

GREEN MEADOW GAMES

LEADER GUIDE



Course Overview

Theme Verse: Psalm 23:1

	Day 1	Day 2	Day 3	Day 4	Day 5
Titles	Lost to Found	Wrong Path to Right Path	Fearful to Peaceful	Grumbling to Grateful	Shaky to Sure
Locations	Sheep Farm in Donegal	Green Pastures in County Galway	Black Valley in County Kerry	Enemy Territory in Dublin	Higher Lands in County Antrim
Bible Passages	Psalm 23:1 1 Samuel 17:34–37	Psalm 23:2–3 1 Samuel 17	Psalm 23:4 1 Samuel 19–23	Psalm 23:5 2 Samuel 9:3–7 1 Samuel 16:1–13	Psalm 23:6 1 Chronicles 22
Lesson Focus	Like David, I can be a child of God and have the Lord as my shepherd.	Like David, I need the Lord to lead me on the right path through his Word.	Like David, I can turn to the Lord for comfort when I am anxious or afraid.	Like David, I can have an attitude of gratitude in every situation.	Like David, I need to be on the lookout for God's goodness and mercy, my traveling companions through life.
Apologetics Content	Is the Lord a distant God? Did he create the universe and then just sit back and watch?	Is the Bible a trustworthy guide to lead us through life?	Why do we even have hard times?	Are good things because of “good luck” or a good God?	What should rainbows remind us of?
Memory Verses	Psalm 23:1	Psalm 23:2–3	Psalm 23:4	Psalm 23:5	Psalm 23:6
Names of God	Shepherd	Leader	Comforter	Provider	Promise Keeper
Animal Pals	Mia the Connemara Sheep	Guide the Border Collie	Shadow the Raven	Pesky the Woolly Aphid	Shirley the Highland Cow
Celtic Corner Crafts	Baa-loved Sheep Keepsake Ornament—Shepherd's Staff	S.O.A.P. Bible Puffball Zipper Pull	“Don't Worry, Just Pray” Magnet Night-Light in the Darkness	Thankube Gratitude Attitude Game	Psalm Scroll Highland Cow
Celtic Corner Science	Sink or Float Wet Woolly	Genetically You Sling Fling	Shadow Play Fear Not	Sticky Stuff Overflow Your Cup	Firm Foundations Real Rainbows
Green Meadow Games	Gaelic Football Lost Sheep Relay	Shamrock, Riverdance, Viking Strongman Challenges	Run, David, Run Walk Through the Valley	Raiders My Cup Overflows Relays	Psalm 23 Partner Obstacle Course Pot o' Gold
Still Water Snacks	Cross Trail Mix Sweet Sheep	Scene 23:2 Border Collie Paw Print	Stuffed Staff Bird's Nest	Piled-High Popcorn Full Float	Cow Patties Spud Circles
Cool Contests	Guess the Rainbow Skittles	Group Spirit Day	Dress-Up Day	Bible Challenge	Mission Money Mania



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Green Meadow Games

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Handy Helps

Top o' the Morning to Ya!

It's early morning on the Emerald Isle. Gaze ahead as the sun rises on the cool, green pastures dotted with grazing sheep. Listen to the waves crash at the staggering Cliffs of Moher as their towering crags ascend majestically from the sea. Catch the earthy scent of sheep and cattle, fertile meadows, and dense forests. Step into a local restaurant and taste the rich flavors of a land known for its butter and potatoes. Run your hand over the soft wool of a pastured lamb or the rough, stony exterior of an age-old castle. Tune in as lively folk music entertains and delights all who listen.

From the lush meadows of its countryside to the cobblestone streets of its cities, there is something to delight the senses everywhere we turn in Ireland. So journey with us to *Emerald Crossing: An Irish Adventure Through Psalm 23*. Every stop along our path will teach us about the Good Shepherd and how he cares for his sheep. Like David discovered throughout his life, first as a shepherd and later as a king, we'll discover important truths such as:

- I can be a child of God and have the Lord as my shepherd.
- I need the Lord to lead me on the right path through his Word.
- I can turn to the Lord for comfort when I'm feeling anxious or afraid.
- I can have an attitude of gratitude in every situation.
- I need to be on the lookout for God's goodness and mercy, my traveling companions through life.

Beauty and adventure await us each day at Emerald Crossing, where lads and lasses will gather at the **Emerald Isle Assembly**. This high-energy beginning includes wacky intros, lively songs, a Mission Moment, and prayer.

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

Flock Talk Time, where Bible lessons are taught in creative, hands-on ways.

Celtic Corner Science and Crafts, where kids will create their own crafts and explore God's world through science activities.

Still Water Snacks, where kids enjoy scrumptious Irish fare.

Green Meadow Games, the rambunctious rec time where kids join in some lively competition.

Top o' the Morning 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 heads back to the **Emerald Isle Assembly** for the closing, where there's more singing, contest results, and the highly anticipated daily drama. Lads and lasses will be introduced to an Irish sheep farmer named Grandpa Fitz, who runs Stillwater Farm. Through some challenges, some fun, and a few big surprises, Grandpa Fitz shows how the Lord has been his comforter and guide his whole life.

So pull on your work boots, grab your walking staff, and get ready for a grand ol' time at *Emerald Crossing*!

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-charts, 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 *Emerald Crossing* may be new to you. For a list of helpful articles on the topics covered in this VBS program, please visit AnswersVBS.com/emeraldfaq.

Terms to Know

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

Lads and Lasses: Terms used when referring to children during VBS week.

Travel Groups: Groups of children (individual classes) named after animals that live in Ireland, such as Hedgehogs, Red Deer, Sheepdogs, and Irish Hares.

Group Guides: Group leaders who lead the travel groups from place to place during VBS. No teaching is required for this position.

Flock Talk Time: Bible and apologetics lesson time.

Shepherds: Teachers of the Flock Talk Time.

Celtic Corner Science and Crafts: Rotation site where crafts are made and science experiments are explored.

Still Water Snacks: Indoor or outdoor location where snacks are served.

Green Meadow Games: Indoor or outdoor site (outdoor is preferred) for recreation time.

Top o' the Morning Missions, Music, and Memory

Verses: Rotation sites where kids can spend additional time learning songs, memory verses, and missions.

Good as Gold Memory Verse: Daily Bible verse to learn.

Animal Pals: Our friendly animal mascots that remind us of the main theme 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 multiage K–6 travel groups, we recommend using the material for the Primaries.

Top 20 Tips for Green Meadow 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. Adapt this guide to fit your needs. Consider the age group and the amount of time you have scheduled. Two main game possibilities are given daily starting on page 15, geared for Juniors and Primaries. There are also Toddler Games (page 7), Pre-Primary Games (page 9), and Super Simple Games (page 13). Additional game ideas that can work any day are given at the end of this 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. 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.
5. Before VBS begins, gather the game workers for a trial run. Play all the games to work out any trouble spots.
6. Use cones, rope, or field paint to designate the playing area and start and finish lines. Use chalk if playing on pavement.
7. Change the size of the balls to make the activities easier for younger children (larger balls) or more challenging for older children (smaller balls).
8. Have a backup plan in case of bad weather or when equipment fails. Check the Super Simple Games (page 13) for ideas.
9. Use water! Children love to get wet. Use water from buckets and get children wet with sponges, cups, or splash balls.

Note: Limit the wetness to a reasonable amount—don't get the kids dripping wet.
10. 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.
11. Invest in a megaphone for the game leader.
12. Be enthusiastic! 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 a great game today called _____. The object of the game is _____."
13. Keep instructions short and simple. Expect children to be quiet and respectful when instructions are being given. A demonstration goes a long way.
14. Decide ahead of time how you are going to form teams. Use bandanas, strips of material, jerseys, or wristbands to designate teams. Form teams quickly and in fun ways.
15. Once in teams, pump them up by asking questions:
 - » "Who thinks their team is going to win today?"
 - » "Who thinks the Hedgehogs will win?"
 - » "Who thinks the Sheepdogs will win?"
16. Have a countdown to get started.

Example: "Everyone ready? 5, 4, 3, 2, 1, GO!"
17. Teach children to always tag with two fingers on the shoulder.
18. Use the teaching tie-in to connect the games with the lesson content. Games are great, but games with a point are better! If not using the game that goes with the tie-in, adapt and pair it with your own game. Prepare ahead so you can deliver the tie-in naturally.
19. Encourage game leaders and group guides to participate in the games. This fosters connections and trust with the kids. However, be sure to caution them to limit their abilities, especially with the younger students.
20. Keep everyone hydrated. Consider setting up a water station.

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 cement the lessons into the kids' minds in a fun way.

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

For game time, use the following suggestions or other options from the Game Guide, such as the Pre-Primary games. Also, it's fun to repeat favorites throughout the week.

Day 1

Shift the Sheep

Prep: Place two Hula-Hoops on the floor a few feet from each other. Pour cotton balls inside one hoop.

Class Time: Begin with the teaching tie-in. Have the kids work together to move all the cotton balls into the other hoop as fast as they can. Optional: race against a timer (set for one minute) or use a stopwatch and see if they can beat their time in a second round. For an outdoor option on a hot day, move sponge balls between two wading pools with water.

TEACHING TIE-IN

A shepherd takes his sheep to the best pastures where they can find green grass. After sheep have eaten the good grass in one pasture, a shepherd may lead them to another pasture.

Who is our animal pal today? Mia the sheep. Since Mia (My-a) is a sheep, she will follow her shepherd to good pastures.

In this game, we will all be shepherds and work together to move the sheep from one pasture to another as fast as we can.

Follow the Shepherd

Prep: Set out obstacles such as the following: a blue tablecloth spread out like a river to jump over (or step across on paper stepping stones); two or three Hula-Hoops for holes to tiptoe around; boxes for hills or mountains to walk around; stuffed animals can be wild and scary, causing a detour; a blanket over a table for a tunnel to crawl through.

Class Time: Children will pretend to be sheep following their shepherd. Play Follow the Leader around the obstacles. Finally, end in a play area to jump and skip, then rest while finishing with the teaching tie-in.

TEACHING TIE-IN

What do you think would happen if a sheep didn't follow its shepherd? Take responses. A sheep could go the wrong way and get lost. It might fall into a hole or tip over and need help

to get up. Wild animals might chase it. So it's important that sheep follow their shepherd. It's also important that we follow the Good Shepherd, Jesus. He will help his children.

Day 2

Good Doggies

Prep: None.

Class Time: Begin with the teaching tie-in. Have the kids line up like doggies on all fours. Have the leader stand across the room/play area and give dog commands (demonstrate as needed) as the doggies move forward together: Come—crawl; Stay—stop; Sit—squat on feet; Good doggies—once they reach the leader.

TEACHING TIE-IN

Who is our animal pal today? Guide the border collie. Guide is a good dog. He obeys the shepherd and helps take care of the sheep. If Guide didn't listen to the shepherd, some of the sheep could go the wrong way or get hurt. God's Word, the Bible, is our guide. When we obey and do what it says, we will be able to follow our Good Shepherd, Jesus.

How Tall Was Goliath?

Prep: Print and tape together the Goliath Picture, then laminate it. Tape the picture on a wall at the children's height.

Class Time: Have the kids take turns touching the picture. Move it up a few inches and ask, "Was Goliath this tall?" Continue moving it, allowing kids to jump and touch it. Eventually, it will be high enough that only you can jump up to touch it. (You don't have to go the whole nine feet, just explain that he was even taller than you.) Finish with the teaching tie-in.

TEACHING TIE-IN

When the enemy Philistines wanted to fight the Israelites, they sent out their biggest, "baddest" champion. What was his name? Goliath. No one wanted to fight Goliath. He was so tall and scary. The Israelites were afraid because they forgot that God was with them. But David remembered how great and powerful God is. He knew he could trust God to help him. So David put a stone in his sling and threw it. Zoom! The stone flew through the air and hit that big ol' giant. And Goliath fell down. David won because he followed God. The Bible can help us follow God just as David did.

Day 3

Birds of a Feather Relay

Prep: Gather packages of colored feathers. Determine which colors you will use and attach one of each color to a separate basket.

Pre-Primary Games

Each day, three options are given for Pre-Primary Games. Some are the same as Toddler Games, and some are different. Because the children's attention spans are short, it's good to have several quick games like these to play. Use one at a time, or if you have at least three leaders and 12 kids, it works well to set up daily stations using the three options. Have the kids rotate in small groups from one game to the next, spending approximately a third of their time at each. You can also substitute other games in this guide or repeat favorites from previous days.

Day 1

Option 1: Sheep, Sheep, Shepherd

Prep: None.

Class Time: In this version of Duck, Duck, Goose, players sit in a circle facing each other. Choose one player to walk around the outside of the circle. As he walks, he'll tap the other kids' heads, saying, "Sheep, sheep, sheep." When he taps and says, "Shepherd!" the tapped player jumps up and chases the tapper around the circle. The tapper races to sit in the shepherd's spot. If he makes it, he takes that spot in the circle, and the shepherd becomes the tapper. If the tapper is tagged before he reaches the shepherd's spot, he taps again. You may also have him "lie down in green pastures" in the middle of the circle for a round. Continue playing until everyone has a chance as the shepherd. Finish with the teaching tie-in.

TEACHING TIE-IN

Psalm 23:1 tells us the Lord is our what? *Shepherd*. A shepherd's job is to take care of the sheep, just as God takes care of his children. We can be God's children, too, when we ask him to forgive us of our sins.

Option 2: Lost Sheep Hunt

Prep: Using up to six colors, print and cut out enough sets of *Lost Sheep Pictures* for at least one sheep per child. Hide the sheep in obvious places around the play area.

Class Time: Divide the group into up to six teams and assign each team one of the colors. Place a Hula-Hoop on the ground for each team as "sheep pens." Tell kids to go find the lost sheep that matches their team's color and place them in their team's sheep pen. Remind them that if they find another team's sheep, they should leave it hidden. Play until all the lost sheep have been found, then finish with the teaching tie-in.

TEACHING TIE-IN

You found all of the sheep! The Bible tells us a lesson about one hundred sheep. One sheep went missing, but the shepherd searched and searched until he found him. He was so happy! God feels just like that happy shepherd when sinners ask to be forgiven. If we put our trust in Jesus, we go from being like a lost sheep to a found sheep!

Option 3: Shepherd, Shepherd, Where's Your Sheep?

Prep: Bring a small stuffed animal sheep.

Class Time: Have the group sit in a circle. Choose one player to sit in the middle with the sheep in front of him. Have him close his eyes while a leader chooses one of the players in the circle to sneak up, take the stuffed animal, and hide it behind his back. Everyone chants, "Shepherd, shepherd, where's your sheep?" The middle player can open his eyes as the others start passing the sheep behind their backs, trying not to be seen. They can't hold onto the sheep for more than five seconds. The middle player has three guesses to point to who has the sheep. That child becomes the new middle player. Play until everyone gets a turn in the middle. Finish with the teaching tie-in.

TEACHING TIE-IN

Our sheep was lost, but you clever shepherds found him! There's a lesson in the Bible about a sheep that was lost. Guess what? The shepherd found him and was so happy when he did! God feels just like that happy shepherd when sinners ask to be forgiven. If we put our trust in Jesus, we become one of God's children. Psalm 23 shows us that God takes care of us like a shepherd takes care of his sheep.

Day 2

Option 1: Border Collie Tag

Prep: Mark a start and finish line on opposite sides of a playing field.

Class Time: Begin with the teaching tie-in. Choose taggers based on the size of the group (one tagger per 5–10 players). Have everyone else line up at the starting line. The taggers are the sheepdogs. Everyone else makes up the herd of sheep. When the sheepdogs shout, "Wrong path to right path!" the herd must try to run to the finish line without getting tagged by a sheepdog. When a sheep is tagged, he becomes a cast sheep. He must sit down but can tag players running by. Anyone tagged by a cast sheep also becomes a cast sheep. The winner is the last sheep or the last group of sheep standing. Choose new

Super Simple Games

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

Simple Indoor Games

Day 1: Yarn Ball Name Game

The yarn ball in this game emphasizes a sheep's coat of wool. Give one player a ball of yarn. That player says his or her name, then takes hold of the end of the yarn while passing the yarn ball across to someone else and saying that person's name. The person receiving the ball then says both the name of the person who passed it to them and the name of the person they will toss it to while holding onto the loose yarn. Play continues until everyone has had a chance to pass the ball and hold onto the yarn strand, resulting in a web of yarn. Optional: Have the person with the ball say his name and some fun facts about himself (e.g., I'm the youngest in my family, my favorite food is pizza, I play basketball). As soon as someone in the circle can relate to the fact, he or she shouts, "Me too!" and the ball gets passed to that person. If more than one person shouts, "Me too," the player with the ball can choose who to pass it to. Play continues until every person has received the ball and shared a fact.

Day 2: Inerrant Numbers

This game reminds players that we make many mistakes, but God's Word is perfect and inerrant (without error). Divide into groups of 5–10 players. Each group's goal is to count aloud to 15, but only one person at a time may speak. If more than one person speaks at the same time, everyone must start over at "one." Once a group reaches 15, they must all sit down. The first group to finish wins.

Day 3: Tricky Ravens

This game goes well with the animal pal of the day, Shadow the raven. It can also be used to reinforce that Jesus comforts us when we are scared; God's Word is like a flashlight, dispelling the fear and lies of the enemy (the tricky ravens). Play in a large room where all light can be blocked out. Mark off space for a jail. Choose a student to be the shepherd, with all other students being ravens. Give the shepherd a flashlight. Turn the lights out

and have students silently move about the room. When the shepherd flashes his light on a raven, the raven must freeze. If the raven moves while the beam is on him, he is eliminated and must sit in jail with the "jailbirds." The shepherd is not allowed to keep the beam on a raven for longer than five seconds. The last raven remaining wins and becomes the next shepherd.

Day 4: King of the Hill

Use this game to tie in the account of David being crowned as king. Players stand in a circle. One player sits in an office chair (that swivels well) in the middle of the circle. Give a foam ball to one of the players. The goal is to be the king (the one in the office chair). Players try to hit the back of the office chair with the ball. If a player succeeds, he or she becomes the next king. Encourage players to pass the ball to each other to get a good angle for throwing. The king can deflect the ball by hitting it away with arms, legs, and the front/sides of the chair. To speed up the game, add another ball to the circle and add a time limit (5–10 seconds) for holding onto the ball.

Day 5: How Do You Get to Heaven?

Have students sit in a circle. One student begins the game by standing up and miming an action (e.g., playing a harp, making a pizza, Irish dancing, playing golf, shearing a sheep). The next person in the circle asks the first person, "How do you get to heaven?" The first person must respond with a statement that does not match what they are doing. For example, the person is miming washing their hands, but they say, "by vacuuming the carpet." The second person then begins to mime vacuuming the carpet, and play continues to the third person, who asks the second person, "How do you get to heaven?" After everyone in the circle has gone, make sure to end by saying, "That's not how you get to heaven! We get to heaven by trusting in Jesus to forgive us and make us right with God."

DAY 1

Gaelic Football

Supplies

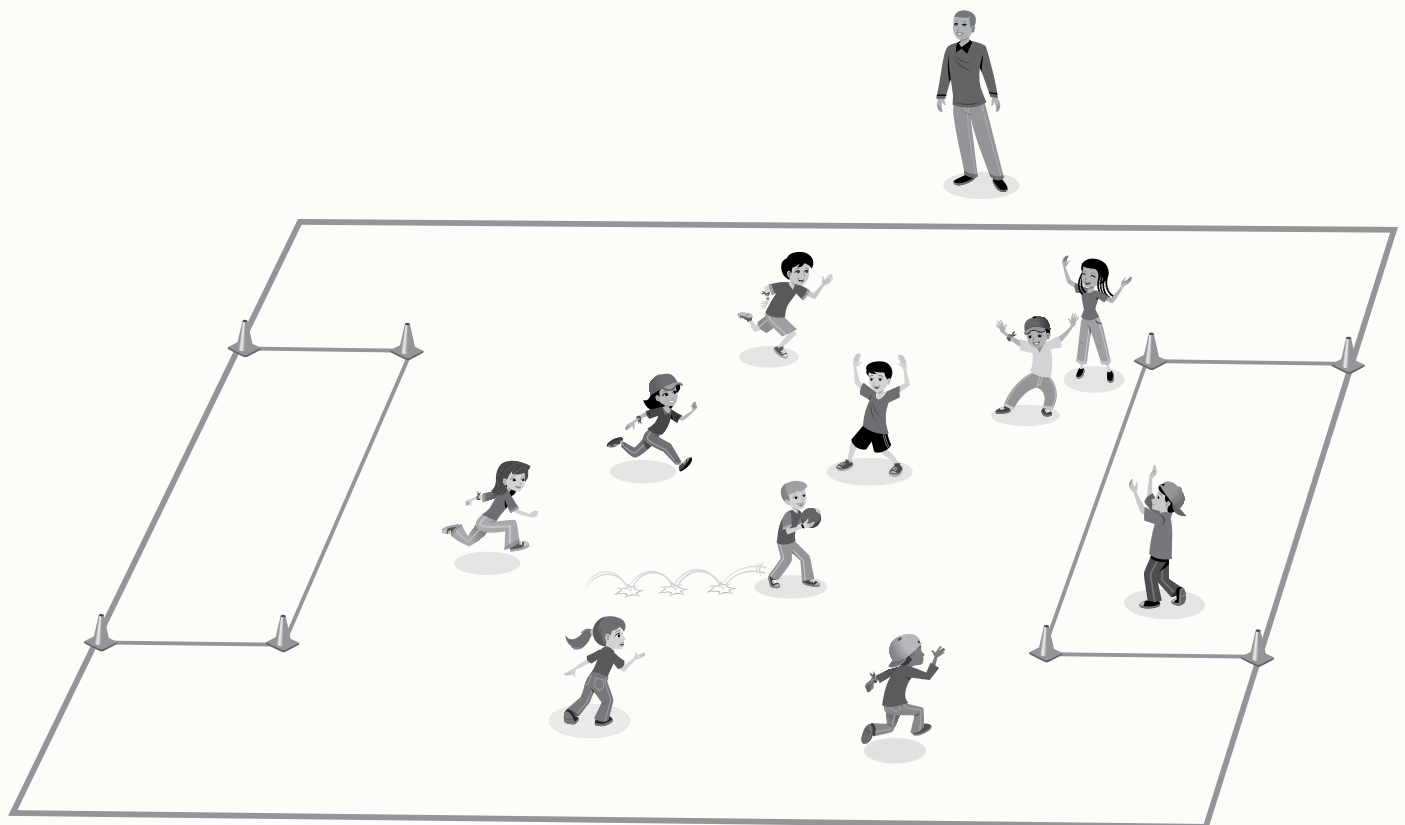
- ☐ Cones, chalk, field tape, or rope to mark boundary lines and goals
- ☐ Bandanas, jerseys, or wristbands for 1 team
- ☐ 1 large foam or playground ball
- ☐ Coin for coin toss

Prep

- Mark outer boundaries of a large rectangular play area.
- Set up a goal (12 x 6 feet) at either end with cones.

Class Time Directions

1. Divide the group into two teams. Have one team wear bandanas, jerseys, or wristbands.
2. Have players spread out across the play area.
3. Each team will work together to get the ball across the opposite team's goal line either by throwing it across the line or passing it to a teammate inside the goal.
4. To start, have a player from each team come to mid-field. Flip a coin to see which team starts with the ball first.
5. While holding the ball, a player can only take up to four steps, then they must pass it to a teammate. If they take more than four steps, they must give up the ball to the opposing team.
6. Players not holding the ball may move freely.
7. If the ball is dropped or intercepted, a player from the other team moves to where the ball fell, and play continues with the ball in that team's possession.
8. Players may not take the ball from someone's hands. They may only intercept by catching or hitting the



ball in mid-pass. No defense is allowed on the player holding the ball.

9. After each goal, play resumes at midfield with the non-scoring team in possession of the ball.
10. Play for a set amount of time or to a certain number of goals. The team with the most goals wins.

Teaching Tie-in

Welcome to the Emerald Isle! This week, we're roaming through Ireland, the home of green pastures, breathtaking coasts, and the Gaelic Athletic Association. Gaelic refers to the original languages of this fair isle.

One of the favorite sports of Ireland is Gaelic football. Enjoyed by lads and lasses alike, this game is an interesting mix of soccer, rugby, and basketball. The version we'll be playing is more like handball or ultimate frisbee. It requires good coordination between teams, and no one can be a self-ish player.

In today's Bible lesson, we're learning about Jesus, the Good Shepherd, who wants people to come to him and be in the same fold. We aren't made to walk alone. We're made to walk with our Shepherd and with each other. As we travel through this wild and beautiful country this week, remember to ask yourself the most important question, "Is the Lord *my* shepherd?"

Tip Corner

- Speed up prep time by having a leader divide the group into teams as the students enter the game area.
- If the group is larger than 40 players, consider having two games going at the same time.
- When a goal is scored, the scoring team could be given an opportunity to score an additional point by shooting a penalty kick into the soccer goal.
- Add a water element to this game by switching out the ball for a wet sponge or water ball.
- Assign a leader to each team to assist with ball distribution.
- Play multiple rounds, switching to a different kind of ball each time (e.g., dodgeball, NERF football, water ball).

Day 1 Overview		
Lost to Found		
Lesson Focus		Bible Passages
Like David, I can be a child of God and have the Lord as <i>my</i> shepherd.		Psalms 23:1; 1 Samuel 17:34–37
Memory Verse	Animal Pal	Cool Contest
Psalms 23:1	Mia (My-a) the Connemara Sheep	Guess the Rainbow Skittles
Science and Crafts	Treats	Games
Experiments: Sink or Float / Wet Woolly Crafts: Baa-loved Sheep / Keepsake Ornament—Shepherd's Staff	Cross Trail Mix Sweet Sheep	Gaelic Football Lost Sheep Relay

DAY 1

Lost Sheep Relay

Supplies

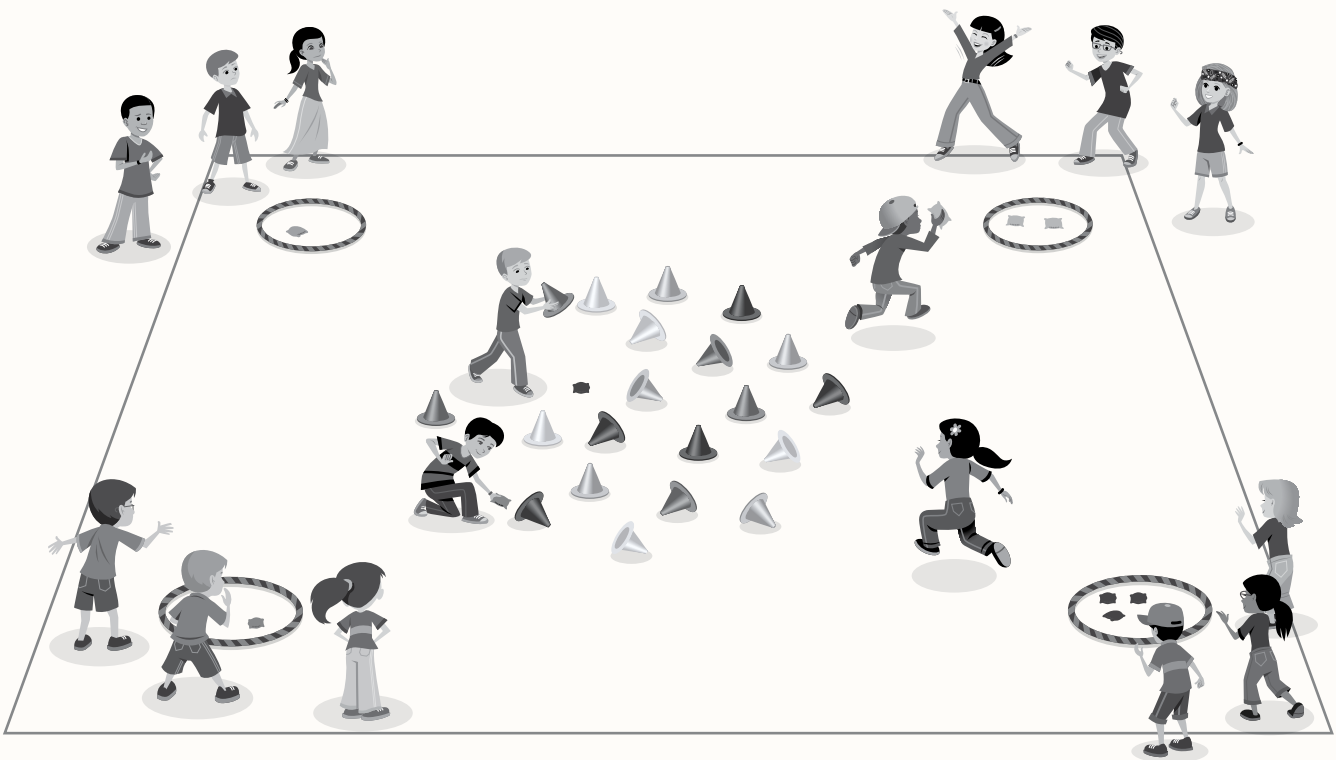
- ❑ **Lost Sheep Pictures**, beanbags, or bandanas, 5 of the same color per team
- ❑ Cones, 5 per team
- ❑ Hula-Hoops, 1 per team

Prep

- Mark off a large play area and place a Hula-Hoop on the ground for each team at equal distances from the play area.
- Scatter cones in the play area.
- If using the **LOST SHEEP PICTURES**, print on a different color for each team and cut them out.
- Hide a **LOST SHEEP PICTURE**/beanbag/bandana under each cone. Place a total of five of the same color per team.

Class Time Directions

1. Divide the group into even teams of 3–6 players.
2. Assign each team a color.
3. Have teams line up single file behind their Hula-Hoop.
4. Explain that the goal of the game is to be the first team to find all five of its lost sheep (picture, beanbag, or bandana).
5. On the start signal, the first player from each team runs to the play area and tips over one cone. If the sheep underneath matches his team's color, he can take it back to his team's Hula-Hoop, then go to the back of the line. If the sheep underneath is not his team's color, the player must return empty-handed.
6. Emphasize that cones should be left overturned when a lost sheep is found. Optional: challenge older kids by having players put the cones back to their upright position so those in line have to remember where they saw which colors.
7. Teammates should communicate to help one another find their lost sheep.
8. The first team to collect all five of its lost sheep wins.



9. Have the other teams continue playing to recognize second-place team, third-place team, and so on.

Teaching Tie-in

Our animal pal today is Mia (My-a) the Connemara sheep. What do sheep have to do with our memory verse? Take responses. Recite Psalm 23:1 together.

In Psalm 23, God is the Shepherd. Who do you think the sheep are? Take responses—us. All of us start out like lost sheep. We're spiritually lost in our sins—separated from the holy God because of our sin. But God loved us so much that he sent Jesus to die for our sins. If you make Jesus your shepherd by repenting of your sins and believing in him, you go from lost to found; your sins are forgiven, and you become a child of God.

In this game, you're going to be like good shepherds and work together to find your team's lost sheep.

Tip Corner

- Match the color of the team's Hula-Hoop to the color of their sheep.
- Using cones of various colors will help students recall which cones were searched previously.