

## Weekly Parable Games

### The Lamp Parable

#### Jumping Light Shine Bright

Play this game several times. Have all the kids spread out, squat down like they are hidden and close their eyes. Play a concert song from that you are learning that week. One leader, adult or youth, walks around and taps a few students on the shoulder. When they are done, stop the music. When it stops the kids who were tapped jump up and shout, "Shine!"

### The Lost Sheep

#### Help the Shepherd find the lost Sheep (Lamb)

Play this game several times. Choose two children who are seated, quiet, and showing they are ready to start the game. Give one child the shepherd staff and one child the sheep/lamb. Have the Shepherd go outside the door with an adult or stand facing the wall where they can hide their eyes. Then have the child holding the sheep/lamb "hide the lamb". Then allow the Shepherd to come in and look for the sheep/lamb while the other children make the "bah, bah, bah" sound **louder** when the searching Shepherd gets closer to where the sheep/lamb is hidden and **softer** when the Shepherd moves away from the hiding spot. (They can also "bah, bah, bah" **faster** when the searching Shepherd gets closer to where the sheep/lamb is hidden and **slower** when the Shepherd moves away from the hiding spot.)

### **Prodigal Son Parable**

Going Home (adapted from truewaykids.com “The Lost Son” lesson)  
Play this game several times. Mark a starting line. Have your children slowly walk away from the line until you shout “Home.” They should race back as quickly as possible. To keep things from crazy, tell them they must walk away and run back in a straight line from their spot.

### **The Good Samaritan**

Help a wounded friend.

Play this game twice so each student gets to play both parts. Divide the class into two groups. One group is the “good samaritans”. The other group is wounded and is spread around the room with “injuries”. Have youth and other adults help kids with ideas – broken leg (lays down holding leg), hurt eye (covers one eye with hand), head hurts (puts both hands on their head), sore arm (rubs one arm), etc. When you start the music to a song you are learning that week, the “good samaritans” find a wounded person and help them by pretending to bandage or similar action the wound.

### **The Lost Coin**

Find a coin and REJOICE!

Have a youth help hide a coin picture (or three) around the room somewhere before class begins (or sneaky while the kids are singing). Play a concert song that you are learning that week and have all the students look for the coin(s). When one is found the whole class will rejoice!

## **The Sower**

### **Parable of the Sower Four Corners** (from Teach Us the Bible)

Play this game several rounds as you have time.

- Play the game of Four Corners, but instead of each corner of your room being a number 1-4, name each corner: Path, Rocks, Thorns, Soil. (*pictures included*)
- Write each word on a sheet of paper and hang them on the wall at each corner.
- Identify one child to be "it" (or have the teacher be "it")
- While It closes their eyes and counts to 10, all the other students run to one of the four corners.
- Then It says one of the four names of the soils.
- All children in that corner sit down and are out of the game. If no one is in that corner, no one has to sit down.
- Repeat until there is a winner.

## **The Parable of the Mustard Seed**

### **Growing the Kingdom**

This game is a No Talking game. Have the students line up side by side. Tape a color circle to their shirt in the front at belly level. Then, walk behind them and tape a different color to their back. Have the students spread out, but remember – No Talking. Pick a student (or have a youth leader) to start. The student has to look at the color on their front and find that same color on someone's back. When they find it, they join hands and the 2<sup>nd</sup> student looks at the color on their front and finds that same color on someone's back. They join hands and the 3<sup>rd</sup> student continues the search. The chain grows as each student matches their color to another until the whole class is one long chain – or tree.

## **The Wise and Foolish Builder**

### **Wise stand strong; Foolish Fall.**

Play this game several times. Divide the class into groups in different ways as the Wise (or built on a rock) and the Foolish (built on sand) – girls/boys, wearing red or not, have pet or not, etc. Play a concert song that you are learning that week for about 20-30 seconds. When the music stops the Wise stand strong and the Foolish fall.

## **The Parable of the Talents**

### **Matching Game**

Use the set of circle talent cards to play a game of concentration. If you have not already, discuss as you play what some different talents are and what each child thinks they are good at. Discuss how we can use the talents we have to serve others and, in so doing, serve and honor God.