

Level 1, Quarter D

Additional Activities

Village Life With God

1. Tent Living

Bible-Times Snack (10 minutes)

This snack shows how Bible-times people kept perishable food from spoiling. **Supplies:** small jars such as baby food jars with tight lids, fresh cream, salt, fresh pita bread (or other bread or crackers), plastic knives

Fill jars (one per 3-5 kids) about with cream and screw lids on tightly. Have children take turns shaking the jars. They should keep shaking until the cream thickens and turns to butter. As they shake, tell them that nomads in Bible times used milk from sheep and goats, but didn't have a way to keep it cold. They would make yogurt and curds—a form of cheese—from the milk. **We can see what happens when we shake cream, which comes from milk like it might have been shaken as it was carried on a donkey, or camel while the people traveled.** Once the butter has formed, add a bit of salt and let the children spread it on the pita or bread.

Three-in-One Mobile (10-15 minutes)

This craft creates a reminder of the three persons of the trinity.

Supplies: paper plates, markers, gold glitter, yellow paint or markers, paint brushes (if using paint), crepe paper in various colors, stapler or glue sticks

Each child needs one plate and three 6" pieces of crepe paper. They'll decorate their plate to show God by painting or coloring yellow around the rim of the plate and adding some gold glitter. They'll show Jesus by drawing a red cross in the center, and then represent the Holy Spirit by attaching three streamers about an inch apart, on one side of the plate. Explain that this mobile is a reminder of how God is three People in One. The gold around the edge is for God the Father whose glory lights up all of heaven. The cross is Jesus. The streamers that will wave in the wind remind them of the Holy Spirit who is often described as wind in the Bible.

Classroom Map (15+ minutes)

This group activity can be worked on today and on successive class days if you choose. **Supplies:** butcher paper, markers, pencils

Abraham didn't have a map to show him where to go and what he would find on his travels. If we went on a trip, we'd want to take a map. The children will create a classroom map that can be as simple or intricate as they and you decide to make it. A large piece of butcher paper can be laid on the floor or a couple of tables pushed together. Have children decide what they'll put on the map and who will work on which sections. If you have a large group, divide into four smaller groups, with each group creating a map of one section of the room. Later you can join the sections into one larger map. They can draw the physical characteristics of the room (doors, windows, etc.), where the furniture is, where activities are done, etc. Children can also draw themselves into the map. Lastly, be sure they include the presence of God. They can use symbols such as a dove or a cross to show that God is with them in class.

2. Travel

Travelin' Snack (10-15 minutes)

This picnic-style snack adds to the travel theme. **Supplies:** portable snack such as crackers and cheese, trail mix, or granola bars, utensils, napkins, picnic basket, small cups, beverage

Have the snack and supplies in the picnic basket. Tell the children you all will travel to a different place to have your snack. Go outside, to a different part of the building or another classroom to eat.

Travel Charades (10-15 minutes)

This drama activity gives children to use their knowledge about modern and Bible times travel.

Children will pantomime different types of transportation. You can either let them choose their mode of travel and whisper it to you before acting it out, or you can tell them what to act out. If they choose, explain that once a certain type of travel is done, it can't be repeated. Children can use both modern day and Bible times travel modes.

Travel Contest (10 minutes)

This game gives kids a picture of many ways to travel. **Supplies:** paper, pencils, small prizes

Tell your kids you are going to have a travel contest. They should give themselves a tally mark for each question they can answer “yes” to. Read the following questions:

- Have you ever traveled by car?
- Have you ever traveled by bus?
- Have you ever traveled by airplane?
- Have you ever traveled by train?
- Have you ever traveled by bicycle?
- Have you ever traveled by boat?
- Have you ever traveled on foot?
- Have you ever traveled by donkey?
- Have you ever traveled by camel?
- Have you ever traveled by horse?
- Have you ever traveled to another city?
- Have you ever traveled to another state (province)?
- Have you ever traveled to another country?
- Have you ever traveled to another continent?
- Have you ever traveled to another planet?

Ask children to count up their tally marks and give prizes for the top travelers in the class.

Sandal Sayings (15 minutes)

This craft produces a flier children can share with others about Jesus, the Way. **Supplies:** card stock, markers, pencils

Prepare a sandal sample before class for children to copy if they desire. Have children cut out two or more sandal shapes from cardstock. To make them three dimensional, they can cut two 1” wide strips (one for each sandal), taping each on the bottom of the sandal, looping the strips over the instep section like a real sandal. Have them write, “Jesus is the Way” on the sandal and decorate it as they choose. Have children suggest places they travel during the week where they could give someone one of their sandals so someone can learn about Jesus. Pray together for the children to use their sandals to share about Jesus this week.

3. Seasons and Weather

Snow and Hail (5 minutes)

This fun snack reminds the children of weather conditions.

Supplies: unpopped popcorn, hot air popcorn popper

Set up the popper in the center of a table. Give children small cups if you want, to catch popped corn as it shoots out. Ask what kind of weather the popping, flying snack reminds them of.

Windy Race (10-15 minutes)

This game reminds children about wind, one aspect of weather and seasons. **Supplies:** ping-pong ball, *Have You Seen the Wind?* by Kathleen Crawford (Victor Books, 1994) (optional)

Talk with children about wind—what does it do, how do you know it’s there, what seasons are windiest in your area. If you have access to the book, read it to the children. Play the game by having one or two children at a time kneel on one side of a table, and the same number kneel on the opposite side. Put a ping-pong ball in the middle and let them see who can blow it off the opposite side of the table.

Weather Simulation (10 minutes)

This activity draws on children’s creativity to create simulated weather conditions. **Supplies:** flashlights, aluminum foil, water spray guns, confetti, toy cymbals, cardboard

Break into four groups. Assign each a type of weather condition: sunny, rain and snow, thunder, wind. Set out tools and equipment the children can use to create their condition: flashlights and reflective foil for sunny, water spray guns and/or confetti for precipitation, toy cymbals for thunder (children can also turn room lights on and off for lightning, and clap their hands), cardboard to fan the air for wind.

The Storm Book (15 minutes)

Read *The Storm Book*, a Caldecott Honor Book by Charlotte Zolotow. It’s the story of how people perceive a thunderstorm in different ways.

4. Plants and Herbs

Promised Land Snack (5 minutes)

This snack relates directly to what the spies brought back from Canaan. **Supplies:** grapes and/or raisins, dried figs, a pomegranate, picture of a fig tree and figs

Ask children what fruits the twelve men brought back after scouting out Canaan. Then serve them samples of the grapes or raisins and figs. Explain that raisins are dried grapes. Show a picture of a fig tree and its fruit if possible. If you brought a pomegranate, open it up and collect the juicy seeds in a bowl so children can try them.

Dear Israelites (15 minutes)

This activity invites the children to creatively respond to the Israelites' dilemma. **Supplies:** tape recorder and cassette tape

Have children group themselves in pairs or trios. Explain that each group should come up with some advice for the Israelites when they were trying to decide what to do about the report the twelve men brought back from Canaan. After a brief discussion, go to each group and have them record their advice. Then play back the tape for the class to hear. Conclude with the truth that God helps us when we trust Him.

Follow Caleb and Joshua (5-10 minutes)

This game reinforces the truth that the children can trust in God.

Remind the children that of the twelve men who scouted out the promised land, only two wanted to trust the Lord to help them take over it—Caleb and Joshua. Play a form of Simon Says. You'll state an action for the children and they perform it, if it's prefaced with "Caleb says" or "Joshua says." If you don't use those words before the command, the children should not do the action, but should loudly say, "We're going to trust in the Lord." When you've finished playing, remind them that you can follow someone who is trusting the Lord, but they should never follow someone who isn't. And when others have decided to make a bad choice, you should always trust in God to do what is good and right yourself in any situation.

5. Animals

Tasty Critters (5 minutes)

This snack reinforces the theme of Jesus as the Lamb of God. **Supplies:** lamb-shaped sugar cookies, white frosting, plastic knives

Let children frost a lamb cookie with white frosting. Before eating, each can thank God for the gift of Jesus to them.

Pet Care (20 minutes)

This show-and-tell activity allows kids to encounter a live animal.

Invite a pet owner to bring his or her pet to class and share about the animal and how to care for it. Ask the person, "How is this animal a gift from God to you?"

Play Dough Animals (10 minutes)

This activity lets children make an animal out of play dough.

Supplies: commercial or homemade play dough

Let each child create an animal. You can specify a Bible-times animal, or let them make the animal of their choice. When finished, have the children arrange their creatures together like a zoo, and let children view everyone's work.

Animal Scramble (10 minutes)

This game lets the children move while thinking about animals God created.

Write categories on slips of paper such as "it swims," "it walks on four legs," "it only eats leaves," "it hops," "it growls," etc. Children must act out any animal that fits the description. Other options: "it has horns," "it lives in the desert/mountains/farm," "it's smaller/bigger than you."

6. Birds and Insects

Ants on a Log (5 minutes)

This snack is a fun way to think about insects. **Supplies:** dark raisins, cream cheese, celery stalks or pretzel rods, plastic knives

After spreading some cream cheese on a celery stalk or pretzel rod, children can add raisins as pretend ants walking down a tree branch. Talk about how industrious and community-oriented ants are.

Fingerprint Bug Art (10-15 minutes)

This craft activity creates images of different kinds of insects.

Supplies: white paper, ink pads, fine tipped black markers

Help the children make several thumb prints on their paper. Then they can add features to make them into bugs. By putting several prints end to end, insects like ants can be created. Dragging a finger a few inches makes a worm. If there's time they can add habitats for their bugs.

Perfect Cheer (5 minutes)

This energy-releasing activity highlights God's perfect nature.

Use an old-fashioned cheer approach to give the kids a chance to exalt God. Write PERFECT on the board for a visual aid. You'll say, "Give me a P!" and they'll shout (as loud as you can allow), "P!" You say, "Give me an E!" They call back "E." Continue through the word "perfect." After "T" ask, "What does it spell?" They should reply, "Perfect." Ask, "Who is perfect?" "God!" If you can do this outside, the children may be able to yell louder and more energetically.

Statues (5+ minutes)

This activity gives children some large muscle movement and challenges their knowledge of birds and insects.

Have children pretend to be a type of bird. They can flap or hop around the room and make sounds like their bird would make. When you call out "freeze!" everyone stops and freezes in the position they were in. Walk around and observe how still the kids can be for about thirty seconds. Then say Bird or Insect and the children will imitate another type of that critter until you call out "freeze!" again. Play until the children run out of ideas for birds and insects.

7. Marketplace

Snack Trading Post (5-10 minutes)

This activity gives children a chance to trade for a snack they want to eat. **Supplies:** four different kinds of snacks, such as pretzels, honey-nut cereal O's, raisins, bite-size crackers, etc.

Set out the four types of snacks on a table. Give children play money or small stones as pretend money. They can trade with you for the snacks they want.

Marketplace Mural (15 minutes)

This cooperative activity gives children a chance to imagine a Bible-times marketplace. **Supplies:** long section of butcher paper, markers, crayons, pencils

Lay the butcher paper on tables or the floor. Have children decide among themselves what part of a Bible times marketplace they'll draw. Besides booths of goods, they can make people walking on the street, buildings, a water fountain, etc. Mount their finished mural on the wall.

The Marketplace (15 minutes)

This activity prompts the children to think about and recreate the sounds that might be heard in a Bible-times marketplace.

Supplies: tape player and tape, microphone

Brainstorm, based on the Bible story, the sounds that would be heard in a Bible times marketplace: people talking, calling out their wares, haggling over prices, lambs and goats baaing, horses stamping their feet, money being counted out, feet walking, music. Divide into several groups and assign each group one type of sound. After they practice how they would make the sounds they're assigned, have the whole group make their sounds. Walk around to each group and record their sounds, with the other groups making their noise in the background. Play the tape back and imagine how the marketplace would be.

8. Health and Healing

Healthy Snack (5 minutes)

This snack builds an appreciation for healthy food. **Supplies:** carrots, oranges, apples, yogurt, whole grain crackers, cheese

Bring nutritious snacks such as carrots and oranges. (One large carrot contains 270% of the daily requirement of Vitamin A and one medium orange contains 120% of the daily requirement of Vitamin C.) Or, bring packaged snacks and help the children read the Nutrition Facts on the label. Emphasize that one way we can stay healthy is to eat nutritious foods.

God Heals Poster (10 minutes)

This craft creates a reminder that God heals. **Supplies:** card stock, markers or crayons

Write “God is our Healer” on the board. Children will copy that on their paper, then create designs, borders and art to decorate the poster. They can take the poster home to share with family and hang somewhere as a reminder.

Obstacle Course Work Out (15 minutes)

This activity gives children a physical work out. **Supplies:** classroom objects

Set up a simple but fun obstacle course around the room or outside. Use a chair for children to climb over, a table to crawl under, boxes or chairs to zigzag around, a small box or basket to hop over, etc. Have children tell you why running and other exercise is good for their health.

Healing Helpers (10 minutes)

This activity gives children a practical help for times of small injuries while reinforcing the Bible truth. **Supplies:** plastic band aids, small plastic bags, permanent markers

Give each child several bandages and have them write “God heals” on the packages. They can take their personalized bandages home in a plastic bag to offer to others or use themselves when they get a cut or scrape.

Getting Well and Staying Well (10 minutes)

Have a class discussion about good health. Talk about the basics of good health, such as nutrition, exercise, and rest. If you wish, have the children draw a picture of themselves doing something that will help them be healthy.

9. Cities

City Snack (5 minutes)

This snack recreates the Bible story in a fun way. **Supplies:** mini marshmallows, Bugles snacks (optional)

Give each child a handful of mini marshmallows to build a wall. See how many they can use to build before it falls. If you bring the Bugles snack, they can pretend to be the priests blowing trumpets while marching around Jericho. As the children build and eat, discuss the effort needed to construct the thick, high walls around Bible time cities.

Shield of Faith Practice (5-10 minutes)

This activity reminds children of how God is their shield.

Supplies: soft-dart shooter, garbage can or pan lids

Let children take turns shielding themselves with the lid while another launches suction cup darts. Warn them not to let down their guard or they will take a hit. Explain that the same is true with our faith in God. We must not stop trusting and having faith in his love. This is our best protection from the fears and challenges that we face.

10. Government

Democratic Snack (5-7 minutes)

This snack shows how democracy works. **Supplies:** two or more types of cookies

Show the types of cookies you brought. Have the children vote for which ones the class will snack on. Serve only the winning type. Share with the children that government by majority, or what the most people choose, is how government works in countries such as North America.

Crown Craft (10 minutes)

This craft creates a crown that displays qualities of a godly leader.

Supplies: yellow or gold cardstock, glitter, markers or pencils, fake jewels, glue, crown template

Download the crown template from the DL website and enlarge it on a copier. Make one or more templates for class. Children will trace around the template on yellow or gold cardstock and cut it out. Brainstorm qualities that would be important in a leader who wants to honor God. Let the kids write the qualities on their crown and decorate them. Tape or staple the crown to fit the child's head.

Subject, Subject, King (5-10 minutes)

This playful game builds on the leader theme.

Explain that a subject is a person whose leader is a king. Kids sit in a circle. Choose one child to be the tagger. This child walks around the outside of the circle, lightly touching each child he passes, saying “subject.” When he touches a child and says “king,” the tagged child jumps up and chases the tagger around the circle. The tagger tries to run once around the circle and sit in the tagged person’s spot before he’s tagged. Then the child left standing becomes the tagger. Set limits on how many times a child can walk around the circle touching kids as ‘subjects’ before tagging a “king.”

11. Marriage

Matrimonial Snack (5 minutes)

This snack is reminiscent of a modern day wedding reception.

Supplies: white cake with wedding topper or cupcakes with white frosting, forks, cups, punch

Ask children what they’ve eaten at weddings they’ve been to. Explain that often weddings celebrate with cake and punch. As children eat, share other wedding traditions common to your church.

God Answers Prayer (10 minutes)

This discussion activity encourages kids to pray for all things.

In today’s story, Abraham’s servant prayed for help and God immediately answered his prayer. Ask your students to think about times when God has answered their prayers and share these with the class. (Beforehand, think of a couple of examples of your own to get the conversation going.)

Love Is (20 minutes)

This craft activity highlights the Biblical aspects of love. **Supplies:** red or pink construction paper, a large heart pattern, scissors and markers, Bibles

Trace heart shapes on the construction paper and have the children cut out their heart shapes. In large letters on the heart, have them write, “Love is....” Then have them open their Bibles to 1 Corinthians 13:4-8. The children may write some words to finish the sentence and decorate their hearts. If you wish, mount the hearts with glue on another piece of paper.

Strong Marriage, Strong Home (10-15 minutes)

This activity reinforces the qualities children should seek in husband or wife. **Supplies:** blocks, 2” x 3” pieces of paper, pencils

Have children brainstorm the qualities that make a strong marriage, based on what they learned from the Bible story, Disciple Guides, and other activities. Write each good quality on a piece of paper. Have children attach the papers to the large size blocks, then work in groups to build a house using some of the labeled blocks. Talk about how marrying a person who follows God and has godly character qualities helps build a strong home for a couple and their children.

12. Birth and Death

Baby’s Snacks (5 minutes)

This snack reminds children what babies eat. **Supplies:** milk, chocolate powder to add to milk (optional), arrowroot biscuits

Ask children what the first foods were that they ate. Check for milk allergy before serving milk (with chocolate powder at your discretion) and arrowroot biscuits. Tell the children that some moms give their children the biscuits to chew on when their teeth are coming in.

Life Spans (15 minutes)

This interactive activity demonstrates the stages of life and connects them with God’s plan of salvation. **Supplies:** a baby item (booties, blanket, bottle, etc.), preschooler toy, school book or backpack, car keys or briefcase, cane or glasses with neck chain

Hand the children the items in random order. Ask them to identify them and tell what time of a person’s life that item might stand for. Then ask the children holding the items to arrange themselves in order from birth to old age. Arrange in the order as listed under Supplies. Add additional items to represent other stages of life if you have a larger class. Have children share short personal thoughts about stories of their or others’ births or deaths. Keep the focus on the span of life God has created for us; deflect sharing of scary tales of death. If children share misconceptions of death and eternity, this is an opportunity to present the truth according to Scripture.

After the actual game is finished, talk with the children about how God planned for them to be born. Review the memory verse and how it shows us God planned for each of their lives. Ask what will happen after their life is over. Explain in simple, brief terms that God's plan is for every person to live with Him in heaven after this life on earth is over. **We can choose one day to live in heaven with Him. Trusting Jesus to forgive our sins and give us eternal life with God is the way God planned for every person to spend forever with Him.**

The Resurrection (15 minutes)

This Bible activity reminds kids that Jesus is alive!

The incredible news of the Gospel is that Christ overcame death. Read excerpts from the following passages to your class: 1 Corinthians 15; 1 Thessalonians 4:13-18; or the resurrection passages from the Gospels. To help the students listen carefully, write a couple of questions on the board that will be answered in the passage you read, or just tell them that after you read you will have a couple of questions to ask them.

Guest Baby (15 minutes)

This special guest allows kids to interact with an infant.

Invite parents with a young baby to visit your class. Ask them to share what their baby could do when he or she was first born and what developmental things he or she can do now. Allow time for questions.

ETERNAL Word Spell (10-12 minutes)

This activity gives children another chance to interact about the concept of God as an eternal being.

Write ETERNAL in capital letters on the white board. Tell the children their task is to spell the word using their bodies to form the letters. Two children can work together to make letters as necessary. Talk again about what eternal means and how it is a quality of God.

Matching Game (12-15 minutes)

This game reinforces the Bible story. **Supplies:** 3 x 5" index cards cut in half the short way, pencils or markers

Give each child two pieces of index card and ask them to draw the same picture on both pieces. They can choose anything from the Bible story, such as Sarah laughing, Isaac as a baby, the cave where Abraham buried Sarah, Abraham and Sarah as old people, etc. They should try to make both pictures the same. Allow 3-5 minutes for the drawing to be completed. Then collect all the cards and shuffle them and lay them out in a grid pattern on a table or the floor, drawing side face down. Let children take turns playing "Concentration," turning over two cards to try to find two that match. When they match two cards, they take those out of the game. As each pair is found, ask the child who matched them to tell you a fact about the Bible story related to the picture.