Games

Game 1: Jonah and the Big Fish Tag

Objective:
Learn about Jonah's journey and reflect on obedience.

Number of Players:
6-12 players.

Materials Needed:
- Soft, large fabric or paper fish tail (costume piece).
- Open play space.

Setup:
- Divide the play area into two sections: "Boat" and "Nineveh."
- Choose one player to be "Jonah," who wears the fish tail.
- Select one player to be the "Big Fish."

Instructions:
1. The game starts with "Jonah" standing in the "Boat" area. The rest of the players are spread around the play area.
2. The "Big Fish" is positioned in the middle of the field.
3. Players must run from "Boat" to "Nineveh" without being tagged by the "Big Fish."
4. If "Jonah" gets tagged, he must sit out for a turn and recite a memory verse, e.g., Jonah 1:17: "Now the Lord had prepared a great fish to swallow up Jonah."
5. The game ends when Jonah completes his journey to "Nineveh" successfully without getting tagged.

Lesson Reinforcement:
This game helps children understand Jonah's reluctance to go to Nineveh and how God redirects us to fulfill His plans. It promotes fitness and memorization of scripture.

Game 2: Jonah's Story Puzzle

Objective:
Understand the sequence of events in Jonah's story.

Number of Players:
4-8 players.

Materials Needed:
- Illustrated story cards detailing key events from Jonah's story (1-8 cards).
- Timer or stopwatch.

Setup:
- Shuffle the story cards and place them face down in the center.

Instructions:
1. Players take turns drawing a card and reading it aloud.
2. Across multiple rounds, players work together to arrange the cards in chronological order.
3. After all cards are drawn and placed in order, players discuss each card briefly.
4. Use the timer to encourage quick thinking, initially giving them 5 minutes to arrange and describe.

Lesson Reinforcement:
By figuring out the sequence, children reinforce their understanding of the story's progression—from Jonah’s initial disobedience to his eventual arrival in Nineveh. It emphasizes teamwork and comprehension.

Game 3: Jonah's Underwater Escape

Objective:
Learn about God's protection and Jonah’s time in the belly of the fish.

Number of Players:
5-10 players.

Materials Needed:
- Large blue cloth or blanket.
- Small toy fish (representing "the big fish").
- Jonah figure cut-out or toy character.

Setup:
- Spread the blanket on the ground to represent the ocean.
- Place the Jonah figure under the blanket with small fish.

Instructions:
1. Players sit around the blanket, gently lifting and waving the edges to simulate ocean waves.
2. A facilitator tells a brief version of Jonah’s underwater journey while players make wave motions.
3. At any moment, the facilitator can say "The storm is coming!" and players quickly stop motion.
4. If the sea stops calm, players quietly recite what Jonah might have prayed inside the fish.

Lesson Reinforcement:
This kinesthetic activity allows children to experience part of Jonah’s story, focusing on God’s power and protection. It aids in understanding prayer’s role in difficult times.