



Wild Games

Leader Manual

Group resources really work!

This Group resource incorporates our R.E.A.L. approach to ministry. It reinforces a growing friendship with Jesus, encourages long-term learning, and results in life transformation, because it's:



Relational

Person-to-person interaction enhances spiritual growth and builds Christian friendships.

Experiential

What we experience through action and discussion sticks with us up to 9 times longer than what we simply hear or read.

Applicable

The aim of ministry is to equip people to be both hearers and doers of God's Word.

Lifelong

Experiences transform the heart, moving faith beyond the walls of church and into everyday life for years to come.

Wild Games Leader Manual

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Visit our websites:

group.com

group.com/RainforestFalls

Thanks to our amazing team, who love using their gifts to root kids in God's love!

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Thanks for joining the team!

Step through the mist into a paradise overflowing with wild waterfalls, towering trees, and colorful creatures. But this is more than just a lush and lively setting!

God created rainforests to be our planet's powerhouse. Though rainforests occupy a tiny percentage of Earth's surface, *half* of the planet's terrestrial animals find shelter there. Rainforest plants are a source of lifesaving medicine. And rainforests are often called "the lungs of the planet," purifying the air we breathe.

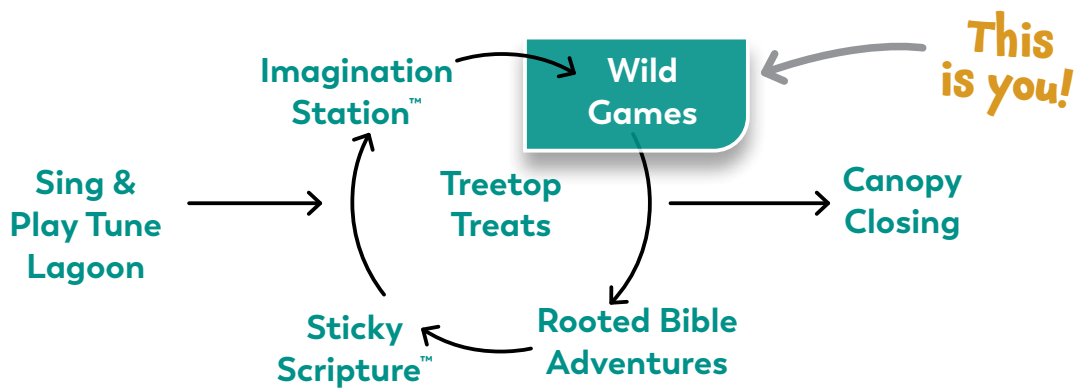
Rainforests are a refuge, rich and restorative. They're life-giving and lifesaving.

A bit like God.

Yet, for many kids today, God seems mysterious or made-up. He's just someone they've heard about—not someone they know. It's easier to believe in things on screens or rumors from friends.

That's why this is the perfect spot for kids to explore who God is. Faith takes root as kids discover God is their loving creator who knows everything about them. Wonder washes away doubt in the life-giving truth that God loves us deeply. Hope lives when kids explore the rich gift of Jesus and promise of a home forever.

Together, let's take kids on a life-changing adventure, exploring the nature of God.



Before Rainforest Falls



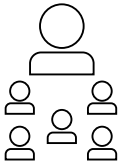
Pray for everyone who will attend Rainforest Falls.

Ask God to prepare your heart and the hearts of the kids and leaders who will be part of Rainforest Falls.



Have access to a water hose or large buckets of water, and round up some clean beach towels.

Each day includes at least one water game option to give Crew members a refreshing cooldown. Look for this icon: 💧



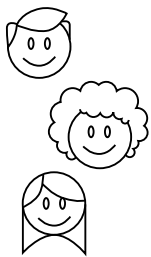
Determine the number of Crews you'll have in each rotation.

Kids join mixed-age Crews—groups of up to five elementary-age kids and one adult or teenage leader. Plan on one-fourth of the total number of Crews in each rotation. If your VBS has 20 Crews, you'll work with five Crews (approximately 25 kids and five leaders) during each session.



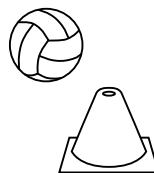
Plan your games.

If you have only a few Crews at each rotation, you may have time for all three game options. Each day, one game option ties to the Operation Kid-to-Kid™ project. Include these games since they'll help Crews connect with this important part of Rainforest Falls.



Work with the Director to recruit several teenage assistants.

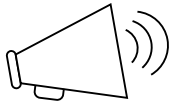
These helpers will be invaluable to your success. Prior to each day, review the games so your volunteers will know how to help you prepare, distribute, and collect the game supplies.



Work with the Director to collect necessary supplies.

Almost all the supplies are easy to find around the church, from church members, or from Group.

During Rainforest Falls



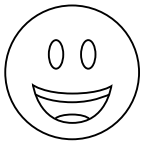
Use an attention-getting signal.

Attention-getting signals let kids know when it's time to stop what they're doing and look at you. Use the Rainforest Rattle (available from group.com) or another signal of your choice.



Repeat the daily Bible Point often.

Every activity focuses on one memorable Bible truth called the Bible Point. Repeating the Bible Point helps kids remember it and apply it to their lives. Each time kids hear the day's Bible Point, they'll fling out their fingers and say, "Wow, God!"



Call on kids' Crew roles.

Every day, kids choose one of five jobs: Guide, Kit Carrier, Prayer Person, Schedule Supervisor, or Thank You-er. Kids love when those jobs get called on! We've included special callouts for kids in the Thank You-er role, but watch for ways you can add your own.



Get Crew Leaders involved!

Guide Crew Leaders to participate right along with kids. When Crew Leaders listen, get involved, and have fun, kids do too!



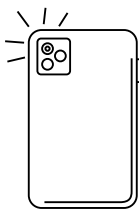
Play the Sing & Play Tune Lagoon Music when game play is in motion.

Music creates a fun atmosphere and, more important, reinforces faith!



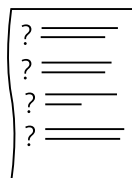
Learn (and use) names.

While you won't have the opportunity to spend one-on-one time with participants, kids and adults will be wearing name badges. Try to call people by name.



Meet with the Spotlight VBS Photographer.

Each day, one group of Crews gets their photos taken at the start of Wild Games. Later, these pictures create a cool slideshow that retells the Bible story. Work with the photographer to get the kids involved and energized as they have their pictures taken.



Use the game introductions and questions to connect the game with the Bible Point.

For some games, the link to the Bible Point is made in the introduction. Following other games, you'll ask questions of the combined Crews, or each Crew will gather in a knee-to-knee circle to discuss the questions in the Wrap-Up Questions box. Don't rush the life-application discussion or wrap-up time! Copy the Wrap-Up Questions ahead of time and hand them out. (The Wrap-Up Questions are also included in the Crew Leader Guides on the Rainforest Falls Clip Art & Resources Collection.)

Scan here to find printable Wrap-Up questions and other digital resources for leading your station.

group.com/RainforestGames



DAY 1:

God is our creator.



Bible Story: God creates the world. (Genesis 1)

Bible Verse: "Praise the Lord, everything he has created, everything in all his kingdom."
(Psalm 103:22)

Sing & Play Tune Lagoon

- Learn the Day 1 Bible Point and verse, and meet Bible Memory Buddy Tango.
- Sing Rainforest Falls songs.
- Meet Dr. Flutterby, a scientist searching for a rare rainforest butterfly.



Rooted Bible Adventures

Act out what happened when God spoke and created *everything*, then celebrate God's "very good" creation—people!



Treetop Treats



Cuppa Creation



Creative Clementines

Sticky Scripture™

Play "Praise Band" as they explore Psalm 103:22 and discover what it means to praise the Lord.



Imagination Station™

Craft surprising Colorful Quetzals, then extract chlorophyll to discover more surprises about the way God created the world.



Canopy Closing

Use a wild and windy creation to remember—and celebrate—all that God created!



Wild Games



Fruit Roll Up



Jungle Vine Jump



Quetzal Quest

At **Rainforest Falls**, the daily Bible Point is carefully integrated into each station's activities for unforgettable Bible learning. See how your station reinforces today's Bible Point.

God is our creator.

Bible Verse: “Praise the Lord, everything he has created, everything in all his kingdom.” (Psalm 103:22)

Bible Story: God creates the world. (Genesis 1)

Genesis 1 launches the ultimate origin story—no capes, no gadgets, just God’s unstoppable creative power! With just a command, he fills the emptiness with light, land, and life. Imagine—no tools, no materials, just God’s voice shaping the universe! Though the sun and moon don’t appear until day four, light already shines from day one, proving God doesn’t rely on the sun to illuminate his creation. And here’s something amazing: The Hebrew word *bara*, meaning “create,” describes only what God does. No one else creates from nothing! After forming the oceans, mountains, and every creature, God saves his most treasured work for last—people. God crafts them, unlike anything else, in his image, designed for a deep and personal connection with God. Every child reflects the artistry of the ultimate Creator!

Kids often hear they need to *make* something of themselves—be smarter, cooler, more successful. But Scripture flips that script. Before kids ever tried to prove their worth, God already designed them with purpose and love. That truth changes everything! Kids don’t need to chase approval or compete for value; they already matter because the Creator of the universe formed them intentionally, in his own image. Wow—imagine walking with confidence, knowing you belong, hold value, and have been created for something extraordinary! Plus, every day we get to enjoy reminders of God’s ongoing creative work through sunshine, trees, and even rain! Today, take joy in showing kids God’s creative nature! Remind kids that, as people, they’re God’s “very good” creation.



Why It Matters

Celebrate! God—the intentional, master Creator—lovingly made each part of creation...including us! Kids can find confidence in knowing they’re crafted by God’s ingenious design.



Introduce Operation Kid-to-Kid™

Supplies:



photocopy of the Operation Kid-to-Kid parent letter on p. 7

TREE TIP

IMPORTANT! No matter what games you choose to play today, begin each rotation time at Wild Games with this quick introduction to the Operation Kid-to-Kid project. Wild Games is where kids will hear the most about this awesome service project!

Welcome Crews to Day 1 of Wild Games with a big smile, and introduce yourself.

Have everyone sit down.

SAY Welcome to Wild Games! I'm so glad you're here and that we get to have some rainforest adventures together this week! Before we go wild with games, I want to tell you about a cool project we get to be a part of at Rainforest Falls! It's called Operation Kid-to-Kid™, and it gives us a chance to show God's love.

ASK Call out some things you think we might do here today. Welcome responses from kids.

SAY All that playing and laughing and learning takes a strong, healthy body. Maybe you had a snack or breakfast before you came here today. Everyone can call out at the same time what you ate before coming to Rainforest Falls. Pause and let everyone call out what they ate.

Eating good food gives our bodies energy to do things we like. But some friends don't have enough food to eat. Their bodies might get sick or tired. Show me what that looks like. Let kids droop or slump. Some might even lie down.

That's sad—those friends might have trouble jumping and playing! Here at Rainforest Falls, we want to help! Use your strong, healthy bodies to sit up and listen to what we'll do. Pause.

This week, you can bring money and put it in a special place. Briefly tell where the Operation Kid-to-Kid donation spot is. We'll put all that money together and send it to people who help families get fruit trees. Families will plant those trees and get good food to eat! We'll be helping kids get healthy and strong! When we help people have what they need, we're sharing God's amazing love and care. You'll get a letter today that you can take home to your family (hold up a copy of the Operation Kid-to-Kid parent letter) so everyone at home will know what the project is all about. And we'll have a fun game each day that helps us remember our awesome Operation Kid-to-Kid project. Speaking of games, let's play!



Planting Hope!

As part of Rainforest Falls, our church will participate in Operation Kid-to-Kid™. This outreach project gives kids the chance to bring hope and health to kids in Central American countries. World Vision has discovered that, in impoverished areas, gifts of fruit trees have the power to transform entire communities. Families can enjoy nutritious fruit, keeping kids healthy and thriving. Parents can sell extra bounty in local markets, providing additional financial security. And seedlings can be shared with neighbors, multiplying the impact of each tree!

We'll join hundreds of thousands of children in a partnership with World Vision, raising money to provide fruit tree seedlings to Central American families, who will also receive support in planting and caring for the trees.

During Rainforest Falls, kids and adults will have the opportunity to donate to Operation Kid-to-Kid. A \$9 donation can provide one tree seedling to a family in Central America.

If you'd like to contribute to this exciting program or have questions about Operation Kid-to-Kid, please contact

_____ at _____
Rainforest Falls Director Phone/email

Or simply send a donation with your child this week!





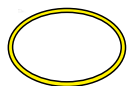
OPTION 1: Fruit Roll Up

LOW ENERGY



Supplies:

Rainforest Rattle* (Use this all week to call Crews' attention to you!)



hula hoops (1 per Crew in a rotation)



pool noodles (1 per Crew in a rotation)



ball-pit balls (about 12 per Crew in a rotation, in a variety of colors)



large buckets (1 per Crew in a rotation)

Sing & Play Tune Lagoon Music CD or download*

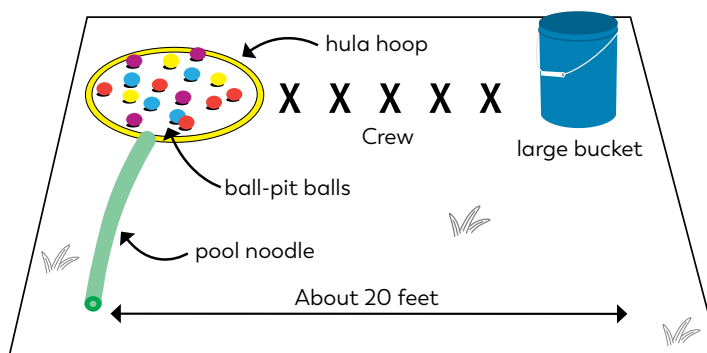
• media player

* available from group.com or your Group VBS supplier



Pre-Game Setup

- Place at least 12 ball-pit ball "fruits" inside the hula hoop. Then lay a pool noodle below the hula hoop to make a "tree." (See the diagram below.)
- Then place a bucket about 20 feet directly across from each tree. (See the diagram below for a visual guide of the gameplay space for each Crew.)



TREE TIP

When you see a supply quantity listed as "per Crew (or person) in a rotation," that means you need only the amount required for your largest rotation of Crews. You'll reuse supplies from rotation to rotation. Anytime supplies aren't reusable (such as paper goods), you'll see the supply listed as "per Crew." Then you'll need the quantity of that supply for each Crew that visits Wild Games throughout the day.



Let's Play!

Gather everyone in Crew circles.

Demonstrate the sound of your Rainforest Rattle (or other attention-getter), and let Crews know you'll start and stop games all week with that sound, so they'll want to listen carefully for it.

SAY I'm excited about the helpful way we can share God's love through the Operation Kid-to-Kid project! Let's play a game where we'll pretend to pick fruit from a tree—but in a super-fun way! Have each Crew pick a game space you've prepared.

1. Have Crew members lie or crouch down between their tree and bucket, positioning themselves parallel to the hula hoop part of the tree.
2. Have each Crew's Thank You-er take the spot closest to the tree. The Thank You-er will roll to the tree, pick a piece of fruit (a ball), and then roll to the next person in line and pass the ball. That person will then move to the next person and pass the ball, and so on until the person closest to the bucket puts the ball in the bucket.
3. Continue until Crews have moved all their fruit from their trees to their buckets.
4. If time allows, have Crews reset their relay areas, shuffle positions in the lineup, and do a second round where they try to beat the clock—about three minutes to move all the fruit.

ASK What did you like about working together in the game?

Why do you think we'll like working together in our Operation Kid-to-Kid project?

SAY We get to combine our efforts here at our Rainforest Falls and with other friends at many other Rainforest Falls locations *all over this amazing world God made for us. God is our creator (Wow, God!), and he made us able to do big things when we work together.*

TREE TIP

Allow everyone to pick how they'll move in the game—either by lying down and then rolling or by crouching and then hopping to the side. This gives anyone with sensitive skin an alternative to rolling in grass (if you're playing outside).

FIELD TEST FINDING

You may need a megaphone or some other means of amplifying your voice so all the Crews can hear you. This may come in handy for each day at Wild Games.



OPTION 2: Jungle Vine Jump MEDIUM ENERGY



Supplies:

Rainforest Rattle*

- 16-foot-long jump ropes (2 per Crew in a rotation)



large disposable cups (1 per person in a rotation)

- water



photocopies of the Wrap-Up Questions: Jungle Vine Jump (p. 11) (1 per Crew)



Sing & Play Tune Lagoon Music CD or download*

- media player

* available from group.com or your Group VBS supplier

Pre-Game Setup

- Fill cups of water, and lay out two jump ropes for each Crew.



TREE TIP

This is an easy game to tweak if you'd rather not have kids getting splashed and soggy! Simply replace cups of water with cups of pompoms!

Let's Play!

Give Crews a big welcome to Day 1 of Wild Games, and introduce yourself if you haven't already.

SAY Today we're discovering that **God is our creator. (Wow, God!)** God also gave us ways to have fun with his creation! Let's do that now while we imagine we're deep in the thick, viny rainforest!

1. Give each Crew two jump ropes—"jungle vines."
2. Invite Crews to play classic jump rope where two friends hold the rope on either end and swing it overhead and around a person standing at the center of the rope. The person in the middle will jump over the rope as it nears his or her feet.
3. Provide cups of water to Crews so jumpers can hold a cup of water while jumping and try not to spill. It adds a fun challenge and refreshing cooldown when the water splashes! You and your games assistants can refill water cups as Crews play.
4. Invite the Thank You-ers to be one of the first jumpers if they'd like to. As time allows, let everyone take turns being rope holders and jumpers.
5. Play one or two of your favorite upbeat songs from the Sing & Play Tune Lagoon Music while Crews hop. When time's up, turn off the music and sound the Rainforest Rattle to mark the end of the game.

Have each Crew sit in a knee-to-knee circle, and give each Crew Leader a copy of the Wrap-Up Questions: Jungle Vine Jump to lead a quick discussion.

TREE TIP

If you have Crews with six or more people, have them split into two smaller groups, each with a jump rope. Then more people can be actively involved in the game at the same time.

Wrap-Up Questions: Jungle Vine Jump

ASK What are other games you like to play outside in God's creation?

Why do you think God might enjoy seeing us have fun with what he's created? Crew Leader, share a thought of your own first.

SAY **God is our creator. (Wow, God!)** And he created our world with all we need—including fun! God is delighted when he sees all his kids enjoying each other and the world he made.

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OPTION 3: Quetzal Quest

HIGH ENERGY

Supplies:

Rainforest Rattle*

crepe paper streamers

Sing & Play Tune Lagoon Music CD or download*

• media player

* available from group.com or your Group VBS supplier

Pre-Game Setup

- Tear crepe paper streamers into 4-foot pieces. You'll need 2 pieces per person in a rotation.



Let's Play!

Give Crews a big welcome to Day 1 of Wild Games, and introduce yourself if you haven't already.

SAY Each day at Rainforest Falls, we get to meet a unique Bible Buddy—an animal friend God created! **God is *our* creator, too. (Wow, God!)**

Male quetzal (pronounced “ket-S AHL”) birds are known for their long, colorful tail feathers. Sometimes these little birds’ tail feathers can be 3 feet long! That might be almost as long as you!

God gave these birds a unique look. Let’s put on some “quetzal feathers” of our own and go on a Quetzal Quest to find out unique things about each other!

1. Have Crew Leaders help you distribute two crepe paper streamers to each person.
2. Show kids how to trail the streamers behind them so they flutter and wave in the air as kids run.
3. Explain that everyone will “fly” around the play area with their quetzal-tail-feather streamers.
4. You’ll play music, and when the music stops, everyone needs to find a nearby partner. When kids have paired up, call out a topic for kids to share about, such as favorite color, what school they go to, something they like to do, or their favorite thing to eat on a hot day. (Be sure kids tell their names, too!)
5. Play and pause the music for as many rounds as time allows. Encourage kids to run all over so they can find new partners.

After the final round, collect the streamers and gather everyone around you.

ASK What are unique things you discovered about each other?

SAY God made us the same in a lot of ways, but we’re also very different and unique. **God is *our* creator (Wow, God!),** and he made us all wonderfully unique—on purpose!

DAY 2: God knows everything.

Bible Story: David celebrates all God knows. (Psalm 139)

Bible Verse: "O Lord, you have examined my heart and know everything about me."
(Psalm 139:1)

Sing & Play Tune Lagoon

- Learn the Day 2 Bible Point and verse, and meet Bible Memory Buddy Seymour.
- Share God Sightings and add items to the God Sightings Celebration Spot.
- Sing Rainforest Falls songs.
- Hear how Dr. Flutterby is planning to capture his special butterfly.



Rooted Bible Adventures

Use all their senses to explore David's praises from Psalm 139.



Treetop Treats



Sweet Face



See More Seymour

Sticky Scripture™

Learn actions to Psalm 139:1 and "See What?!" they can spot in Rainforest Falls. They'll find comfort knowing that God sees their hearts.



Imagination Station™

Use Rain Reveal Cards to take a closer look at some of the rainforest's smallest creatures. Rejoice that God knows the smallest details about us!



Canopy Closing

Watch hidden messages appear, exploring how *nothing* is hidden from our all-knowing God!



Wild Games



Find the Fruit



It's a Jungle Out There!



Make Up a Splash

At **Rainforest Falls**, the daily Bible Point is carefully integrated into each station's activities for unforgettable Bible learning. See how your station reinforces today's Bible Point.

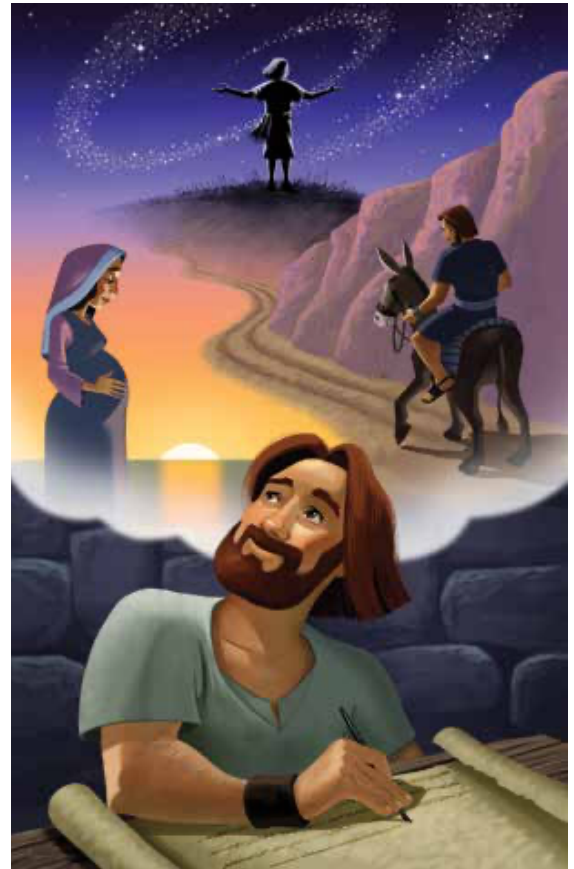
God knows everything.

Bible Verse: “O Lord, you have examined my heart and know everything about me.”
(Psalm 139:1)

Bible Story: David celebrates all God knows.
(Psalm 139)

Psalm 139 gives us a front-row seat to David’s heart as he wrestles with the incredible truth that God knows everything about him—his thoughts, his actions, even the words he hasn’t spoken yet! As a young shepherd, David spent years alone in the fields, unseen by people but fully known by God. Later, as a fugitive running from King Saul, he hid in caves yet always stayed in God’s watchful care. Even as king, when David made terrible mistakes, God still saw and pursued him. David understood both the comfort and the weight of being fully known by a God who never loses sight of his people. He described God’s knowledge as both mind-blowing (“too great for me to understand”) and deeply personal (“You know my thoughts”). God doesn’t just see us; he intimately knows every detail of our hearts.

The kids coming to your program live in a world that constantly watches them—safety monitors, social media posts, school expectations, even AI-driven content telling them who they should be. In spite of all that attention, many kids still feel unseen, unknown, or misunderstood. Psalm 139 reassures kids that God doesn’t just watch them like an algorithm tracking clicks. God knows their hearts, like a loving Father. God sees their struggles, their dreams, their quiet worries...and God cares. For children wrestling with comparison or anxiety, this truth brings peace. Help kids find rest in discovering that no burden or worry is hidden from our faithful God.



Why It Matters

Be encouraged! Kids never have to feel unknown or unseen. God knows every detail of their lives and promises to always love them.



OPTION 1: Find the Fruit

LOW ENERGY



Supplies:

large disposable cups (12 per Crew in a rotation)



ping-pong balls (3 per Crew in a rotation)



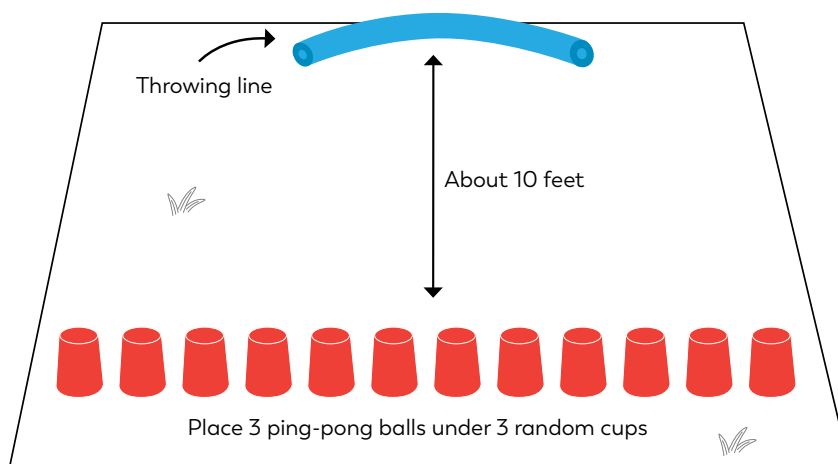
ball-pit balls (1 per person in a rotation)

Pre-Game Setup

- On a hard surface in the play area, set up each Crew's cups in a line, upside down, with about 4 inches between.
- Randomly place 3 ping-pong balls under 3 cups in each Crew's line.

TREE TIP

Keep using the Rainforest Rattle to start and stop games or get kids' attention. You can also continue using the Sing & Play Tune Lagoon Music during your games. You won't *always* see these on the supply lists, but that sure doesn't mean you can't use them!



This game works better on a hard surface.

Let's Play!

Give Crews a big welcome to Day 2 of Wild Games. Introduce yourself in case there are any new kids.

SAY One of the best—and tastiest—things about a rainforest is all the fruit that grows there! And one of the best parts of our Rainforest Falls adventure is collecting money that we'll send to people who help families get fruit trees. Families will plant those trees and get good food that they need! Remind everyone where the Operation Kid-to-Kid donation spot is.

Let's remember our special project as we play a game of Find the Fruit! I've hidden three pieces of "fruit"—ping-pong balls—under three cups for your Crews to find. You'll each throw a ball like this (hold up a ball-pit ball) to try to knock over a cup you think has fruit under it. Let's see if your Crew can find all three pieces of fruit by the time each person throws their ball!

Have each Crew choose a play area you've prepared, and give everyone a ball-pit ball.

1. Let Crews play the first round by taking turns throwing, and see if a Crew can reveal all three ping-pong balls by the time everyone's thrown a ball.
2. Celebrate everyone's efforts whether Crews found all the fruit or not.
3. Invite Crews' Thank You-ers to reset their Crews' cups and shuffle the fruit so it's in new places.
4. Then Crews can play again, with the Thank You-ers taking the last throw.
5. If time allows a third round, challenge Crews to not only find all the fruit but also get through everyone's throws within 30 seconds.

Cue the end of the game, and gather Crews around you.

ASK Why was it easy or hard to find all the fruit every time?

When do you need help finding things in real life?

SAY It can be frustrating or discouraging when we can't find things we need. It's a relief when help comes!

Through Operation Kid-to-Kid, we get to help families find something they need—food! God knows all our needs. **God knows everything! (Wow, God!)**

FIELD TEST FINDING

We played games in a grassy area but needed a hard surface for the game. So we pulled a few collapsible plastic tables onto the grass, keeping the legs folded down. It worked great!

OPTION 2: It's a Jungle Out There! MEDIUM ENERGY



Supplies:

Random Rebounders* (1 per Crew in a rotation)

photocopies of the Wrap-Up Questions: It's a Jungle Out There! (p. 19) (1 per Crew)

?

* available from group.com or your Group VBS supplier

Pre-Game Setup

- No setup necessary!



This game works better on a hard surface.

Let's Play!

Give Crews a big welcome to Day 2 of Wild Games. Introduce yourself in case there are any new kids.

SAY We're discovering this week that life in a rainforest can be, well, *wild*! Things happen that we don't expect. But life can feel like that no matter where we live, huh? We don't always know what's coming or when. Kind of like in this game...

Have Crew members stand about 2 feet from each other in a circle.

1. Give each Crew's Thank You-er a Random Rebounder. Explain that Thank You-ers will start the game by randomly choosing who to bounce the ball to.
2. The Thank You-er will bounce pass to that person—but the ball is likely going to go anywhere but where the Thank You-er aimed!
3. Whoever is nearest to where the ball lands can pick it up and try to bounce it to someone else of their choice. Crews will keep randomly bouncing the ball around the circle and try strategies for getting the ball where they want it to go.
4. When time's up, signal the end of the game.

Give each Crew Leader a copy of the Wrap-Up Questions: It's a Jungle Out There! to lead a quick discussion.

Wrap-Up Questions: It's a Jungle Out There!

ASK What made the game wild?

What sometimes makes life feel out of control?

SAY We don't always know what's going to happen in life. The good news is that **God knows everything. (Wow, God!)** We can trust that our good friend God knows what to do in life's most jungly times.

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OPTION 3: Make Up a Splash HIGH ENERGY



Supplies:

buckets (2 per Crew in a rotation)

• water



large disposable cups (2 per person in a rotation)



ball-pit balls (1 per person in a rotation)



game cones (3 per Crew in a rotation)

Pre-Game Setup

- Place a set of supplies for each Crew around your play area.
- For each set of supplies, leave one bucket empty and fill the second with water.



Let's Play!

Give Crews a big welcome to Day 2 of Wild Games. Introduce yourself in case there are any new kids.

SAY So far during Wild Games, I've given you all the rules and ways to play a game. For this one, you get to make up the game!

Each Crew has the same supplies, but you get to create your own unique Crew game. All I ask is that you use the water and make sure everyone's moving—a lot! Any questions? Have Crews choose a set of supplies and start brainstorming a high-energy water game.

1. Allow time for Crews to brainstorm, and offer some gameplay ideas if needed, such as
 - a. All Crew members work together to relay the water from their filled bucket to the empty bucket by scooping water with cups and moving it in fun, high-energy ways. They could hop, skip, run, or take big lunging steps.
 - b. Crew members spread out widely between their two buckets and relay-run the water one person at a time, pouring water from cup to cup.
2. If time allows, you could also have Crews pair up to teach each other the games they made up. Then play the other Crew's game.

When time's up, gather everyone together.

ASK What was it like not being told how to play a game?

SAY Not having all the info can be frustrating sometimes, but it can also make space for creativity and fun—and for asking questions and teamwork. When we're unsure, we can ask others and we can ask God. God knows everything! (Wow, God!)

TREE TIP

Plan to allow some extra time for this game. Crews will need time to brainstorm their own games—and then play them!

DAY 3:

God is our safe place.

Bible Story: David hides from Saul. (1 Samuel 23–24)

Bible Verse: “Then I pray to you, O Lord. I say, ‘You are my place of refuge.’” (Psalm 142:5)

Sing & Play Tune Lagoon

- Learn the Day 3 Bible Point and verse, and meet Bible Memory Buddy Dottie.
- Share God Sightings and add items to the God Sightings Celebration Spot.
- Sing Rainforest Falls songs.
- Help Dr. Flutterby get out of a tangled mess.



Rooted Bible Adventures

Meet David, who’s running from King Saul, and help him know the right thing to do in a hard situation.



Treetop Treats



Rainforest Refuge



Ocelot Spots

Sticky Scripture™

Explore Psalm 142:5 and find out that a refuge is a safe place or person. Then they play “Would You Rather?” and decide where they’d like to find refuge.



Imagination Station™

Make layers of bubbles, then engage with Flutterflies to explore the wonderful way God made rainforests to be safe places.



Canopy Closing

Pass a message, then see how God’s comfort wraps around our fragile hearts.



Wild Games



Ups and Downs



Safe Buddies



Refuge Run

At **Rainforest Falls**, the daily Bible Point is carefully integrated into each station’s activities for unforgettable Bible learning. See how your station reinforces today’s Bible Point.

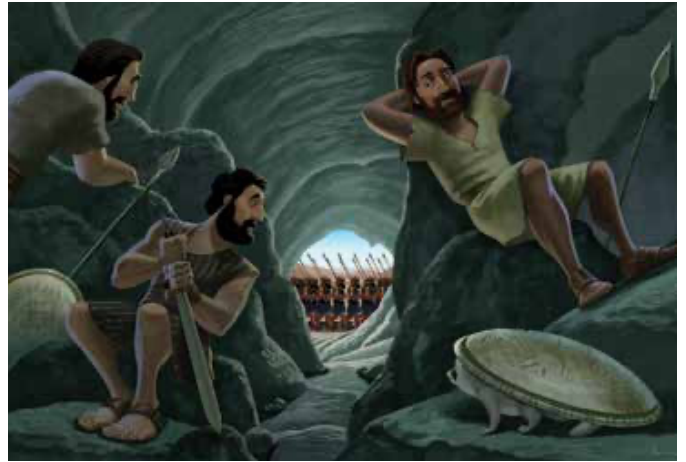
God is our safe place.

Bible Verse: “Then I pray to you, O Lord. I say,
‘You are my place of refuge.’”
(Psalm 142:5)

Bible Story: David hides from Saul.
(1 Samuel 23–24)

David’s life reads like an action-packed survival story. After being anointed as the future king, he suddenly found himself running for his life from King Saul. Forced to flee, David hid in the caves of Adullam, a rugged, rocky refuge southwest of Bethlehem. These caves, naturally formed in limestone cliffs, provided shelter and secrecy for someone on the run. But David’s caves weren’t small, cramped holes in the ground—they were large, deep systems, often used by travelers, shepherds, and even armies. God provided not just a *physical* refuge but also a community—David’s family and a band of 400 outcasts joined him! While caves and strongholds provided temporary shelter, David daily found his safety in the presence and promises of God.

Kids may not be running from a king, but many face battles that leave them feeling overwhelmed or unsafe. Whether it’s the pressure of school, struggles at home, or the weight of anxiety, kids need a refuge just like David. The good news? God still provides a safe place—not a cave or a hiding spot, but his rock-solid presence. When everything around them feels uncertain, kids can trust that God understands, hears what’s spoken in their hearts, and stays with them. Just as God never abandoned David, God will never abandon us. While God never promises that we won’t face hardship, he does promise to be our shelter. Guide kids to find comfort when they turn to God as a refuge—a safe place for their hurting hearts.



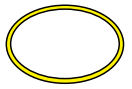
Why It Matters

Find comfort. God provided a safe place for David to hide from King Saul. Today, God provides a refuge for us, where our doubts, worries, fears, and hearts are safe with him.



OPTION 1: Ups and Downs

MEDIUM ENERGY



Supplies:

hula hoops (3 per Crew in a rotation)



child-size chairs (6 per Crew in a rotation)

- large disposable cups (1 per person in a rotation)

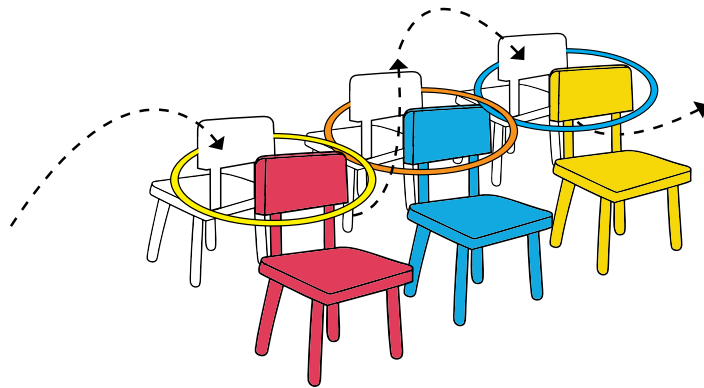
- water



beach towels (1 per Crew in a rotation)

Pre-Game Setup

- For each Crew, place 6 chairs in 2 back-to-back rows, with the chairs a few feet apart.
- Slide hula hoops over the backs of the chairs, and adjust chairs as needed so the hula hoops are suspended and just touch each other. (See the photo for a helpful visual guide.)



Let's Play!

Welcome Crews back to Wild Games.

SAY At Rainforest Falls this week, we're raising money for Operation Kid-to-Kid. It's an awesome project that'll help families receive fruit trees to provide food they need.

We can help calm families' worries about food and help them know that no matter what's happening in life, **God is our safe place. (Wow, God!)** Let's keep a cup of water safe through the ups and downs of this next game.

1. Point out a chair and hula hoop setup, and explain that Crew members will take turns carrying a cup of water—trying not to spill any of it—as they move through the line of hoops.
2. To move along the line, each person will first step over and into a hula hoop, then crouch down, move under, and stand up into the next hoop. Repeat the over/under pattern.
3. Once Crew members are through the course, they can run back to their Crew's line to go through again and see if they can improve or maintain how little water they spill.
4. Crews can also move backward through the course for a new challenge, using the same over/under pattern.

Have your assistants hand beach towels to Crews for drying off, and gather everyone around you for a quick wrap-up.

ASK How did you keep the water safe?

SAY God treats us with care, too. Through all of life's ups and downs, **God is our safe place. (Wow, God!)**

TREE TIP

Remember that it's often simplest to quickly demonstrate how a game is played. Ask your assistants or Crew Leaders to help you briefly show Crews what to do while you explain.

OPTION 2: Safe Buddies

MEDIUM ENERGY



Supplies:

painter's tape (1 roll per Crew in a rotation)



5 game cones



photocopies of the Rainforest Buddies cards on pages 30-31 (1 set per Crew, plus a few extras)

Pre-Game Setup

- Make copies of and cut apart the Rainforest Buddies cards (pages 30-31) for each Crew. Each person in the Crew will need a card. It's fine if 2 kids have the same Buddy card.
- Tape 1 set of the cards to game cones (1 card per cone) and spread out the cones around your play area.



Let's Play!

Welcome Crews back to Wild Games.

Give each Crew Leader a stack of the Rainforest Buddies cards, so there's one card for each person in the Crew. Have Crew Leaders make tape loops and attach a card to the forehead of each child in their Crews so that kids can't see their own cards but can see everyone else's.

SAY Your goal for this game is to find all the other people who have the same card as you do. Here's how:

1. Run around a bit and find a new friend from a different Crew.
2. You can help each other figure out what animal Buddy is on your card by asking yes-or-no questions such as "Do I have feathers?" or "Do I have fur?" You can call out your guesses until you get it right.
3. When you've guessed correctly, find the cone with that Buddy and gather there.
4. When you've all found your Buddy groups, take the cards off your foreheads and see if you all match. Ready? Go!

Once everyone's in a Buddy group, have them introduce themselves and tell about who their buddies are in real life and what makes those buddies good friends. When Buddy groups have had a few minutes, gather everyone around you.

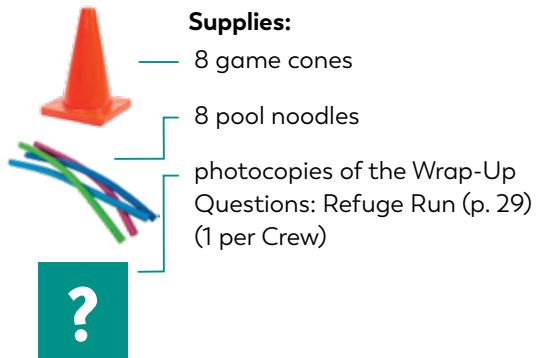
SAY In the game, you found friends who had the same Buddy—you had something in common. We often feel safe with people we have things in common with.

ASK What else about a good friend makes you feel safe with them?

SAY God is a good friend—the best! Even when other friendships change over time, God is always our friend. **God is our safe place. (Wow, God!)**

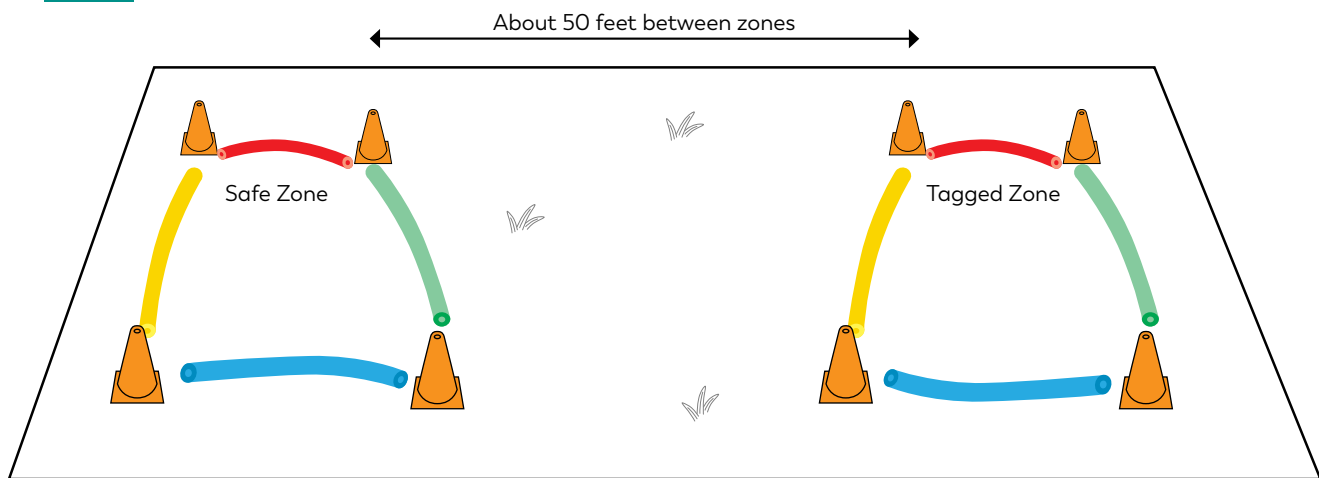


OPTION 3: Refuge Run HIGH ENERGY



Pre-Game Setup

- Use the cones and pool noodles to mark a “Safe Zone” and a “Tagged Zone”—both large enough to hold about half the people in your largest rotation. Place the zones about 50 feet from each other. (See diagram.)



Let's Play!

Welcome kids back to Wild Games, if you haven't already.

SAY We're discovering today that God is a refuge—which is a safe, sheltered place where we can feel protected and cared for. Let's play a game of Tag where you'll have a safe place to take shelter from the busy game.

1. Invite four willing people—who are not their Crew's Thank You-er—to be the first Taggers. Have them stand near you so everyone's aware of who they are.
2. Everyone will try to avoid getting tagged, and if you need a break, you can move into the Safe Zone—but only for about a minute and then you must jump back into the game. Point out which zone you've marked is the Safe Zone.
3. If you get tagged, move into the Tagged Zone. Point out the opposite zone you've marked.
4. Invite all the Thank You-ers to raise their hands. The Thank You-ers have a special job. As long as you're still free and untagged, you can run to the Tagged Zone, touch someone in it, and then everyone is free again!
5. Have everyone spread out, and signal the beginning of the game.
6. Play for a few minutes, and then pause and allow some new willing players to be the Taggers. If the Taggers end up tagging all the Thank You-ers and no one can be set free, start a new round with new Taggers.

When time's up, signal the end of the game. Give each Crew Leader a copy of the Wrap-Up Questions: Refuge Run to lead a quick discussion.

TREE TIP

If at any point all the players are in the zones and the game slows or stalls, call out "Refuge reset!" and instruct everyone to leave the zones and run again. Do this as many times as needed.

Wrap-Up Questions: Refuge Run

ASK How did it feel to have a Safe Zone in the game?

When are times you feel like you just need a break in a safe, calm place?

SAY We can all feel that way sometimes. We may not always have a physical place where we can go for that calming break, but God is always near, always ready to listen to and care for us. No matter where we are or what's going on around us, God is our safe place. (Wow, God!)

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Rainforest Buddies



Tango



Quetzal

Seymour



Glass frog

Dottie



Ocelot

Tango



Quetzal

Seymour



Glass frog

Dottie



Ocelot

Tango



Quetzal

Seymour



Glass frog

Dottie



Ocelot



Tia



Giant anteater

Howie



Howler monkey

Tia



Giant anteater

Howie



Howler monkey

Tia



Giant anteater

Howie



Howler monkey

DAY 4: God is love.

Bible Story: Jesus dies and comes to life to show God's love. (Luke 22:39–24:12)

Bible Verse: "Give thanks to the Lord, for he is good! His faithful love endures forever."
(Psalm 136:1)

Sing & Play Tune Lagoon

- Learn the Day 4 Bible Point and verse, and meet Bible Memory Buddy Tia.
- Share God Sightings and add items to the God Sightings Celebration Spot.
- Sing Rainforest Falls songs.
- See if Dr. Flutterby's disguise will attract a butterfly.



Rooted Bible Adventures

Make marks on a cross as they discover how Jesus showed God's love to all of us in a life-changing way.



Treetop Treats



Ants on a Branch



Bonded Branches

Sticky Scripture™

Hope to "Faithfully Flip!" a water bottle as they explore Psalm 136:1 and investigate what it means to be faithful.



Imagination Station™

Create Wow Windows that show the amazing way God gave rainforests the ability to regenerate. God's love gives us do-overs, too!

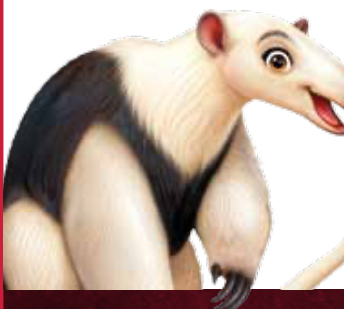


Canopy Closing

Discover how Jesus showed God's everlasting, unfailing love.



Wild Games



Give to Love, Love to Give



Aunty Eater



Along the Vine

At **Rainforest Falls**, the daily Bible Point is carefully integrated into each station's activities for unforgettable Bible learning. See how your station reinforces today's Bible Point.

God is love.

Bible Verse: “Give thanks to the Lord, for he is good! His faithful love endures forever.” (Psalm 136:1)

Bible Story: Jesus dies and comes to life to show God’s love. (Luke 22:39–24:12)

God’s creativity and magnificent design didn’t end with creating the world. One might even say that God’s plan to reveal the greatest act of love began at the Garden of Eden. God’s Son, Jesus, came to earth—fulfilling a staggering 300 Old Testament prophecies! The passage begins in the Garden of Gethsemane, where Jesus, fully aware of the pain ahead, chooses to follow God’s plan. Jesus’ love wasn’t just a feeling; it was a choice that cost him everything. Where betrayal and arrest might have stirred up emotions of anger, Jesus showed only love. Instead of fighting or fleeing, he carried the cross and gave his life, demonstrating the power of God’s love for humanity. Three days later, in the most astonishing moment of all, the tomb stood empty—Jesus conquered death! God showed that his love is more powerful than anything.

Kids hear mixed messages about love. Songs say it’s about feelings. Influencers claim that popularity equals love. And people may argue, “If you loved me, you’d...” But Jesus reveals a different kind of love—one that’s selfless, sacrificial, and unshakable. Jesus didn’t love based on who deserved it; he loved because *that’s who he is*. What a gift to know that we’re fully loved—not because we’re perfect, but simply because God is love. In a world that often defines love in shallow or conditional ways, the cross and the empty tomb remind kids what real love looks like—powerful, unstoppable, and forever! Today, help kids explore a God-focused definition of love that will change their lives for eternity.



Why It Matters

Be amazed! Jesus demonstrated that God’s love is selfless, unconditional, and powerful. Kids will gain a fresh perspective on what *true* love is, following God’s timeless definition.

OPTION 1: Give to Love, Love to Give HIGH ENERGY



Supplies:

— multicolored dot stickers
(about 12 per person)

- scissors

FIELD TEST FINDING

Some kids with longer hair ended up with stickers in their hair. You may want to have new hair ties on hand for those with longer hair—and encourage kids to avoid putting stickers in someone's hair.

Pre-Game Setup

- Cut sticker sheets in half to give each person a half-sheet of dot stickers. This should be 12-15 stickers per person.



Let's Play!

Welcome kids back to Wild Games, if you haven't already.

SAY We're hearing a lot about God's love today. **God is love! (Wow, God!)** God's great love changes lives in many ways, and we can be a part of it—like with our Operation Kid-to-Kid project.

As we give money to help buy fruit tree for families and they're provided with food they need, we're sharing God's life-changing love.

ASK I'm curious, what are other ways you've given to others and shared God's love?

What did you notice about how you made others feel when you showed care? How did it make you feel?

SAY When we care for others and share God's love, it does good for everyone's hearts. As we give to show love, we may find out that we love to give! We can see what that's like with a game all about giving, and giving, and giving!

1. Have your games assistants and Crew Leaders help you give each person a half-sheet of stickers—about 12-15 stickers per person.
2. Explain that in this Tag-style game, everyone's goal is to give away *all* their stickers—but each sticker must go on a different person. And they'll also be trying to dodge stickers being put on them.
3. Call out appropriate places to stick stickers to friends, such as on shoulders or upper backs.
4. When everyone has their stickers, spread out in the play area and signal the beginning of the giving game.
5. When you spot that a few people have given away all their stickers, signal the end of the game or the round. If time allows and everyone would like to play again, reset stickers and play again.

FIELD TEST FINDING

One team member came up with a quick way to clean up this game. He had kids form a line, then take the stickers off the person in front of them. Then he walked by with a cup and kids deposited the used stickers into the cup. Easy peasy!

OPTION 2: Aunty Eater

MEDIUM ENERGY



Supplies:

pool noodles cut in half (1 pool-noodle half per person in a rotation)

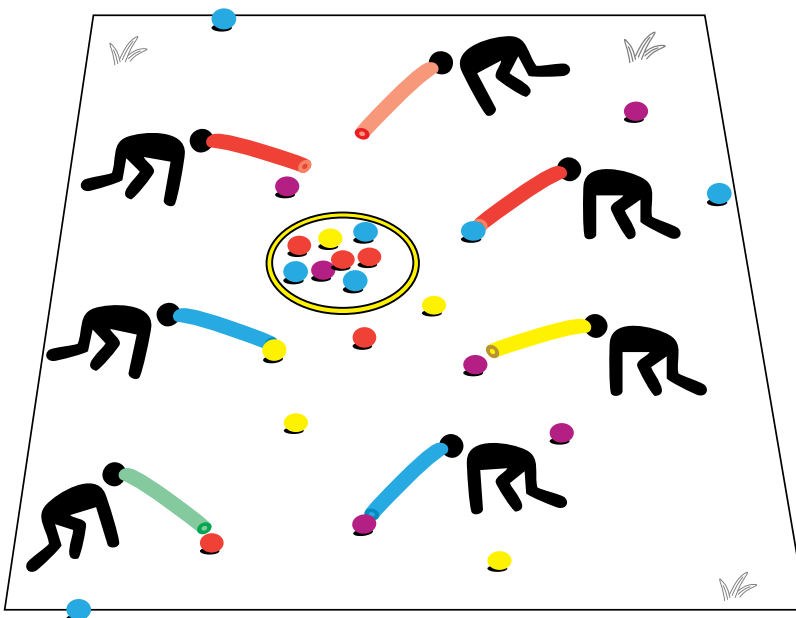


ball-pit balls (5 per person in a rotation)

• hula hoop

Pre-Game Setup

- Cut pool noodles in half, across the width of the noodles.
- Widely spread out the ball-pit balls around the play area.
- Lay a hula hoop on the ground roughly in the center of the play area.



Let's Play!

Welcome everyone back to another day of Wild Games if you haven't already.

SAY Today's Bible Buddy, Tia the giant anteater, and her baby Snuffles give us a great example of love. Tia watches out for little Snuffles and feeds him because she loves him.

Let's play a game where, like Tia, you'll round up some tasty ants (point out the balls all around the play area) to feed Snuffles.

1. Have your games assistants help you give each person a pool-noodle half.
2. Demonstrate how to crawl and hold the pool noodle near your nose—like a long anteater nose—and use it to push a ball along on the ground.
3. Designate the hula hoop on the ground as the place to gather all the ants.
4. Cue everyone to begin. Encourage working together and helping each other if anyone's struggling.
5. If time allows, invite Crews to spread the balls around the play area again and then play a final round where everyone tries to gather up the ants within a specific time—one to two minutes depending on the size of the rotation.

Signal the end of the game, and gather everyone around you. Have your assistants spread out the balls in the play area again for the next rotation.

ASK Call out the names of people who show you love by caring for you—family members, friends, teachers.

SAY God is caring. **God is love. (Wow, God!)** God shows his love by looking after us, listening when we need to talk with him, understanding our feelings, and so much more. And we know God loves us because he gave his only Son, Jesus, to make a way for us to be God's friends—forever!



OPTION 3: Along the Vine

LOW ENERGY



Supplies:

- hula hoops (1 per Crew in a rotation)
- large disposable cups (1 per person in a rotation)
- water



photocopies of the Wrap-Up Questions: Along the Vine (p. 39) (1 per Crew)

Pre-Game Setup

- Fill cups with water.



Let's Play!

Welcome kids back to Wild Games if you haven't already.

SAY In the rainforest, vines have a very important job! They carry water through tubes called xylem (pronounced "ZY-lum"). It's a special plant tissue that quickly carries lots of water from the roots to the leaves of the plants. Let's see how quickly we can move water along a "vine."

1. Have everyone grab a cup of water and then stand in Crew circles.
2. Give each Crew a hula hoop.
3. You may have played a game like this before, where you link hands and pass a hula hoop around the circle without letting go—without breaking the vine.
4. This time, to hold hands, you'll hold on to cups of water between you and try not to spill water as you pass the hula hoop. You'll move it along the vine with your arms, get it over your head, lean down and step through the hoop so it can move to the next person.
5. We'll play one round slowly so everyone can figure out the movement, and then we'll speed up like the quick, water-moving jungle vines. Ready?
6. Invite the Thank You-ers of each Crew to get the hula hoop on an arm and begin passing it around the circle.
7. Play a few rounds, and encourage Crews to move faster in each subsequent round.

When time's up, have each Crew sit in a knee-to-knee circle. Hand each Crew Leader a copy of the Wrap-Up Questions: Along the Vine to lead a quick discussion.

FIELD TEST FINDING

We had some younger kids who'd never played the game of passing the hoop around the circle while holding hands. So we practiced that first, then added the challenge of holding the cups of water.

TREE TIP

Have your games assistants and Crews' Thank You-ers help you with refilling cups as needed between rounds of the game.

Wrap-Up Questions: Along the Vine

SAY In the game, we were trying hard to stay connected and not lose any water. Vines can give the plants life-giving water only if they stay whole and connected. In the Bible, Jesus helps us understand him better by describing himself as the vine that keeps us connected to God and God's love.

ASK Why do you think it's important or good to stay connected to God's love?

SAY God is love. (Wow, God!) And God wants us to be connected to his life-giving love, always. So he gave us Jesus to make a way for that to happen! Because of Jesus, we can be forgiven, forever-connected friends of God!

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DAY 5: God is forever.

Bible Story: God gives John a vision of heaven. (Revelation 7:17; 21-22)

Bible Verse: "But we can praise the Lord both now and forever! Praise the Lord!"
(Psalm 115:18)

Sing & Play Tune Lagoon

- Learn the Day 5 Bible Point and verse, and meet Bible Memory Buddy Howie.
- Share God Sightings and add items to the God Sightings Celebration Spot.
- Sing Rainforest Falls songs.
- Encourage Dr. Flutterby, who got into a jam with a jaguar.



Rooted Bible Adventures

Create a multisensory version of heaven, following John's description of the wonderful place where God's friends will spend forever!



Treetop Treats



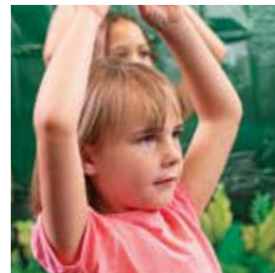
Monkey Munch



Forever Loops

Sticky Scripture™

Play "ZippEEE!" as they zip-line through the rainforest, finding Bible Memory Buddies along the way. Then they'll learn actions to Psalm 115:18 and celebrate that God is forever!



Imagination Station™

Create clouds, then plant seeds to remember the trees and plants John describes in heaven. What a beautiful place to live forever with God!



Canopy Closing

Send a balloon along a zip line to see if it can go on forever. Then praise God for being a forever friend!



Wild Games



Jungle Jump



Round and Round



Celebration Ball

At **Rainforest Falls**, the daily Bible Point is carefully integrated into each station's activities for unforgettable Bible learning. See how your station reinforces today's Bible Point.

God is forever.

Bible Verse: “But we can praise the Lord both now and forever! Praise the Lord!”
(Psalm 115:18)

Bible Story: God gives John a vision of heaven.
(Revelation 7:17; 21-22)

The book of Revelation pulls back the curtain on eternity, showing that God’s love, power, and presence are *forever*. These words came from a vision given to the Apostle John, one of Jesus’ closest friends, during exile on the island of Patmos. Imagine being alone on a rocky island, separated from everyone you love, when suddenly, heaven opens before you! Wow! God gave John a glimpse of the future, revealing a world completely restored, where there’s no more pain, sadness, or death. John recorded that God wipes away every tear, and Jesus, the Lamb, becomes our eternal Shepherd, leading us along streams of living water. Revelation 21:23 explains that heaven doesn’t even need the sun or moon because God’s glory shines so brightly! What a wonderful “full circle” picture of God’s glory shining during creation! God isn’t just powerful for a moment—he is forever. God’s Kingdom, love, and promises never end.

It’s often said that “all good things come to an end.” Kids understand that, as they live in a world where things *don’t* last. Favorite shoes wear out, friendships change, and even the latest trends fade in a flash. That can make life feel uncertain, even scary. But Scripture gives kids a life-changing truth: God never runs out, never changes, and never leaves. God’s love is permanent, his promises are unbreakable, and his home is waiting for all who trust in him. That means kids don’t need to be afraid of the future. When kids realize that God is forever, they can live with hope, confidence, and joy—because no matter what happens, their forever is safe in God’s hands!



Why It Matters

Hope! God’s vision to John means that the love of our all-knowing creator and refuge never ends! Kids can look to a bright future, celebrating all that God promises for those who trust in Jesus.



OPTION 1: Jungle Jump

MEDIUM ENERGY

Supplies:

ball-pit balls (1 per person in a rotation)

pool noodles (1 per Crew in a rotation)



Pre-Game Setup

- No setup necessary!



Let's Play!

Welcome everyone back for the last day of Wild Games.

SAY This week, we've put together caring donations to give to the Operation Kid-to-Kid project. It's a big effort to provide so many families with fruit trees to help them have food. On our own, there's only so much we can do. But together we can do even more, go even further. Let's see what that's like with a jungle jumping game!

1. Give each Crew Leader one pool noodle and a ball-pit ball for each person in the Crew.
2. Have the Crew Leader mark a jumping line with the pool noodle.
3. Crew members, each keeping hold of a ball, will take turns making the biggest jump they can.
4. When they land, they can mark their spots with the balls.
5. Once everyone has jumped and marked their leaps, celebrate everyone's efforts. Then challenge kids to see if they can jump farther in a new round.
6. Do one final round, but for this one, allow Crew members to jump from the previous person's landing place so their jumping efforts build on each other, instead of marking only individual efforts from the pool noodle starting line.

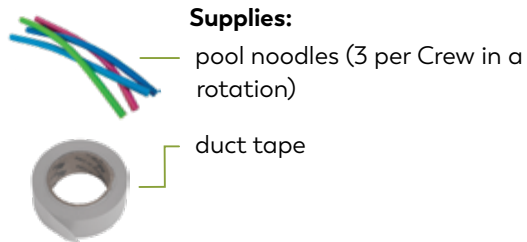
ASK Tell me about your biggest jump! How did you jump so far?
Take some responses from willing kids.

What did you notice about how far your Crew could go when you put your efforts together instead of only marking jumps on your own?

SAY We can do more when we partner up. And even more than we can imagine when we partner with God!

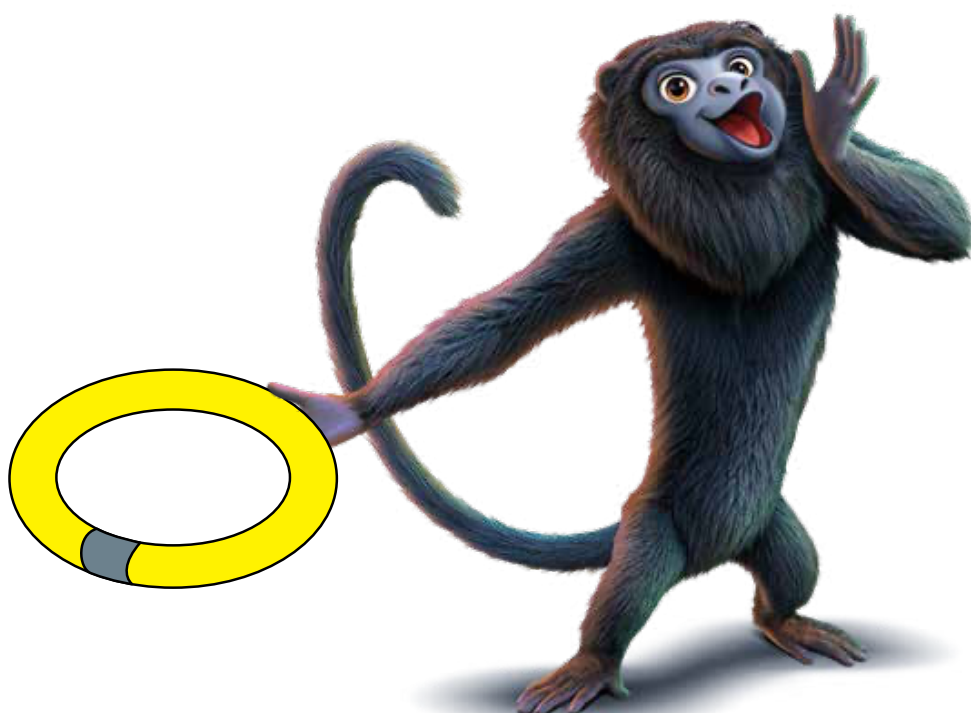
God doesn't have any limits. God is big and powerful, and **God is forever. (Wow, God!)** Because we've teamed up with God, we can help many families know they're cared for.

OPTION 2: Round and Round LOW ENERGY



Pre-Game Setup

- Make pool noodle rings by taping the ends of each noodle together to form a circle. Then stack the rings in a pile in your play area.



Let's Play!

Welcome kids to the last day of Wild Games if you haven't already.

SAY Today we're discovering something unique about God—that **God is forever. (Wow, God!)** We talk about forever sometimes like "Ugh, this school day is taking forever!" Or "I wish summer could last forever." Invite everyone to call out a silly, exaggerated "forever" statement.

But when we really think about it, it's hard to name anything that truly lasts forever. Let's see how long we can play a game. Maybe we could do it forever?

1. Have the Thank You-er from each Crew grab three pool-noodle rings, and have each Crew form a circle with everyone on their knees about 3 feet apart and holding their arms together overhead.
2. The Thank You-er will begin the game by tossing one pool noodle at a time to the person to the right—trying to land the pool noodle over the person's arms like human ring toss.
3. Once a person has a pool noodle tossed to him or her, that person can then take a turn tossing to the next person. It's OK if pool noodles don't successfully land over arms.
4. As the Crews continue to play, encourage everyone to get creative with their tosses—tossing with both hands, one hand, backward, and so on. Or they can make it more challenging by moving farther away from each other.

Play as long as time allows ("forever"), then gather everyone around you for a quick wrap-up discussion while your games assistants collect the pool noodle rings.

ASK Why do you think we could or couldn't play this game forever?

SAY It's fun to think about doing something we enjoy forever! An amazing thing we can have forever is a friendship with God. Jesus made it possible for *anyone* to be a forgiven and forever friend with our God who never ends!

OPTION 3: Celebration Ball HIGH ENERGY

Supplies:

- 2 large buckets of water



- large car-washing sponge



- rolls of crepe paper streamer in 2 colors



- large trash bag



- 12-14 pool noodles

- 4 game cones

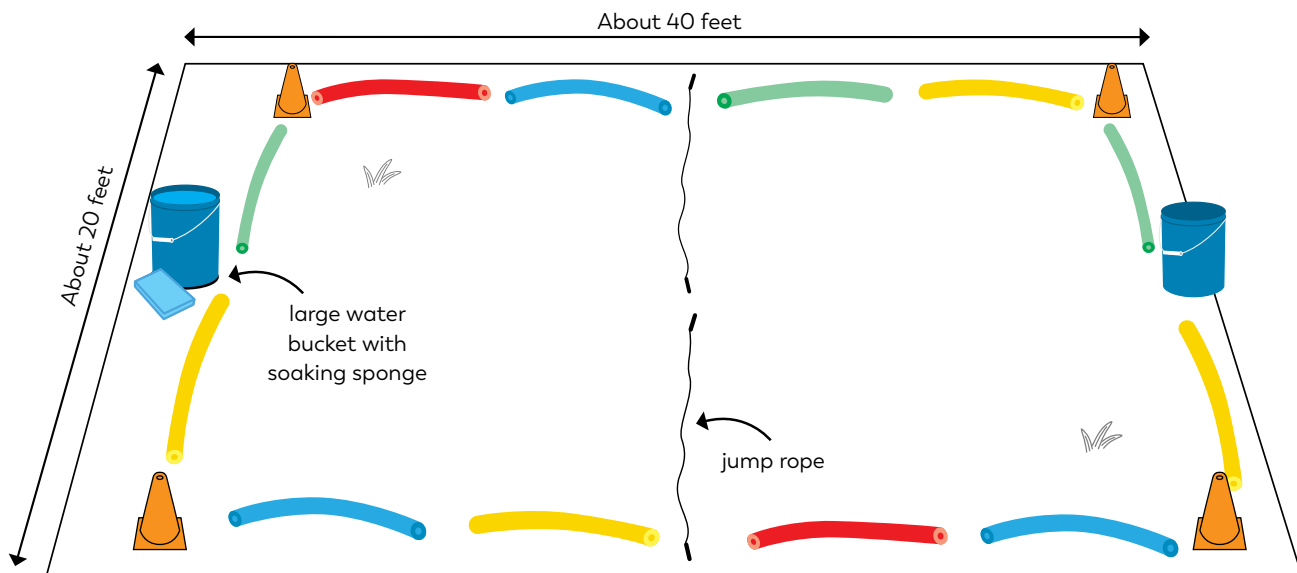
- 2 or 3 long jump ropes

photocopies of the Wrap-Up Questions: Celebration Ball (p. 48) (1 per Crew)



Pre-Game Setup

- Use the game cones and pool noodles to mark the boundary lines of a large rectangle that's roughly 40x20 feet. Then use jump ropes to mark a center line that splits the rectangle into 2 equal squares. (See diagram for a visual guide.)
- Fill the buckets with water, and place them at opposite ends of the rectangular play area—centered near the far boundary lines. Submerge and leave the sponge to soak in one of the buckets.
- Tear roughly 18-inch lengths of both colors of streamers. Place them somewhere they won't blow away or get trampled.



Let's Play!

Welcome kids back to Wild Games, if you haven't already.

SAY

Today's a special day at Rainforest Falls because we're celebrating that **God is forever! (Wow, God!)** This ties into all we learned yesterday about how Jesus made it possible for us to be forgiven friends of God who will get to live with God in his forever home, called heaven.

Let's celebrate this *best news ever* with a game that's full of reasons to cheer!

1. Divide Crews into two roughly equal teams, and have them stand on either side of the center line of the play area you've marked.
2. Explain that each time a team scores a point in the game, they'll celebrate big with some motions and a cheer. Give teams a few minutes to come up with their fun cheer they'll shout together.
3. Distribute one color of streamer pieces to each team. Players can gently wrap and tie them around their foreheads or upper arms for a quick visual cue of who's on what team.
4. Gather everyone close again and explain that teams score by getting the "ball" (the big sponge) into their goal (the bucket on the opposite side of the playing area).
5. Players will hold the ball in their hands and can take up to three steps before they must pass the ball to a teammate. Encourage everyone to involve their whole team so friends aren't left out of the fun action.
6. If the ball hits the ground, *any* player can pick it up.
7. Make it clear that kicking the ball or making contact with other players isn't allowed.
8. After a team scores, players will return to their own sides. Then you'll dunk the ball in a bucket so it's soggy again and take it to the center line to start a new round.
9. Clarify the rules as needed, then have teams spread out on their own sides of the field.
10. Invite a willing Thank You-er from each team to come to the center line with you. Toss the ball up into the air to start the game. The Thank You-er who catches the ball can begin moving and passing it with their team.
11. As everyone plays, remind teams to celebrate when they score a point!



TREE TIP

This game is a version of the classic game Handball. A quick online search of "how to play Handball" will bring up some helpful video tutorials where you can see the game in action and may help you best explain the simplified gameplay to everyone.

When time's up, gather everyone together. Collect all the used streamers and place them in the trash bag. Give each Crew Leader a copy of the Wrap-Up Questions: Celebration Ball to lead a quick discussion. Enlist your assistants to make sure the game area is reset for the next rotation.

Wrap-Up Questions: Celebration Ball

ASK What was it like to celebrate throughout the game?

What are other things you celebrate with cheers and lots of fun? Share an example of your own first, such as cheering for your favorite sports team to win.

SAY There's a lot to celebrate in life—and that includes God! We can celebrate God's goodness with joy, cheers, fun, and loads of thankfulness. Let's take our celebration of God into our everyday life, even after Rainforest Falls is over—because even though many good things come to an end, **God is forever! (Wow, God!)**

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Wild Games

Day 1



- Fruit Roll Up
- Jungle Vine Jump
- Quetzal Quest

Day 2



- Find the Fruit
- It's a Jungle Out There!
- Make Up a Splash

Day 3



- Ups and Downs
- Safe Buddies
- Refuge Run

Day 4



- Give to Love, Love to Give
- Aunt Eater
- Along the Vine

Day 5



- Jungle Jump
- Round and Round
- Celebration Ball

Scan here to find printable
Wrap-Up questions and
other digital resources for
leading your station.



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