



# PLAY IT

## GULPING GUPPIES

### Supplies

- Bucket or pan half full of water
- 100 pennies (Marbles work too, but pennies are cheaper!)
- Watch with a second hand (or device with stopwatch function)

### Directions

1. Place the bucket of water near a corner of the room and gather participants around it.
2. Explain that a water-filled bag holding 100 guppies is about to break, sending guppies everywhere. Guppies can live 3 to 4 minutes out of water, but these are delicate guppies and need to be back underwater within 30 seconds—or they'll perish.
3. Walk to the center of the room and toss the pennies in a dramatic fashion so, when they land, they'll bounce and roll everywhere.
4. Explain that each penny represents a guppy who needs to get to safety in the bucket. The catch: before a penny can be dropped into the bucket, whoever is rescuing it must give it a name—the name of someone the rescuer knows who Jesus has died to save. The rescuer must say the name aloud while dropping a penny into the bucket.
5. When everyone understands what they are to do, say "Go!" and start your countdown.
6. Depending on how many pennies remain scattered on the floor, play a second or third round, shortening the amount of time allowed to save guppies.

### After the activity, talk about this:

- How did you find out that Jesus saved you by dying for your sins? Who told you?
- What difference does it make in your life that Jesus saves you?
- Quick: What are 3 reasons it's a good thing Jesus saves you?
- How can you tell if someone needs to hear that Jesus saves them? (We all do!)
- If you had just 60 seconds to tell a friend about how Jesus died to save them, what would you say?

Gather around the bucket and pray for the people whose names were called. Thank Jesus for saving them by dying for them. Ask God to help those people claim that gift and give themselves to Jesus, if they haven't already done so.



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## PRESERVE A PAIR OF PANDAS

Uh oh. A pair of pandas has wandered off the nature preserve and is in danger. It's time for them to cross the road and get back to safety—but it will take some effort. Play this game and discover what it's like to be stuck. Then talk about what it took to keep you from being stuck in sin—forever.

Have each player find a partner to form a pair. If you have an odd number of players, you can jump in to create a pair.

### Directions

1. Explain that the players are pandas who've wandered off the nature preserve. Their safety depends on crossing a busy road to get back. The trick is that, as each pair moves, they can have only a certain number of points of contact with the road. For instance, if the number is 8, the pair must crawl on all fours.
2. Line pairs up against a wall—that's one edge of the road. Where you stand across from them (about 30 feet away, if possible) is the other edge of the road—and safety.
3. Begin by giving panda pairs the number "8" so they'll crawl to you.
4. Remind them they left their sunglasses behind and must retrieve them. Tell pandas they can have 7 points of contact on the way to their point of origin.
5. On the way back to you, they can have just 6 points of contact.
6. Wait—they also left behind their panda cell phones. They must cross back with 4 points of contact.
7. Panda poachers are coming! Panda pairs need to get back to you and the preserve ... with zero points of contact. Your panda pairs likely will voice objections, but you won't change your mind. They're stuck! Game over.

After the game, talk about this:

- How did you and your panda partner go about figuring out how to move? What helped with your problem-solving?
- You ended up stuck—and probably captured by the panda poachers. How did it feel to realize you couldn't save yourselves?
- In what way are we stuck and unable to save ourselves without Jesus saving us?
- Jesus saves us, but what, if anything, does He expect in return?



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## NICK 'O TIME

In movies, when someone needs to be rescued, the hero usually shows up just as the bomb is about to blow or the ship is starting to sink. Playing a quick game of Nick 'O Time, let's see how well we can predict when we should show up to save the day.

### Supplies

Watch (or device with a second hand or countdown feature)

### Directions

1. Explain that you'll call out a specific amount of time and players will estimate when that time has passed.
2. At the moment they think the countdown has reached 0, they'll shoot 1 hand into the air and call out, "Jesus saves us!" Whoever is closest will be dubbed "Hero of the Moment" and granted all the rights and privileges that come with that title ... and that's nothing, except possibly a cheer from the crowd.
3. Use these numbers of seconds and play 3 rounds (or substitute your own amounts of time): 39, 14, 61.

After completing the game, talk about this:

- What helped you as you played? What got in your way?
- Tell about a time you got important information or finished something just in the nick of time. What happened?
- There are people we know who need to hear that Jesus saves them. Why might this be the nick of time for them to get that news?
- Who's someone you could tell about Jesus? What might help you do that? What might be in your way?

Jesus saves us! That's something everyone needs to know. Let's decide right now that we're willing to share the Good News!