

LET THE PRAYERS BEGIN

As Christians, we must choose to pray, knowing that our Father in heaven hears our prayers. (Three short skits about prayer for three to seven.)

TOPICS:

Christian Living, Prayer

MATERIALS:

Copies of each Prayer Skit: [3-ATTACHED]

4 puppets (optional)

Bottle of Pepto-Bismol® (optional)



DURATION:

Approximately 15 minutes

PREPARATION

Print out several copies of each Prayer Skit page. Also, print an extra copy to use as a reference. These short skits can be performed as role plays, or if available you can use finger or stick puppets. If you are using puppets, you will need 2 girls and 2 boys to play all the different parts.

WHAT YOU WILL DO:

Ask for volunteers to play the parts in each mini skit. Let the kids pick who will actually play or perform each part and allow a few minutes to practice. When they are ready, read the title of the skit and introduction before the teams act out their parts.

After each skit, ask the class the following questions:

Discussion Questions:

1. What did they pray for in this skit?
2. What can we learn from this skit about prayer?
3. At what other times would a similar prayer be helpful?

There are many times when we should pray. The Bible says we should pray unceasingly. That means all the time. From our little skits, we saw that we can feel better when we pray. Prayer can help to remove fear. We can praise God through prayer. It is not always easy to pray aloud, but God doesn't care how we sound. He only cares that we pray.

OFF TO THE RACES

Kids show how much they remember in this review game by being on the first team to speed a car across the finish line.

TOPICS:

Memory/Review

MATERIALS:

Racing car cutouts [ATTACHED]
2 Flag cutouts (optional) [ATTACHED]
Straws (optional), Six foot long sheet of paper,
Tape or Sticky Tac®, Six quarters, Shoe box,
16 or more review questions



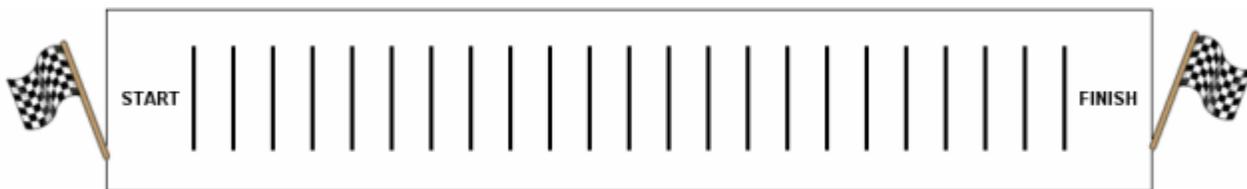
DURATION:

Approximately 20 minutes

PREPARATION:

To play this game, you need to come up with 16 or more questions. Before class, print out the racing cars cutout page on heavy card stock, and cut out each racing car. Do the same with the flags page, and fasten the flags to paper straws. The flags can be added to each end of the race track for visual interest.

Find a long sheet of paper, about six feet for the race track. You can use butcher paper, or freezer paper from the supermarket, or if your church has one of those paper towel dispensers using a continuous paper roll, that will work fine. Use color markers to draw the racing grid similar to the picture below. The vertical lines should be about three inches apart. Tape the race track to a large visible wall.



WHAT YOU WILL DO:

Form two teams, and have each pick one of the racing cars. Use tape or Sticky Tak to fasten both cars at the starting line. Each team will toss all six quarters into the shoe box. The team with the most quarters showing the heads side up will go first. The starting team is the first to get a question.

Each time a team answers a question correctly, they toss all six quarters into the shoe box. The number of lines they can move their race car ahead is equal to the number of times heads is showing on the coins. One car cannot be more than six lines ahead of the other car at any one

time. Instead, the car must stop on the sixth line, waiting for the other car to move ahead. (This will keep the race close.)

If all of the coins show tails, the team can toss again to see how far they'll move. If a team misses a question, they must take a pit stop, and move back one line. The other team can try to answer the same question, and if they get it right, toss the coins to move forward, if less than six lines ahead.