

GALLOPIN' GABE'S GAMES



COURSE OVERVIEW

Theme Verse: Psalm 113:3

	Day 1	Day 2	Day 3	Day 4	Day 5
	The Wonder of His Birth	The Wonder of His Childhood	The Wonder of His Ministry Years	The Wonder of His Death & Resurrection	The Wonder of His Return
Title	Jesus Is Born	Jesus at the Temple	Jesus Does Wondrous Things	Jesus Dies and Lives Again	Jesus Is Coming Back
Bible Passages	Matthew 1–2; Luke 2	Luke 2:39–52	Selections from the Gospel of Mark	Select verses; Matthew 27–28	Select verses; Matthew 25:14–29
Lesson Focus	The baby King's birth was a wonder. What amazing happenings surrounded it?	The young King's childhood was a wonder. What was he like as a child and teen?	The adult King's ministry years were a wonder. What astonishing things occurred?	The risen King's death and resurrection were a wonder. How were they like no other?	The return of the King of kings will be a wonder. What should we be doing in the meantime?
Apologetics Content	Is Jesus the most important person ever born?	Is Jesus God or man—or both?	Has anyone else had the power to raise himself from the dead?	Was Jesus completely dead?	How will Jesus return?
Gold Mine Memory Time	John 1:14	Luke 2:52	John 21:25	John 20:31	Matthew 6:10
Names of Jesus	Creator, Immanuel	Carpenter	Almighty	Savior	King of Kings
Animal Pals	Tiny the Cougar Kitten	Junior the Wolf Pup	Mighty the Bison	Champ the Grizzly Bear	Mission the Horse
Carpenter Joe's Crafts	Christmas Crèche Ticket to Ride Ornament	Covered Wagon Conversations Mini Horseshoes Game	Praise Journal Names of Jesus Print	Spikes Cross Necklace Sunset Silhouette	Money Pouch Wonder Junction Bank
Carpenter Joe's Science	Star of Wonder Cone in a Cornfield	Lasso Lesson Layers upon Layers	Weather the Storm Power Play	Riding the Rails Pushy Plates	Spread the Word Marvelous Magnetism
Sweet Sadie's Snacks	Gold Nuggets Biscuit Baby	Carpenter Scraps Wolf Puppy Chow	Mini Flapjacks Loaves & Fish	Light & Dark Breadstick Rattler	Pizza Wheels Apple Wheels
Gallopin' Gabe's Games	Nativity Stations Catch the Caboose	Tough Trials Obstacle Course Annie, Annie Over	Mercantile Mania Name Above All Names Scavenger Hunt	Safecracker Make Your Claim	Wild West Relays Sheriff's Coming
Cool Contests	Guess the Gold Nuggets	Spirit of the West Day	Old West Dress-Up Day	Names of Jesus Challenge	Mission Money Mania



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Gallopin' Gabe's Games

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HANDY HELPS

YEE-HAW!

Howdy, partners!

Look to your left—do you see the cattle over yonder stampeding across the plains? Look to your right—can your eyes make out the sun-covered buttes of the desert? Look behind you—the brand-new transcontinental railroad is rumbling along the tracks! From the Badlands of South Dakota to the high peaks of the Rockies, there is wonder to be discovered everywhere we turn in the Old West!

Join us as we gallop through the wonder-filled West, where our friends at Wonder Junction will teach us about the grandest wonder of all—Jesus Christ. Each day, we'll dig deeper into who this awe-inspiring Jesus is, answering questions such as:

- What amazing things happened surrounding Jesus' birth?
- What was Jesus like as a child and teen?
- What wonders occurred during Jesus' ministry years?
- How were Jesus' death and resurrection like no other?
- What should we be doing as we wait for Jesus' return?

Wonder and amazement await us each day at Wonder Junction, where kids will gather at the **All Aboard Assembly**, a high-energy beginning that includes wacky intros, lively songs, a mission moment, and prayer.

Then we're off to rotate through five fun sites:

High Point Bible Time, where God's Word is taught in creative, hands-on ways.

Carpenter Joe's Science and Crafts, where kids get their hands dirty as they make crafts and explore God's world through science experiments.

Sweet Sadie's Snacks, where kids munch on some down-right tasty home-cooked vittles.

Gallop'n' Gabe's Games, the rambunctious rec time where kids might just get plumb tuckered out.

Miss Millie's Missions, Music, and Memory Verses, where kids sing songs, learn their memory verses, or go in-depth with the mission moment featuring Children's Hunger Fund.

Finally, everyone is rounded up to head back to the **All Aboard Assembly** for the closing, where there's more singing, contest results, and the highly anticipated daily

drama that highlights the shenanigans of two bumbling bandits who are transformed after learning about the wonderful life of Jesus Christ.

So dust off your boots, grab your bandana, and get ready for a rootin' tootin' good ol' time at Wonder Junction!

Our Goal

We are so thankful for how God has chosen to use the Answers VBS programs over the past years! But why did we decide to embark on such an undertaking in the first place, and why are we still at it, by God's grace?

Our primary goal has always been to bring God glory by boldly and unashamedly proclaiming him to a strategic group—young people. From both a biblical and statistical point of view, young people are a big deal. They're not only awesome—we love 'em!—but they're also dearly cherished by our Lord and tend to be softhearted toward spiritual things. Researchers generally agree most people become Christians when they're children, so it's apparent this age group is a huge mission field!

Children are loved by their Creator, and Jesus said to let them come to him (Luke 18:16). We want children to come to Christ and not be hindered in any way from doing so. To that end, we combine a biblically rich VBS with off-the-chart, irresistible fun. In a day and age when content sometimes suffers, we don't want to sacrifice rich teaching. But it's also crucial that the most exciting book in the world not come across as boring or irrelevant. We want to reflect our creative, inspiring, joy-giving God who made laughter and fun.

So why do we do it? We want kids around the world to hear about and personally meet our awesome God and understand how they can receive eternal life through repentance and faith in Christ Jesus. We believe VBS is a great way to introduce them to God, as it is one of the biggest outreaches of the year for most churches.

We pray you will find that every prayer prayed, every minute invested, every dollar spent, and every word spoken will bring God glory as you reach kids for Christ. Just remember—VBS is worth it. May God richly bless your VBS. We're praying for you!

YOUR ROLE

Your role as the game coordinator is outlined in the following pages. Your responsibilities may include:

- Planning games for all age levels
- Gathering game supplies ahead of time
- Setting up games daily during VBS
- Running game time and overseeing others who are running game time
- Making sure key lesson themes are reinforced through the games

- Overseeing the cleanup of the game area(s) each day
- Praying over all aspects of this job before, during, and after VBS

This is *your* guide. Read it carefully and prayerfully, using our suggestions combined with the ideas the Holy Spirit brings to your mind.

So get ready! Get set! God is about to use you and your church to impact lives.

FREQUENTLY ASKED QUESTIONS

The content of *Wonder Junction* may be new to you. For a list of helpful articles on the topics covered in this VBS program, please visit AnswersVBS.com/wonderfaq.

TERMS TO KNOW

Throughout the VBS curriculum, various terms will be used. Here is a list of some of the most common terms to know.

Partners (as in, “Howdy, partners!”): Groups of children (individual classes) named after Old West people, such as Miners, Ranchers, Blacksmiths, and Homesteaders.

Group Guides: Group leaders who guide the partners from place to place during VBS. No teaching is required of this position.

High Point Bible Time: Bible and apologetics lesson time happening at the High Point Chapel.

Truth Teachers: Teachers of the High Point Bible Time.

Carpenter Joe’s Science and Crafts: Rotation site where crafts are made and science experiments are explored.

Sweet Sadie’s Snacks: Indoor or outdoor location where snacks are served.

Gallopin’ Gabe’s Games: Indoor or outdoor site (outdoor is preferred) for recreation time.

Miss Millie’s Missions, Music, and Memory Verses:

Rotation site where kids can spend additional time learning songs and memory verses and hearing about missions.

Gold Mine Memory Time: Time to learn and practice the daily Bible verse.

Animal Pals: Our friendly animal mascots that remind us of the main themes of each day.

Toddlers: 2–4-year-olds.

Pre-Primaries: 4–6-year-olds or children ages 4 through those who have completed kindergarten.

Primaries: 6–9-year-olds or children who have completed grades 1–3.

Juniors: 9–12-year-olds or children who have completed grades 4–6.

For multi-age K–6 travel groups, we recommend using the material for the Primaries.

TOP 20 TIPS FOR GALLOPIN' GABE'S GAMES

1. Pray! This is your most important preparation. Give all concerns to the Lord and watch *him* do great things.
2. Decide which games you will play. Consider the age group and the amount of time you have scheduled. Two main game possibilities are given daily starting on page 14, geared primarily for Juniors and Primaries. There are also Toddler Games (page 6), Pre-Primary Games (page 9), and Super Simple Games (page 12). Additional game ideas that can work any day are given at the end of this Game Guide.
3. Keep in mind that younger kids like to do several simple games each period, as well as repeat favorite games played on prior days.
4. Before VBS, gather the game assistants for a trial run. Play all the games to work out any trouble spots.
5. Invest in a megaphone for the game leader to use as a microphone.
6. Use bandanas, strips of material, jerseys, or wristbands to designate teams.
7. Use cones, rope, or tape to designate the playing area and start and finish lines. Use chalk if playing on pavement.
8. Change the size of the balls to make the activities easier for younger children (larger balls) or more challenging for older children (smaller balls).
9. Depending on the game, the amount of time you have, and the size and age of your group, consider setting up several games as stations and having kids rotate through them. This works especially well with large groups or young children who have short attention spans.
10. Teach children to always tag with two fingers on the shoulder.
11. Use water! Children love to get wet. Use water from buckets and get children wet with sponges, cups, or splash balls. (The football-style splash ball works great!)
 - » Note: Limit the wetness to a reasonable amount—don't get the kids dripping wet.
12. Make sure everyone who is physically able participates and no one feels left out. At the same time, be sensitive to those with disabilities who are unable to play. Model through your words and actions how you value and care about each person.
13. Announce the name and object of the game with excitement and energy. The kids will pick up on how you feel about it.
 - » Example: Hey, kids! We're going to play an exciting game today called _____. The object of the game is _____.
14. Keep instructions short and simple. Expect children to be quiet and respectful when instructions are being given.
15. Do a quick tie-in of the day's Bible content using the Teaching Tie-In suggestions. Games are great, but games with a point are better! Make sure to have a Bible so you can read any verses mentioned in the tie-ins.
16. Form teams quickly and in fun ways. Once in teams, pump them up by asking questions:
 - » Who thinks their team is going to win today?
 - » Who thinks the Prairie Dogs will win?
 - » Who thinks the Jackrabbits will win?
17. Have a countdown to get started.
 - » Example: Everyone ready? 5, 4, 3, 2, 1, GO!
18. Keep children moving as much as possible.
19. Keep everyone hydrated.
20. Have a backup plan in case of bad weather.

TODDLER GAMES

Playing is what this age group does best! While they're playing, they're learning. These games are an important part of the teaching process because they help to cement the lessons into the kids' minds in a fun way.

Consider having an outdoor playtime if you have a good space for it. It's nice to break up the day and have a new location to explore. The outdoor location should be enclosed so no one wanders off. If you don't have a safe area, use tarped hay bales or snow fencing to create one. Ask church families to bring in plastic slides, big wheel riding toys, and other age-appropriate outdoor equipment. Make sure they're labeled so they can easily be returned after VBS.

You may also want to consider having wading pools with a small amount of water for outdoor playtime. (Supervise carefully.) Make sure parents are notified ahead of time to bring swim floats, a swimsuit, a towel, and extra clothes for their child. Ask if it's okay to put sunscreen on their child and apply it at least 10 minutes before going outside. If possible, place the pools in a shady area.

Some of the Pre-Primary games can work for Toddlers. Also, it's fun to repeat favorites throughout the week.

If you have kids with disabilities, be sensitive and adapt so they can participate as much as possible.

Day 1

Happy Birthday, Jesus

Ahead of time, gather a gift box with a removable lid and a baby doll that fits inside.

During the game, place the baby doll inside the box and put the lid on top. Have children sit in a circle. For larger groups, prepare multiple gift boxes and divide into multiple circles. The children will pass the box around the circle as they sing "Happy Birthday." Whoever is holding the gift box when the song ends gets to open it. Have the child rock the baby doll and say, "Jesus is the greatest gift!" After everyone has had a turn, share the Teaching Tie-In.

TEACHING TIE-IN

Christmas is when we celebrate Jesus' birthday! Jesus is God who came to earth as a little baby. Jesus came from heaven to save us from our sins. We give gifts to each other at Christmas to remind us that Jesus is the greatest gift of all.

Pin the Star

Ahead of time, print and cut apart the [Star Cards](#) (one per child). Tape the [Pin the Star Poster](#) pieces together. Attach the poster to the wall within the children's reach. Gather a bandana, a marker, and tape.

During the game, pass out one **STAR CARD** to each child and write their name on the front. Share the Teaching Tie-In, then have the children gather near the **PIN THE STAR POSTER**. Choose a child to begin. Place a piece of tape on the back of his star. Tie the bandana on as a blindfold, turn him around once or twice, then direct him toward the poster. Help him tape his star on the poster. See who can get their star closest to the top of the house where the wise men found Jesus.

TEACHING TIE-IN

Some wonderful things happened after Jesus was born. One of those things is the special star that God put in the sky. The wise men followed that star until it stopped above Jesus' house. The wise men were so happy they found Jesus, and they gave him gifts and worshipped him.

Day 2

Baby, Boy, Man

Ahead of time, mark a start and finish line with cones.

During the game, share the Teaching Tie-In, then have everyone line up at the start line. Tell students to crawl when you call "baby," run when you call "boy," and walk on tiptoes (making themselves as tall as they can) when you call "man." Make the calls in order at first as students move from the start line to the finish line and back, then mix up the calls.

TEACHING TIE-IN

Jesus came down from heaven as a baby. He grew to be a boy. Then he grew to be a man. He was born as a real person so he could die for sinners. Let's play a game to help us remember that Jesus grew from a baby, to a boy, then to a man.

Where, Oh Where Did My Stuffed Animal Go?

Ahead of time, hide stuffed animals around the room and place a Hula-Hoop on the floor in the center of the room.

PRE-PRIMARY GAMES

Each day, three options are listed for Pre-Primary games. Some are the same as Toddler games; some are different. The children's attention spans are short, so it's good to have several quick games like these. Use one at a time, or if you have at least three leaders and twelve kids, set up three daily stations using the three options. Kids can rotate in small groups from one to the next, spending about a third of their time at each. You can also substitute other games in this guide in place of any of these, or repeat favorite ones. Some of these can also be used with older kids.

Keep in mind there may be children with disabilities. Be sensitive and adapt the games so they can participate in some way if at all possible.

Day 1

Option 1: Happy Birthday, Jesus!

Place a baby doll inside a box and put the lid on top. Have children sit in a circle. For larger groups, prepare multiple gift boxes and divide into multiple circles. The children will pass the box around the circle as they sing "Happy Birthday." Whoever is holding the gift box when the song ends gets to open it. Have the child rock the baby doll and say, "Jesus is the greatest gift!" After everyone has had a turn, share the Teaching Tie-In.

TEACHING TIE-IN

Do you know when your birthday is? *Take responses.* Christmas is when we celebrate Jesus' birthday! Jesus is God who came to earth as a little baby. Jesus came to earth to save us from our sins. We give gifts to each other at Christmas to remind us Jesus is the greatest gift of all.

Option 2: Christmas Parachute Games

Use a parachute or large sheet to play some parachute games with a Christmas theme, then share the Teaching Tie-In. Try any or all of these:

Snow Flurry: Put cotton balls on top of the parachute and have the kids and leaders raise and lower their arms rapidly to shake the parachute hard and get the "snow" flying!

Gifts: Place three items under the parachute to represent gold, frankincense, and myrrh. When the kids lift the parachute, choose three kids to run and grab the gifts before the parachute falls on them. Replace the gifts and repeat with new players.

Jingle Bells: Put some bells in the center of the parachute. Slowly snap the parachute in rhythm to the tune of "Jingle Bells." Sing as you do so. The bells will jingle.

Choo-Choo Train: Have the children hold the parachute tightly and walk in a clockwise direction. When you blow a wooden train whistle, have them change directions. They can make the sound of a train as they walk, "Chugga, chugga, choo, choo!"

TEACHING TIE-IN

On what special day do we celebrate Jesus' birthday? Christmas. Today, we're celebrating Christmas in _____ (whatever month it is) because we're talking about Jesus coming down to earth from heaven as a little baby.

Option 3: Nativity Hunt

Print and cut out a set of [Nativity Cards](#). Hide the cards in obvious places around the play area. Begin with the Teaching Tie-In. Select kids to retrieve each card. Have them tape the cards on a specified board or wall. Use the cards to review the account of Jesus' birth, explaining that later, wise men followed the special star God put in the sky. Refer to the pictures as you play Simon Says with nativity-themed instructions. For example, "Simon says rock baby Jesus," "Simon says kneel like the shepherds," or "Simon says bray like a donkey." You can play without eliminating players, or just have them sit for one instruction and then return to the game. Play as time allows.

TEACHING TIE-IN

On what special day do we celebrate Jesus' birthday? Christmas. Why is Jesus' birth so special? Jesus' birth was part of God's plan to save us from our sin so we could be forgiven. What were some special things that happened when Jesus was born? *Take responses.*

Day 2

Option 1: Baby, Boy, Man

Mark a start and finish line with cones. Share the Teaching Tie-In, then have everyone line up at the start line. Tell students to crawl when you call "baby," run when you call "boy," and walk on tiptoes (becoming tall) when you call "man." Call in order at first as students move from the start line to the finish line and back, then mix up the calls.

TEACHING TIE-IN

Jesus came down from heaven as a baby. He grew to be a boy. Then he grew to be a man. He was fully human like us, except he never did anything wrong because he was also fully God. Jesus became a human so he could die for sinners. Let's play a game to help us remember that Jesus grew from a baby, to a boy, then to a man.

SUPER SIMPLE GAMES

Each day, two super simple game ideas are suggested—one outdoor and one indoor. Depending on your space, however, some of the outdoor games may be played indoors and vice versa. Check them out and adapt for your area. These require few supplies and prep.

SIMPLE INDOOR GAMES

Day 1: My Train Has ...

Have students sit in a circle. One student begins the game by rolling a ball to another, saying something his train has, such as, “My train has a load of wood.” The student who received the ball must repeat what the first student said and add another item, such as, “My train has a load of wood and coal.” Continue on. When a student forgets a part, the ball is given to the student next to him, and the game continues.

Day 2: Backward Charades

Divide the group into teams. Choose a player from each team to come up front to guess. Put an Old-West-themed word up on a screen or large paper behind the guessers while they face their teams. Start a timer. Have teams all act out the word for their guesser. The player who guesses it first gets a point for their team. Bring up a new guesser from each team and play again with a new word.

Word examples: bandana, banjo, bear, blacksmith, cactus, desert, dynamite, fiddle, flapjacks, harmonica, horse, jail, railroad, rattlesnake, sheriff, train, wagon, wolf, etc.

Day 3: Doctor, Doctor

Have players sit in a circle. Choose one player to be the doctor and leave the room so they cannot hear the next decision. Have the group come up with an illness they are all stricken with, the sillier the better (e.g., the patients hiccup whenever the doctor says “what,” they are afraid of their own shadows, they think they are grizzly bears.) Have everyone yell, “Doctor, Doctor!” so the doctor will return. Give the doctor three chances to determine the correct diagnosis by asking one question to each person in the circle. The patients must answer truthfully, keeping up the act of whatever illness they have. The doctor wins if he guesses correctly.

Day 4: Where’s the Empty Egg?

Bring an empty plastic egg. Have the group sit in a circle and choose one player to stand in the middle. Explain that the egg is empty, just as the tomb was empty when Jesus came back to life. Have the middle player close his eyes while you give the egg to one of the players in the circle. After he opens his eyes, players start passing the empty egg behind their backs to each other, trying not to be seen by the middle player. They can’t hold onto the egg for long. The middle player has three guesses to point to the person with the empty egg. Whoever has it becomes the new middle player. Continue as time allows.

Day 5: Spread the News

Use this game to emphasize that we can spread the good news that Jesus came to save sinners. Divide the group into two teams. Have the teams sit side-by-side in a line, facing the opposing team. Place a ball or other object 10 feet away from the last two people in line. Have everyone hold hands with the person next to them. Have everyone but the first two people in each line close their eyes. A leader will stand between them and flip a coin. Be sure both players can clearly see the coin. When the coin lands on tails, the first person in line squeezes the next person’s hand. Each person should squeeze the next person’s hand once they feel their hand squeezed. This causes a chain reaction down the line. As soon as the last person in line feels their hand being squeezed, they must grab the ball. The person that grabs the ball first gets a point for their team. The person from the end of the line goes to the beginning of the line and everyone scoots down. Add variety by having students pass a Hula-Hoop down the line, a bandana over their head, or a plastic horseshoe under their legs, etc. Play for a set amount of time or to a set number of points.

DAY 1

NATIVITY STATIONS

Supplies

- Envelopes, 1 per team
- [Instruction Cards](#), 1 set per team
- 15 cones
- Cones, rope, or tape to mark start and finish lines
- Rocks labeled A, B, C, etc., 1 per team
- Scissors

Prep

- Print and cut out 1 set of **INSTRUCTION CARDS** for each team.
- Place the cards in each team's envelope.
- Place the cones randomly around the playing area (not together).
- Mark the start and finish lines.
- Place the rocks randomly around the area.

Tip Corner

- Laminate the **INSTRUCTION CARDS** and put each set on a key ring so they will last longer.
- If you have less time, complete only six challenges, stopping at the shepherds. Or, set a timer and have teams complete as many as they can in the time limit.
- Use pieces of a Nativity set instead of rocks. Place the baby Jesus piece on a table. Assign each team a different piece to look for (Mary, Joseph, shepherd, wise man, sheep, angel, etc.). Hide each piece in the field for each team to find and place next to baby Jesus before crossing the finish line. Make note that the wise men came later in the account.

Teaching Tie-In

Howdy, guys and gals! Welcome to Gallopin' Games here at Wonder Junction. We are out in the breathtaking wild prairies of the Old West to play some rip-roaring games



that will make you say, “Yee-haw!” The canyons, prairies, deserts, and mountains sure are an amazing sight. But the wonder of the Old West is nothing compared to the wonder of Jesus’ birth.

Our Creator came to earth as a little baby. He wasn’t born in a fancy mansion, but humble surroundings with a manger for a crib. He was visited by nearby shepherds. Later, wise men traveled many miles from the east to see him. He was hunted down by an evil king and rescued through the warning of an angel. Many of the circumstances of Jesus’ birth were prophesied, including his birthplace, a star, kingly visitors and gifts, and an escape to Egypt. Only God could have made those promises and then brought about their fulfillment. Jesus is Immanuel, “God with us.”

In today’s game, you’re going to board a train bound for nine nativity stations. Nativity is Latin for “birth.” At each stop, you’ll hear a wonder about Jesus’ birth, then complete a challenge. The first team to travel to all nine stations and complete the final challenge wins!

Class Time Directions

1. Divide the group into teams of 4–6. Assign each team a letter.
2. Have everyone gather at the start line. Give each team an envelope with the nine Instruction Cards.
3. At the start signal, each team runs together to whichever cone they want. One player opens the envelope and takes out a card, reading aloud the “Station Announcement” at the top and the physical challenge that goes with it. Everyone does the physical challenge.
4. The player then reads the western-themed acting challenge to himself and acts out what is described. (The leader can help the player read it, or have the players work in pairs to help with the reading.) The rest of the teammates try to guess what the player is pantomiming.
5. Once the team has guessed the pantomime correctly, the team runs to another cone and repeats the process, having a different team member read and act out a different card.
6. Once all nine challenges are successfully completed, the team must scour the field, looking for a rock labeled with their team’s letter. Once they find it, they run to the finish line.
7. Whichever team gets all their players across the finish line first wins.

DAY 1 OVERVIEW		
The Wonder of His Birth		
LESSON FOCUS		BIBLE PASSAGES
The baby King’s birth was a wonder. What amazing happenings surrounded it?		Matthew 1–2; Luke 2
MEMORY VERSE	ANIMAL PAL	COOL CONTEST
John 1:14	Tiny the Cougar Kitten	Guess the Gold Nuggets
SCIENCE AND CRAFTS	TREATS	GAMES
Experiments: Star of Wonder / Cone in a Cornfield Crafts: Christmas Crèche / Ticket to Ride Ornament	Gold Nuggets Biscuit Baby	Nativity Stations Catch the Caboose

DAY 1

CATCH THE CABOOSE

Supplies

- Bandanas—1 per team

Prep

Mark a large playing area.

Tip Corner

Bring a few extra regular belts or long scarves to make a “waistband” for kids who are wearing outfits without one.

Teaching Tie-In

Howdy, guys and gals! Welcome to Gallopin’ Games at Wonder Junction. Can you hear the chugging and whistling of the train? Something new and wondrous came to the United States in the 1860s when the transcontinental railroad was finished—the ability to travel long distances in a short time. The journey West took six months by wagon, but it only took four days by train! Imagine how exciting it must have been to be the first passenger on the brand-new train. It would have been a life-changing experience.


Today, we’re talking about another new, wondrous, and life-changing event—the birth of Jesus. The Son of God came to earth as a baby. Wondrous events surrounded his birth, such as angelic announcements and joyful shepherds. Later, he was visited by kingly wise men. But the most wondrous thing is that Jesus came to change lives by paying the price for our sin. So if we put our trust in him, he will give us eternal life.

In this game, we are going to be trains on the new and wondrous transcontinental railroad.

Class Time Directions

1. Divide the group into “trains” of 4–6 players.



- 
2. Have each team line up single-file, with each person's hands on the shoulders of the person in front of them.
 3. Give each team a bandana for the caboose (the last person of the line) to put in his/her back pocket or waistband.
 4. At the start signal, teams will try to remove the bandana from the cabooses of the other teams.
 5. Only the first person in line may grab the bandana.
 6. The trains must stay attached, with hands on shoulders, the whole time. If a train becomes uncoupled (detached), the team must stop and reattach before continuing. If a team grabs a bandana while they are detached, they must return the bandana they stole.
 7. Teams that lose their bandana are out.
 8. Last team standing wins.