

Games

Game 1: "Peter and John's Healing Adventure"

Number of Players: 2-5

Materials Needed: Printout of the temple gate scene, character tokens (like coins or small toys), and a die.

Setup: Set the printout on a flat surface. Each player selects a character token.

Instructions:

1. Each player starts outside the "Beautiful Gate" on the printout.
2. Players take turns rolling the die to move towards the gate.
3. When reaching the gate, players recite a line from Acts 3:1-10, starting with: "Silver or gold I do not have, but what I do have I give you."
4. After reciting the line, they move their token to the "healed" side of the gate.
5. The first player to cross the gate gets to retell the miracle of the lame man walking in their own words.

Reinforcement: The game focuses on teamwork and sharing biblical stories, reinforcing memory and narrative understanding. Players learn about kindness and sharing positive messages.

Game 2: "Acts 3 Charades"

Number of Players: 4 or more

Materials Needed: Charade cards with phrases from Acts 3, a timer, and a scorepad.

Setup: Divide players into two teams. Shuffle the charade cards and place them face down.

Instructions:

1. A player from Team A picks a card and acts out the phrase without speaking.
2. Team A has one minute to guess the phrase.
3. If they guess correctly, they earn a point. Rotate turns between teams.
4. Continue until all cards are used. The team with the most points wins.

Reinforcement: This game promotes comprehension and creativity as players act out and interpret scenes, reinforcing key events and messages from Acts 3.

Game 3: "Miracle Match"

Number of Players: 2-6

Materials Needed: A large sheet of paper, markers, and a list of questions and answers about Acts 3.

Setup: On the sheet, create a grid with answer options on one side and questions on the other.

Instructions:

1. Players take turns drawing lines to match questions on one side of the grid with the correct answer on the other side, silently in their minds.
2. Each correct match earns a player a point.
3. Once all matches are attempted, players take turns explaining their matches.
4. Discuss any corrections for wrong answers. The player with the most points wins.

Reinforcement: Players improve their recall and association of events and lessons from Acts 3, reinforcing their understanding and memory retention through active learning.