

JULY
2026

Elementary

Elem Social- July

Card Games

Big Goal: Remove barriers to belonging.

Supplies: Card Game sets (2 games per group)

Go Fish Game Rules

Set up- 2-6 players. Deal 5 cards each (7 cards if 2 players) Rest go face down in the middle (the "pond")

Object- Get the most sets of 4 matching cards.

1. Player A asks one player: "Do you have any ___?" (must already have that rank)
2. If yes → they give ALL cards of that rank
3. If no → they say "Go Fish!" and Player A draws 1 card
4. If you draw the card you asked for → go again
5. If not → next player's turn

Make a Set- When you get 4 of a kind, lay them down

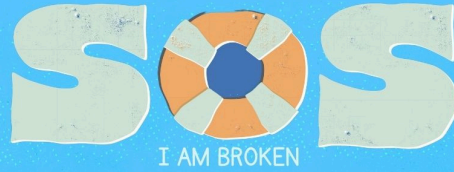
Winning- Game ends when all sets are made. Most sets wins

Legs Crossed Game Rules

Set up- Choose a player to be the first dealer. The dealer shuffles the cards, deals 4 cards to each player, then places the remaining cards in a draw pile face down in the center of the playing area.

Object- Collect the most sets of 4 matching cards, using body language instead of words to ask for the needed cards.

1. Player to the right of dealer goes first by asking another player of their choice for a card that will match any of the cards in their hand, with a goal to complete as many matching sets of 4 cards as possible.
2. But there's a twist: players can't use words to ask for a match. Instead, players place their legs in the same position as the legs on the card they want to match. If players use any words to describe legs' position, their turn immediately ends, and play passes on to the next player.
3. If a player gets the matching card they wanted, they can keep playing by requesting a card from another player.
4. If they don't get the card they wanted, they draw a card from the pile, ending their turn. Play passes to the next player on their right.
5. When a player gathers 4 matching cards, they reveal the matching set and place it face up in front of them. If a player has no cards in their hand at the beginning of their turn, they draw one card from the pile, ending their turn. If there are no more cards in the pile, players without cards in their hand will have to pass their turn. Play continues until all the matching sets are completed.



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Card Games

Big Goal: Remove barriers to belonging.

Supplies: Card Game sets (2 games per group)

Honk, Bonk, Donk, Zonk, Plonk Game Rules

Set up- Shuffle the deck and deal all cards evenly to each player (face-down). Each player holds their personal deck without looking at it.

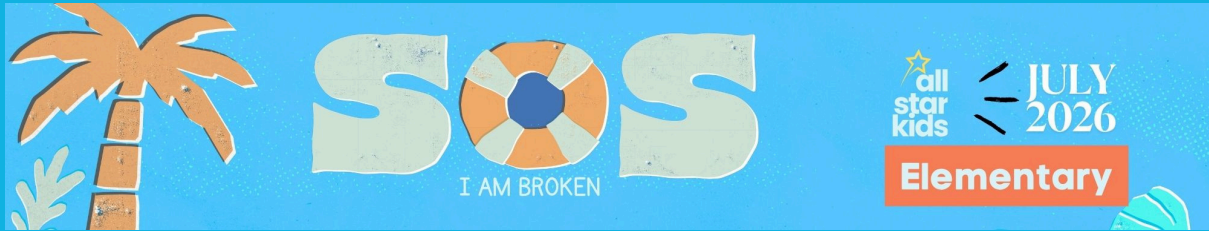
Object- Be the first to get rid of all your cards.

1. Players take turns flipping the top card from their deck into a center pile.
2. While flipping the players says the next word in a sequence. **HONK- BONK, DONK, ZONK, PLONK- (repeat)**
3. If the word spoken matches the card flipped, everyone slaps the pile!
4. Last to slap takes the whole pile and adds it to their deck.
5. If you slap incorrectly, take two penalty cards

Wild Cards- If someone plays a wild card, everyone must do the action, then slap the pile! Last to complete it takes the pile.

- **Splat-** Slap your forehead
- **Spin-** Spin once in place
- **Boogie-** Do a two second dance
- **Flop-** Fall over immediately

Winning- The first person to run out of cards and win a final slap round **Wins the Game!**



Elem Social- July 5

Warm Up Questions:

- What was the best part of your week?
- What is one thing that made you smile today?
- If you could open your own store or business, what would you sell?
- What is your favorite thing to do on a regular summer day?
- What would you do with your toys if they could come to life for one day?

Silent Shuffle

Kids will line up in different ways based on the leader's prompt—but they must do it without talking.

Supplies: None

What To Do: OK, friends! Are you ready for a silent challenge? This game is called "Silent Shuffle." What is it called? (*Silent Shuffle!*) I am going to call out a category—like height, birth month, or shoe size—and your job is to line up in a certain order without saying a word! Can we do it? (*Yes!*) First, find your own spot around the room. When I call out a category, use hand motions, facial expressions, and creative thinking to figure out where you go in line. We will check together once you are done! If you are ready, give me two silent thumbs-up signs! (*Allow kids to respond. Call out a category and give kids a minute or two to get in line. Call out several categories as time allows.*)

Suggested Categories:

Height (tallest to shortest)

Birth month (January to December)

Shoe size (smallest to largest)

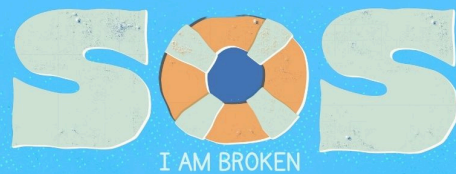
Number of pets (least to most)

Hair length (shortest to longest)

Keep It Going: Invite kids to think of and call out their own "Silent Shuffle" prompts.

Leader Tip: Encourage kids to be patient and kind while figuring it out. Gently help if anyone seems unsure.

Connect It: That was so fun! Did you notice how much you have in common with the people around you? Even though we are all different, we can still connect and belong together, which means that we all know we have a place and are welcomed on our team. Just like in the game, we may need help figuring things out sometimes—and that is why it is great to be on the ____ Team today! We can all help each other connect and belong!



Elem Social- July 5

Head, Shoulders, Knees, Cup

Big Goal: Remember that we need God to guide and help us.

Leader Prep: Set out supplies.

Supplies: Cups (3–6 per group)

What To Do: Are you ready to play a super fun, super silly game? (*Let kids cheer.*) It is called “Head, Shoulders, Knees, Cup!” Head, shoulders, knees, what? (*Cup!*)

Here is how we play. We will form two teams. (*Form two even teams.*) Face someone from the other team—like you are looking in a mirror! I will place a cup on the floor between you. Do not touch it yet! (*Allow time and set out the cups.*)

Now when I say a certain word, you will put your hands there. Let’s practice! If I say, “Head!” you say, “Head” and touch your head. Let’s try it. “Head!” (*Head!*) “Shoulders!” (*Shoulders!*) “Knees!” (*Knees!*)

Great job! Now if I say, “Cup!” that is your chance to grab the cup before your teammate does! If you grab it first, show a victory dance! Then place the cup back on the floor and get ready for the next round. If you are ready say, “Let’s Go!” (*Let’s Go!*)

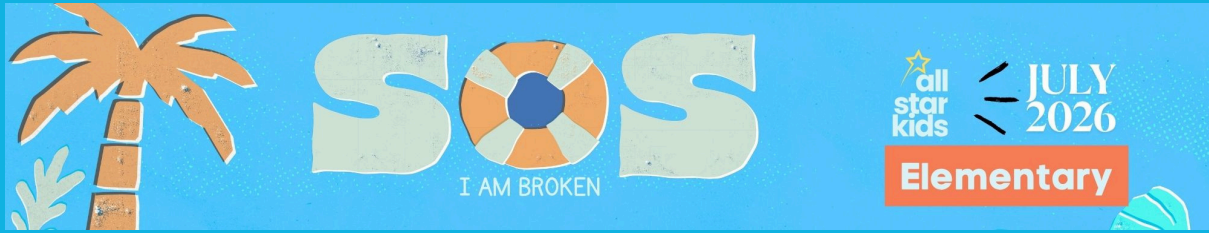
Keep It Going: Add in “elbows,” “forehead,” “hips,” and “back” for an extra challenge.

Leader Tip: Invite a kid to be the caller if you have an uneven number or allow one group of kids to play in a group of three.

Safety Tip: Ensure that kids are standing far enough apart that they do not collide when reaching for the cup.

Loud And Clear: You all did such an awesome job playing “Head, Shoulders, Knees, Cup!” Give someone near you a high five! (*Give high fives.*) Did you have to listen carefully? (*Yes!*) Did you always know what was coming? (*No!*)

This game reminds us of something really important. Just like you had to listen closely for the right word, the people in our Bible story had to listen closely to God. The Israelites (IZ ray el ights) did not know what was coming next. But God gave them instructions. He showed them when to move and when to stop. He gave them food when they were hungry and water when they were thirsty. He guided them with a cloud by day and fire by night! Who helped the Israelites every day? (*God!*) Who helps *us* every day? (*God!*) How often do we need God? (*Every day!*) Sometimes we think we can do life all by ourselves—but like in the game, if we do not listen, we miss what is important. We are broken, and we need God every day to help us, lead us, and show us what is best. Say, **“I need God every day!” (*I need God every day!*)**



Elem Social- July 12

Warm Up Questions:

- What was the best part of your week?
- What is one thing that makes you feel really happy?
- Would you rather be able to control the weather or talk to animals?
- If you had \$100, how would you spend it?
- If you could make up a new holiday, what would it celebrate?

Shape Up, Team Up

Big Goal: Learn a new name.

Supplies: “Shape Up, Team Up” printable (1-2 per group)

What To Do: Are you ready to learn a new name and something fun about your teammates? I hope so, because we are about to play “Shape Up, Team Up.” What is it called? (*Shape Up, Team Up!*) Everyone will get a card with a colored shape. I will call out something that is on your card, and you will need to find your matches. You might match by color, by shape, or by the size of your shape. Once you find your matches, tell those friends your name, your birthday, and your favorite animal.

Suggestions:

Find matches that have the same color as you.

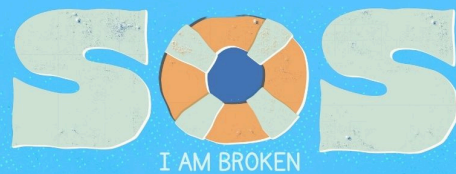
Find matches that have a round shape or a shape with four corners.

Find matches that have the same size shape as you: big or small.

Keep It Going: Invite kids to introduce their matches to the rest of the team using silly voices, such as pirate, robot, or an elderly person. Allow kids to exchange cards after a few rounds.

Leader Tip: Provide one set of cards for six kids or less and two sets for seven kids or more.

Connect It: Great job playing “Shape Up, Team Up!” Say, “Shape Up, Team Up!” (*Shape Up, Team Up!*) This game shows how easy—and fun—it can be to make new connections. We got to learn more people’s names and begin building friendships. Making friends can start with just one simple conversation!



Elem Social- July 12

Not So Perfect Performance –

Teams compete to complete a series of silly, challenging tasks that are almost impossible to complete perfectly.

Big Goal: Know that, even when we feel like we are good, we still need God.

Leader Prep: Use masking or painter's tape to create a starting line. Place 2 cones 15–20 feet away from the line. Cut 2 12-inch strands of yarn. Place the beanbags, table tennis balls, paper plates, cups, and string near the starting line.

Supplies: Masking or painter's tape (1 per group), Beanbags (6 per group), Cones (1 per group), Yarn (1 per group), Paper plates (18 per group), Table tennis balls (6 per group), Cups (6 per group)

What To Do: We are going to play a game called “Not-So-Perfect Performance!” What kind of performance? (*Not-so-perfect!*) You and your teammates will try to complete three tasks that are trickier than they look. In fact, it will take some extra effort because it will be very difficult to try and do the challenges perfectly! You will work together, laugh together, and probably get a little frustrated—and that is the point! Are you ready? Say, “Woo-hoo!” (*Woo-hoo!*)

First, we will make two teams. For this game, your team will pick two players to complete each challenge. (*Allow time for kids to complete this step. Assist kids in getting into teams.*)

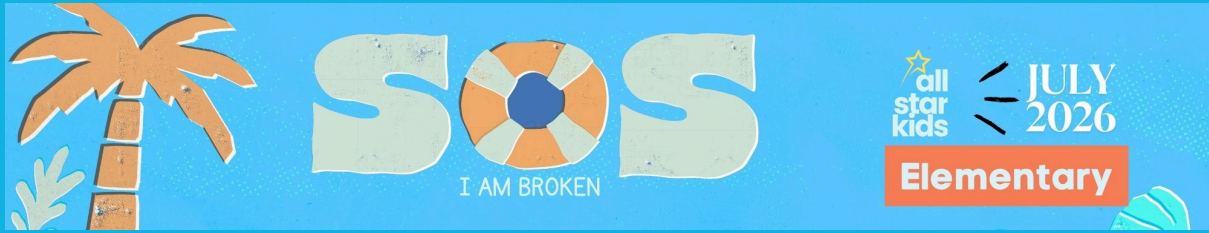
For your first challenge, two players from your team will stand at the starting line. Hold the beanbag between you with your elbows. No hands! Keep the beanbag in place as you walk together to the cone, walk around it, and come back to the starting line. If you drop the beanbag, no worries! Just pick it up and keep going!

Once you get back to the starting line, move on to the next challenge! Two more players will grab a piece of string and the beanbag. They will tie the string around the beanbag. But here is the trick: each player can only use one hand. How many hands can each player use? (*One!*)

When the players have tied the string to the beanbag, your teams are ready for the third challenge. The next two players will grab three paper plates and place them on the floor. How many plates will they grab? (*Three!*) The players will stand together at the starting line, putting their outside feet on one plate and putting both of their inside feet on the same paper plate in the middle. Players will keep their feet on the plates, carry the beanbag on the string, shuffle down to the cones, go around them, and come back to the starting line.

For the final challenge, two players from your team will grab two cups and one table tennis ball. One of you will bounce the ball and the other must catch it in your cup. Keep going until you have bounced the ball back and forth and caught it 10 times. Then, done! Whew! Think you are ready to get started? Let's go!

Keep It Going: Allow teams to create their own silly “Not-So-Perfect Performance” challenges to add to the course for bonus rounds.



Elem Social- July 19

Warm Up Questions:

- What was the best part of your week?
- What is one word you would use to describe yourself? What word do you think your friends would use to describe you?
- Would you rather have a robot that cleans your room or does your homework?
- If you had to eat one thing every day for the rest of your life, what would you choose?
- If you could shrink down to the size of an ant, what would you do all day?

Snack Attack

Kids will learn each other's names by adding fun food words that start with the same letter.

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

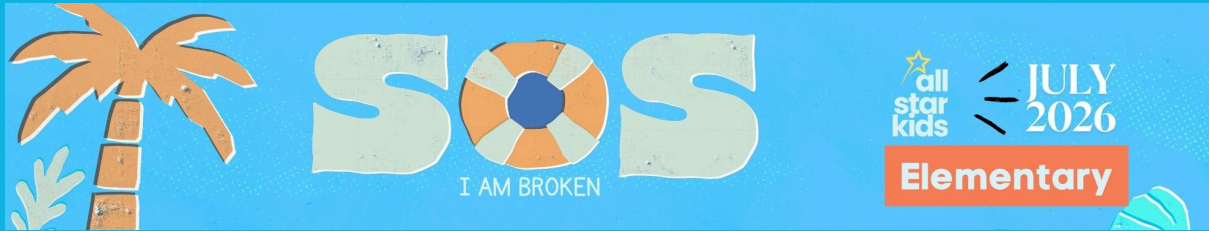
Supplies: None

What To Do: Let's play a game that is all about learning names, discovering new things about each other, and tasty treats! This game is called "Snack Attack." What is it called? (*Snack Attack!*) We will sit in a circle. The first player will say your name and a food that starts with the same letter. Like this: "I am Lily Lasagna!" When it is your turn after the first player, you will also say the name and food of everyone before you and then add your own! So you might say, "Lily Lasagna, Max Muffin, and I am Natalie Nachos!" Let's see how many foodie friends we can remember! Are you ready to play? Say, "Yum!" (*Yum!*)

Keep It Going: Play backward around the circle. Create a motion like you are eating the food along with saying the name of the food. Choose different themes such as animals or places. Invite kids to play using last or middle names.

Leader Tip: Help kids think of foods if they get stuck. Cheer each other on and remind everyone it is OK to forget—we are here to have fun and learn together!

Connect It: Great job, friends! We got to learn each other's names—and some funny foods too! Did any of you get to share a food that you love? Did you share a food you don't really like, but you said it because it was the right letter? (*Allow responses.*) We want to be a team where everyone feels like our teammates see us, know about us, and care about us. When we take time to listen and remember names, we show others that they matter!



Elem Social- July 19

Stick it to Win It

Supplies: Sticky note pads (3 per group), Stick it to Win It on Roku

Game Rules:

1. Divide the group to two teams, 3 teams for bigger groups
2. Give each team a pad of sticky notes a different color for each group
3. Choose one player from each team to be the “sticky person.”
4. Start the video. Challenge players to attach sticky notes one at a time on the “sticky person” during the two-minute video. Players may only place sticky notes on the other players’ arms and heads.
5. Remove and count sticky notes from the sticky person, declaring the winner as the team with the most sticky notes.

What to Do: We are going to play “Stick It to Win It.” What are we playing? (*Stick it to Win it!*) This game is fast-paced and fun. Let’s have one player from each team come to the front, and I will put you into three teams. When you get on your team, you and your teammate will need to choose one player to be the “sticky person.” Who are players choosing? (*A sticky person!*)

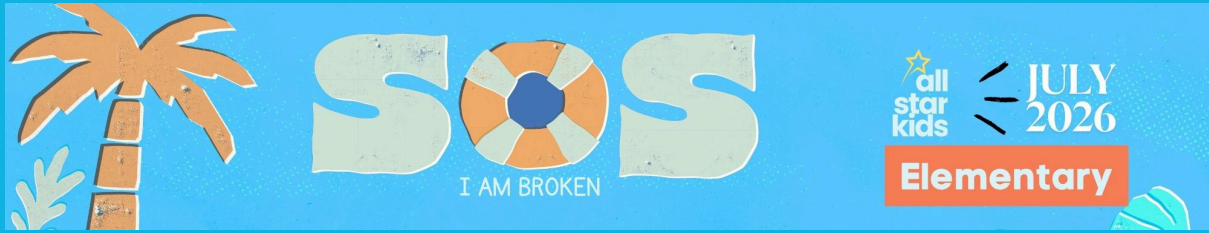
Now that teams have chosen their sticky people, the other players on each team will race to put as many sticky notes on your team’s sticky person before the timer runs out. You may only place one sticky note at a time! But here is the trick—you can *only* put sticky notes on the sticky person’s arms and head. No sticky notes on legs, stomachs, or backs! Where can you put the sticky notes? (*Arms and head!*) Are you ready to cheer for your team? Let’s get that countdown going! Say, “Ready, Set, Go!” (*Ready, Set, Go!*)

PLAY VIDEO

SAY: (*Encourage players as they play and prompt kids to cheer on their teams.*) That was fun! Look at our sticky people! They are covered in sticky notes! But now, we have to get all the sticky notes off! Your new challenge is to be the first team to remove all the sticky notes from your sticky person. What are they going to do? (*Remove the sticky notes!*) Be sure to count them so we can see which teams have the most! Let’s get to it! (*Allow teams to complete this step.*) Congrats to the ____ Team! You are our winners! Let’s cheer for all our players as they throw away the sticky notes and return to their seats.

Great job, everyone! “Stick It to Win It” is a silly game, but we can take away an important idea from it. In this game, the sticky people were covered in sticky notes. Sometimes we can feel like we are covered in a mess much worse than sticky notes. Have you ever made a mess of a good situation by making the wrong choice? Do you ever feel like you have made a mess of a friendship by saying something unkind? Have you ever made a mess of your time with family by refusing to share with your siblings? Those wrong choices are called sin. *Sin* is when we do what *we* think is best rather than following what *God* says is best. We are broken because of our sin.

Sometimes it feels like our wrong choices are stuck to us like those sticky notes. Let me hear you say, “SOS!” (*SOS!*) But the good news is that God always helps us get unstuck. No wrong choice we make is too big or too bad for God to forgive. God loves us so much! How much? (*So much!*) He loves us so much; He rescues us from our sin problem. We need help, and God loves to help us!



Elem Social- July 26

Warm Up Questions:

- What was the best part of your week?
- What is your favorite book or story?
- Would you rather always sing instead of talk or dance instead of walk?
- If you could visit any zoo or animal park in the world, which animal would you want to see first?
- If your toys could come to life at night, what would they do?

Emoji Rush

Kids will move to stand under the emoji face that matches how they feel in different scenarios.

Leader Prep: Print, cut apart, and hang the “Emoji Rush” printables around the space.

Supplies: “Emoji Rush” printable (1 per group), Adult scissors (1 per group), Masking or painter’s tape (1 per group)

What To Do: Hey, everyone! We are going to play “Emoji Rush!” What is our game called? (*Emoji Rush!*) See these signs with different emoji faces? When I say a different scenario, rush to stand under the emoji that shows how you feel or how you *would* feel! For example: You just finished all your homework early! Which emoji matches that for you? (*Pause, let kids rush, and notice where they stand.*) Here is another one: You were supposed to hang out with a friend, but plans get cancelled at the last minute. Ready? Go! Feel free to share *why* you chose that emoji with a friend near you—we all feel things differently!

Suggested Scenarios:

Your family gets a new pet puppy.

You get to stand up in front of your class and give a presentation.

Someone at school bumps you from behind and makes you spill your lunch.

You teach a friend how to play your favorite game and then your friend wins.

You get to go to an amusement park, but it starts raining.

You have a loose tooth that pops out when you take a bite of an apple.

Keep It Going: Invite kids to come up with their own scenarios. Encourage kids to show the emotions of the emojis on their faces.

Leader Tip: Remind kids there are no wrong answers—this is about understanding feelings, not judging them. If someone wants to talk, listen and encourage kids to share their thoughts respectfully.

Connect It: Look at the different ways we feel! Sometimes we feel the same, sometimes different—and that is okay. Talking about how we feel helps us understand our teammates and helps all of us feel like we belong. What emoji face do you feel *right now*? Who feels the same as you? (*Allow kids to respond.*)



SOS
I AM BROKEN

all
star
kids

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Elem Social- July 26

Never Empty Jugs

Kids will move cotton balls to each other's buckets.

Big Goal: Know that God took care of Elijah, and He will take care of us too.

Leader Prep: Set one bucket in each corner of the room. Place 10 cotton balls in each bucket.

Supplies: Buckets (4 per group), Cotton balls (40 per group), Stopwatch or timer (1 per group)

What To Do: We are going to play a game called "Never-Empty Jugs." What kind of jugs? (*Never empty!*) In today's Bible story, Elijah obeyed God when he went and found the widow. When Elijah told her to make bread, he said there would be enough ingredients so that the widow and her son would not go hungry during the famine. And that's just what happened! We are going to play a game where it seems like jugs never grow empty.

Around the room we have four "jugs" filled with cotton balls. We will make four teams, and each team will be assigned a jug. When I say, "Go," you will have 60 seconds to try and give away your cotton balls! You can only take one at a time and put it in another team's jug. But watch out! As you are moving your cotton balls, other teams will be putting cotton balls into your jug! At the end of the time, the team with the *least* amount of cotton balls in its jug wins!

Keep It Going: Switch teams for additional rounds. Challenge players only to move cotton balls one player at a time.

Loud And Clear: That was so fun! Even though you kept moving cotton balls, your jugs did not run empty! That reminds us of how God performed a miracle in our Bible story. Elijah obeyed God, and the widow and her son never ran out of food during the famine. No matter what happens, we can have hope that God will love us and care for us. We can hope and trust God, like Elijah!