link pinkies.
2. The challenge is to keep the balloon in the air for 10 seconds without letting go of hands/pinkies. They can't use any body part from the waist down.
3. Toss the balloon in each group and count out 10 seconds.
4. Give them time to talk in the group about what they could do better
5. Then do 2 balloons for 20 seconds
6. Give time to discuss again
7. 3 balloons for 30 seconds.
8. Stop the activity when the groups are successful and celebrate!

limited mobility
ADAPTATION

Have the kids sit in a tight circle of chairs and either sit on their hands, or hold hands in the circle.

BALLOON BUCKET

Tags: *low movement, basic supplies*

Supplies:

balloon

bucket

Age Group (Range)

Kinder
[Ages 5-6]

Primary
[Ages 7-9]

Junior
[Ages 10-12]

JuniorHigh
[Ages 11-13]

HighSchool
[Ages 14-18]

Description:

1. Move the chairs into a tight circle. Place a bucket in the center of the circle.
2. The goal is to get the balloon into the center bucket without using their hands.
3. Have them sit on their hands or hold on to the side of the chair to reduce the temptation.
4. If the balloon touches the floor, it needs to be restarted (tossed into the center).

BEACH BLANKET BALL BASH

Tags: *teamwork, medium prep*

Supplies:

blankets/Towels

beach balls

floor tape

Age Group (Range)

Kinder

[Ages 5-6]

Primary

[Ages 7-9]

Junior

[Ages 10-12]

JuniorHigh

[Ages 11-13]

HighSchool

[Ages 14-18]

Description:

1. Group students into teams of five. Give each team a blanket and a ball. Mark 2 lines on the floor at least 6-10 feet apart.
2. Four students on each team hold the blanket between them at waist height. The other team member stands across the playing area and throws the ball so that the towel holders can catch it with the towel.
3. If the ball is caught, the thrower runs to the towel and switches places with one of the towel holders. The new thrower takes the ball back across the playing area and throws it for the towel holders to catch.
4. Team members continue rotating between throwing and holding, keeping track of the number of times the team catches the ball on the towel. Set a timer for play based on the skills of your group. Teams score one point each time the ball is caught.

BIG BUBBLE BLOWERS

Tags: *relay, medium prep*

Supplies:

bubbles

floor tape

Age Group (Range)

Junior

[Ages 10-12]

JuniorHigh

[Ages 11-13]

HighSchool

[Ages 14-18]

Description:

1. Create a start and finish line on the floor using tape. Place parallel lines approximately 4 feet apart from each other.
2. Divide into 2-4 teams. Give each team a bottle of bubbles.
3. Designate one child on each team to be the “Bubbler”.
4. Each child lines up in their team line. When the Bubbler blows bubbles, the team member will blow the bubble to the finish line.
5. If the bubble pops before crossing the line, that kid will return to the end of their line and the bubbler will make a new bubble for the next kid.
6. Have a leader stand at the finish line to keep track of the number of bubbles each team gets across the line. Play for 5 minutes, the team with the most bubbles over the line wins.

EYEBALL TAG

Tags: *no prep, no supplies*

Supplies:

none

Age Group (Range)



Description:

1. Kids stand in a large circle and look down.
2. You'll say "3-2-1-look up" and everyone will look up.
3. If they lock eyes with someone else in the group, they are both out.
4. Continue until there is only 1 or 2 people left.
5. Play several rounds as long as the kids are having fun!



FLIP THE CARPET

Tags: *low prep, teamwork, problem solving, basic supplies*

Supplies:

1 towel or blanket per 4-8 kid

Age Group (Range)



Description:

1. Divide into teams of 5-6
2. Give each group a blanket or towel. Have them lay it out on the floor and stand on it.
3. The goal is to flip the blanket over while everyone remains standing on it.
4. The first team to complete the challenge wins.



If you have time, you can mix up the teams and repeat or have them repeat the challenge with no talking, or with eyes closed. Have the teams combine so that more people are standing on a single blanket

FROZEN BEANBAG FRIENDS

Tags: *low prep, mingle*

Supplies:

beanbags

Age Group (Range)



Description:

1. Kids stand and balance beanbags on their heads.
2. On a signal, they move around the area at their own pace. To change the pace or action, the leader can ask them to hop or skip.
3. If the bean bag falls off someone's head, that kid is frozen.
4. Another kid (the friend) must pick up the beanbag and replace it on the first kid's head without losing their own bean bag.
5. Play for a set amount of time.



Have the kids hold the beanbag on an outstretched, flat hand or on the top of their foot.

GRAB THE NOODLE

Tags: *medium prep*



scan for video
to illustrate

Supplies:

pool noodles

Age Group (Range)



Description:

1. Everybody gets a noodle and stands in a large circle standing close-ish
2. Everyone starts with their noodle on the floor standing upright.
3. On your signal, Everyone leaves their noodle and moves to the left 1 space trying to keep the noodles from falling over.
4. After they have the idea. Have them take a step back so they have further to travel between noodles.



Every time a noodle hits the ground, someone is out. The circle size doesn't change, the noodles still standing remain in their spot so it's a further distance away. Encourage those kids who are out to cheer for the other kids.

GREAT BALLOON CHALLENGE

Tags: *low prep, basic supplies*

Supplies:

balloons

Age Group (Range)



Description:

1. Kids pair off and stand facing each other about 10 feet apart. Each person gets a balloon.
2. One partner inflates a balloon and then lets it go.
3. The other partner tries to catch it.
4. Cheer and celebrate each catch!

*have kids return balloons to the person who blew it up because ****germs****

GROUP JUGGLE

Tags: *team work*

Supplies:

3 different tossable items (balls stuffies, etc)

Age Group (Range)

Junior

[Ages 10-12]

JuniorHigh

[Ages 11-13]

HighSchool

[Ages 14-18]

Description:

1. Form a circle, facing in.
2. Starting with one tossable item, pass it to one person on the other side of the circle.
3. Ask this person to pass the item to another person, and so on, until every person has received and passed the item once. The last person to receive it should toss it back to the beginning person.
4. Remind them to remember the order. Practice it a second time.
5. Challenge your group to repeat this sequence without the item touching the ground.
6. When ready, introduce two more tossable items. The second item does not need to start with the same 1st person.
7. Explain that all three items will be passed from person to person in the exact same sequence, one after another, at the same time.
8. Challenge your group to pass all three tossables without any item touching the ground.
9. Allow ample time for problem-solving, discussion and trial and error.

HEAD SHOULDERS, KNEES, CUP

Tags: *low prep, partners*

Supplies:

plastic or paper cups

Age Group (Range)



Description:

1. Split the group into pairs. Put a cup on the floor between each pair.
2. Call out a series of commands ("Head! Shoulders! Knees!") and have the students place their hands on the part of their body you just shouted.
3. To end the round, yell, "Cup!" The first person from each pair to grab the cup from the ground wins. The kid that loses can cheer on their winning partner.
4. Keep playing until only one player remains.

HULA HOOP-LA

Tags: *no prep, team work*

Supplies:

hula hoops

Age Group (Range)



Description:

1. Gather the kids in groups of 4-6. Have them stand in a circle.
2. Each group gets a hula hoop that they have to hold in the middle of the circle with just their pointer fingers.
3. Once they have it balanced, give them some instructions for actions to do while keeping the hula hoop from falling.
 - Turn in a circle
 - Crouch down
 - Everyone sits on the floor then stands up
 - Moving to another area of the room, stepping over obstacles, etc
4. If it drops, have them reset and try again.



LAVA SWAMP

Tags: *low prep, teamwork, challenge*

Supplies:

floor tape

4 blankets/towels

Age Group (Range)

Kinder

[Ages 5-6]

Primary

[Ages 7-9]

Junior

[Ages 10-12]

JuniorHigh

[Ages 11-13]

Description:

1. Set up a start and finish line across most of the room.
2. Have the kids gather on 1 side and tell them that the area between is hot lava. The only thing allowed to touch the lava is the blankets.
3. Their goal is to get everyone across the lava pit to the safety of the other side using only the blankets to cross.
4. If anyone touches the lava, the whole team must return to the starting side and start over



Variations if they're having fun and want to keep playing:

- Start with 4 blankets, then see if they can do it with 1 less blanket.
- If a blanket is left with no one on it, it is lost and everyone must start over
- have them make a plan and then they can't talk while they're playing the game.

LET'S GET TOGETHER

Tags: *low prep, no supplies, get to know you games*

Supplies:

none

Age Group (Range)



Description:

1. Kids will be getting into groups based on their answer to your question. You might need to help them make their groups for the first round or two, but try to have them organize their groups on their own.

Grouping Inspiration:

favorite subject in school, favorite color, number of siblings,
grade for next year, town you live in, etc)

2. To increase speed and urgency, give them a time limit (30 seconds or so) or have them do a round with no talking.
3. Once they're in a group, have them quickly answer a question to get to know each other better

Discussion question ideas:

Would you rather be able to fly or be invisible?
Would you rather explore outer space or the bottom of the ocean?
Would you rather live on a planet made of candy or a planet made of Lego bricks?
If animals could talk, which one would be the funniest to talk to?
If you could invent anything to solve a problem, what would it be?
If your pencil could talk, what would it say during a school day?

I LOVE PEOPLE WHO...

Tags: no prep, no supplies, get to know you, movement

Supplies:

none

Age Group (Range)



Description:

1. Have the kids help to move the chairs into a circle. There should be 1 less chair than kids in the circle. Ask for a volunteer to be the first in the middle.
2. The person in the middle will call out "I love people who..." and add an attribute (ex: are wearing jeans, ate eggs for breakfast this morning, plays basketball, etc)
3. Anyone who it applies to must get up and move to another chair at least 2 chairs away from them.
4. The person in the middle will try to sit in one of the empty chairs.
5. Repeat as time and interest allow.

**limited mobility
ADAPTATION**

Instead of having kids move chairs, give them something to wave in the air (paper, scarf, small flag, etc). Have the person in the middle choose someone to swap chairs with after a set number of statements.

LEANING TOWER OF FEETZA

Tags: *low prep, teamwork, competition*

Supplies:

tape measure

Age Group (Range)



Description:

1. Form small teams of about 5 to 8 people. (if there is a team that is short a player, contribute your shoes so everyone has the same number of shoes to work with)
2. Explain that each group is to build the tallest free-standing structure they can using only their shoes.
3. Everyone has exactly three minutes to complete the task.
4. The tallest structure wins.



LINE UP

Tags: *no prep, no supplies, problem solving*

Supplies:

none

Age Group (Range)

Junior

[Ages 10-12]

JuniorHigh

[Ages 11-13]

HighSchool

[Ages 14-18]

Description:

1. Have the kids line up shoulder to shoulder.
2. They will need to line up using the criteria you specify, but they cannot talk while doing it.
3. When they think they are in the correct order, they should put their hands on their head and you can check.

Criteria ideas: height, shoe size, birthdays (chronologically), favorite animal (smallest to largest), number of siblings, alphabetical by middle name, number of letters in full name

MAGIC CARPET

Tags: *low prep, high energy, teamwork, extra supplies*

Supplies:

blankets/towels

floor tape

Age Group (Range)



Description:

1. Divide the kids into groups of 4-5. Give each group a blanket/towel.
2. Mark a start and finish line using tape.
3. The goal is to get across the room keeping your entire team on the blanket at all times. (you can have half the teams start on the opposite side of the room so there is a little more room at the start finish lines).
4. They'll have to work together to either scoot across the floor or flip the blanket over to move it forward.

MATCH FACE

Tags: *no prep, no supplies*

Supplies:

none

Age Group (Range)

Junior

[Ages 10-12]

JuniorHigh

[Ages 11-13]

HighSchool

[Ages 14-18]

Description:

1. Teach the 3 motions and sounds
 - a. Put both hands above your head like the signal for a touch down and yell "Score!"
 - b. Cross both arms in front of you, drop your head and say "Bonk!"
 - c. Jump sideways, do your best martial arts move and yell, "Hi-ya!"
2. Have kids partner up and stand back to back.
3. On the count of 3 they are going to jump around to face each other and do one of the 3 motions and sounds.
4. The goal is to try to match your partner



NUMBER SWAP

Tags: *no prep, no supplies, mingle*

Supplies:

none

Age Group (Range)

JuniorHigh
[Ages 11-13]

HighSchool
[Ages 14-18]

Description:

1. Have the kids line up and number them off so everyone has a number.
2. The kids will then go around to at least 5 other people and “swap” numbers with them (ie: if you start with 5 and you meet 12, you become 12 and they become 5).
3. Give them just a few minutes to do the 5 swaps.
4. Now the challenge is to get back in line order based on the last number they were given.



OODLES OF NOODLES

Tags: *relay, high energy, extra supplies*

Supplies:

pool noodles - can be cut into various sizes (full, 1/2, 1/3)

Age Group (Range)



Description:

1. Divide the kids into 2 teams. Put all the noodles on the ground in the center of the room and have the teams line up opposite of each other.
2. The first kid on each team will go to the center, pick up a noodle and bring it back to their group. They will then hand it off to the next person who will carry that noodle to the pile and pick up a second noodle. The goal is to hold on to as many noodles as possible, passing them to the next person in line each time.
3. If a noodle drops, they need to leave it there (you or a helper will return the dropped noodles to the pile).
4. The relay continues for 5 minutes (kids who have already gone can go again). At the end of 5 minutes, have them freeze and then count the number of noodles each team still has in play.

PAIR KNOCK-OUT

Tags: *low prep, basic supplies, high energy*

Supplies:

balloons or gator balls (1 for every 2 kids)

Age Group (Range)



Description:

1. Have kids pair up. They will be holding the ball between their hands with only 1 hand of each partner touching the ball.
2. Give them a set amount of time (1-5 minutes). During that time, the goal is to knock the ball out of another pair while also protecting their own.
3. If they lose their ball, they should sit down until the next round.

PAPER CHAIN CHALLENGE

Tags: *basic supplies, challenge, teamwork*

Supplies:

paper

tape

(NO SCISSORS)

Age Group (Range)



Description:

1. Create groups of 3-4 kids and give each group 1 piece of paper and some tape.
2. Challenge them to create the longest paper chain they can within 5 minutes.

****the tape may only be used in pieces shorter than 2 inches - you cannot tear the paper into 2 pieces and then string out all the tape to create your chain****

PARTNER TAG

Tags: *no prep, no supplies, movement*

Supplies:

none

Age Group (Range)



Description:

1. Kids choose a partner. Have them quickly decide who is A and who is B. A's will be "it" first.
2. Everyone must walk.
3. When you say GO A will spin 3 times and then chase their partner.
4. If they tag them, the partner will spin 3 times and then become IT and chase their partner.
5. Continue for a couple minutes then have them freeze.
6. The partners will now link arms and find another pair. The same steps will be repeated except this time, the partners only need to spin 2 times before chasing the other pair of kids.
7. Continue having them join up until eventually, the entire class is on 1 of two teams and they are chasing each other. If it feels like 2 spins is too much, feel free to have them not spin at all or to just count to 3.



Cyclops tag - all participants close one eye and walk heel-toe-heel-toe. When tagged, they only have to turn in place one time.

PASS THE HULA HOOP

Tags: *low prep, teamwork, competition*

Supplies:

hula hoops

stop watches

Age Group (Range)

Kinder

[Ages 5-6]

Primary

[Ages 7-9]

Junior

[Ages 10-12]

JuniorHigh

[Ages 11-13]

Description:

1. Have the kids get into equal groups, and stand in a circle holding hands.
2. Place the hula hoop on the shoulder of 1 kid in each group.
3. The goal is to pass the hula hoop around the circle without letting go of hands.
4. After they are successful, have the groups join into 1 big group and time them. See if they can better their times



Have them attempt to do the challenge with blindfolds or while facing outwards from the center of the circle

PAPER ISLAND

Tags: *low prep, teamwork,*

Supplies:

5 ft piece of butcher paper

Age Group (Range)



Description:

1. Lay a large sheet of butcher paper or a towel on the floor.
2. Tell your group that they all must fit on the paper and have no body parts touching the floor.
3. Once they succeed, fold the paper in half and repeat the challenge.
4. Continue folding until the paper is incredibly small, forcing the kids to carry, balance, and hold each other to survive

PEOPLE, TIGERS, TRAPS

Tags: no prep, no supplies, game

Supplies:

none

Age Group (Range)



Description:

1. Divide into groups of 4. Each group is going to challenge another group of 4.
2. The teams huddle together and decide whether they will be people, Tigers or Traps.
3. The teams will face each other, count to 3 and do the appropriate motion
People: stand stiff as a board
Tigers: give fierce growl with claws and fangs
Traps: reach out and say, "gotcha"
4. People set traps, traps catch tigers, tigers eat people
5. Best 2 out of 3 wins and teams look for a new team to play
6. Eventually have 4s combined to make teams of 8, then 8s to 16, etc, until you get half the group against the other half.

ROCK, PAPER, SCISSORS TOURNAMENT

Tags: *no prep, no supplies*

Supplies:

none

Age Group (Range)



Description:

1. Kids pair up and play Rock, Paper, Scissors. Just 1 round.
2. The winner will go find another winner to play against. The defeated person will now cheer on the person that beat them.
3. This continues until there are only 2 kids left and half the class is cheering for 1 and the other half is cheering for the other.

SAVE FEED

Tags: *extra supplies, problem solving, teamwork*

Supplies:

gummy worms

gummy lifesavers, clear containers, paper clips, blue paper

Age Group (Range)

Junior

[Ages 10-12]

JuniorHigh

[Ages 11-13]

HighSchool

[Ages 14-18]

Description:

1. Have groups of 4. Each group gets a blue paper.
2. Place the gummy lifesaver on the blue paper and put the cup upside down over it.
3. Place gummy worm on top of the cup.
4. Each group gets 4 paper clips.
5. Fred is the gummy worm and his boat has capsized and the life preserver is stuck underneath! He's stranded on top. As a group, the kids must get Fred's boat right side up, get Fred into his boat, and put the life preserver on him. The rule is, you can only use the paper clips - no hands may touch Fred, the boat, or the life preserver.
6. If Fred falls in the water, have the group reset and start again. They also cannot spear Fred.

STRAW CHALLENGE

Tags: *team work, low prep*

Supplies:

non-bendy straws (1 per kid)

Age Group (Range)

Junior

[Ages 10-12]

JuniorHigh

[Ages 11-13]

HighSchool

[Ages 14-18]

Description:

1. Put kids in groups of no more than 10
2. Give each person a straw and have them stand in a circle facing in.
3. Have them hold it in their right hand with their pointer finger covering 1 end (like they are trying to hold the liquid in it)
4. Cross right arm (with the straw) to their left shoulder
5. Use left pointer finger to hold the end of their neighbor's straw
6. Once there is a pointer finger on each end of straw, have them let go with other fingers so the straws are held only by pointer fingers.
7. Have the group do a series of movements while keeping their straws between them. If they drop, not a problem, pick up the straw, reset and go again.

Movement Ideas - take 1 step to the left/right, turn the circle until you get back to your original position, move the whole group to a new position in the room, go down to knees then stand.



TIE THE KNOT

Tags: *problem solving, teamwork, basic supplies*

Supplies:

Yarn/String/rope/ribbon (1 piece, approx 2 feet per person)

Age Group (Range)



Description:

1. Divide the group into teams of 4-6 and give out the yarn.
2. The kids will each hold an end of the yarn so they are all connected together.
3. The goal is to tie a knot in the yarn in a specific place. You will go to each group and point to 1 of the yarn pieces.
4. The kids must then work together to tie a knot in that section without letting go of any other pieces of yarn.

TOSS AROUND

Tags: *low prep, team work*

Supplies:

solo cup, ping pong (or foosball) ball

Age Group (Range)

Junior

[Ages 10-12]

JuniorHigh

[Ages 11-13]

HighSchool

[Ages 14-18]

Description:

1. Have kids create a large circle and give each kid a cup.
2. Kids should spread out. They can even snake around the room; there should be about 3-5 feet between each kid.
3. Kids will be tossing the ball round the circle using only the cups. If the ball falls, it goes back to the first person to try again.

NOTE: Teach the kids to cheer and be encouraging if someone drops the ball.

UP OR DOWN

Tags: *low prep, high energy*

Supplies:

cups (enough for at least 1 per kid)

Age Group (Range)



Description:

1. Divide the class into 2 teams. One team is the “Up” team the other is the “down”
2. Give each kid a cup and have them spread out in the room.
3. The UP team should place their cups upright, and the down team should place theirs upside down
4. The goal is to make all the cups on the floor match your team.
5. You can only touch the cups with your hands
6. On GO, start a timer for 3-5 minutes (your decision) and let the kids run around flipping the cups to match their team.
7. At the end of time, have everybody freeze and see which team won.

WHICH ONE?

Tags: *low prep*

Supplies:

comparison list (see attached)

Age Group (Range)



Description:

1. Gather kids in the center of the room.
2. Designate one side of the room for each of the categories on the comparison list you've chosen (ie: pokemon/medication)
3. Give the name and let the kids move to the side of the room they think best matches.
4. Reveal the answers and then move on to the next one.

limited mobility
ADAPTATION

Give each kid 2 colors of paper, designate one color for each category and have them hold up their guesses instead of moving.



COMPARISON LIST



BIRD		or	FISH	
• Albatross • Auk • Northern Fulmar • Shearwater • Seagull	• Puffin • Marbled Murrelet • Gadfly Petrel • Pelican		• Wahoo • Mahi Mahi • False Albacore • Grey Gurnard • Mackerel	• Amberjack • Pollock • Hake • Ling • St. Pierre
DOG BREED		or	TYPE OF CHEESE	
• Presa Canario • Azawakh • Bergamasco • Spinone • Lagotto Romagnolo	• Cirneco dell'Etna • Saluki • Telomian		• Lacey Grey • Nocciolo • Podhalanski • Banon • Yorkshire Blue	• Fiore Sardo • Burrata
DINOSAUR		or	MUSCLE	
• Megalosaurus • Hadrosaurus • Coelophysis • Diplodocus			• Iliocostis • Temporalis • Sartorius • Latissimus dorsi • Gastrocnemius	
AQUATIC ANIMAL		or	LAND ANIMAL	
• Barnacle • Dugong • Porpoise • Albacore • Manatee • Mulloway	• John Dory • Wrasse • Orca • Fugu • Nudibranch • Coral		• Zebu • Fossa • Macaw • Ostrich • Caracal • Uakari	• Aye aye • Gila Monster • Okapi • Cassowary • Toucan • Gerenuk
POKEMON		or	MEDICATION	
• Lumineion • Vullaby • Milotic • Articuno • Rampardos • Silvally	• Manaphy • Palkia • Quaquaval • Ampharos • Altaria		• Auryxia • Briviact • Nucynta • Aduhelm • Lumakras • REnflosia	• Emrelis • Palsonify • Rhapsido • Cardamyst • Trulicity



WHO AM I?

Tags: *mingle*

Supplies:

animal papers

scissors

tape

Age Group (Range)

Kinder

[Ages 5-6]

Primary

[Ages 7-9]

Junior

[Ages 10-12]

Description:

1. Print and cut each rectangle in the animal paper.
2. Tape one Post-it to each player's forehead without them seeing it.
3. When a leader says, "Go," players must mingle throughout the room asking yes/no questions about the animal on their own head, such as "Do I live in Africa?" or "Can I fly?"
4. All players ask questions at the same time, but they can't ask the same person two questions in a row, ensuring that they talk to as many others as possible.
5. Once a player believes they knows which animal they are, they must go to the leader and ask, "Am I a ____?" When they're correct, they get to sit down.

ANIMAL PAPER



LION	TIGER	OSTRICH
PENGUIN	BEAR	DOG
SALMON	EAGLE	HAMSTER
GIRAFFE	RHINOCEROS	SEA TURTLE
CHEETAH	CROCODILE	PORCUPINE
KANGAROO	GECKO	CHIMPANZEE
CRAB	SQUIRREL	COW
HORSE	DOLPHIN	RACCOON



GROWING TOGETHER

Growing Together is a multigenerational Sabbath School and church curriculum for Seventh-day Adventists, rooted in faith and grace. Our curriculum brings families together in worship by having each family member, from children to adults, study the same Bible story each week, tailored to their developmental age group.

Age Appropriate Sabbath School Material Offered for..

Beginner
[Ages 0-2]

Pre-K
[Ages 3-4]

Kinder
[Ages 5-6]

Primary
[Ages 7-9]

Junior
[Ages 10-12]

JuniorHigh
[Ages 11-13]

HighSchool
[Ages 14-18]

YoungAdult

Parent

Pastors

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