

Games

Game 1: "The Parable Play"

Instructions:

In this game, children will act out the parable to better understand the story and its message.

Players:

4-10

Materials Needed:

- Simple costumes or props (optional, like a hat for the father and fun shirts for the sons)
- Script cards with lines from the parable

Setup:

1. Arrange an open space for acting.
2. Assign the roles: one child as the father, two children as the sons.
3. Distribute script cards to each player with their lines.

Gameplay:

1. The children act out the story of Matthew 21:28-32. The father asks both sons to work in the vineyard.
2. Have each "son" respond initially according to the story: one says "no" but goes, the other says "yes" but doesn't go.
3. Discuss as a group why actions speak louder than words.

Lesson Reinforcement:

Through role-playing, kids comprehend the power of actions over words, mirroring the Bible message that true obedience is demonstrated through deeds.

Game 2: "Yes or No Path"

Instructions:

A path-based game where kids choose their steps based on actions versus words.

Players:

2-6

Materials Needed:

- A printed board game or large poster with a two-path journey: "Actions" and "Words"
- Game tokens
- A die
- Cards with scenarios and questions

Setup:

1. Place the board with two paths and provide each player a game token.
2. Assign one path for actions (leading to success) and one for words (which ends quicker).

Gameplay:

1. Players take turns rolling the die.
2. When landing on a space, draw a card and read a short scenario.
3. Decide an action on whether to proceed with actions (say "no" but do) or just words (say "yes" but don't do).
4. The game ends when players understand proceeding with actions leads further to success.

Lesson Reinforcement:

This game makes kids reflect on their choices, showing the parable's lesson that sincerity in actions is more valuable than empty promises.

Game 3: "Parable Pictionary"

Instructions:

A drawing-based game that depicts the story's key messages through fun sketches.

Players:

4-8 (in two teams)

Materials Needed:

- Whiteboard or large paper and markers
- Word cards related to the story (e.g., vineyard, promise, work)

Setup:

1. Divide players into two teams.
2. Prepare word cards in a bowl related to Matthew 21:28-32.

Gameplay:

1. A player from Team 1 picks a card and draws the word on the board for their team to guess.
2. Set a timer for 1 minute.
3. The team must guess the word correctly before time runs out.
4. Discuss how the words are related to the parable.
5. Switch turns between teams.

Lesson Reinforcement:

This game enhances memory through visual learning and collaboration, emphasizing understanding the parable's moral by connecting key concepts creatively.