



## Finish the Race

Application: encouragement, faithful service – active

Set up: Designate a course for your race. It should be wide enough for all the players to line up at the start line side by side, and approximately 15' in length. It needs to be a smooth course, preferably a carpeted area. Mark off a start line and a finish line at the opposite end of your course. Give players straws and Ping-Pong balls.

How to play: At the go, players use their straws to hit their Ping-Pong balls, in golf-like fashion, to the finish line. The players that get to the finish line first, must cheer on the other players to *finish the race*.

How to win: All players win. There is no one winner. The point of this game is for everyone to finish the race.

After the game: We did not have a single winner. The point of the game was to finish the race. If you finished, then you won! The Apostle Paul wrote in his second letter to Timothy, "I have fought the good fight, I have finished the race, I have kept the faith. Now there is in store for me the crown of righteousness, which the Lord, the righteous Judge, will award to me on that day--and not only to me, but also to all who have longed for his appearing. (2 Timothy 4:7-8)

Paul wrote Timothy to encourage him to continue faithfully serving the LORD. Paul was looking back over his life and like an athlete describing a successful contest, he wanted Timothy to know he had "finished the race" and kept his faith in God. An athlete is required to lead a disciplined life by exercising, eating the right foods, practicing his or her sport, and never giving up on the goal to win. In the same way, Paul never gave up following Jesus and putting his faith into practice. But most importantly, Jesus never gave up on Paul. The Bible says, "Never will I leave you; never will I forsake you." (Hebrews 13:5)

Paul was looking forward to receiving the crown of righteousness as his reward! He also kept in mind that Jesus was going to come back to earth again, the verse says "... to all who have longed for his appearing."

**The rest of this lesson is available with book purchase.**



## Hook Em'

Application: Bible verse memorization games – active and inactive

*Setting the hook* is a fishing term that means getting a hook down deep in a fish's mouth; this way you don't lose it in the fight when reeling it in. Ultimately, that's what Bible memorization is all about: *setting Jesus' hook* down deep into the lives of our kids, and helping them to obey the imperative of Psalm 119:11, "I have hidden your word in my heart that I might not sin against you."

### Popcorn ----- inactive

Repeat the memory verse together with the class several times. Players kneel in a squatting position—the popcorn position. To begin, teacher points to a player, who then pops up on his or her knees and says the first word of the memory verse. Teacher points to another player, who pops up to say the next word. Play continues as such with teacher pointing and players popping up until the verse is stated. During play, if a player doesn't know a word, teacher passes to another player.

**13 more Bible memory games are available with book purchase.**



## Righteous Vs. Wicked

Application: righteous living – active

Bible Point: When you live a righteous life, you grow towards God. When you live a wicked life, you move away from God.

Spend a few minutes talking about the meaning of righteous and wicked living.

Set Up:

The teacher stands at one end of the playing area. Players line up at the start line at the opposite end of the playing area. Before play begins, tell the players the teacher represents God.

How To Play:

When teacher holds his or her thumbs up (represents righteous living) the players move by walking, running, skipping, etc. towards the teacher. When the teacher holds thumbs down (represents wicked living) the players must freeze. If the teacher sees a player(s) move when thumbs are down, that player(s) must return to the start line. Play continues until a player tags the teacher. The first player to tag the teacher takes the teacher's place in the next round of play. Play as long as time allows.

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