

City SG - July 13-14, 2019

Bible Story: Faithfully (Peter Gets Out of Prison) • Acts 12:1-19

Bottom Line: Be faithful so others can count on you.

Memory Verse: *God began a good work in you. And I am sure that he will carry it on until it is completed. That will be on the day Christ Jesus returns.* Philippians 1:6, NIV

1. Trust Fall

What You Need: No Supplies Needed

What You Do:

- Do one or both of the following trust-based activities.
- Trust Fall:
 - Divide kids into groups of four. One kid will be the “faller,” and the other three will be the “catchers.”
 - The faller stands with his legs locked and his arms folded over his chest.
 - The catchers stand two to three feet behind the faller in a tight semicircle. They brace their legs and put both hands out in front of them in a modified “stop” gesture with elbows slightly bent.
 - The faller tells the catchers when he is ready and falls backward with legs and waist locked, and the catchers catch him.
 - *Note: You will need to closely supervise this to make sure catchers are close enough to the faller and in proper position!*

2. I Don't Think So!

What You Need: Deck(s) of playing cards (1 deck per 6 kids)

What You Do:

- Divide kids into groups of no more than six.
- Give each group a deck of cards, and tell them to play a game of “I Don't Think So” (which you may know as “I Doubt It” or another version of those words).
- If kids don't know how to play, give them these instructions:
 - Deal all of the cards. (*Note: Some kids might end up with one more card than others do. That's okay.*)
 - Kids get to look at their cards, and they should make sure nobody else can see them.
 - The first kid will lay one to four cards face down, in a stack in the center of the playing area and say how many cards and which card (which are played in order from two to ace), such as: “Two 2's” or “three 2's.”
 - The kid to his left will lay down 3's. The next kid will play 4's, and so on. When you get to ace, it starts all over again with two.
 - Explain that the cards kids lay down don't always have to be what they say they are. In fact, it will often happen that a kid has NO cards of the number he is supposed to play. But he has to play at least one card when it's his turn.
 - Tell kids that after each play, the other kids get the chance to say, “I don't think so!”
 - You might want to explain this further by saying, “You might come to this conclusion just by guessing, or you might know for sure, because the kid said he laid down three eights, but you have two 8's in your hand. Since there are only four 8's in a deck, you know he's not telling the truth.”
 - After an “I don't think so,” the kid who played the last cards turns them over. If the cards are what he said they were, the person who said, “I don't think so,” has to pick up ALL the cards in the middle.
 - If the cards weren't what the kid said they were, he has to pick up all the cards.
 - The winner is the first person to get rid of all of his cards.

What You Say:

“In this game, you had to figure out whether the other people were being faithful in what they said. You didn’t know whether you could trust them or not, because in this game it was easier to win when you didn’t tell the truth. But in reality, we want to be faithful and trustworthy people, because that will show others the faithfulness of God through us.”

3. Building Up

What You Need: Cups (60 per group)

What You Do:

- Divide your few into two or three teams.
- Provide each group with enough cups to build a tower.
- Encourage groups to begin building the tallest tower they can.
- Let them experiment with different ways of building the towers to see which ones are the sturdiest and last the longest.

What You Say:

“Every awesome tower, building that is designed, or even pizza that is baked needs something to build upon. Each layer counts on another layer that has gone before it. **[Transition] Today in Large Group, we learned about how we can be people who others can count on.**”

3. Memory Verse Scramble

What You Need: Bibles, Memory Verse Cards from Week 1 (2 sets per group)

What You Do:

- Look up Philippians 1:6, and review it together as a group.
- Divide your group into 2 teams.
- Give each team a set of “Memory Verse Cards”.
- Scatter the cards on the floor/rug face down.
- On your “GO!” teams will compete to put the verse in order.
- Play as many rounds as time/interest allows.

BEFORE DISMISSAL: AT “COMMUNION CALL”

HAND OUT “GOD TIME” CARDS TO EACH CHILD AND ALLOW THEM TIME TO BEGIN WORKING ON THE WEEKLY ACTIVITY

IF CHILDREN BRING THEM BACK THE FOLLOWING WEEK, THEY RECEIVE A PRIZE!