



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

READ:

Matthew 26:1-5, 14-16

THE BACKSTORY:

On Tuesday, while Jesus taught His disciples at the Mount of Olives near Jerusalem, the religious leaders came together to make a plan to capture and kill Jesus. They didn't believe Jesus was the Son of God who was sent to save them; they hated Jesus and wanted to murder Him even though He was innocent. Jesus never did anything wrong. The religious leaders were too afraid to arrest Jesus in public because they were afraid the crowds of people who listened to Jesus would get angry at them.

Then, a friend and follower of Jesus, Judas went to the temple and asked the religious leaders how much they would pay for his help to betray Jesus. The religious leaders were happy to pay Judas 30 pieces of silver, and together, Judas and the religious leaders made a plan to arrest Jesus in secret.

Greed, jealousy, pride - we don't know exactly why Judas chose to betray His friend, but none of this surprised God. He always had a plan to rescue us - Jesus. Jesus, the only perfect person to ever live, took our punishment for all the wrong things we've done. Because Jesus died for us and came back to life, He defeated the enemy! He defeated sin and death! We can have a new life with Jesus forever when we follow Him! Nothing, not the enemy, not sin, not death could ever stop God's love and plans for His people!

LIFE APPLICATION:

Q: How did Judas betray Jesus?

A: Judas agreed to help the religious leaders arrest and kill Jesus for 30 pieces of silver.

Q: What is one way that you have sinned or made a mistake?

A: (Take turns answering the question.) God loves you so much and wants to forgive you of your sins.

PRAYER:

God, thank You for Jesus, Your perfect Son! We love and praise You! When we are scared or uncertain, help us remember how powerful You are. Nothing can stop You, God. In Jesus' name, Amen.

MORE:

- **Egg Hunt:** Have an Easter egg hunt. You can simply hide eggs with candy OR you could hide 12 Resurrection Eggs with 12 special connections to the Easter Story. You can buy a [Resurrection Egg Set](#) or make your own set with items around the house. To make your own Resurrection Eggs, number your plastic eggs from 1 to 12. The eggs should contain the following items:
 1. A tiny plastic donkey (or make a felt one) - Jesus rode to Jerusalem on a donkey. (Matthew 21:1-11)
 2. A tiny perfume bottle or piece of cotton soaked in perfume - Mary poured perfume on Jesus' feet. (John 12:2-8)
 3. A tiny loaf of bread, dinner plate, or fork - The Last Supper (Matthew 26:17-19)
 4. 3 pieces of silver (3 nickels, dimes, or quarters would be great) - Judas betrayed Jesus (Matthew 27:3)
 5. A cross (Use a tiny cross bead or make one from toothpicks.) - Jesus carried His cross to the site of the crucifixion. (John 19:17)
 6. A crown of thorns (crown bead or make a paper crown) - Jesus was crowned king of the Jews. (John 19:2-4, Mark 15:17)
 7. Dice - Soldiers divided up Jesus' clothes. (John 19:23)
 8. Nail - Jesus was nailed to the cross. (John 19:18, 37; John 20:25-29)
 9. Sponge - They gave Jesus a sponge soaked in vinegar to drink. (John 19:28-30)
 10. Spices (whole cloves) - Jesus' body was prepared for burial. (John 19:40)
 11. A stone - They covered Jesus' tomb with a great stone. (Matthew 27:59-60)
 12. The egg is empty - The tomb was empty. He has risen! (Matthew 28:6)

Place the eggs into an empty egg carton or an Easter basket. Hide the eggs and ask the kids to help hunt for them. Then, gather the group back together to open and reveal the items in each egg and read the connected Scripture to tell the story of Holy Week. If you have time, you can review the eggs in order and ask the kids to help you retell the story from memory.

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.

AMOEBIA 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.