

# God Makes All Things New

## Gulu Care Program Curriculum 2014

### Monday

### I Am Special Psalm 139

#### Morning Small Group 1 (60 min)

##### Small Group Welcome (15 min)

- Welcome children and introduce yourself. Tell them something about yourself. Where are you from? Why do you want to spend the week with these kids? What do you like to do for fun?
- Ask the children to introduce themselves. Ask each one to share their name and something they like to do to have fun.
- High Low. As a way of checking in with everyone. Ask each person to share a high (a positive moment) and a low (a negative moment) from the last week.
- Pray, asking God to be a part of all that you do together this week.

##### Small Group Games (45 min)

- Knee Tag
  - This is a simple game that is a hit every time. Have two children face each other. When you give the signal to begin, they will try to tag each other's knee. The first one to tag the other person's knee wins that round. The person to win three out of five rounds wins the match.
  - You can do this one on one with everyone watching the competition or you can pair everyone up and all participate at once. You can also do a mini tournament with your group ending with a knee tag champion.
- Animal Name Game
  - Now is the time to get to know the names of the kids in your group. Form a circle. Each child will think of an animal and make up a motion to represent that animal. Each child will state their name and their animal and then demonstrate the motion that goes with the animal. The only rule is that no child can have the same animal as another child. Ask for volunteers to try to remember each child's name, animal and action.
- Geometry Drill
  - Everyone in the group takes a turn leading the group through, and participating in, a simple drill. Instruct each person about what their leadership task is and determine when their task has been accomplished so you can move to the next person in the circle. Read one of the tasks below to the first leader. After the task has been accomplished allow another child to lead the group. After two or three children have the chance to lead the group in one of the tasks below change the rules a bit. For example, tell them that they must complete the task without speaking. Allow each child the chance to lead the group.
    - Lead everyone in standing in a perfect circle.
    - Lead everyone in standing in a single, perfectly straight line.
    - Lead everyone in standing in an equilateral triangle.
    - Lead everyone in standing in a square.
    - Lead everyone in standing in a pentagon.
    - Lead everyone in standing in a straight line and clapping once

- Lead everyone in standing in a circle and hopping on one foot
  - Lead everyone in standing in a square and marching in unison
  - Lead everyone in standing in a straight line arranged from tallest to shortest
  - Lead everyone in forming a rotating circle
  - Etc.
- You may find it helpful to pull the leader aside when giving them their task so that the group does not hear the task. This may prevent the group from completing the drill without the leader having the chance to lead.
  - **The goal is to let the children lead. Give them time to figure it out.** Watch out for children who are natural leaders. They may try to take over leadership when it is not their turn to lead. Your job is to protect the leader allowing them to have their turn leading. *This is a great exercise to affirm each child's connection to the group. We are sending the message, "You are an important part of the group. You have something important to share with us."*
- Walk the Plank
    - Draw a line on the ground or use yarn to make a line. Have the children line up on the line. Tell them to work together to reverse their order without stepping off the line.
      - Next, have them rearrange themselves so that they are lined up by age.
      - Next, mix up the line. Have the children rearrange themselves by height but tell them they can't talk this time.

## Morning Small Group 2

### Small Group Game (15 min)

- Through the Spider Web
  - Make a spider web between two trees with yarn. Leave spaces in the web large enough for a child to climb or crawl through.
  - This is a team building exercise. Tell the children that they need to work together as a team to get each team member through the web without touching the yarn. If someone touches the yarn the whole team must start over.

### Small Group Activity (60 min)

- Discuss Expectations
  - Explain to the children the purpose of their small group time. This is a time for them to have fun, meet new friends, and to tell their story. Tell them that this group is a meant to be a safe place.
  - Discuss confidentiality with the group. What is shared in the group is only for the group. Each person has their own story that is only for them to tell. We do not tell another persons story outside of the group. Ask them each to agree to this principle. Warn them that the exception to this rule is if they plan to hurt themselves, hurt someone else, or if they are being hurt by someone. In that case we will notify the director of Sports Outreach.
  - Ask them to come up with some expectations too.
  - If they don't come to it themselves make sure to include "respect" and "honesty."
- Name Tags
  - Using a paper plate and yarn, create a name tag to be hung around the children's necks. Children will write their names and draw pictures or symbols that represent things about them (family, sports, things they like to do or play, things they are good

- at, favorite colors, favorite animals, favorite foods, etc.) Each child is special and unique.
- Children will then share their name tags with the group. Use this time to help the kids begin to tell their story. Ask follow up questions about the things on their name tags. For example, if a child draws a soccer ball. You can ask what they like about soccer, who they play with, where they play, what position they like to play, etc.
  - At the end of this small group session collect the name tags. We will use them again at different points during the week.

#### Small Group Game (15 min)

- Shrinking Square
  - Create a square or circle on the ground using chalk or drawing in the dirt. Have the children get their whole team into the square. Once they have achieved that, make the square smaller and try it again. Continue making the square smaller and smaller until they can't fit the whole group.

### Afternoon Small Group

#### Small Group Games (15 min)

- Toxic Rock Transfer
  - Give each child a piece of yarn 50-60 cm long. Divide the children into groups of 4-5. Give each group a ring made out of a pipe cleaner. Have each child tie the end of their yarn to the ring. Give each group a rock that is slightly too large to fit through the ring. Draw a circle on the ground approximately 60 cm in diameter. Place the ring in the center of the circle with the yarn strands extending beyond edge of the circle. Place the rock on the ring. Place a cup 1 meter beyond the edge of the circle.
  - The children must move the rock from the center of the circle to the cup without touching the rock. Working together they will hold their individual strands of the yarn to move the rock.
  - This is a difficult task and may take several tries before they succeed.

#### Small Group Activities (60 min)

- Feeling Charades
  - Feeling Charades. The object of this game is for the children to express their feelings through movement and to illustrate that we express our feelings differently from one another.
  - Tell the children that you'll be playing a game that involves moving, acting, and even dancing. One child will be selected as the "guesser" to move away from the group. Then, as a group, decide on a feeling (anger, love, sadness, etc.) that you want to express as a group. Bring the guesser back to the group and have him or her try to figure out how the other children are feeling.
  - Play this game for several rounds choosing a new "guesser" and a new emotion to express.
  - Here are some emotions to begin with. Joy, Fear, Anger, Love, Confused, Peace, Embarrassed, Frustrated, Sadness, Courageous, and whatever other feelings you can think of.
  - Continue in this way for several rounds until the children begin to lose interest or until every child has had a turn being the guesser.
- Psalm 139 What God Sees
  - Read Psalm 139 to the children. If you have younger children select a shorter portion of the Psalm rather than reading the whole thing.
  - Give each child a piece of chalk. Ask them to think about Psalm 139. Ask them to draw on the ground what God sees when He looks at them? As they are drawing read the Psalm again.
  - Take some time to have the children share with each other what they have drawn.

- Next ask them to draw how God feels when he looks at them. Again take some time to have the children share with one another what they have drawn.
- Share Zephaniah 3:17 with the children. Some children may not believe that God loves them and is pleased with them. This verse shows us that God delights in us. We bring him joy and he sings that joy over us.
- Pray together thanking God for creating us so wonderfully and loving us so deeply.

## Tuesday

### Our World is Broken

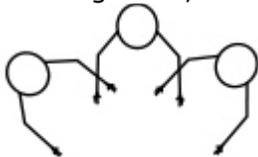
#### Morning Small Group 1 (60 min)

##### Small Group Welcome (15 min)

- Welcome the children back.
- Start with High Low. Have each child share a high moment and a low moment from the last day.
- Review yesterday's theme, I am Special. Ask the children what they remembered about the theme.
- Introduce today's theme. "Our World is Broken." Explain that even though God created a perfect world, its not a perfect world anymore. Today we're going to talk about why that is and what its like to live in a broken world.

##### Small Group Games (45 min)

- Circle Hand Tap
  - Ask the group to form a circle. This game works best with everyone sitting at a table or laying face down on the ground. Ask everyone to place there palms down on the table or ground, crossing arms with their neighbors. As seen in the diagram below.



- The oldest person in the circle will begin. That person will tap his/her left hand. The hand to the left of the first hand will tap next. The hand after that will then tap, and so on. The tap will continue clockwise around the circle.
- After the group has practice this for a few minutes introduce a new rule. The tap will continue clockwise around the circle until someone taps their hand twice. If someone taps their hand twice the tapping will reverse directions and go counter clockwise around the circle. Each time someone double taps the tapping will reverse directions. Any one at any point can double tap.
- After practicing the game with double taps for a couple of minutes turn the game into a competition. If someone makes a mistake in the tapping. They either tap out of turn or they take too long to tap they must remove the hand that made the mistake. If a person makes a mistake with their second hand they will remove that hand from the circle as well and they will be out of the game.
- Play until there are only two people left. They will be the hand tapping champions.
- Creature Creator
  - Give the children pipe cleaners and foil. Have them create a character with those items. It can be a person, animal, or some fictional character they imagine. After giving them some time to create ask them to share there creatures with one another. What makes the creature special? What do they like about the creature?

- Set the creatures aside to be used later.

## **Morning Small Group 2**

### Small Group Game (15 min)

- Quick Clap Tag

### Small Group Activity (60 min)

- Broken World Pictures
  - Briefly share the story of creation and the fall from Genesis 2-3. God's creation was perfect but because of sin the world today is broken. We all know this. We've seen evil. We ourselves have been hurt. Ask the children to draw a picture of something they have seen or heard about that shows that something is wrong with the world.
  - Take a minute to pray for the things that the kids have drawn. Allow the children to lead the prayer as much as they are willing.
- Character Creator in a Broken World
  - Return the Characters created earlier in the day and have the children each make up a short story of something bad that has happened to their character.
  - Collect the Creatures to use them again later in the day.

### Small Group Game (15 min)

- Picture Telephone
  - Have the children line up in a single file line. Give the person at the front of the line a piece of paper and a crayon. Draw a simple picture (a tree, house, sun, smiley face, etc) on another sheet of paper and show it to the person at the end of the line without allowing anyone else in line to see. The person at the end of the line will then draw the picture on the back of the next person in line. That person will draw what they think the picture is on the next persons back. This will continue to the first person in line. That person will draw the picture on the paper. Compare the original picture to the final picture and have a laugh.
  - Play this game several times until everyone has had a turn at the front of the line. If your group is larger than 10 split the group in two.

## **Afternoon Small Group**

### Small Group Games (15 min)

- Mold Your Strength
  - Using clay have the children mold their strength. It can be a character trait or skill or it can be something that makes them feel strong.

### Small Group Activities (60 min)

- Israel in Egypt Story
  - Briefly tell the story of Israel's enslavement in Egypt. Ask the children what it must have felt like to be in slavery. Tell about how God hears their cries for help and he sends a deliverer. Genesis 3:7-8
- Creature Creator Deliverance
  - Give the children their creatures back from earlier in the day. Ask the children to think back to the problem the creature had. How would you deliver your character from his/her problem?
- Safe Place Prayer
  - The script for the safe place prayer can be found at the end of the curriculum following Friday's activities.
- Human Knot
  - Ask participants to form a circle, shoulder-to-shoulder. Encouraging/urging participants to all stand closer can be a subtle way of helping to prepare them for what is about to come. Ask participants to each place a hand in the middle of the circle and to grasp another hand and to introduce themselves to the person they are

- holding hands with. Then ask participants to put their other hand in the middle, grasp a different person's hand, and introduce themselves. Explain to participants that what you'd like them to do is untangle themselves forming a circle, without letting go of each others' hands. Participants may change their grip so as to more comfortable, but they are not to unclasp and re-clasp so as to undo the knot.
- Be prepared to see little progress for quite some time. However, once the initial unfolding happens, the pace towards the final solution usually seems to quicken.
  - If the participants get through the task too quickly have them do it again but this time they cannot speak.
  - If the participants take too long you can offer the group one unclasp and re-clasp. They need to discuss and decide what unclasp-reclasp would be most useful.
  - Most of the time a full circle falls out, but occasionally there are two or even three interlocking circles. So, really the task is to sort the knot out into its simplest structure.

## **Wednesday**

### **I'm Broken Too**

#### **Morning Small Group 1 (60 min)**

##### Small Group Welcome (15 min)

- High Low. As a way of checking in with everyone. Ask each person to share a high (a positive moment) and a low (a negative moment) from the previous day.
- Review yesterday's theme.
- Introduce today's theme. Because we live in a broken world it has an effect on us. It leaves us with broken places in our lives. We are not completely broken but there are some places that God wants to mend.
- Pray, inviting God to be a part of the day.

##### Small Group Games (45 min)

- Grab the Finger
  - Get everyone to stand in a circle, with their arms out either side. Tell people to put their left palm up, and right finger pointing down (touching the person next to them's outstretched palm).
    - o When you say the word "GO", people need to do two things:
    - o Grab the person's finger in your left hand
    - o Prevent your right finger from being grabbed
    - o If your finger is grabbed, you are out, and you sit on the sidelines. The game continues until there is a winner. Do a couple of practice rounds before you officially begin the game.
    - o The key to this game is adding a bit of drama and suspense around when you say "Go". For example, count down, add a big delay, etc. You can do it a few times before it gets old :)
- Spiderweb Stories
  - The object of this activity will be to work together to tell a story. Have the children form a circle. Begin by selecting one person to begin to tell a story. Give the story teller a ball of yarn and allow them 1-3 minutes to begin a story. When the first story teller is done they choose who gets to continue the story by holding on to the end of the yarn and tossing the rest ball of yarn ball to anyone in the circle they choose. That person will continue the story for 1-3 minutes and then toss the ball to another person in the circle while holding on to a piece of the yarn. Continue until

there is a web of yarn in the middle. Make sure that each person get to contribute to the story.

- Color your Feelings
  - There are a lot of different kinds of feelings. Have the children name some kinds of feelings and describe what those feelings are like.
  - Next have the children match each feeling to a color from the lists below:
    - Colors: Red, purple, blue, black, green, brown, gray, yellow, orange
    - Feelings: Angry, rage, sad, very sad, jealous, bored, lonesome, happy, excited
  - Ask the children to think about their whole life and all of the feelings they have felt. Give them paper and crayons and have them fill up their paper with the feeling colors they have felt.
  - Ask the children to share their pictures with one another. Ask the children about the colors they have drawn. Ask if there are any specific memories that are connected to specific colors.
- Bracelets
  - Using beads or thread the children will make bracelets for one another. You can use a simple braid or use an indigenous technique. *The purpose of this activity is to simply be with your children.*

## **Morning Small Group 2**

### Small Group Game (15 min)

- Trust Fall
  - *This simple game is great for creating the feeling of fear and building trust with your group.*
  - Have one person stand on a chair. The rest of the group will form two lines behind the person on the chair. The people in one line will hold the hands of the people in the line across from them. The person on the chair will fall back and the rest of the group will catch him/her.
  - Important safety tips: Make sure that the catching group is fully prepared and are firmly grasping the hands of their partner before the person falls. Instruct the faller to keep their hands straight at their sides or crossed over their chest so that they don't hit the catchers. Make sure that the faller stays stiff as a board so that their weight is evenly distributed when they fall.

### Small Group Activity (60 min)

- Broken World Illustration
  - Bring out the pictures the children drew yesterday of our broken world. Lay their pictures on the ground forming a circle. The circle represents the world. Next bring out the name tags from the first day. Have each child place their name tag inside the broken world circle.
  - This exercise will help the children to visualize the reality of our situation. Even though we are dearly loved by God and created special we live in a broken world. Because of that fact bad things happen to us. The world hurts us. Tell the children that something isn't wrong with you but something wrong happened to you.
- Zacchaeus Story
  - Tell or read the story of Zacchaeus from Luke 19:1-10. Have the children act out the story as you tell it. Assign the children different roles (Zacchaeus, Jesus, Disciples, people in the crowd, servants at dinner, and the sycamore tree).
  - As you tell the story stop at different points to ask the children to talk about what the characters are seeing, hearing, thinking, and feeling. Here are some possible questions: What does Jesus think when he sees Zacchaeus? What does the sycamore tree think? How does Zacchaeus feel when Jesus invites himself to dinner? What do the servants think when they are serving Jesus? How does the crowd feel when Jesus is walking through their midst? etc.

- Zaccheaus was known as a cheater. He made people pay more taxes than they needed to in order to make himself rich. Why does Zaccheaus do this? Go as deep as you can with this question. Is Zaccheaus greedy? Why do you think he's greedy? Why would Zaccheaus decide to give money back to anyone he had cheated?
- The point of this story is that Zaccheaus has some broken places in his life. There are some things that he does that are not okay. The most important point is that Jesus accepts Zaccheaus even though he's broken.

#### Small Group Game (15 min)

- Animal Charades

- Ask the children to secretly write the name of an animal on a piece of paper that they are afraid of. Collect the pieces of paper and place them in a hat or bag. Each child will then take a turn picking a piece of paper from the bag and then they will act out what the animal is. The other children will try to guess what animal they are pretending to be.
- After playing the game discuss it. Ask about the specific animals. Why is it scary? What is it thinking and feeling? Have you every seen one? What did you think when you saw it? Have you ever been afraid? What is it like to be afraid?
- Fear Pictures – Ask the children to think of a time when they were afraid and then to draw a picture of that. Ask about the details of the picture. Who, what, when, where? What were they thinking? What were the others in the picture thinking? What were they feeling?

### Afternoon Small Group

#### Small Group Games (15 min)

- Secret Pathway

#### Small Group Activities (60 min)

- Broken Places with Clay

- Give each child a bit of clay/play-dough. Ask them to create a representations of their fear, sorrow, or anger
- Take time to have the children talk about their art.
- Read "In this world you will have trouble. Fear not, I have overcome the world."
- Ask the children to crush the clay art. As they are crushing the clay read the verse again.
- Ask the children to create a representation of what they would want instead of the broken place. For example, if they created something that causes sorrow they can recreate it with something that brings joy.

- Safe Place Prayer

- When Jesus is about to leave have him say. "In this world you will have troubles, but fear not, I have overcome the world."

- Ninja

- Ninja is a great action-based game that involves quickness, a little bit of strategy, and skill. The goal is to be the "ultimate ninja," or the person who has the quickest reflexes. Players try to eliminate others by successfully hitting their hands. The game is played clockwise, with each person taking a turn. On your turn, you are allowed one motion: (1) an attempt to hit another person's hand with your hand, or (2) one movement, such as taking a step in any direction. When a player is trying to hit your hand, you are allowed one motion to dodge the strike; however, you must hold this new position once you dodge. If a player successfully hits your hand, you are "out" and you must leave the circle. The last person remaining wins.

- o Detailed Instructions: Gather everyone and have all players stand towards the center of a room. Have everyone say the words, "Ultimate... Ninja!" and then have everyone pose in a ninja stance. Choose one person to begin the

game. On a person's turn, he or she may try to strike someone's hand with one motion, or he or she make move one step. Once this person does his one motion, it immediately becomes the next person's turn (following clockwise order). The second person can immediately try to strike someone's hand or take a step in any direction. You are allowed to dodge in one motion when you think someone is trying to strike your hand; however, you must hold this new pose after you dodge. For example, when a person named John tries to hit another person's hand (e.g. Sally), Sally is allowed to move her arm backwards to dodge; however, Sally must hold this new pose until it's her turn (or until someone else tries to strike her hand).

## **Thursday**

### **Jesus Restores**

#### **Morning Small Group 1 (60 min)**

##### **Small Group Welcome (15 min)**

- High Low. As a way of checking in with everyone. Ask each person to share a high (a positive moment) and a low (a negative moment) from the last week.
- Review yesterday's theme and introduce today's theme.
- Pray. Invite one or more children to lead the prayer.

##### **Small Group Games (45 min)**

- Pass it on art
  - Give each child paper and crayons and instruct them to begin drawing a picture. Allow them to work on the art for 1-3 minutes and then instruct them to pass their art to the person on their left. Each child will now the beginning of someone else art project in front of them. They now continue the art that their neighbor began. After 1 minute instruct the children to pass their art on to then person on their left again. Complete these steps until the art makes it back to the original artist.
  - Take time to discuss this activity as a group. Sometimes children are kind to one another and attempt to complete what was first begun and sometimes they purposely take the art in a different direction.
- Human Tic Tac Toe
  - Begin by teaching your group how to play tick tac toe on paper.
  - While they are practicing the game on paper with one another set up a large tick tac toe grid the ground using chalk.
  - Bring the children to the grid and divide them into two equal groups. Assign each child in each group a number from 1-5. Have each group stand an equal distance from the game grid. The referee will call out a number. The children assigned that number will rush to the grip and take a spot. If two children rush to the same location on the grid the referee will decide who reached it first and that person takes the location. The referee will then call out another number and two more children will rush to the grid. The team that can get three children in a row on the grid wins that round. Be sure to give the teams time between calling numbers to work out their strategy.
- Circle Sit
  - Have the children stand up and form a tight circle with their left shoulders facing in. This way they are all facing a counter-clockwise direction. The circle should be so tight that each person's chest is nearly touching the back of the person in front of them.

- Tell everyone that on the count of three they will all sit down at the same time. If everyone does this simultaneously, they will end up sitting on the knees of the person behind them and someone will be sitting on their knees. The goal is for each person to support someone else and to be supported by someone.
- M&M Sharing
  - Give each child 4 M&M candies. Tell them not to eat them yet.
  - They will need to share in order to eat the candies. For every item they share they may eat one candy. They should share as follows:
    - For every red or orange candy share something you learned last week.
    - For every yellow or green candy share something about your family.
    - For every blue or brown candy share something you like.

## **Morning Small Group 2**

### Small Group Game (15 min)

- Trust Walk
  - Divide your group into pairs. Blindfold one child in each pair. The child without the blindfold will lead the blindfolded child through a simple obstacle course, no more than 50 yards.
  - Be sure to tell the child guiding the blindfolded child that it is his or her responsibility to lead the other child safely through the obstacle course.
  - Once the pair successfully completes the obstacle course have them switch roles.
  - You can also blindfold the entire group except for one child who will lead the whole group through the course.

### Small Group Activity (60 min)

- Solo Cup Tower
  - This is a team building activity. Using yarn and rubber bands the children will make a pyramid tower with cups.
- Share the Gospel story. Tell the children about why Jesus came to earth. Be sure to emphasize the following points.
  - God loves us and wants to be connected to us.
  - Our sins separate us from God.
  - God shows us his love by sending Jesus to pay for our sins and restore our broken world.
  - Jesus was treated poorly and did not deserve that treatment.
  - In Jesus death he took our sins upon himself.
  - Jesus died but the grave could not hold him. He is more powerful than death.
  - He restored himself and wants to restore you as well.

### Small Group Game (15 min)

- Freeze Dance
  - Have a volunteer sing a song, drum a beat, or beat box. While the song is playing everyone has to dance. After 15-20 seconds the leader will yell freeze and stop the song/beat. Then all the dancers will freeze and hold their pose until the music starts again.
  - After several rounds of free dancing give the children different styles of dance. For example, they can all dance like a robot or a chicken.

## **Afternoon Small Group**

### Small Group Games (15 min)

- Blob Walk
  - Have the children stand in a group. Wrap yarn around them so that they stay in a group. Send them on a simple journey around a couple of obstacles.

- The purpose of the game is to make them work together in a blob to complete the journey.

#### Small Group Activities (60 min)

- Cross Picture
  - Ask the children to draw a large outline of a cross on their paper. The cross should fill up most of the page.
  - Remind them of the story of Jesus death. When he died he took our sins upon himself.
  - Ask the children to think about something in their life that they do not want anymore. Maybe it is fear or shame. It could be a behavior or an attitude. Fill the cross with images, words, or symbols representing those things.
- Burry the crosses in the ground
  - As a symbol of releasing those negative things and truly giving them over to Jesus. Find a place to burry the pictures in the ground.
- Safe Place Prayer

### Friday

#### I Have a Hope and a Future

#### Morning Small Group 1 (60 min)

##### Small Group Welcome (15 min)

- Review yesterday's theme.
- High Low. As a way of checking in with everyone. Ask each person to share a high (a positive moment) and a low (a negative moment) from the last week.

##### Small Group Games (45 min)

- Balloon Train
  - Give each child a balloon. Have them blow it up and tie it. Tell them to be careful not to pop the balloon.
  - The children will make a train using the balloons. Each child will stand facing the back of another child. Place the balloon between the children. They must stand close enough that the balloon is held in place by the chest of one child and the back of another child. The train must move along a simple path and without using their hands the balloons must remain in place.
- Balloon Illustration
  - Using a balloon explain how negative feelings (fear, shame, anger, etc.) fill up our hearts and don't leave room for the good things that God has for us.
- Basket of Fruit
  - Write the fruits of the Spirit from Galatians 5:22 (love, joy, peace, patience, kindness, goodness, faithfulness, gentleness, and self-control) on note cards or strips or paper. Place them in a basket or hat.
  - For the first round each child will take a turn blindly picking a piece of fruit from the basket. He or she will then try to tell the group what it means to produce that kind of fruit. Once all the fruit has been removed from the basket place them back in the basket.
  - For the second round each child will take a turn blindly picking a piece of fruit from the basket. They will then give a specific way they can exhibit that fruit in their life in the next week.

## **Morning Small Group 2**

### Small Group Game (15 min)

- Clay Careers
  - Give each child a lump of clay or playdough and ask them to sculpt themselves doing the job that they hope to do when they are grown. Have them share with one another and discuss.
  - *The purpose of this activity is to get the children to move their thoughts from the past and even the present toward the future.*

### Small Group Activity (60 min)

- Hope and a Future Drawings Name Tag
  - Return the children's name tags from earlier in the week.
  - Read Jeremiah 29:11
  - Ask the children to imagine the good things that God has in mind for their futures.
  - On the back of their name tags they will draw pictures of the hope and future that they imagine God has for them.

### Small Group Game (15 min)

- Let the kids pick one of the small group games played earlier in the week.

## **Afternoon Small Group**

### Small Group Games (15 min)

- Find the Leader

### Small Group Activities (60 min)

- Beauty in the world pictures
  - This week we've talked a lot about the broken parts of the world. Lets take some time to focus on things in this world that are beautiful.
  - Ask the children to think about what in their world is beautiful and good. Have them draw or write about what those good things are.
- Broken World, Beauty Pictures, You, Jesus,
  - Place the pictures of the broken world on the ground again making a circle. Then place the new pictures of the good and beautiful things on the ground among the broken world pictures. Then place the children's name tags among the other pictures. Finally draw a cross on a page and place it in the center of all the pictures.
  - This is an image of the world we live in. Some things are broken and some things are whole and good. We live in the midst of it all and Jesus is with us.
  - Ask the children about this image. What do they think and feel about it?
- Look, I am making all things new.
  - Tell the children about Revelation 21:5. God will one day make everything new. One day there will be no more broken places in our world or in our lives.
  - Until then he invites us to live life with him and to join him in restoring the world.
  - Ask the children how they can work alongside Jesus in restoring some of the broken images the children drew earlier in the week.

## Safe Place Prayer Script

- *With a calm gentle tone.* If you want to, I want to invite you to close your eyes and imagine a safe place. A place where no one and no thing can hurt you. It can be a real place or a place you create in your own imagination. *Pause briefly*
- If you want to, imagine yourself in that safe place . . . . You are their . . . think about how it feels to be there. It's safe, no one can harm you in any way. Just be in that place for a few moments and enjoy that feeling of safety. *Pause for a couple of moments.*
- There is someone who would like to join you in that safe place. He is a safe person. He would never harm you, he would never use a harsh word. He is kind and gentle. He is Jesus. He would like to come and be with you in your safe place, but only if you want him to join you. So, if you want Jesus to come be with you in your safe place, he will come and join you. *Pause briefly.*
- If you allowed Jesus to come and be with you, he says that he has something he wants to tell you. If you want, you can let Jesus tell you something. *Pause and allow Jesus to speak.*
- Jesus says that you can tell him something too, if you want. So, if you have something you want to tell Jesus, you can tell him now. *Pause and let the children speak to Jesus in their imagination.*
- You are still in your safe place with Jesus and Jesus says, "I have something really important that I want you to know." And he tells this really important thing. *Pause to let Jesus speak again.*
- Jesus says that he will be going now but that he will come back and be with you in your safe place whenever you want him to join you. Jesus begins to leave but then he stops and says that he has one more thing he wants you to know. He tells you this thing. *Pause and let Jesus say one more thing.*
- Jesus turns and leaves. Now you are alone again in your safe place. It's still a safe place. No one can come to your safe place unless you invite them. Think again about how it feels to be there in that safe place. *Brief pause.*
- When ever you are ready, you can open your eyes. *Allow the children a few moments to open their eyes.*

After the prayer, you can ask the children if they were able to imagine a safe place. Some children cannot. Ask them if Jesus joined them. Ask if he had anything to say. Don't ask for details. The time the children spend with Jesus in their safe place is very intimate. If the children want to share they may.

## **Alternative Small Group Games and Activities**

### **Get Up Stand Up**

- Place the children in your group into pairs of equal sized children. Have them sit back to back on the ground and link arms. Tell them to work together to push on one another's backs until they are both standing.
- Have them practice a few times and then see which team can work together the quickest to get to a standing position.

### **Tail Tag**

- Each child is given a bandana, blindfold, or strip of paper and they tuck it into their back pocket or waste band to give themselves a tail.
- On the count of three everyone will attempt to pull the tail off of one another. Once your tail has been removed, you are out of the game. The last one with a tail is the winner.

### **Name Alliteration**

- Have each child say their name and a word that describes themselves that begins with the same sound as their name. For example. Jon Joyful or Jogging Jon. Have each child share.
- If the group catches on to this idea quickly you can have them create an acronym of their name that describes them. An acronym is a word formed from the initials letters of other words. Share your acronyms.

### **Draw family**

- Give each child a piece of paper and ask them to draw their family. Have them share with one another what they drew and discuss.

### **Draw home**

- Give each child a piece of paper and ask them to draw their home. Have them share with one another and discuss.

### **Draw Your Safe Place**

- Give each child a piece of paper and ask them to draw their safe place. Have them share with one another and discuss.

### **Story Board**

- Give each child a piece of paper and allow them to draw a picture of what ever they want for 5-10 minutes.
- Collect all the art and spread it out on the floor or table. Ask for a volunteer to create one story using all the pieces of art as illustrations. Give two or three children a chance to be the story teller.

### **Clay Animals**

- Tell the children to imagine that they have the power to turn themselves into any animal they want. Give them each a piece of clay and ask them create that animal with the clay.
- As they finish ask them to share their art with the group. Ask them about the animal. What do they like about it? Ask them if they are like that animal in any way.

### **Draw Self**

- Give the children art supplies and ask them to draw themselves. Discuss what they've drawn.