

WHAT CAN I GIVE?

GAME BOARD (print 1 copy of page 2)

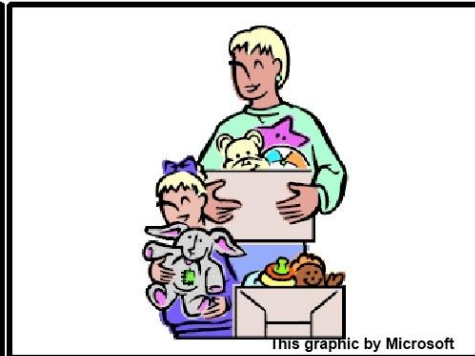
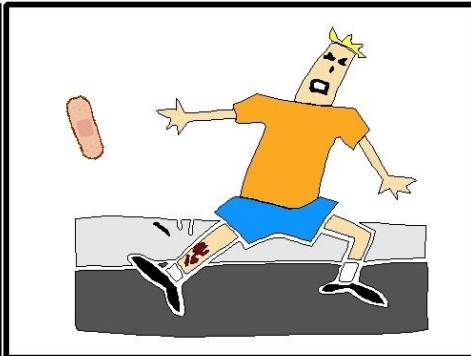
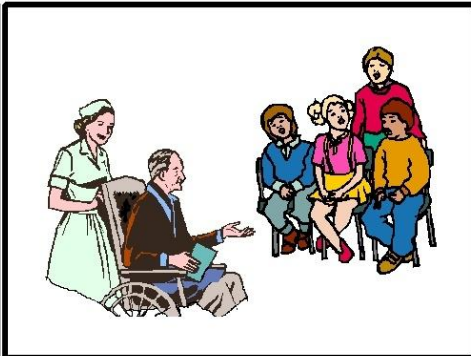
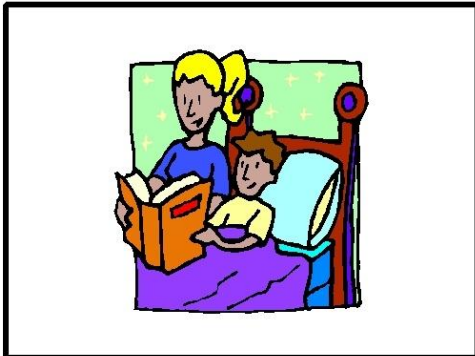
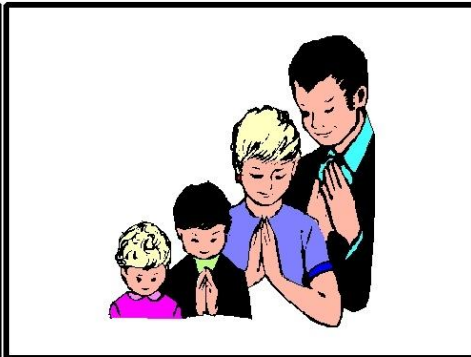
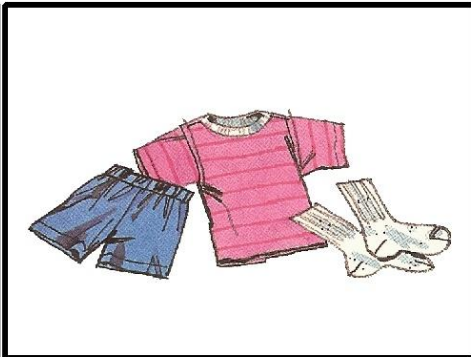
CARDS (print 2 or 3 copies of page 2)

Hear & Do cards (print & send home 1 copy of
page 3 for each child)

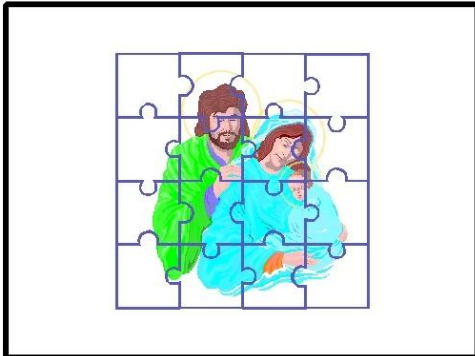
INSTRUCTIONS & IDEAS (pages 4-8)

Graphics by Print Shop & Microsoft

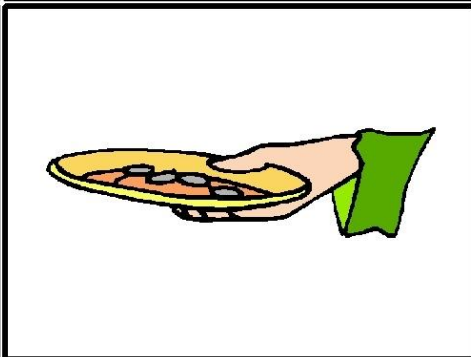
My website: www.saltydiamonds.com



This graphic by Microsoft



graphics by Print Shop



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Cookies to _____	Clothes for _____	Pray for _____	Call _____
Visit (or book) for _____	Visit & sing for _____	Help for _____	Toys for _____
Make puzzle for _____	Rake leaves for _____	Take trash for _____	Food for _____
Letter/card for _____	Money for _____	Flower for _____	Spend time with _____

GENERAL CARD GAME IDEAS & INSTRUCTIONS

CHOOSE THE METHODS THAT CAN BE APPLIED TO THIS GAME. KEEP SHEETS FOR IDEAS FOR OTHER GAMES YOU MAY HAVE.

*2 SETS OF CARDS

Individual child

1. **Matching game**-Match the cards.
2. **Unmatched match**-Match similar, but different cards. Example: Instruments you blow, instruments you hit with a stick or mallet, instruments you play with your fingers or hands. Things you can give, things you can do to show Jesus' love.

Group Game

1. **Go Fish Method**-Divide one set of cards evenly among the children. Turn other set over. Let children take a card from the stack. If they have a match, they keep both cards & put them in their own pile. They continue to play as long as they get a match to a card in their hand. Play the game until all the cards have been matched.
2. **Concentration (memory) match**-Turn cards over. Child turns cards face up trying to get a match. If he gets a match, the cards go in his pile. If no match, it is the next child's turn to play. Play until all the cards have been matched.
3. **Picture Safari**-Turn 1 set of cards face down. Take turns choosing a card, then, each child is to find a matching picture on the wall or somewhere in room.

*1 SET OF CARDS

Individual child

1. **Sorting**-Examples-money pictures, things God made into categories: animals-land, air, water, food-grows on tree, top of ground (vine/bush/etc), underground, spring flowers by color,
2. **What Doesn't Belong?**-Child separates pictures that don't belong to a story or category. Difficult level can be from simple to challenging.

Group Game-many of these games can also be played with one child.

1. **Pantomime**-Turn cards face down. Take turns choosing a card and pantomiming what is on card animal, person (church helper, etc.) action such as playing an instrument, working at home, etc. ,)
2. **Treasure hunt**-place cards about the room or expanded area. For a clue based treasure hunt, give them a clue as to where 1st card is. When child/children/team find the first card, that card gives a clue as to where the next card is. This continues to the end of the treasure hunt. I used this method when I told the Bible story of Josiah and the lost Bible. At each point children found things that represented the story (Bible scroll, crown, cleaning supplies, hammer, tools, crown for Josiah, feather (pen) for Shaphan, scroll-Hilkiah, tools-workers) and I told the story as we found the objects. For a treasure map based hunt, kids follow the map. At the end there can be an old suitcase or treasure chest with treasures that reveal something exciting (a pretend trip to Egypt (Moses) with Egyptian clothes, a baby & basket, crafts, games, and a dramatization of the story). I used this method in VBS for one day's trip. There was a map that led us to a suitcase of stuff to guess where we were going and what we were going to do-

Grand Canyon, camping, geological dig, Bible time-story, songs with guitars, marshmallow roast- under the stars).

3. **Listening game**-Give out cards, play CD of instruments of praise, animal sounds, church sounds, home sounds, etc. Stop CD and ask who has that sound card.
4. **Floor pocket game**-enlarge the pictures on the cards & place them in the pockets. Child tosses beanbag and tells whatever the object of the game is (how to witness, ways to worship, ways we praise God, etc.)
5. **Collage'**-Print pictures for collage on worship, witness, how I can give, etc. Teach the emphasis points as they do collage'.
6. **I've Got a Secret**-Teacher picks a card, says "I've got a secret and I am going to let you guess what it is." Take a card from the deck of cards and gradually describe the picture allowing children to guess what the teacher is describing. EXAMPLE: "I have a friend who doesn't know that Jesus loves her. I am going to tell my friend about Jesus. I want you to guess how I am going to tell her about Jesus. I am getting a piece of paper and a pencil. (wait for children to guess). I am getting an envelope and a stamp. (wait for children to guess). I am writing. (guess). Answer, of course is: Write a letter.
7. **Hear & Do**-Teacher puts together a deck of cards that the children can actually do as a means of ministry. Example: You are talking about ways to tell others about Jesus. Make a deck of cards with pictures of writing cards, letters, making a picture, making a puzzle, making a book, making a CD, making a video, etc. Let children choose a card either individually or as a group. Then do it. Do another one each week. Send the card, CD, video, etc. to a shut-in, sick,

homebound, unchurched, lost person. (You may have to get parental permission to make and send photos & videos. Check with your church policies.)

8. **Half a card match**-Cut cards in half . One child gets one half, another the other half . One is a missionary, the other is what the missionary uses. Example: doctor/medicine, farmer/seed or hoe, preacher/Bible.

*LOTTO

1. **Lotto where each child has a board.**

1. Lotto cards and boards, buttons or other markers. Stack the cards. Teacher picks a card, names the picture. Children who have that picture on their board put a button on the matching picture. Play until all cards have been used.

2. **Lotto where the teacher has the only board in the game** (this requires only one board and 2 sets of cards. One set of cards is for showing the picture as you call out the card.

1. Pass out the lotto cards to the children. Ask who has the picture of a _____(show picture),
Let child bring card and place it on the lotto board.

*SEQUENCE CARDS

1. Put cards in order. Retell the story.

2. Attach paint chips in ascending/descending shades of color. When chips are in order, the story sequence is in order.

3. Put cards in order. Lay them along a story path. Walk through the story, acting out the story.
Add props & costumes for more fun.

*STORY PATHS

1. Put sequence cards in order along the path. Walk the path.

2. Put story objects along the path and “discover” the story as you walk the path.
3. Let children put the objects in sequential order along the path, then walk the path.
4. Sometimes you have the same Bible person for a month. Set up a path and each Sunday, travel down part of the path. Example-Joshua is chosen (Moses, Joshua & others-act out, take pictures), Joshua & Israelite cross Jordan (dress, act, take pictures) Joshua & Israelites camp out (act, take pictures), Jericho(act, take pictures). Make a Joshua story path on your bulletin board using the pictures & added scene embellishments (river, rocks, tents, walls of Jericho, ark of covenant).

More games and ideas @ www.saltydiamonds.com