



HEAD: KNOW GOD'S WORD | HEART: LOVE GOD | HANDS: FOLLOW GOD'S WAY

2 TIMOTHY 3-4 | GOD'S GUIDEBOOK

READ 2 TIMOTHY 3:16-17

HEAD

Imagine that you are going on an adventure. Maybe you are going on a hike through the mountains or exploring somewhere new. If you do not have a map or a guidebook, you may get lost, take the wrong path, or miss out on the best scenic views. The Bible is like a map for us, or the ultimate guidebook for our lives! It leads us down the right paths, guides us from taking the wrong turns, gives us tips for our journey, and equips us to live the life God has planned for us.

HEART

2 Timothy 3:16-17 says, "All Scripture is inspired by God and is useful to teach us what is true and to make us realize what is wrong in our lives. It corrects us when we are wrong and teaches us to do what is right. God uses it to prepare and equip his people to do every good work." Just like a map shows us which way to go, the Bible shows us how to live in a way that pleases God. Just like a guidebook tells of upcoming dangers on a trail, like falling rocks or upcoming cliffs, the Bible warns us about sin and the consequences of bad choices. A guidebook helps you to be prepared by giving you tips for your adventure, like where to find water. The Bible prepares and equips us to do God's work. God does not want us wandering through life, lost and confused. He gave us His word to guide our steps.

HANDS

Friends, in order to use our guidebook, we have to read our guidebook! You can't get to your destination without a map, and we can't get through the wonderful life that God has planned for us without our Bible. Make it a priority to read your Bible every day this week. Even if it is only one verse, open your Bible each day and enjoy the journey that God has for you!

HOUSE CHURCH ACTIVITY:

Play the Hot/Cold game to help reinforce what we learned about today!

- While the kids are not looking, the leader will hide an object (small stuffed animal, ball, toy, etc.)
- The group begins looking for the hidden object.
- The person who hid it gives clues by saying "cold" when they are far away, "warmer" as they get closer, and "hot" when they are very close.

After the game, discuss how it was much easier to find the hidden object when they were given clues. The Bible does that for us! It gives us the clues and directions that we need to live God's way. Just like the game helped us to go the right way to find the hidden toy, the Bible helps us to go the right way in life.

PRAYER

Dear God, thank You for giving us the best guide through life: the Bible! Please help me read these words, follow them, and use them to guide my life. Amen.

KIDS HOUSE CHURCH GAMES

BIG BAD WOLF

1. Have the children stand in a line at one end of the game area.
2. One leader or child is the “Big, Bad Wolf” and will stand at the other end of the area with her back to the children.
3. In unison, the children shout, “What time is it, Mr. Wolf?”
4. The wolf answers with an hour. For example, “four o’clock.”
5. The children take that number of steps forward. If the wolf said, “4 o’clock,” the children would take 4 steps toward the wolf.
6. When the wolf thinks the children are close enough to her, she answers their question with, “It’s eating time!”
7. Then she chases them back to their starting line. Anyone she tags joins her as a wolf.
8. The game ends when all but one participant has been tagged.

OVER / UNDER

1. Players are divided into two teams.
2. Teams line up in parallel rows with players standing behind one another.
3. The first player on each team is given an item (ex: beach ball, balloon, etc.)
4. When the leader says, “Go,” the first player on each line passes the ball backward over her head to the second player.
5. The second player passes the ball under his legs to the next person in line, and so forth.
6. The ball/item continues to be passed backward down the line, alternating over and under, until it reaches the last player.
7. The last player, receiving the ball, runs to the front of his or her line and begins to pass the ball back again.
8. Game can end when the player at the back makes it to the front with the item for the first time.
9. The team whose first player gets to the front of the line again is the winner.

CATCH THE DRAGON TAIL

1. Ask the kids to form a long human chain by holding hands.
2. The person standing first is the head of the dragon and the one at the end is the tail of the dragon.
3. The head should try and catch the tail, while the others in the middle should try and stop the head, without breaking the chain.
4. If the head succeeds in catching the tail, the tail becomes the head, and the person at the end of the chain becomes the tail. The game continues with the new head and tail.

KIDS HOUSE CHURCH GAMES (CONT.)

EVERYBODY'S IT TAG

1. There are two rules: (1) Everybody is "It" and (2) When a player is tagged, he or she is frozen.
2. Have everyone stand in a circle.
3. Then the leader shouts, "Everybody's it!" and the game starts (and quickly ends).

ELBOW TAG

1. Assign all players a partner. Spread pairs out evenly across the playing area. Have the pairs link arms.
2. Choose one pair to start out as the chaser ("it"), and the chasee.
3. Just like regular tag, "it" tries to tag the chasee.
4. If the chasee is tagged, he or she in turn becomes "it" and the chase reverses.
5. The chasee's goal is to link with another player.
6. When the chasee links arms with one side of a pair, the player on the other side must unhook their arm and begin running as the new chasee.

AMOEBAS TAG

1. Tag with a twist. One player is the tagger; this person is "it."
2. When "it" tags a runner, the runner must stop and join hands with the tagger. The two must now try to tag other runners without unjoining hands. The chain of players will grow as the game goes on.

SHARKS AND MINNOWS

1. You will need a good-size running area for this game.
2. Have the children line up along one side of the area.
3. They are the "minnows". Have the leader stand in the middle of the area.
4. The leader is the shark. When the shark yells "Go!", the minnows run to the other end of the area.
5. The shark runs around and tags as many minnows as possible before they reach the other end of the field.
6. When a minnow is tagged, he or she must freeze wherever tagged.
7. When all the untagged minnows reach the end of the area, the shark yells, "Go!" again.
8. This time the shark and the frozen minnows may tag the runners.
9. The game continues until there is only one minnow left.

KIDS HOUSE CHURCH GAMES (CONT.)

GROUP JUGGLING

1. Have the children stand in a circle with their arms in the air.
2. Toss a ball to a child. The child will toss the ball to another child and put their arms down.
3. Play continues with each child putting their arms down after they have thrown the ball.
4. The last child to catch the ball should toss it to the teacher.
5. You can play again, speeding up the action slightly.
6. To “juggle,” the children may keep their hands in the air at all times as a second ball/item is put into play.
7. The object is to keep both balls in play.

GORILLA, MAN, GUN

1. This is just like “Rock, Paper, Scissors”, except the kids will act out the “gorilla” (both hands in the air and a big growl), man (arms folded with one hand on the side of the chin/jaw with a sophisticated look), gun (however you choose to model holding a gun).
2. Once each child in the group has a partner, have them get back-to-back and teach them the rules in song form.
3. “The gorilla beats the man, and the man beats the gun. The gun beats the gorilla, if you tie you die.” and then count all together “1, 2, 3!”
4. That’s when each back-to-back partners turns around as a “gorilla, man, or a gun”. Then match up the winners and repeat until you get to the final group and have a prize for the winner.

HOT POTATO

1. Players arrange themselves in a circle and toss a ball to each other while music plays.
2. The player who is holding the “hot potato” when the music stops is out.
3. The game continues until one player is left — that player is the winner.

SIMON SAYS

1. One person is designated Simon, the others are the players. Simon tells players what they must do.
2. The players must only obey commands that begin with the words “Simon Says.” If Simon says, “Simon says touch your nose,” then players must touch their nose.
3. But, if Simon simply says, “jump,” without first saying “Simon says,” players must not jump.
4. Those that do jump are out.