Games

Game 1: Ananias and Sapphira Role Play

Objective: Teach honesty and the consequences of lying.

Number of Players: 4-6

Materials Needed:
- Simple costumes or paper name tags for Ananias and Sapphira
- Simple props to represent money (like play coins or monopoly money)
- A small table

Setup:
1. Set up the table to represent the Apostles' area where money was brought.
2. Choose two children to play Ananias and Sapphira and give them props and costumes.
3. The rest will play the Apostles who receive the money.

Instructions:
1. Explain the story briefly to the children. "Ananias and Sapphira sold their land and pretended to give all the money to the Apostles, but they actually kept some for themselves."
2. Act out the scene: Ananias comes first, gives money to the Apostles (children), and pretends it's all he has. Then Sapphira comes and tries to continue the lie.
3. Explain that lying is wrong, and God values honesty.
4. Discuss why we should always tell the truth.

Lesson Reinforcement:
Children repeat the phrase, "It's good to tell the truth," and discuss why Jesus loves honesty.

Game 2: Sharing Circle

Objective: Encourage sharing and community spirit, like the early church.

Number of Players: Any group size

Materials Needed:
- Small items to "share" (e.g., blocks, toy food)
- Circle of chairs or sit on the floor

Setup:
1. Sit the children in a circle with a pile of shareable toys or props in the middle.

Instructions:
1. Start with one child choosing an item from the middle and saying something they could share in real life (e.g., a snack, a toy).
2. Go around the circle with each child picking an item and sharing their thought.
3. Discuss how sharing helps everyone feel cared for, like in the early church in Acts 5.

Lesson Reinforcement:
Emphasize that sharing with others makes us happy and is a way to show God’s love.

Game 3: Truth and Consequence Hop

Objective: Learn about truthfulness and consequences in a playful, active way.

Number of Players: 5-8

Materials Needed:
- Truth cards with green arrows or marks
- Lie cards with red arrows or marks
- Floor space with a start line and finish line

Setup:
1. Place a series of cards leading from the start line to the finish line.
2. Shuffle green "truth" and red "lie" cards across the path.

Instructions:
1. Children take turns hopping from card to card.
2. If they land on a "truth" card, they move forward two spaces.
3. If they land on a "lie" card, they must step back one space and say why lying is bad.
4. First to reach the finish line receives a small token that represents truth (e.g., a sticker of a cross).

Lesson Reinforcement:
Conclude by discussing how choosing truth helps us move forward without obstacles, similar to following Jesus’ teachings.