



**HEAD: KNOW GOD'S WORD | HEART: LOVE GOD | HANDS: FOLLOW GOD'S WAY**

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## HEAD

Today, we'll be looking at two passages from the book of Psalms! Did you know that Psalms is the biggest book of the Bible, with 150 different chapters? Wow! Today's passages round out the first third of this book of the Bible and are often referenced as "wisdom psalms" - poems written to remind us of God's law and how we can live for Him. Both passages remind us that God's salvation is greater than anything - especially money or material possessions. Let's focus today on Psalm 50:14-15. Take a moment and read it now.

When we read God's Word, knowing what was happening at the time it was written can help us better understand it! This passage was written over 2000 years ago, which was before Jesus was even born! At this time, God's people, the Israelites, would bring Him sacrifices. These sacrifices, usually animals or crops, were given to God as a "payment" for sin and a sign of gratitude, and they were very important. However, God's people soon forgot the meaning of these sacrifices and were bringing them to God out of routine, without giving thanks or truly turning away from their sin. The author of this passage was reminding them of the purpose of their sacrifices and offerings. God wasn't asking the Israelites to bring Him sacrifices because He needed the items they would offer; God was asking for the sacrifices because He wanted their praise and obedience. He wanted to see their faith put into action!

## HEART

Because Jesus gave His life on the cross and made the greatest sacrifice of all time for us, we no longer need to bring the same type of sacrifices to God like the Israelites did. But there's a different type of sacrifice we can offer God - our praise! We can live a life of thankfulness - asking God for forgiveness, turning from our sin, and showing our gratitude to Him each and every day. We can even give Him praise when things don't go the way we want them to or when life is hard because we know that we can call on God in those moments!

## HANDS

Another verse in the Bible, Romans 12:1, tells us that we are a "living sacrifice." This is one of my favorite Bible verses because it reminds me that instead of just going through the motions, we can give our lives as an offering to Jesus each day by obeying Him, giving Him praise, and sharing His love with others! Spend time in prayer tonight before bed, thanking God for who He is and what He has done. Then, ask Him to help you grow to know, love, and follow Him more!

## PRAYER

*Dear God, thank You for sending Your Son, Jesus, to be the ultimate sacrifice. Thank You for Your forgiveness and for the way You love me. Instead of just going through the motions, help me truly give You praise each day! I love you. Amen.*

## MORE

- What is one way you can show your thanks to God this week?

# KIDS HOUSE CHURCH GAMES

## BIG BAD WOLF

1. Have the children stand in a line at one end of the game area.
2. One leader or child is the “Big, Bad Wolf” and will stand at the other end of the area with her back to the children.
3. In unison, the children shout, “What time is it, Mr. Wolf?”
4. The wolf answers with an hour. For example, “four o’clock.”
5. The children take that number of steps forward. If the wolf said, “4 o’clock,” the children would take 4 steps toward the wolf.
6. When the wolf thinks the children are close enough to her, she answers their question with, “It’s eating time!”
7. Then she chases them back to their starting line. Anyone she tags joins her as a wolf.
8. The game ends when all but one participant has been tagged.

## OVER / UNDER

1. Players are divided into two teams.
2. Teams line up in parallel rows with players standing behind one another.
3. The first player on each team is given an item (ex: beach ball, balloon, etc.)
4. When the leader says, “Go,” the first player on each line passes the ball backward over her head to the second player.
5. The second player passes the ball under his legs to the next person in line, and so forth.
6. The ball/item continues to be passed backward down the line, alternating over and under, until it reaches the last player.
7. The last player, receiving the ball, runs to the front of his or her line and begins to pass the ball back again.
8. Game can end when the player at the back makes it to the front with the item for the first time.
9. The team whose first player gets to the front of the line again is the winner.

## CATCH THE DRAGON TAIL

1. Ask the kids to form a long human chain by holding hands.
2. The person standing first is the head of the dragon and the one at the end is the tail of the dragon.
3. The head should try and catch the tail, while the others in the middle should try and stop the head, without breaking the chain.
4. If the head succeeds in catching the tail, the tail becomes the head, and the person at the end of the chain becomes the tail. The game continues with the new head and tail.

# KIDS HOUSE CHURCH GAMES (CONT.)

## EVERYBODY'S IT TAG

1. There are two rules: (1) Everybody is "It" and (2) When a player is tagged, he or she is frozen.
2. Have everyone stand in a circle.
3. Then the leader shouts, "Everybody's it!" and the game starts (and quickly ends).

## ELBOW TAG

1. Assign all players a partner. Spread pairs out evenly across the playing area. Have the pairs link arms.
2. Choose one pair to start out as the chaser ("it"), and the chasee.
3. Just like regular tag, "it" tries to tag the chasee.
4. If the chasee is tagged, he or she in turn becomes "it" and the chase reverses.
5. The chasee's goal is to link with another player.
6. When the chasee links arms with one side of a pair, the player on the other side must unhook their arm and begin running as the new chasee.

## AMOEBAS TAG

1. Tag with a twist. One player is the tagger; this person is "it."
2. When "it" tags a runner, the runner must stop and join hands with the tagger. The two must now try to tag other runners without unjoining hands. The chain of players will grow as the game goes on.

## SHARKS AND MINNOWS

1. You will need a good-size running area for this game.
2. Have the children line up along one side of the area.
3. They are the "minnows". Have the leader stand in the middle of the area.
4. The leader is the shark. When the shark yells "Go!", the minnows run to the other end of the area.
5. The shark runs around and tags as many minnows as possible before they reach the other end of the field.
6. When a minnow is tagged, he or she must freeze wherever tagged.
7. When all the untagged minnows reach the end of the area, the shark yells, "Go!" again.
8. This time the shark and the frozen minnows may tag the runners.
9. The game continues until there is only one minnow left.

# KIDS HOUSE CHURCH GAMES (CONT.)

## GROUP JUGGLING

1. Have the children stand in a circle with their arms in the air.
2. Toss a ball to a child. The child will toss the ball to another child and put their arms down.
3. Play continues with each child putting their arms down after they have thrown the ball.
4. The last child to catch the ball should toss it to the teacher.
5. You can play again, speeding up the action slightly.
6. To “juggle,” the children may keep their hands in the air at all times as a second ball/item is put into play.
7. The object is to keep both balls in play.

## GORILLA, MAN, GUN

1. This is just like “Rock, Paper, Scissors”, except the kids will act out the “gorilla” (both hands in the air and a big growl), man (arms folded with one hand on the side of the chin/jaw with a sophisticated look), gun (however you choose to model holding a gun).
2. Once each child in the group has a partner, have them get back-to-back and teach them the rules in song form.
3. “The gorilla beats the man, and the man beats the gun. The gun beats the gorilla, if you tie you die.” and then count all together “1, 2, 3!”
4. That’s when each back-to-back partners turns around as a “gorilla, man, or a gun”. Then match up the winners and repeat until you get to the final group and have a prize for the winner.

## HOT POTATO

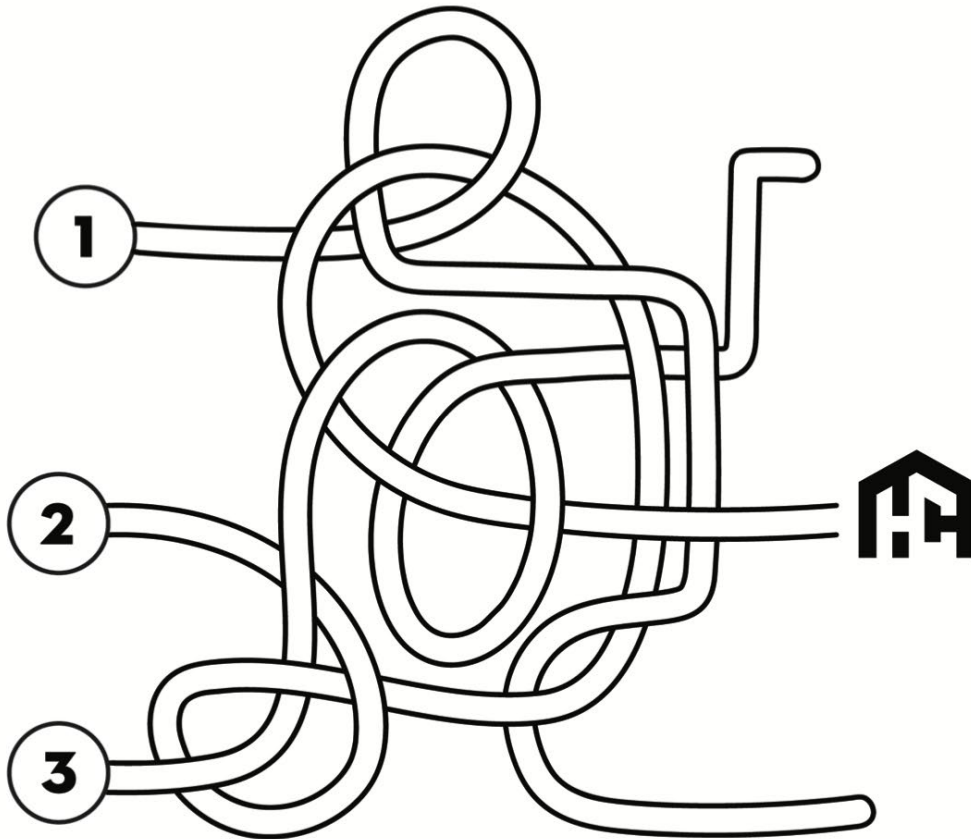
1. Players arrange themselves in a circle and toss a ball to each other while music plays.
2. The player who is holding the “hot potato” when the music stops is out.
3. The game continues until one player is left — that player is the winner.

## SIMON SAYS

1. One person is designated Simon, the others are the players. Simon tells players what they must do.
2. The players must only obey commands that begin with the words “Simon Says.” If Simon says, “Simon says touch your nose,” then players must touch their nose.
3. But, if Simon simply says, “jump,” without first saying “Simon says,” players must not jump.
4. Those that do jump are out.



**WHICH PATH LEADS TO HOUSE CHURCH?**



**Write the correct number in the space below.**