Games

Game 1: "Faith Hop"

Instructions:
- This game is a hopscotch-based relay race that incorporates key figures mentioned in Hebrews 11, emphasizing their acts of faith.
- Players take turns answering questions about these figures before hopping to the next marker.

Number of Players:
- 4 to 10 players

Materials Needed:
- Chalk or tape (for indoors on the floor)
- Index cards with questions about Hebrews 11 (one card per passage marked on the ground)

Setup:
1. Use chalk to draw a hopscotch pattern on the ground or place tape on the floor. Label each step with numbers corresponding to the key figures in Hebrews 11 (e.g., 1 for Abel, 2 for Enoch).
2. Place an index card with a question on each number.
3. Divide players into two teams.

How to Play:
1. Team 1 selects a player to start. The player hops to the first number and picks up the card.
2. The player reads the question aloud and answers it. If correct, they continue hopping. If incorrect, they remain in place, and another team member starts from the beginning.
3. Repeat until all members from one team reach the end.
4. The first team to complete the hop with all correct answers wins.

Reinforcement:
- As children engage physically and mentally, they're encouraged to remember Biblical figures for their acts of faith, reinforcing the lesson of Hebrews 11 in a memorable way.

Game 2: "Faithful Charades"

Instructions:
- Players act out characters and stories from Hebrews 11 to teach each other about faith without speaking.

Number of Players:
- 4 to 12 players

Materials Needed:
- Cards with the names of characters from Hebrews 11 with short descriptions of what they did (like Noah building the ark or Sarah having Isaac)

Setup:
1. Write each character's name and brief descriptions of their acts on separate cards.

2. Place all cards face down on a table.
3. Form two teams.

How to Play:
1. Teams take turns selecting a player to pick a card and act out the character and their story without using words.
2. Their team has 1 minute to correctly guess the character and their act of faith.
3. If guessed correctly, the team earns a point. If not, the other team can attempt a guess.
4. Continue until all cards have been used.

Reinforcement:
- Students learn about the acts and attributes of faith by visualizing the stories, helping them remember the teachings in Hebrews 11.

Game 3: "Faith Puzzle Relay"

Instructions:
- This relay involves completing puzzles related to the acts of faith from Hebrews 11.

Number of Players:
- 6 to 16 players

Materials Needed:
- Pre-made, age-appropriate puzzles or images cut into puzzle pieces, each related to a story from Hebrews 11
- Envelopes for puzzle pieces

Setup:
1. Prepare puzzles by pasting pictures on cardboard and cutting them into large pieces.
2. Place puzzle pieces in separate envelopes, one per team.
3. Set a table for each team to work on their puzzles.

How to Play:
1. Divide players into equal teams.
2. The first player from each team runs to the center, grabs an envelope, and brings it back to the team’s table.
3. The team attempts to solve the puzzle. Once completed, they raise their hands to have it checked.
4. Teams take turns retrieving and solving their puzzles.
5. Continue until all puzzles are completed.

Reinforcement:
- Completing the puzzles reinforces the stories and teachings from Hebrews 11, encouraging teamwork and a deeper understanding of faith through visual and tactile learning.