



AN INTRODUCTION

WHAT IS ROOTED?

Taking its name from Ephesians 3:17, this programme has been designed for groups aged 8-11 years (Key Stage 2) with little or no church background. It has been trialled in a midweek group, which was evenly split between those who go to church, those loosely linked to the church and those with no previous church experience.

Trial sessions lasted 90 mins (including time for socialising), but the programme could be adapted for a shorter or longer session. Activities work well in a setting such as a church hall, where possible, with access to an outside space for some of the programme.

Please do adapt these materials for your context!

SUGGESTED FORMAT

Each session includes a range of activities, following the below sequence:

- Introductory activity
- Session introduction
- Activity or game
- Game
- Film Clip
- Discussion or Testimony
- Prayer
- Game
- Game
- Close





SERIES OVERVIEW: THROUGH BLUEY'S EYES

INTRO

This six-session series has been designed to use the popular animation series 'Bluey' to explore the key values of Rooted and to introduce the club at the start of a new year.

Key theme: Exploring the values of Rooted

Key Bible text: Ephesians 3:17

PROGRAMME

Session 1: A New Start

Session 2: Being Rooted

Session 3: Friendship

Session 4: Fun

Session 5: Faith Exploring

Session 6: What's it all about?





SESSION 1: A NEW START

OVERVIEW

Aim: To introduce the group and the new series: Rooted through the eyes of Bluey.

Intro: This session is the first in this series, using the programme 'Bluey,' to introduce the group, what it's about and our key values: friendship, fun and faith-exploring. This session is intended to set the scene, welcoming any newcomers and welcoming back any regulars.

Bible ref: Ephesians 3:17, 2 Corinthians 5:17

1 Starter: People Bingo

Time: 10 mins

You will need: People bingo sheets, pens

Activity: As the children arrive, distribute the people bingo sheets and pens and explain that their challenge is to get a different person to sign in each box. As they do so, they will get to meet many other members of the group and learn some names. Look out for any stragglers on the outside who may need some help to get involved. This is just for fun!

The Point: To give children the chance to break the ice and begin to get to know each other.

2 Intro: Welcome

Time: 5 mins

You will need: None

Activity: Welcome the children back from the break and into the group. Chat about some of the things they have been up to, how have they settled into the new term etc.

Introduce the theme and explain that (at their request!) we will be using Bluey to introduce Rooted, what we're about and our key values. Explain that today, we are going to think about what it feels like to be new round here!

The Point: To introduce the theme.

3 Activity: Oh Wow!

Time: 15 mins

You will need: Access to an outdoor space, egg boxes, naturally found objects.

Activity: Explain to the children that in tonight's episode of Bluey, Dad takes some time to appreciate what he sees in nature. Give the children an egg box each and invite them to take a walk, in a given area, and find up to six things (it could be one!) which make them think 'wow.'

When they have had time to look for their things, gather the children together again and invite them to share their chosen items, before returning them as appropriate.

The Point: To give children the opportunity to explore and admire what they find in the natural surroundings.

5 Film Clip: Born Yesterday

Time: 10 mins

You will need: The Bluey episode, Born Yesterday, and the means to play it

Activity: This episode is from series 3, episode 5. Dad pretends he was born yesterday and Bluey and Bingo have to guide him through life on planet earth.

The Point: To illustrate the theme for this session.

4 Game: Run under if...

Time: 5 mins

You will need: Play parachute

Activity: Arrange the children in a circle, taking hold of the edges of a parachute.

Introduce the game: run under if. Call out a number of different criteria in turn, lifting the parachute up in the air, before gently taking it down again while the children run under and swap places with someone else. For instance; run under if... 'you're in year 3, this is your first night, you've been before etc.

The Point: A getting to know each other game.

6 Discussion: Brand New Start

Time: 5 mins

You will need: None

Activity: Gather the children together in small age-banded groups. Invite them to talk about their experiences of being new or having a new start; how did it feel? What was positive about it? Was there anything difficult about it?

Explain that in this episode, Dad, a grown adult experiences life as if he was born yesterday. Although this may sound silly, in the Bible it tells us that God gives us the chance to start again in our lives, when we put our trust in him. Talk briefly about what this means and explain that we will return to this again in the future.

The Point: To introduce the idea that God gives us the chance to start again.

7 Prayer: For Our New Start

Time: 5 mins

You will need: None

Activity: Gather the children together and recap some of the things you have explored in this session. Pray for the children, thanking God for the new start for Rooted and for the new start that God gives us.

Give the children the opportunity to respond as appropriate.

The Point: To pray together.

8 Game: Dog and Bone

Time: 10 mins

You will need: A 'bone' (rolled up newspaper), chairs

Activity: Arrange the children in their two teams sat facing each other on opposite sides of the room. Number the children 1-? On each team so that they are diagonally opposite the player with the same number.

When their number is called out, they should try to be the first to fetch the 'bone' and bring it back to their side. If their opponent tags them, they are unsuccessful. Successful players can be awarded a point.

The winning team are those who reach the highest score.

The Point: Just for fun.

9 Game: Cups and Downs

Time: 5 mins

You will need: Plastic Cups

Activity: Arrange the children in two teams and line them up at either end of the room. Set out the plastic cups in the playing area, half facing up and the other half facing down. Tell one team they are the 'ups' and the other team are the 'downs.'

On the signal to play, the children should all try to turn the cups the way round they have been given. The winning team are those who successfully turn most cups to their given way round.

The Point: To draw the session to a close.

10 Close

Time: 5 mins

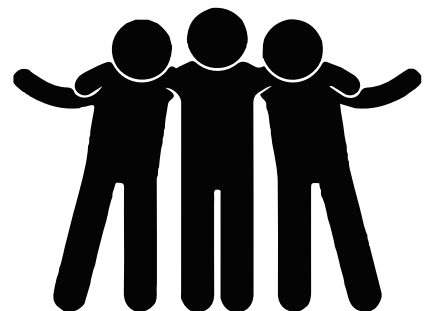
You will need: Points total

Activity: Gather the children together and draw the session to a close, reminding them of what we have done together. Total up the points for the session.

The Point: To draw the session to a close.

PEOPLE BINGO

Is in year 5	Is here for the first time	Has a pet rabbit
Loves chocolate	Is a leader	Went to school today
Has an older brother	Loves Bluey	Has size 1 feet
Is the youngest member of their family	Is wearing trainers	Hates broccoli





SESSION 2: ROOTED

OVERVIEW

Aim: To introduce and explore what it means to be Rooted.

Intro: This session is the second in this series, using the Bluey episodes to explore Rooted, what the group is about and our key values. In this session, we will explore what it means to be 'rooted,' how the group's name is taken from Ephesians 3:17, and what it means to 'grow down deep'!

Bible ref: Ephesians 3:17

1 Starter: R-O-O-T-E-D

Time: 10 mins

You will need: Paper and pens

Activity: On a large sheet of paper, write the letters: ROOTED down one side. Gather the children together, providing pens, and invite them to jot down any words to describe the group beginning with each of the letters.

Take a look together at the words the children have added.

The Point: To introduce the group and what it's all about.

2 Intro: Welcome

Time: 5 mins

You will need: None

Activity: Welcome the children back to the group, and remind them that this term, we are getting to know each other, and the group, all through the eyes of Bluey!

Explain that today, we're going to find out more about where Rooted get's its name from and why we are called that name. Ask the children what they think it means to be 'rooted.'

The Point: To introduce the theme for this session.

3 Activity: Planting

Time: 10 mins

You will need: Plant pots, compost, seasonal bulbs or seeds.

Activity: Gather the children together and remind them that today we're thinking about what it means to be rooted. Distribute the bulbs or seeds, plant pots and compost and help the children to plant them. (You could also decorate the plant pots).

Talk about what the bulb will need in order to grow well and how we can take care of it. Explain that long before the shoot will appear, the roots will go down into the compost to both anchor the plant and take in the goodness that the plant needs.

Explain that this is what it means to be rooted!

The Point: To practically introduce the theme.

5 Film Clip: Perfect

Time: 10 mins

You will need: The Bluey episode, Perfect, and the means to play it

Activity: This episode is from series 3, episode 14 and features Bluey and Bingo making Father's Day cards. In trying to make things perfect, Bluey discovers the importance of family roots.

The Point: To illustrate the theme for this session.

4 Game: Stuck in the mud

Time: 10 mins

You will need: None

Activity: Play the traditional game of stuck in the mud, checking that the children all share the same understanding of the rules first!

Choose a child to be it; they must then tag the other children. When tagged, you are stuck in the mud until another player releases you.

The Point: To introduce the theme of the session in a fun way.

6 Testimony: Being Rooted

Time: 5 mins

You will need: None

Activity: Gather the children together and remind them that in this session we're talking about what it means to be 'rooted.' Briefly discuss with the children what that means and how the Bible encourages us to be rooted in God and his love for us.

Share a little of your testimony about how God has been your foundation and what this means for your life.

Give the children the opportunity to ask their own questions and respond as appropriate.

The Point: To explore what it means to be rooted in God's love, from your own experience.

7 Prayer Activity: Lego Prayers

Time: 10 mins

You will need: Lego, lego base board

Activity: Gather the children together and set out the lego so everyone can reach it. Remind the children how we have explored what it means to be rooted in God's love and what it might mean for us to build their lives on Him.

Invite the children to use the lego to 'build' a shape which represents them and invite them, if they wish, to firmly plant their shape on the base board as a symbol of being rooted in God.

Pray for the children, as appropriate.

The Point: To pray together.

8 Game: Tower Smashing

Time: 5 mins

You will need: Plastic / paper cups, small balls

Activity: Arrange the children in two teams and divide the playing area in half. Explain that each team needs to build their own cup tower, whilst at the same time knocking down their opponents. Each team must stay in their own half during play.

When time is up, the winning team are those whose tower remains standing (or is the tallest).

The Point: Just for fun.

9 Game: Penny Chinny

Time: 5 mins

You will need: Pennies

Activity: Gather the children together but ask them to leave a small space between each of them. Give each child a penny to rest on their chin. Explain that the challenge is to be the last player with the penny on their chin. They are not allowed to touch their own or any other player's coin but must work to distract other players so that their pennies drop to the floor!

The Point: Just for fun.

10 Close

Time: 5 mins

You will need: Points total and prizes (optional)

Activity: Gather the children together and draw the session to a close, reminding them of what we have done together. Award any points or prizes.

The Point: To draw the session to a close.



SESSION 3: FRIENDSHIP

OVERVIEW

Aim: To explore the value: Friendship

Intro: This session is the third in this series, using the series Bluey to introduce Rooted and our core values. In this session we celebrate friendships, how this group can be a place where we can nurture new friendships and introduces the idea that we can be friends with God himself.

Bible ref: Ephesians 3:17, John 15:12-14

1 Starter: F-R-I-E-N-D-S-H-I-P

Time: 5 mins

You will need: None

Activity: Explain to the children that this activity can be done as one big group, in smaller groups or individually.

Provide sheets of paper with the word FRIENDSHIP written down. Challenge the children to find as many words as they can, hidden in the word FRIENDSHIP.

Gather the children together and invite them to share their lists.

The Point: A fun icebreaker to introduce the theme.

2 Intro: Welcome back

Time: 5 mins

You will need: None

Activity: Welcome the children back to the group, and remind them that this term, we're using Bluey to introduce Rooted to the group.

Explain that today, we are thinking about 'friendship,' one of our core values; how we can show friendship to each other, build strong friendships inside and out of the group, and how we can even be friends with God!

The Point: To introduce the theme for this session.

3 Activity: Friendship Bracelets

Time: 15 mins

You will need: Elder branches, secateurs, skewers, cord, felt tip pens

Activity: If the weather is fair, take the children outside for this activity. Supervise the children as they cut short lengths from elder branches. Use skewers to poke out the middle. Gently peel the bark from the branches before decorating with felt tip pens.

Thread the beads onto lengths of cord to make friendship bracelets for the children to take away and give to a friend.

The Point: To introduce today's theme.

5 Film Clip: Camping

Time: 10 mins

You will need: The Bluey episode, Camping and the means to play it

Activity: This episode is series 1, episode 43. Bluey makes a new and special friendship.

The Point: To illustrate the theme for this session.

4 Game: Human Knot

Time: 5 mins

You will need: None

Activity: Gather the children together and ask them all to put their hands into the middle of the circle, taking hold of the hands of two other children in the group.

Challenge the children to unravel the knot, one bit at a time, without letting go of each other's hands!

If they do it successfully, you can repeat but set a timer to see how quickly they do it.

The Point: A fun icebreaker to help build connections.

6 Discussion: The Friendship Factor

Time: 10 mins

You will need: None

Activity: Arrange the children in age-banded groups and discuss the following questions:

- Tell us about your friends
- What makes a good friend?
- How can we be a good friend to each other?
- What do you think it means to be friends with God?

The Point: To explore what it means to be good friends to each other, and how we can be friends with God.

7 Prayer Activity: For My Friends

Time: 5 mins

You will need: Shoelaces

Activity: Gather the children together and remind them that every week we want to give them the opportunity to pray. Remind them that we've been thinking about our own friends and what it means to be friends with God. Explain that they can talk more about this, if they want to.

Give each child a shoelace and invite them to tie a knot in it (usually about 5) for each of their friends and use this as reminder to pray for each of their friends, throughout this week. Talk about what you could pray for, for them and pray as you close.

The Point: To pray together.

9 Game: Drawing on back relay

Time: 10 mins

You will need: paper, pens and masking tape

Activity: Divide the children into two teams and line them up one seated in front of the other in a row. Tape a sheet of paper onto each players back.

The player at the back of the queue is told what to draw on the sheet of paper on the back of the player in front. They try to copy what they felt being drawn on their back and so forth, all the way along the line. The winning team are those whose picture at the front of the queue is most similar to the one at the back!

The Point: Just for fun.

8 Game: Newspaper Wars

Time: 10 mins

You will need: Newspapers

Activity: Divide the children into two teams and divide the room with a wall of chairs. Give each team a pile of newspapers and ask them to screw them up into balls. On the signal to go, each team should try to throw as much newspaper as they can onto the opposing team's area. When time is up, the winners are those with the least newspaper on their side. You can repeat the game.

The Point: Just for fun.

10 Close

Time: 5 mins

You will need: Points total and prizes (optional)

Activity: Gather the children together and draw the session to a close, reminding them of what we have done together. Award any points or prizes.

The Point: To draw the session to a close.



SESSION 4 : FUN

OVERVIEW

Aim: To explore the value: Fun

Intro: This session is the fourth in this series, using the series Bluey to introduce Rooted and our core values. In this session we celebrate fun, how we can value having fun together, understand that different people have different ideas of fun, how rules help us to have fun and how God has created the world for us all to enjoy together with him!

Bible ref: Ephesians 3:17, Ecclesiastes 3:13

1 Starter: Throwing the smile

Time: 5 mins

You will need: None

Activity: Gather the children together in a circle. Explain that this game is called 'throwing the smile.' Choose a player to have the smile first and explain that every other player must keep a very straight face. The player with the smile 'wipes' it from their mouth before throwing it across the circle to another player. Play continues, passing the smile back and forth across the circle without anyone else laughing (which will happen!)

The Point: To introduce the theme, 'fun.'

2 Intro: Welcome back

Time: 5 mins

You will need: None

Activity: Welcome the children back to the group, and remind them that through this series, we are introducing Rooted; the group and our core values.

In this session, we're going to be thinking about 'fun;' and we hope that tonight will be a fun session as we think about how we can make sure everyone has fun (which the Bible tells us is actually a gift from God!)

The Point: To introduce the theme for this session.

3 Activity: Firepit Popcorn

Time: 15 mins

You will need: Firepit, popcorn kernels, container with lid (or double sieve)

Activity: Gather the children together around the firepit and remind them of the rules for working safely. Work together to make the popcorn in the firepit, before serving to the children to eat. As the corn 'pops' talk about how it's like a little explosion of joy or fun!

The Point: To introduce today's theme.

4 Game: Would you rather?

Time: 5 mins

You will need: None

Activity: Gather the children together in the centre of the room and tell them that this game is called would you rather. You are going to offer them a number of choices and they need to choose if they would prefer option a or option b. They should indicate their choice by going to one side of the room or the other.

Choices today should relate to what they find fun, for instance:

Would you rather:

- go to a theme park or a beach?
- go to a party or have a movie at home?
- spend time with lots of friends, or a few?
- go out for a meal or have a takeaway?

The Point: To introduce the idea that different people find different things fun.

5 Film Clip: Pass the Parcel

Time: 10 mins

You will need: The Bluey episode, Pass the Parcel and the means to play it

Activity: This episode is from series 3, episode 13. In this episode, Lucky's dad tries to introduce the old-fashioned rules of pass the parcel.

The Point: To illustrate the theme for this session.

6 Discussion: Fun for you, fun for me?

Time: 10 mins

You will need: None

Activity: Arrange the children in age-banded groups and discuss the following questions:

- What makes something fun for you?
- How can we make sure everyone gets to have fun?
- Do we need to be 'having fun' all the time?
- How do you feel to know that 'fun' is given by God?

The Point: To discuss the theme.

7 Prayer Activity: Thank you God!

Time: 5 mins

You will need: None

Activity: Gather the children together and remind them that every week we want to give them the opportunity to pray. Remind the children that today we have been thinking about 'fun' and how it is a gift from God.

When we are given a gift, we say thank you, so let's thank God for this gift now. Pray, saying 'thank you God for...' and let the children call out something they want to thank God for, that they find fun.

The Point: To pray together.

8 Game: Pass the Parcel

Time: 10 mins

You will need: Pass the parcel, music

Activity: Play the traditional party game; pass the parcel, deciding whether to follow Lucky's Dad's rules or not!

The Point: Just for fun.

9 Game: Balls in the bucket

Time: 10 mins

You will need: Small balls and two buckets

Activity: Arrange the children in two teams, one at each end of the playing area, and give each team a bucket.

Spread the balls all over the floor and on the signal to begin, challenge the children to pick up the most balls, putting them in their team's bucket. The winning team are those who collect the most balls.

The Point: Just for fun.

10 Close

Time: 5 mins

You will need: Points total and prizes (optional)

Activity: Gather the children together and draw the session to a close, reminding them of what we have done together. Award any points or prizes.

The Point: To draw the session to a close.



SESSION 5 : FAITH-EXPLORING

OVERVIEW

Aim: To explore the value: Faith-Exploring

Intro: This session is the fifth in this series, using the series Bluey to introduce Rooted and our core values. In this session we look at what we mean by 'faith exploring,' and how Rooted is a space where we can ask our big questions of life, faith and God. In this session, we will give the children space to consider their own faith journey and how they feel about this, and where they may go next!

Bible ref: Ephesians 3:17

1 Starter: The great explorer creator

Time: 5 mins

You will need: a leader and props such as a compass, hat, map, boots etc for each team

Activity: Before the session, hide the props around the room. Challenge the two teams to find one of each item and to dress their leader as 'an explorer.'

The first team to successfully complete this are the winners and can be awarded points.

The Point: To introduce the theme, 'faith-exploring.'

2 Intro: Welcome back

Time: 5 mins

You will need: None

Activity: Welcome the children back to the group, and remind them that through this series, we are introducing Rooted; the group and our core values.

In this session, we're going to be thinking about 'faith-exploring.' Tonight we want to give some time and space for the children to think about their own faith journey and what it means to explore the Christian faith and to follow God.

The Point: To introduce the theme for this session.

3 Game: Hunt the glow sticks

Time: 10 mins

You will need: Glow sticks (snapped)

Activity: This game can be played outdoors (weather permitting) or indoors. Before the activity, hide the glow sticks around the playing area. Challenge the children to find as many as they can.

The winning team are the first to find the most glow sticks and can be awarded the points.

The Point: To introduce today's theme; 'faith-exploring.'

4 Game: Step of Faith

Time: 5 mins

You will need: Blindfolds, obstacles

Activity: Arrange the children in two lines at one end of the hall and set out a simple obstacle course for each team. Ask the children to find a partner each. Ask them to decide which of them will be blindfolded and which will be the guide.

Each team must successfully get all of their pairs to complete the obstacle course successfully. The first team to do so are the winners and can be given the points.

Explain that having faith in God is a little like that game (although not exactly the same); we can't see God, but we can trust that he is there to lead us through our life.

The Point: To introduce the idea that a faith journey involves putting our trust in God.

5 Film Clip: Explorers

Time: 10 mins

You will need: The Bluey episode, Pass the Parcel and the means to play it

Activity: This episode is from series 3, episode 15 where the pups decide to explore.

The Point: To illustrate the theme for this session.

6 Testimony: My Faith Journey

Time: 10 mins

You will need: None

Activity: Gather the children together and remind them that in this session we're talking about a faith journey.

Share a little of your testimony about what it has meant for you to follow God.

Give the children the opportunity to ask their own questions and respond as appropriate.

The Point: To discuss the theme.

7 Prayer Activity: Your Faith Journey

Time: 10 mins

You will need: Paper and pens

Activity: Gather the children together and remind them that every week we want to give them the opportunity to pray. Remind the children that today we have been thinking about what it means to explore faith.

Give the children paper and pens and invite them to think about what their 'faith journey' may look like; drawing this out on the paper. Talk about what their next step may be and help them to explore this together, giving them the opportunity to respond as appropriate.

The Point: To give children the opportunity to respond.

8 Game: Drop the Blanket

Time: 5 mins

You will need: A large blanket

Activity: Arrange the children in two teams; one each side of the blanket.

Secretly, invite one child from each side to stand in front of the blanket. When both sides are ready; drop the blanket. The first player to call out the name of the other player is the winner.

Repeat a few times. The team who win the most rounds can be awarded the points.

The Point: Just for fun.

9 Game: Pass the ring

Time: 10 mins

You will need: ring on a long loop of string.

Activity: Gather the children together in a circle. Put a ring onto a piece of string and tie the string into a loop. Ask the children to hold onto the string and form a circle.

Invite one player to stand in the centre of the circle. Explain that the challenge is to pass the ring around the circle from one player to the next without the middle player spotting the ring. If they see the ring, another player can go in the centre as the spotter.

The Point: Just for fun.

10 Close

Time: 5 mins

You will need: Points total and prizes (optional)

Activity: Gather the children together and draw the session to a close, reminding them of what we have done together. Award any points or prizes.

The Point: To draw the session to a close.



SESSION 6 : LOST AND FOUND

OVERVIEW

Aim: To conclude the series, focussing on the key message that Jesus is our rescuer

Intro: This session is the sixth and final in this series, using the series Bluey to introduce Rooted and our core values. In this session we look at what it means for us to go off our own way, and how we can be 'lost' when we do so, but how Jesus came to rescue us, and how we can respond to this.

Bible ref: Ephesians 3:17, various

1 Starter: Found!

Time: 5 mins

You will need: pictures of characters from Bluey

Activity: Before the session, hide the pictures around the room.

Arrange the children in their two teams and challenge them to find as many images as they can and collect them together. The team who collect the most images are the winners and can be awarded points for their team.

The Point: To introduce the theme, being found

2 Intro: Welcome back

Time: 5 mins

You will need: None

Activity: Welcome the children back to the group, and remind them that through this series, we are introducing Rooted; the group and our core values.

In this session, we're going to be getting to the heart of the Christian message; that we all wander off and do our own thing, but Jesus came to rescue us! Tonight, we're going to be thinking about what that means and how we respond to it.

The Point: To introduce the theme for this session.

3 Game: Rescued!

Time: 10 mins

You will need: teddy bears, two life rings, on rope.

Activity: Line the children up in their two teams at one end of the hall, and give each team a life ring attached to a rope.

Send half of each team to the opposite end of the hall and give them a pile of teddy bears.

On the signal to begin, the team should throw the life ring to the other half of their team. They then put one teddy into the ring for the team to pull back to the starting line.

The winning team are the first to rescue all their teddies and can be awarded a small prize.

The Point: To introduce today's theme; 'rescued.'

5 Film Clip: Space

Time: 10 mins

You will need: The Bluey episode, Space and the means to play it

Activity: This episode is from series 3, episode 35. There are some parallels between this episode and the story of prodigal son, which celebrates being found.

The Point: To illustrate the theme for this session.

4 Game: The Bible says...

Time: 10 mins

You will need: Bible verses (provided)

Activity: Print out the Bible verses and hide them around the room. Challenge the children to find them and bring them to the front.

Invite the child who found the verse (or another volunteer) to read it and explain that this idea that Jesus came as our rescuer is the central message of the Bible!

The Point: To demonstrate how this message is central to the Bible narrative.

6 Discussion: What about you?

Time: 10 mins

You will need: None

Activity: Arrange the children in age-banded groups and discuss the following questions:

- Have you ever been lost?
- What happened?
- How do you think we wander away from God?
- What does it mean to be rescued by Jesus?
- What would this mean for you?

The Point: To discuss the theme, and give children the opportunity to respond.

7 Prayer Activity: Rescuer!

Time: 5 mins

You will need: Rescuer by Rend Collective, and the means to play it.

Activity: Gather the children together and remind them that every week we want to give them the opportunity to pray. Remind the children that today we have been thinking about what it means to explore faith.

Explain that we can also connect to God in song and music and that this song expresses what we've been talking about with Jesus, the rescuer!

Invite the children to think about everything we've explored during this session as you play the song.

The Point: To give children the opportunity to respond.

8 Game: Junockey

Time: 10 mins

You will need: Ping pong bats and balls, chairs.

Activity: Arrange the children in two teams and set up a chair at either end of the hall, as a goal.

This game is a simple version of hockey, played with the ping pong bats and balls. Set the players in position and tell them which goal they are aiming at / defending. The ball must only be hit below shoulder height.

The winning team are those who score the most goals and can be awarded points.

The Point: Just for fun.

9 Game: Ball in the Bucket

Time: 5 mins

You will need: Two buckets, ball, rows of chairs

Activity: Arrange the children in two teams and have them sit on a row of chairs facing the other team. Number the children from one ... and give the opposing team the numbers, with one diagonally opposite. At each end of the playing area, have a leader hold a bucket as a 'goal.'

Explain that when their number is called out, they should run to the middle, pick up the ball and get it into their team's bucket before the opposing player does so.

The Point: Just for fun.

10 Close

Time: 5 mins

You will need: Points total and prizes (optional)

Activity: Gather the children together and draw the session to a close, reminding them of what we have done together. Award any points or prizes.

The Point: To draw the session to a close.

We all have wandered away like sheep. Each of us has gone his own way. But the Lord has put on him the punishment for all the evil we have done. Isaiah 53:6

3 Then Jesus told them this story: 4 "Suppose one of you has 100 sheep, but he loses 1 of them. Then he will leave the other 99 sheep alone and go out and look for the lost sheep. The man will keep on searching for the lost sheep until he finds it. 5 And when he finds it, the man is very happy. He puts it on his shoulders 6 and goes home. He calls to his friends and neighbours and says, 'Be happy with me because I found my lost sheep!' 7 In the same way, I tell you there is much joy in heaven when 1 sinner changes his heart. There is more joy for that 1 sinner than there is for 99 good people who don't need to change. Luke 15:3-7

8 "Suppose a woman has ten silver coins,[a] but she loses one of them. She will light a lamp and clean the house. She will look carefully for the coin until she finds it. 9 And when she finds it, she will call her friends and neighbours and say, 'Be happy with me because I have found the coin that I lost!' 10 In the same way, there is joy before the angels of God when 1 sinner changes his heart." Luke 15:8-20

The Son of Man came to find lost people and save them. Luke 19:10

God rescues and saves people. God does mighty miracles in heaven and on earth. God saved Daniel from the power of the lions. Daniel 6:27