



Elem Social- October

Uno

Big Goal: Remove barriers to belonging.

Supplies: Uno Playing Cards

Game Rules:

1. Setup:

- Each player is dealt 7 cards.
- The remaining cards form the draw pile.
- The top card of the draw pile is flipped to start the discard pile.

2. Gameplay:

- Players take turns matching the top card of the discard pile by color, number, or symbol.
- Action Cards:
 - Reverse: Reverses the direction of play.
 - Skip: Skips the next player's turn.
 - Draw Two: The next player draws two cards and loses their turn.
- Wild Cards:
 - Wild: Allows the player to choose the next color.
 - Wild Draw Four: Allows the player to choose the next color and forces the next player to draw four cards.
- If a player can't play a card, they draw one from the draw pile. If the drawn card can be played, they may play it, otherwise their turn ends.

Soundiculous Game

Big Goal: Remove barriers to belonging.

Supplies: Soundiculous Game Cards

Soundiculous is a party game where players make sounds to help others guess what they are. Players take turns being the "sound maker," and the other players try to guess what the sound is. Points are awarded for correct guesses, with more points given for harder sounds. The game ends when all the cards are used, and the player with the most points wins.



Elem Social- October 4

Warm Up Questions:

- What was the best part of your week?
- What is your favorite thing to do after school?
- What are some things you like about your friends?
- How long have you lived here, and what are some of your favorite things about where we live?
- If you could change places with anyone in the world, who would it be and what would you do?

Old and New

Supplies: "Old and New" printable, one set per small group

How to Play

1. Have kids sit in a circle on the floor or around a table.
2. Place all 10 cards facedown in the center.
3. Choose one child to turn over any two cards.
4. If the cards show the old and new versions of the same object, the child keeps the pair.
5. If they do not match, turn both cards facedown in the same spots.
6. Continue clockwise until every match has been found.
7. Play cooperatively and see if the group can find every match before time runs out.

SAY: We're going to play a matching game called "Old and New!" Old and what? (New!)

These cards show old and new versions of the same objects. On your turn, flip over two cards so everyone can see them. If they show the old and new versions of the same object, you found a match! If they do not match, turn them back over and try to remember where they are for another turn.

We are working together to find every pair, so you may give one another helpful clues. Let's see if our group can find all the matches before time runs out. Everybody say, "Let's do it together!" (Let's do it together!)

(Play until all matches are found or time is called.)

Keep It Going: Shuffle the cards and play again. For an extra challenge, kids may communicate using only pointing and motions. You can also place the cards farther apart around the room and let kids take turns walking to the cards they want to reveal.

Bible Connection: Great job working together! Everybody say, "We did it together!" (We did it together!)

The new pictures showed how something can change from old to new. That reminds us of the fresh start God offers us. We all make wrong choices that go against God's best plan. The Bible calls those choices sin. Sin separates us from God, but God sent Jesus to make forgiveness and new life possible. When we trust Jesus and ask God to forgive us, He forgives us and helps us begin a new way of living with Him. Everybody say, "God gives me a fresh start!" (God gives me a fresh start!)

When I ask, "What does God give us?" you say, "A fresh start!"

LEADER: What does God give us?

KIDS: A fresh start!



Elem Social- October 4

Erase the Face

Big Goal: Celebrate that God offers forgiveness and a fresh start through Jesus.

Supplies: Dry erase board, dry erase markers, eraser- *Leader Prep-* Draw several sad and mad faces on the board. Have kids sit in a circle with the board in the center or hold it where everyone can reach it safely.

Game Rules:

1. Sit in a circle and pass the eraser while saying, "Jesus forgives!"
2. When the leader says, "Stop," the child holding it answers a question and erases one face.
3. Continue until all the faces are erased.
4. Celebrate that God offers forgiveness and a fresh start through Jesus.

What to Do

- **Pass:** Sit in a circle and pass the eraser while repeating, "Jesus forgives!"
- **Stop and Erase:** When the leader says, "Stop," the child holding the eraser answers a question and erases one face.

Questions and Prompts: Choose a question appropriate for each child:

1. What is something kind you can do?
2. Name one way you can obey God.
3. What can you do after making a wrong choice?
4. Who made the way for us to be forgiven? (Jesus!)
5. What does God give us through Jesus? (Forgiveness and a fresh start!)
6. Finish the sentence: "Jesus helps me ____."
7. Show us your happiest face.
8. Say, "Jesus forgives!"

Connect: Continue until every face is erased. Explain that erasing the faces reminds us that Jesus makes forgiveness and a fresh start with God possible.

Leader Tip: Keep the game cooperative so every child contributes. Pass the eraser carefully instead of racing. Help younger children answer by offering two choices, and remind the group to encourage each person.

Loud and Clear: Look at all the faces we erased together! Erasing a picture cannot forgive our sins, but it can remind us that God offers us real forgiveness through Jesus. Jesus took the punishment for our sin when He died on the cross, and He came back to life. When we trust and follow Jesus, God forgives us and gives us a fresh start with Him.

Everybody say, "Jesus makes forgiveness possible!" (Jesus makes forgiveness possible!)

When I ask, "Who gives us a fresh start?" say, "Jesus!"

LEADER: Who gives us a fresh start?

KIDS: Jesus!



Elem Social- October 11

Warm Up Questions:

- What was the best part of your week?
- Can you tell me about your favorite book, TV show, or movie?
- Do you think you would want to travel around the world in a hot air balloon or a sailboat, and why?
- What is something you like best about your home?
- If you could shrink down to the size of an ant, what do you think the world would look like and what would you do?

Fresh Start Laundry Launch

Supplies: 20-30 sheets of scrap paper, masking or painter's tape- *Leader Prep: Use tape to make two "washing machine" squares on the carpet. Mark a tossing line 3-4 feet away and have kids sit behind it.*

How to Play

1. Give each child paper to crumple into "dirty laundry."
2. Kids remain seated and take turns tossing one paper ball into a taped square.
3. Count how many land inside, gather the paper, and play again using a different tossing style.

Leader Tip: Play cooperatively and challenge the group to get all the laundry into the squares. Make the squares larger or move the tossing line closer for younger children.

Bible Connection

Dirty laundry becoming clean reminds us of the fresh start God offers us. We cannot remove our own sin, but Jesus died and came back to life to make forgiveness possible. When we trust and follow Jesus, God forgives us and gives us new life with Him.



Elem Social- October 11

Follow Me Fun

Kids will follow each other around the room, matching motions and switching places.

Big Goal: See that when we follow God, we get a fresh start.

Game Rules:

1. Line up kids and start the music, directing kids to follow the leader and match the leader's movements.
2. Instruct kids to change things up when the whistle blows. One whistle blow means the leader moves to the back of the line, and the second player becomes the leader. Two whistle blows mean the kids turn around, and the last player in line becomes the leader.

Supplies: Music and music player (1 per group), Whistle (1 per group)

What To Do: Are you ready for some "Follow Me Fun?" Let me hear you say, "Oh yeah!" (Oh yeah!) Our team will line up, and I will start some music. The first player in line will start walking and doing some fun motions, like clapping, waving, skipping, and so forth. You will follow your teammates and match the movements. Match the what? (Movements!) Right! I have a whistle that I will blow during the game. You will need to listen and remember because different whistle blows mean different changes.

Say, "One!" (*One!*) When I blow the whistle one time, the first player in line will hurry to the back and the next teammate in line becomes the new leader.

Say, "Two!" (*Two!*) When I blow the whistle two times in a row, the whole line will turn around and the last player in line will become the new leader.

Ready? Let's play "Follow Me Fun!"

Keep It Going: Add more whistle blows and changes, such as three whistle blows mean everyone scatters and does their own movements, and four whistle blows mean everyone circles up and walks in a circle.

Leader Tip: Ensure that all kids get a chance to be the leader.

Loud And Clear: That was so much fun! Let me hear you say, "Oh yeah!" (*Oh yeah!*) You each led our team in different ways, which changed what we needed to do to follow. It was like getting a fresh start every time we heard the whistle! We can follow God as the ultimate leader in our lives! We can know that when God forgives us, He gives us a fresh start and helps us follow Him. Everybody say, "I am forgiven!" (*I am forgiven!*) That is right! God can make us whole and help us follow Him every day!



Elem Social- October 18

Warm Up Questions:

- What was the best part of your week?
- What is an animal you like whose name starts with the same letter as your name?
- What is something you do to help out around your home?
- Where is somewhere you would like to visit and what would you do there?
- If you could create a new holiday, what would happen on that day?

Roll Three in a Row

Big Goal: Encourage kids to help others feel like they belong.

Supplies: “Roll Three in a Row” printable, two dice, two different-colored markers

Leader Prep: Print one game board and place the supplies in the center of the table. Divide kids into two teams and have them remain seated around the board.

How to Play

1. A player rolls both dice and marks the matching square using either number across the top and the other down the side.
2. Teams alternate turns, with everyone helping decide which available square to mark.
3. Draw a line through every three-in-a-row made across, down, or diagonally. Play until time is called and count each team’s completed lines.

Keep It Going: Switch teams or play cooperatively, challenging the entire group to complete a certain number of lines before time runs out.

Leader Tip: Give every child a turn to roll or mark. Welcome children who arrive late by briefly explaining the game and including them on the next turn.

Connect It: Helping, encouraging, and giving everyone a turn made the game more fun. We help others belong when we welcome them, include them, and cheer them on.



Elem Social- October 18

Chalky Matches

Supplies: “Chalky Matches” video

Leader Prep: Seat kids where everyone can clearly see the screen.

How to Play

1. Kids remain seated and quietly search for the two matching chalk pictures on the screen.
2. When kids find the match, they place both hands on their heads without calling out the answer.
3. Reveal the answer and celebrate with a thumbs-up. Continue for all six rounds.

Leader Tip: Invite kids to whisper ideas to a partner so everyone can participate. Encourage kids to celebrate others even if they choose a different answer.

Connect It: Chalk can be erased or washed away, giving us a clean place to begin again. This reminds us that Jesus makes forgiveness possible and gives us a fresh start when we trust and follow Him.



Elem Social- October25

Warm Up Questions:

- What was the best part of your week?
- Who do you like to spend time with outside of school?
- Would you rather jump in a big pile of leaves or go on a hayride? What makes that choice the most fun for you?
- What are five foods you would like to take on a picnic?
- What do you think it would be like to see in the dark? What adventures would you go on?

Five Cup Flip

Supplies: Five plastic cups, five table tennis balls, table or floor space

Leader Prep: Place five cups facedown within everyone's reach and balance one ball on each cup.

How to Play

1. Kids remain seated and take turns flipping one cup upright and placing its ball inside.
2. Continue around the group until all cups are upright. Then reverse the challenge by turning each cup facedown and balancing the ball on top.
3. Repeat and challenge the group to complete more rounds before time runs out.

Leader Tip: Play cooperatively and encourage kids to help one another. Move cups closer to younger children and allow them to use both hands.

Connect It: Each new round gave us another opportunity to begin again. When we turn from sin and trust Jesus, God forgives us and gives us a fresh start. We do not have to remain stuck in our wrong choices because Jesus makes forgiveness possible.



Elem Social- October 25

Compassion Collection

Big Goal: Understand God's compassion and grace.

Supplies: Two tissues per child

How to Play

1. Give each child two tissues and pair kids while they remain seated.
2. Play regular "Rock, Paper, Scissors" using hand motions. The losing player gives the winner one tissue.
3. If someone runs out, another child can show compassion by giving that player a tissue so they can keep playing.

Keep It Going: Switch partners after each round or play again with one tissue per child.

Connect It: Compassion means seeing someone's need and taking action to help. God showed compassion and grace by sending Jesus to make forgiveness possible, even though we did nothing to earn it. Say, "God can give me grace!"