

Elem Social- April

Don't Laugh Challenge

Big Goal: Remove barriers to belonging.

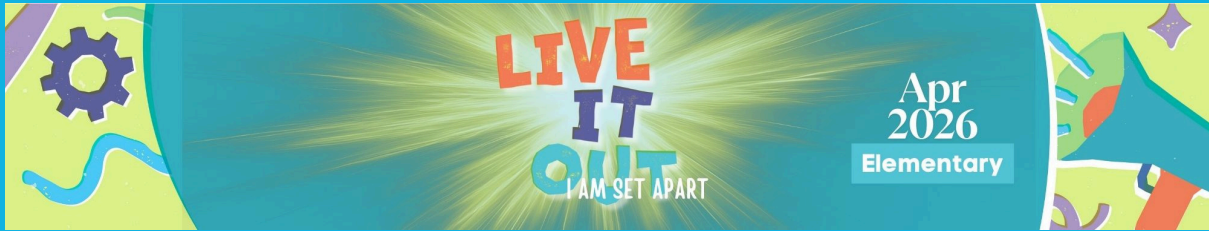
Supplies: Don't Laugh Challenge Book (1 per group), scrap paper and pencil (score sheet)

The Don't Laugh Challenge is a "try not to laugh" party game where players read jokes, puns, or perform silly actions to make opponents laugh. Participants take turns, and if a player laughs or smiles, the person who made them laugh wins a point. The player with the most points after all rounds wins.

Key Rules and Gameplay:

- Setup: Players sit in a circle. Each player takes turns reading from the joke book or taking a turn in the "hot seat".
- The Goal: Make the other players laugh, while keeping a straight face yourself.
- How to Play: A player reads a joke or performs a "challenge" (e.g., silly face, funny sound).
- Scoring: If anyone laughs or breaks their straight face, the reader gets a point. If no one laughs, no points are awarded.
- Winning: The game typically ends after a set number of rounds or when a player reaches a predetermined point total.

This game is designed to be family-friendly and is focused on humor, timing, and trying to remain stoic under funny pressure.



Elem Social- April

5 Second Rule Junior Game

Supplies: 1 game set per group (cards, game board, game pawns, timer)

Key Instructions

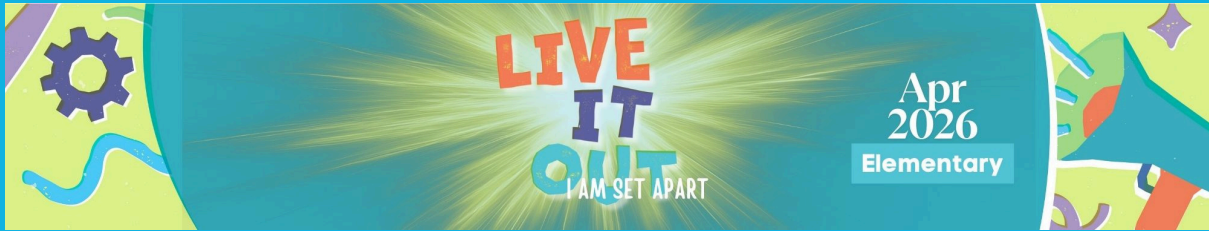
- Setup: Place the board in the center, and each player picks a pawn. The youngest player usually goes first.
- Gameplay: The player to the left of the "Hot Seat" player draws a card, reads it, and flips the 5-second timer.

Answering:

- The player in the Hot Seat must name three items that fit the category before the timer stops.
- Moving Forward: If successful, the player moves their pawn one space forward.
- Failed Attempts: If the player fails, the next player tries to answer, but they cannot repeat any answers already given.
- Special Spaces: Landing on a "Rainbow" or "Danger" zone can give extra time or, in some versions, require passing a turn.

Tips for Playing

- Time Limit: The timer is a special, loud, clicking device that lasts for 5 seconds.
- Acceptable Answers: If an answer is questionable, other players can decide if it counts.
- Modification: For younger players, you can adjust the rules to only require two answers instead of three.



Elem Social- April 12

Warm Up Questions:

- What was the best part of your week?
- What are some foods you do *not* like eating?
- If you had to choose between roller skating or riding a horse to get around, what would you choose and why?
- If you could plan a birthday party for yourself, what would be the theme? What activities would you do?
- If you were a bee, would you rather collect pollen or make honey?

Three Things

Kids will share two true statements and one false with their peers.

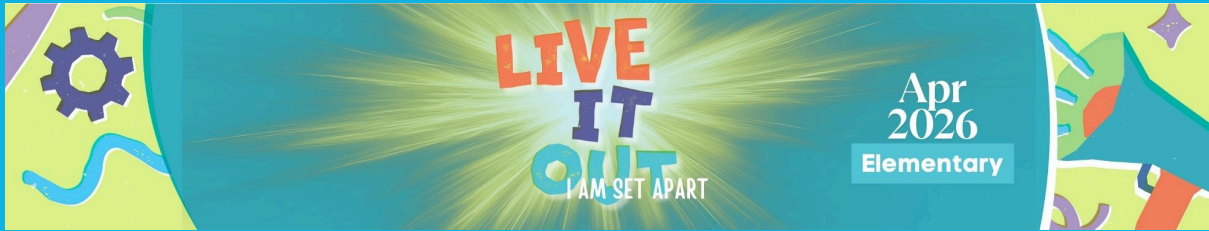
Supplies: Stopwatch or timer (1 per group)

What To Do: Hello, team! Give someone an air high five, and say, "I am so glad you are here!" (*Allow kids time to respond.*) We are going to learn each other's names and get to know one another better through a game called "Three Things." What is the name of the game? (*Three Things*) That is right! I am going to give everyone one minute to come up with three things about yourself. Two will be true facts and one will be false. If something is false, then it means that it is not true. Next we will go in a circle, and each person will say your name and then share—in *any* order—your three statements. We get to guess which statements are true and which one is false. An example would be , I have never flown on an airplane, I have surfed in the ocean, and I love pickle juice. Which statement do you think is false? (*Allow kids time to respond.*) If you think never flying in an airplane is false, raise your hand. (*Allow kids time to respond.*) If you think surfing in the ocean is false, raise your hand. (*Allow kids time to respond.*) Finally, if you think loving pickle juice is false, raise your hand. (*Allow kids time to respond.*) The statement that is false is (*pause*) never flying in an airplane. Let's begin the game!

Keep It Going: Instruct kids to share two true statements and two false statements. Kids can keep track of how many statements they get correct while guessing.

Leader Tip: Guide kids to vote on statements by raising their hands or giving a thumbs-up to help manage the crowd and stay on track.

Connect It: You all were so creative with your fun facts. What is something new about a teammate that you learned today? (*Allow kids time to respond.*) Is there a teammate you have something in common with? (*Allow kids time to respond.*) It is fun that we now know each other's names *and* some fun facts about our teammates. Thank you for sharing and allowing us to learn something new about you!



Elem Social- April 12

Truth and Lies

Kids will decide between truth and lies on a gameboard pathway.

Leader Prep: Set the construction paper on the ground in a curved pathway, like a gameboard. Ensure there is space between the papers.

Supplies: Construction paper (red, blue, yellow, green, orange and pink- 5 per group), Giant Window Game Cube (1 per group)

What To Do: In our Bible story today, we learned that God made us to have thoughts that respect and honor Him. When we think about what is good and true, we can know those are the kinds of thoughts that honor God. So let's practice thinking about true things with this game called "Truth and Lies."

I will tell you two statements: one is true and one is a lie. Some are silly lies that will make you laugh, but others are untrue things about God. You will tell me which one is true. Then you can roll the dice and jump beside the papers that many spaces. Let's see who can be the first to reach the end of the path!

Suggested Statements:

The sky is green, or the sky is blue.

God cares about our thoughts, or God does not care about our thoughts.

We listen with our ears, or we listen with our noses.

It is good to think whatever we want, or it is good think about what honors God.

It is kind to be selfish, or it is kind to share.

We can think about God all the time, or we can think about God only when life is easy.

God made us to love others, or God made us to only love puppies.

Our thoughts do not matter, or our thoughts affect our actions.

God sets us apart, or nothing changes when we follow God.

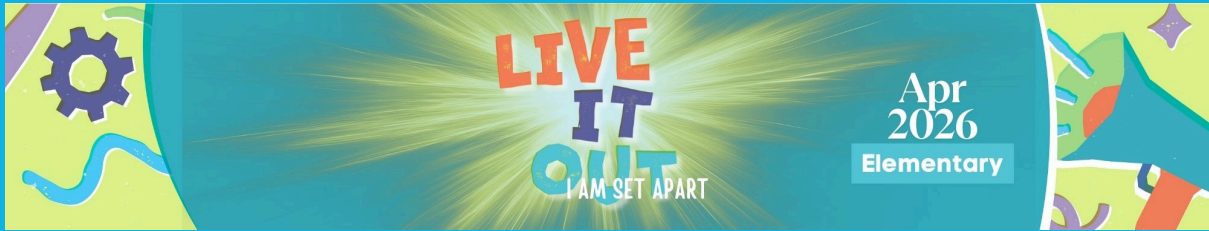
God sent Jesus just to have fun, or God sent Jesus to forgive our sin.

God does not care what we do, or God helps us follow Him.

Keep It Going: Invite kids to come up with their own truth and lies statements.

Leader Tip: Direct kids to jump beside the papers. Leave enough space between the prompts for each child's feet.

Loud And Clear: Our game was all about truth and lies. Sometimes it is easy to think about what is true and good, but other times it can be difficult. But we can know that God always cares about our thoughts. He helps us to think about what is true and to have thoughts that honor Him. Say, **"God cares about my thoughts!" (God cares about my thoughts!)**



Elem Social- April 19

Warm Up Questions:

- What was the best part of your week?
- What is something you really enjoy doing?
- If you could eat ice cream every day, what flavor would you choose?
- If you got to go to outer space, what would be some things you would like to do?
- If you could go on a cruise ship to anywhere in the world, where would you go? Why?

Can You Draw It?

Kids will attempt to redraw an image the leader shows for a brief time.

Big Goal: Be seen, heard, and known by my team.

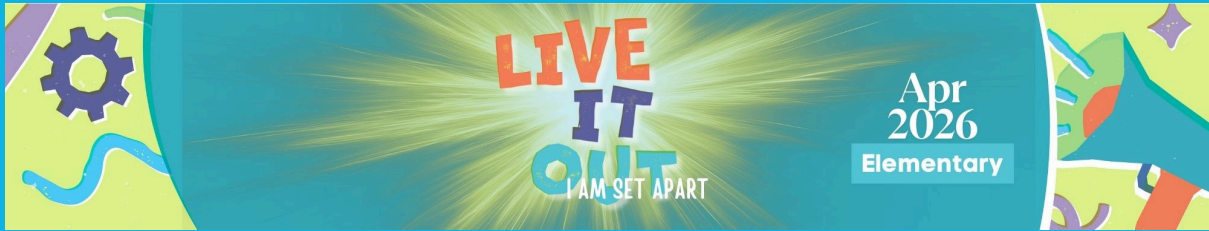
Leader Prep: Set out supplies.

Supplies: "Can You Draw It?" printable (1 per group), Blank paper (2 per child), Pencils (1 per child), Stopwatch or timer (1 per group), Adult scissors (1 per group)

What To Do: Hello, friends! We are going to play a game called "Can You Draw It?" Turn to a teammate and ask, "Can You Draw It?" (*Can You Draw It?*) To get ready, fold a piece of paper in half so the short ends touch. I will show you a picture, and you will examine it closely for 15 seconds. Pay attention to the details! Then I will place the image behind my back, and you will have to redraw that image on your paper. Once you are finished, hold up your drawing for everyone to see. We will get to see how closely our teammates matched the picture. You can use the same paper for four rounds of the game, drawing in a different section on the front and back each time. Let's get ready to play. Everyone, say, "I am ready!" (*I am ready!*)

Keep It Going: Invite kids to create simple pictures for their teammates to draw.

Connect It: You all are quite the drawing pros! Was there an image that was difficult to recreate? (*Allow responses.*) What image was the easiest to draw again? (*Allow responses.*) What was even better than seeing the artwork was seeing you all have fun and appreciate each other's drawings. We are going to keep having fun with our teammates today!



Elem Social- April 19

Retell Relay –

Kids will create paper tubes, then share parts of the Bible Story while playing a game of “Telephone.”

Big Goal: Remember how the Bible story shows that God cares about our words because they show what is in our hearts.

Leader Prep: Write **God cares about my words** on the dry erase board. Set out supplies.

Supplies: Construction paper (1 per child), Clear tape (1 per child), Markers or crayons (several), Dry erase board and marker (1 per group), Stopwatch or timer (1 per group; optional)

What To Do: We are going to play a game of “Telephone.” Pretend to hold a phone and say, “Hello?” (*Hello?*) Great! Looks like you are ready! First, we are going to make some paper tubes that we will use as our “telephones.” You will copy our Main Idea onto your paper: **God cares about my words**. After you write the Main Idea, roll your paper to make a tube, and I will help you tape your tube together. (*Allow time.*)

Now, it is time to play “Retell Relay.” We are going to stand in a circle. I will place my paper tube by my neighbor’s ear and whisper a phrase in your ear. Then that teammate will turn to the next neighbor to whisper and repeat through her own paper tube. We will keep whispering and repeating to see if, when the message gets back to me, it is the same! Let’s play!

Suggested Statements:

We can control our words.

Tongues are small but make a big difference.

Wisdom from God is good.

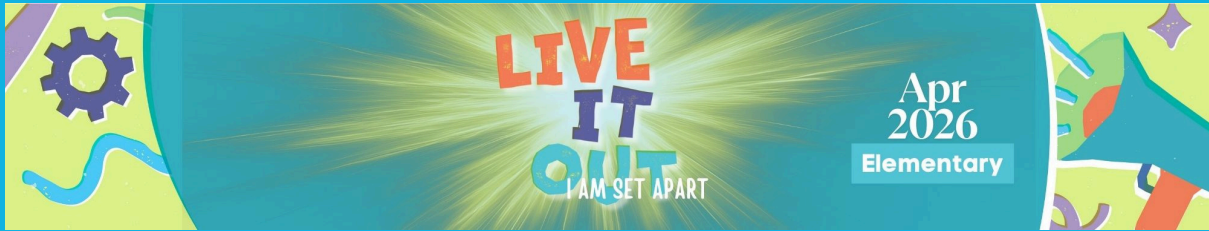
We can help others live in peace.

God cares about my words.

I am set apart.

Keep It Going: Add additional phrases from the Bible story and Large Group.

Loud And Clear: Great job retelling our Bible story! James wrote that God cares about our words because they show what is in our hearts. When we use words that honor God, we live out our faith by pointing people to Jesus. We can remember that, when we have trouble controlling our words, we can ask God for help and trust that He will work in our hearts. Repeat after me, **“God cares about my words!” (God cares about my words!)**



Elem Social- April 26

Warm Up Questions:

- What was the best part of your week?
- What is a fun day you remember, and what made it so great?
- Would you rather have a robot that does your homework for you or one that does all of your chores?
- If you were in charge of building an amusement park, what rides would you design?
- If you could hang out with a famous person (someone current or someone from history), who would you choose? Why?

Jump In

Kids jump to the center of the circle if the statement is true or describes them.

Leader Prep: Tape a large square in the middle of your space. Leave room on each side of square for kids to stand around the outside of the square.

Supplies: painter's tape

What To Do: Are you ready for a game? We are going to play a game called "Jump In!" What are we playing? (*Jump In!*) First, let's line up around the outside of our square. (*Allow time.*) I will make a statement to the team. If the statement applies to you or is something you agree with, then jump toward the square. For example, if I say, "I think gummy worms are the best candy ever!" and you agree with that statement, then jump toward the square. If you disagree with that statement, stay where you are. Everyone, give me a thumbs-up if you are ready to play. (*Allow responses.*)

Suggested Statements:

I have ridden the bus.

I made my bed this morning.

I love orange juice.

I have ridden a roller coaster.

I have a pet.

I snore when I sleep.

I like cereal better than oatmeal.

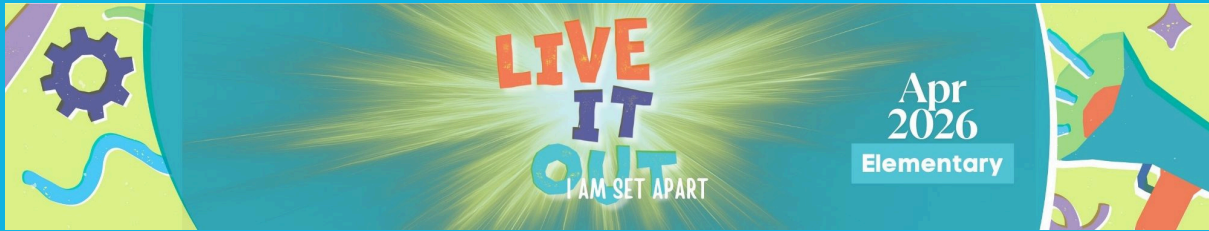
I get nervous in new places.

I hate bugs.

I like waking up early.

Keep It Going: Change up the movements and have kids skip or frog jump to the middle. Invite kids to come up with their own statements.

Connect It: Is anyone out of breath from all that jumping? What was your favorite statement? (*Allow time for responses.*) Did any answers surprise you? (*Allow time for responses.*) Did you learn something new about a teammate today? (*Allow time for responses.*) It was a blast having everyone join in on the fun. Let's keep jumping into all the activities today!



Elem Social- April 26

Shine Bright Stars

Kids will unfreeze each other by doing star jumps.

Big Goal: See that we shine like stars when we follow Jesus and live like Him.

Supplies: Music and music player (1 per group)

What To Do: In today's Bible story, Paul wrote that living like Jesus helps us shine like stars. Our actions can point others to God and help them follow Him too. So let's play a game where we get to "shine" like stars and pass on that special shine!

You will each find your own space in the room, making sure you are at least an arm's length away from other teammates and walls. You will freeze in a fun pose, like pretending you are shooting a basket or pretending you are petting a dog, becoming a "Statue." I will ask one of you to be the "Star." When the music starts, the Star will travel around and stop in front of a Statue. The Star will do a star jump (*demonstrate a star jump by jumping high while extending arms up and legs out*) in front of the Statue. When the Star does a star jump in front of you, you unfreeze and become a Star too! We will now have two Stars traveling around. The game will continue until all our Statues have become Stars. Then we can all do star jumps together because we will all be able to shine bright. Ready? Say, "Let's shine like stars!" (*Let's shine like stars!*)

Keep It Going: Direct Stars to move in different ways such as jumping, skipping, or tiptoeing. Stop and start the music, instructing Stars to only unfreeze Statues when the music is off.

Leader Tip: Designate a space for boundaries where kids can move around the room.

Loud And Clear: Way to shine, everyone! Our Bible story helps us remember that following and living like Jesus helps us shine bright like stars in a dark sky. It is amazing that shining bright can encourage others to shine bright too because we point them to God. Shining stars are set apart from darkness. Say, "I am set apart!" (*I am set apart!*) If we trust and follow Jesus, we can live like Him and point others to Him.