

# Game Ideas for Pre-club

## God Who Knows My Heart: David

### Lesson One

**Simon Says with a Twist** Variation: Do as I say and not as I do. As you give commands you do something else. Challenge is to do what you say and not imitate your motions. (This is a good example of the difficulty children have in trying to follow an adult's instructions when the adult is not following their own instructions.) Saul did not do as he wanted others to do.

### Lesson Two

**Silence** The kids in silence arrange themselves according to some plan. By height, or by their birthdays (they display their birthday on a post-it note) or grade. Height is the only one that requires no thought or preparation. Jesse brought all of his sons out for Samuel to see. Who was missing? David was not in the line-up. Everyone assumed that the oldest or smartest, most handsome or the leader would be Samuel's choice (God's choice) but God looks on the heart. He chose the humble, loyal heart of David. He was called and came.

### Lesson Three

**Getting to Know You Inside and Out** Everyone walks around the room as music plays. When the music stops each child finds someone to share their name and two things about themselves as the teacher calls out two questions as listed below.

1. Share your middle name. Now share what kind of person you would like to be known as. Example: Kind Karen or Strong Stephen.
2. How many brothers and sisters do you have? Now share one thing nice about your brother or sister.
3. Share your favorite color. Now share how you like to be creative in a good way.
4. Who do you look like in your family? Now, share which family member shows you a good example of how to be a good friend.
5. What grade are you in? Now share the kind of person you would like to be in two years.
6. Where is your favorite place? Now share your favorite place to be to think about God.
7. When were you a winner? Now share about a time when you were a good sport?
8. What did you do on your favorite vacation? Now share what you would do if you could do anything nice for someone.
9. What is your favorite flavor of ice cream? When did you share some food with someone else?
10. What is your favorite outdoor sport? How would you make someone feel welcomed on your team?

These things to share are in two categories, things on the outside of us and things on the inside of us. In I Samuel 16:7 the Lord said that people look on the outside but the Lord looks on the heart. What is in our hearts counts more than what we look like and why we do something is usually more important than what we do. When we get discouraged about things we cannot change, we can practice looking on the inside and seeing how God can give us a change of heart through His Word.

## Lesson Four

**Listen to the Rhyming Categories** The teacher calls out pairs or sets of words that rhyme. Some fit the category (such as things to eat, things that can be gifts, etc.) and some do not. If they fit, the kids clap in front of their bodies. If they don't fit, they clap behind. Example:

**Eatable – Uneatable** potatoes - tomatoes - tornadoes - fork - pork - cork - honey - money - ham - lamb - jam - cream - dream - scream - turkey - Albuquerque - jerky - chips - dips - lips - lake - cake - snake - peas - keys - trees - cheese - eggs - pegs - mice - rice - ice - meat - feet - wheat - jello - fellow - marshmallow - fritos - cheetos – mosquitoes

This game requires careful listening and thinking about what you hear. That was the case with David. He needed to listen to God carefully and think about what God was saying to him in order to carefully follow God's instructions. Repeat the memory verses: Psalm 119:9-11 How does careful listening and thinking about what you hear a part of these verses?

## Lesson Five

**Tightrope** Entire group walks around perimeter of room in a big circle while music plays. Place painter's blue tape about 6 feet long on floor as a tightrope. When they come to the "tightrope" they must walk across the tape pretending to balance carefully. When music stops, all on tightrope act out balancing during an earthquake, are challenged and safely fall to the floor. They then sit out until everyone has had an opportunity to balance on the tightrope and fall off.

When King Saul and Prince Jonathan were killed in a battle during a war, the rest of their family's lives were turned upside down, and everything was on shaky ground not knowing what would happen to them. Jonathan's young son was lifted up by a nurse who ran with him. She lost balance and fell. Mephibosheth's legs were injured and after that he could not walk well.

The spiritual picture is that our world is turned upside down and we find ourselves on very shaky ground, trying to escape the disasters from our sins and others sins around us. We are broken by sin and our falls. But as King David welcomed Mephibosheth into the palace and treated him as a son, so God, through Jesus welcomes us into His home, forgiving us and bringing us into His family. (II Samuel 4:4)

## Lesson Six

**Macaroni and Cheese** The group is divided up into two teams. If it is a pre-club activity, place two kids (or begin with two adults) at each end of two long strings. One string for each team. Have music playing. Stop the music when it's time to conclude. Each team strings dry elbow macaroni and yellow beads ("cheese") onto the long string. As children arrive they can fill in the middle and help the mac and cheese move along the string as it is added on one end. When the adult stops the music, it's time to assess who has the most mac and cheese on their string.

There was a time before David was made king when he and his fighting men went to rescue their families and possessions that were taken away by an enemy army. Some of the men stayed behind with the supplies and equipment. It was a team effort. Stringing the mac and cheese (food) is a team effort as each one manages the activity on the piece of string in front of him/her. David later rewarded the men who guarded the supplies the same as those who fought to rescue the families. (I Samuel 30:24-25)