



Elem Social- November

Ping Pong Ball Toss

Big Goal: Remove barriers to belonging.

- **Supplies:** Ping Pong balls – the more the better, 10 Plastic cups, Permanent marker, Water
- **Set Up-** Label the cups with different point values; 4 cups labeled with the #1, 3 cups with the #2, 2 cups with the #3, and 1 cup labeled #4.
- Fill each of the cups with water. Fill the #1 cups with the least amount of water; the #2 cups with more water than the #1 cups, but less than #3; the #3 cups with more water than the #2 cups; and the #4 cup with the most water.

Arrange the cups in a triangle on a large, flat surface (we used a large table), with the #1 cups in front and so on.

Designate a spot where each participant will toss from (we used the end of the table)

What To Do:

- Bounce the ping pong ball off the table and try to get it to land in one of the cups.
- If the ball lands in the cup, you get the number of points that is marked on the cup.
- Each player gets 6 tosses (or however many you decide).
- The ball must land in the cup; if it bounces out, you don't get the points.
- Whoever has the most points after 6 tosses is the winner!

Connect It: Great job! It feels good to belong somewhere and be part of a team, doesn't it? No matter what you look like, where you live, or where you go to school—you belong here! You are part of this team, and we are excited that you are part of this community!



Elem Social- November

Red Light Green Light 1-2-3

In Red Light, Green Light 1-2-3, players aim to be the first to empty their hands by playing cards in the sequence "Red Light, Green Light, 1, 2, 3," starting a new sequence after completing a "3". On your turn, play as many cards as you can in the correct order. If you can't play any more cards, your turn ends, and you must draw one card from the deck.

Objective: Be the first player to get rid of all your cards.

Setup:

1. Shuffle the deck: of cards and deal seven cards to each player.
2. Place the remaining cards face down to form the draw pile in the center of the table.

Gameplay:

- The player to the left of the dealer goes first.
- On your turn, look at the top card on the discard pile.
- Play cards from your hand in sequence: You can play a "Red Light," then a "Green Light," then a "1," then a "2," then a "3". You can play multiple cards in one turn.
- If you can't play a card: Your turn ends, and you must draw one card from the draw pile and add it to your hand.
- Start the sequence over: After playing a "3," you can immediately start the sequence again by playing a "Red Light".

Ending the Game:

The first player to successfully play all the cards from their hand wins the game.



Elem Social- November 1

Warm Up Questions:

- What was the best part of your week?
- What do you like to do and *not* like to do when it comes to helping out at home?
- If you had one extra hour in your day, what would you like to do?
- What is something you would like to learn to do?
- If you had to smile every time you blinked or blow your nose once every hour, which would you choose and why?

Roll and Show

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

Leader Prep: Set out supplies. Write the following prompts on the dry erase board:

1. *What color do you like?*
2. *What is the best day of the week?*
3. *What season do you like?*
4. *What holiday is fun to celebrate?*
5. *What is a cool animal?*
6. *What food do you like?*

Supplies: Dice (1 per group), Dry erase board and marker (1 per group)

What To Do: Hey, team! We are going to play a game called “Roll and Show!” When I say, “Roll!” you say, “Show!” “Roll!” (*Show!*) “Roll!” (*Show!*) You will take turns rolling this dice and the number you roll will match one of the questions on the dry erase board. Then you will answer that question.

But this is not “Roll and *Tell*”—this is “Roll and *Show*!” This means that you will not use words to answer the question; instead, you will silently act out your answer and see if we can guess what it is!

Keep It Going: Play another round by allowing kids to roll the dice and select a friend to answer the question rolled. Invite kids to come up with their own questions for the numbers.

Connect It: This game helped us all feel seen, heard, and known by the people around us! Being seen means we notice people and show them they matter. Being heard means we listen to their ideas, stories, and feelings with care. Being known happens over time as we spend time together, learn names, and discover what makes each person unique. Every person here matters, and it is important that, as we learn about God together, we also care about the people around us and show them His love!



Elem Social- November 1

Side By Side Walk

Supplies: None

Say: "Walk around the room. When I call a command, find a new friend and keep moving together. Move safely, and make sure everyone has someone to join."

- **High Ten:** Walk together while giving high fives with both hands.
- **Elbows:** Link elbows and walk together.
- **Backs:** Stand back to back and take slow sideways steps together.

Call the commands in different orders. Then add a challenge: call "High Ten" or "Elbows" twice so kids join two friends. Keep "Backs" in pairs. Leaders can join any child who needs a partner.

Wrap up: "We played with different people, but everyone belonged. God made us for community—to build friendships and follow Him together. Give someone a high ten and say, 'You are made for community!'"



Elem Social- November 8

Warm Up Questions:

- What was the best part of your week?
- What is something special your family or friends like to do for fun?
- Can you tell me about one of your friends?
- Would you rather be able to have conversations in another language or read another language, and why?
- If you were a robot, what would be your robot name and what special things could you do?

Slide to the Side

Big Goal: Build connections with other kids.

Supplies: Paper plates (2 per child), Painter's tape (1 per group)

What To Do: Do you like to make choices? (*Allow kids to answer.*) In this game, you will make a lot of them! Let's play "Slide to the Side!" Slide to the what? (*Side!*) First, let's make our sliders! Use tape to go over your shoes and connect to plates that are under your feet. (*Demonstrate and allow time.*)

Now, I'll call out some choices between different activities and things. You decide which one you would rather choose and slide to the side of the room that goes with that choice. When you get to the side of the room, high-five a friend and tell that friend why you chose that option.

(Call out statements with choices. For each round, point to the left side of the room for one choice and point to the right side of the room for the other choice.)

Suggested Statements:

Would you rather eat a peanut butter and jelly sandwich or apple slices and carrots with lunch tomorrow?

Would you rather watch a movie or play video games?

Would you rather play in the snow or spend a day at the beach?

Would you rather clean your room or cook dinner for your family?

Would you rather play soccer or paint a picture?

Would you rather read a book or do a puzzle?

Would you rather perform in front of a large crowd or do all the backstage work?

Leader Tip: Leaders can join in and slide to different sides of the room based on each choice for each scenario.

Connect It: Wow, that was a lot of choices! When we take the time to get to know one another and pay attention to the likes and dislikes of others, that helps us build connections with our friends and lets our teammates know they are wanted and welcome here! Turn to a friend who made at least one choice that you made and give each other a fist bump!



Elem Social- November 8

What does this Do?

Supplies: What Does This Do? Video for Roku

1. **SAY:** "Each body part has a job. Let's see if you can match it to an activity!"
2. Play the video. In each of the five rounds, kids watch for a body part, then act out the activity that needs it most.
3. When the answer appears, act it out with the kids. Invite them to cheer and give a friend a high five if they got it right.
4. **SAY:** "Our body parts have different jobs, but they work together. God made us to be together too! Everyone say, 'I am made for community!'"

You did a great job matching each activity to its body part! Use your hands to give a friend a fist bump and say, "Great job!" (*Great job!*) Take a seat as we talk more about the game. (*Allow time.*) Our bodies work together in amazing ways. Our different body parts do different things, but they all work together. A mouth may seem like a small body part, but it's important when we want to talk to someone or eat a hamburger. An eye is pretty small too, but really useful when we want to watch a movie or look through a telescope. Even though we are all different, God makes us to go together too. Everyone, say, "I am made for community!" (*I am made for community!*)



Elem Social- November 15

Warm Up Questions:

- What was the best part of your week?
- What are some foods you like to eat and what do you like about them?
- If you had to live without music or live without video games, which would you choose and why?
- What's one way you like to help out during school?

If you woke up tomorrow and discovered you were a turkey, what do you think a day in the life of a turkey would be like?

Stack Up and Take Down

Big Goal: Encourage cooperation over competition.

Leader Prep: Set out supplies.

Supplies: Plastic cups (15–30 per group), Timer or stopwatch (1 per group)

What To Do: We are going to race to stack up and take down cup towers. Stack up and what? (*Take down!*) On your turn, stack the cups in a pyramid shape—five cups on the bottom, four on top of that, then three, then two, then one. Once you stack up the cups, you will take them down! Hurry to collapse your tower, stacking the cups inside each other to make one column of cups. Then it will be the next player's turn. How quickly can our team stack up and take down? Let's see!

Keep It Going: Place the cups on one side of the room and kids on the other so they must race to the cups.

Leader Tip: Larger Group Option: Play with two teams, challenging teams to race against each other.

Connect It: Way to stack up and take down! Turn to a friend and say, "Great job!" (*Great job!*) We are all part of our team. Working together, like you did to stack up and take down your cup towers, helps us all use our strengths and talents to contribute to our team! We are all winners when we work together!



Elem Social- November 15

Side-by-Side Creations

Supplies: For each pair: 1 sheet of paper, 1 cotton ball, 1 craft stick, 1 marker, masking tape, 1 plastic cup, 1 paper plate, and a table.

Leader Prep: Set out two piles of supplies, one for each pair.

1. Make two teams
2. Choose one player from each team.
3. Have each pair stand at a supply pile. Each player puts one arm around their partner's shoulders, leaving one hand free to build.
4. **SAY:** "You have two minutes to make a creature together using only your free hands. Everyone else, cheer for your team!"
5. Set a two-minute timer. When time is up, have each pair show their creature and invite the kids to cheer for their favorite. Announce a winner.
6. If time allows, play again with new players. Challenge them to build a creature that can stand on its own.
7. **SAY:** "You worked side by side to make something together. God made us to live side by side with others who love and follow Him. Give a teammate a fist bump and say, 'I am made for community!'"

Those are some amazing creatures! Let's cheer and vote for your favorite! *(Invite pairs to show their creations and invite kids to cheer. Declare a winner.)* Way to create! You can take a seat. *(Allow time.)* The players in our game had to work together, side by side, to make all the supplies work together well. This is a great reminder that God made us to live side by side in community. When we talk about *community*, we mean a group of people who are connected by something in common. When we love and follow God, we get to love and follow Him in community—side by side with other people who love and follow Him too. Turn to a teammate, give a fist bump, and say, "I am made for community!" *(I am made for community!)*



Elem Social- November 22

Warm Up Questions:

- What was the best part of your week?
- What are things you like to do with your friends?
- If you had to choose between being hot or being cold, which would you choose and why?
- If you went on an adventure in the jungle, what are three things you would pack?
- If you were a holiday treat, which would you be and why?

Same, Same Different

Goal: Find things you have in common with others.

Supplies: music player, and timer

SAY: "When the music plays, move around the room the way I tell you. When it stops, freeze and pair up with someone nearby."

- Play the music and call out a movement, such as march, skip, sidestep, or clap while walking.
- Stop the music. Give pairs 30 seconds to find two things they have in common and one thing that is different.
- Invite a few pairs to share, then play again with a new movement and a new partner. Repeat as time allows.

SAY: "When we take time to learn about each other, we often find something we share. Give a friend a fist bump and say, 'We have something in common!'"

Leader Tip: Offer movements kids can do from one spot, such as clapping or bobbing their heads, so everyone can join in.



Elem Social- November 22

Better Together

Supplies: One blindfold and six game posters. Label four corners of the room 1-4.

- Pick a kid from the group to be the first player. Put the blindfold on the first player.
- **SAY:** "Look at the four choices. Move to the corner you think our teammate likes best!" The poster has numbers for each choice. Help kids by reading the choices aloud and encouraging them to move as they find the choice they think the teammate likes best.
- Once kids have chosen, remove the blindfold. Ask the teammate to rank the four choices from least favorite to favorite. Kids earn 1 point for the least favorite, 2 for the next choice, 3 for the second favorite, and 4 for the favorite.
- Repeat with a new poster and teammate for each round. Help kids keep track of their points.
- After the final round, have kids total their points and return to their seats. Celebrate the highest score.

SAY: "Some things go well together, and God made us to live together in community. Everyone say, 'I am made for community!'"

Raise your hand if you got at least 15 points. *(Allow time.)* What about at least 17 points? *(Allow time. Continue calling out numbers until you determine which kid[s] got the most points, inviting kids to cheer.)*

Was it hard to choose what you thought the teammate thought was better together? *(Allow kids to answer.)* Some things go so well together that it almost seems like they were made for each other. Today we get to talk about how God made us to be together in community. A *community* is a group of people who are connected by something in common. Say, "I am made for community!" *(I am made for community!)* We've already had a fun start. Let's keep it going! Turn to a friend and say, "Keep it going!" *(Keep it going!)*



Elem Social- November 29

Warm Up Questions:

- What was the best part of your week?
- How would you describe the perfect day?
- What are your favorite things about the holidays?
- What is something you are thankful for?
- If you could make a holiday between Thanksgiving and Christmas, what would it be and how would you celebrate it?

Best Buffet

Big Goal: Celebrate every child.

Leader Prep: Set out supplies.

Supplies: Markers or crayons (several per child), Paper plates (1 per child)

What To Do: Do you have a favorite food? Call out one of the foods you like the best in 3-2-1! (*Allow kids to call out foods.*) You may have more than one favorite or lots of foods you like. Today you get to show our team one of your favorite foods! First, draw **your** favorite food on your plate and include your name inside. Do not make it too big because your teammates will be adding food to your plate too! (*Allow time.*) Pass your plate to the right and add your food and name to the plate you receive from your teammate. (*Allow time.*)

Keep It Going: Invite kids to share what foods they chose and why.

Leader Tip: Include one or two extra plates that kids decorate to give to teammates who show up during or after the activity. Encourage kids to appreciate all the foods their teammates draw, even if those foods are unfamiliar or something they don't like.

Connect It: When you go to out to eat, you get to choose all the different kinds of food you want. Now your plates are covered with food, like you just went to the best buffet because they are filled with food your teammates like too! Maybe you discovered that you liked some of the same food as your friends do. We get to celebrate each other when we learn about our teammates and appreciate the cool things about them. Tap a friend on the shoulder and say, "Thanks for being here today!" (*Thanks for being here today!*)



Elem Social- November 29

Follow and Freeze

9 minutes

Kids follow teammates' movements and watch for special movements directing kids to freeze.

Big Goal: Know that **we follow Jesus together.**

Leader Prep: None

1. Select one teammate to be the leader who shows movements for other teammates to follow.
2. Tell kids to watch out for when the leader hops on one leg because that means it's time to sit down. Teammates who don't sit down at that time are out.
3. Give each teammate on a team one minute to be the leader.
4. Direct kids to keep count of how many rounds they sit down when the leader hops on one leg.

Supplies: Timer or stopwatch (1 per group)

What To Do: Today we are going to "Follow and Freeze." Everyone, freeze right where you are and call out, "Follow and Freeze!" (*Follow and Freeze!*) I'll select one teammate to be the leader first. When you're the leader, you get to lead your team in any movements that you want. When you're not the leader, you get to follow the leader's movements. Watch out for when the leader hops on one leg because that means it's time to sit down. Try to sit down right away when you see the leader hop on one leg. When you are the leader, you'll get one minute to lead the movements. How many minutes? (*One!*) Make sure you include hopping on one leg during your one minute. Count how many rounds you can follow the leader and sit down at the right time. Let's go!

Leader Tip: Call out how much time is left in each round with different intervals, such as 30 seconds left and 10 seconds left. Change the "freeze" movement to include kids with limited mobility, such as puffing out cheeks, sticking out your tongue, shaking your head, and so forth.

Loud And Clear: What was it like to follow the leader and freeze? (*Allow kids to answer.*) You needed to watch the leader closely to know what to do. Thankfully, God gives us all the direction we need to follow Jesus in the Bible. He also gives one another for help and encouragement. We can help each other live like God made us to live as **we follow Jesus together.** Everyone, say, **"We follow Jesus together!"** (*We follow Jesus together!*)