Games

Game 1: Apostles' Adventure
Objective: Collect all "miracle cards" by successfully answering questions about Acts 5:12-42.

Number of Players: 4-6

Materials Needed:
- A set of "miracle cards" (10-12 cards)
- Question cards (20 cards with questions about Acts 5:12-42)
- A simple board or a large piece of paper with a path (beginning to end)
- Dice or a spinner

Setup:
1. Place the board on a table or flat surface.
2. Shuffle the question cards and place them in a deck.
3. Place the miracle cards at the end of the path on the board.

Instructions:
1. Players take turns rolling the dice or spinning the spinner to move a token along the path.
2. When a player lands on a special space, they draw a question card and must answer the question.
3. Correct answers allow the player to take a miracle card.
4. The first player to collect three miracle cards wins the game.
5. Discuss how the apostles performed miracles and how that showed God's power.

Lesson Reinforcement: Students learn about the events in Acts 5:12-42 and discuss the impact of miraculous signs and wonders performed by the apostles.

Game 2: Jailbreak Drama
Objective: Act out scenes from Acts 5:12-42 to learn about the apostles' experiences.

Number of Players: 6 or more

Materials Needed:
- Script snippets of Acts 5:12-42 for roles (narrator, apostles, high priest, angel)
- Simple costumes or props (optional)

Setup:
1. Provide each player with a brief script.
2. Assign roles for the different characters in the passage.
3. Set up a small area designated as "jail" and another as "temple."

Instructions:
1. Students read through the script and practice their parts.
2. Perform the script, focusing on the key events of being jailed, being freed by an angel, and teaching in the temple.
3. Discuss what it means to be bold in sharing your faith.

Lesson Reinforcement: By acting out the story, students understand the courage and obedience of

the apostles despite opposition.

Game 3: Courageous Corners
Objective: Reinforce lessons of bravery and faith from Acts 5:12-42 through an active game.

Number of Players: 8 or more

Materials Needed:
- Cones or markers to designate four corners of a play area
- Cards with scenarios related to Acts 5:12-42 (e.g., "In jail," "Teaching in the temple")

Setup:
1. Designate four corners in an open play area; each corner represents a key event from Acts 5:12-42.
2. Assign each corner a scenario from the story.

Instructions:
1. A leader calls out a scenario, and players run to the corresponding corner.
2. Players in the correct corner must act out their scenario.
3. Discuss each event and what it teaches about having faith and courage.
4. After several rounds, discuss which "corner" events were challenging and why.

Lesson Reinforcement: By physically moving and discussing each scenario, students embody the apostles' experiences and learn about faithful living.

These games make learning interactive and underscore themes of faith and courage inherent in Acts 5:12-42.