Games

Game 1: "Peter's Shadow Tag"

Instructions:
Children will play a tag-style game where one child is "Peter" and the others are "People needing Healing." The goal is to get "healed" by Peter's shadow.

Number of Players:
5-10

Materials Needed:
- A flashlight to represent Peter's "shadow"
- A designated play area

Setup:
1. Define a play area.
2. Assign one child to be "Peter," holding the flashlight.
3. The remaining children are "People needing Healing."

Gameplay:
1. “Peter” uses the flashlight to create a shadow on the ground.
2. “Peter” walks around the designated area, and the other children try to step into the light beam.
3. When a child steps into the "shadow," they shout, "Healed!" and join Peter as additional shadow creators.
4. Play until all children have been "healed."

Reinforcement:
This game teaches children about how Peter's shadow healed people (Acts 5:15) and encourages empathy and understanding of helping others.

Game 2: "Hide and Seek: Ananias and Sapphira"

Instructions:
Based on the story of Ananias and Sapphira, this game involves hiding and seeking to learn about truthfulness.

Number of Players:
5-10

Materials Needed:
- Simple costumes or props (headscarves, robes) for Ananias and Sapphira
- A clear boundary for the play area

Setup:
1. Define the play area and choose one child to be the "Seeker."
2. The other children take turns hiding, representing Ananias and Sapphira with props.

Gameplay:
1. The "Seeker" closes their eyes and counts to 10.
2. The other players hide within the play area.
3. The "Seeker" searches for the hidden children.
4. When the “Seeker” finds a child, they must say something truthful they did that day to avoid being tagged as "found."
5. Play continues until everyone is found, emphasizing honesty.

Reinforcement:
This game helps illustrate the importance of honesty as taught in Acts 5:1-11, encouraging children to tell the truth.

Game 3: "Miraculous Jailbreak Race"

Instructions:
Simulate the apostles’ miraculous escape from jail in a relay race format.

Number of Players:
6-12

Materials Needed:
- Soft ropes for pretend "chains"
- A marker or cone for the turnaround point

Setup:
1. Divide the children into two teams.
2. Create a starting line and a turnaround point.

Gameplay:
1. The first player in line has "chains" loosely tied around their wrists.
2. At the signal, they race to the turnaround point, remove the chains, and return to tag the next player.
3. The process repeats until all team members complete the relay.
4. The first team to finish wins.

Reinforcement:
This game symbolizes the miraculous aspect of the apostles being freed by an angel (Acts 5:19). It highlights themes of divine intervention and teamwork.

Each game is designed to make the lessons of Acts 5 accessible and engaging for preschoolers, promoting key themes of healing, honesty, and miracles through play.