

Elementary Supplies | September

Now that you have all the supplies you need for Church @ Home, each Sunday logon to our website journeyoffaith.com/kids/ to find the videos for each week.

September 6

First Activity

- **Hot Potato**
 - Plush toy (to be used as the Hot Potato)
 - Music

Have your family sit in a circle . Start the music as everyone passes the “hot potato” to each other, stop the music after 15-25 seconds. The person who is holding the “hot potato” when the music stops whoever has the plush toy in their hand has to say something kind about another person in your family. Play until everyone has had a turn! If you need suggestions on music, we have a great Spotify list with upbeat music. Just go to our website to check it out!

Second Activity

- **Bible Story Extension**
 - Key chains,
 - String
 - Scissors
 - “Party Favor Lanyards” Activity Page [Click here to print activity page](#)

Explain to the kids that they’re going to make a party favor for a friend—a keychain lanyard and they can give it to anyone they’d like! Lay out the activity page with the patterns, along with the key chains and string. Let kids choose one pattern they’d like to make. Allow them a few minutes to make a keychain. Discuss today’s Scripture as they work: Who are you going to give your keychain to and why?

- In the Scripture from today’s lesson, we learned that a “cord,” or a braid or twist, can’t be easily broken. Why is that? (Simplest form: fibers that are twisted or braided are stronger than the same bundle of fibers that are straight because the cord has more capacity to stretch.)
- What does this have to do with friendship? How do your friendships make you stronger?
- Why does that make it important to choose your friends carefully?

September 13

First Activity

- **Take A Snapshot** (game)
 - No supplies needed

This game it's kind of like "Simon Says," except that when you give the command, kids have to do the opposite! **Inform** them that actions will be mixed in with how they treat friends, so they're going to have to think fast and do the opposite. **Emphasize** that if they can't think of an opposite, they're out. Or if they follow the command without doing the opposite they're out. The last person standing wins!

Check to make sure they understand by saying, "So if I tell you to stand up, what will you do? (Sit down.) If I tell you to bump into your neighbor, what will you do? (Hug them, high five, elbow bump, etc.)"

Read the following commands, in any order AND feel free to add your own!!

- Jump up (opposite: squat down low)
- Stay down (opposite: jump up)
- Touch head (opposite: touch toes)
- Stick tongue out at a friend (opposite: do something nice like bump elbows or high five)
- Say something mean to a friend (opposite: say something nice to a friend)
- Stand up (opposite: sit down)
- Raise right hand (opposite: raise left hand)
- Stand on left leg (opposite: stand on right leg)
- Be quiet (opposite: talk)
- Sing a song (opposite: could be dance or be silent)
- Making fun of others (opposite: saying kind words to another)

Second Activity

- **Pom Pom Bodies**
 - Pom poms (1 big, 1 small) or cotton balls
 - Sticker eyes
 - Foam heart stickers
 - Small bag

Kids will make two pom pom buddies—one to keep and one to give away. Help kids apply two stickers' eyes to the large pom pom. Instruct kids to glue a mini pom pom as the nose

underneath the two eyes. Then, put some glue in the foam hearts then glue it onto the bottom of the pom pom for the feet.

Repeat for the second large pom pom. If kids finish quickly, encourage them to decorate the bag with markers to make a little house for their pom pom buddy. They can secure everything with tape. As they're working, ask the kids to think of one friend to give a pom pom buddy to and how they could show love to that friend this week.

September 20

First Activity

- **Finder** (game)
 - No supplies needed

First, you need to select someone in your family to be the “finder” and have them go into another room in the house so they do not know what will happen next. The rest of your family will pick an object (i.e., a book on a shelf) in the environment for the finder to find.

Ask the finder to come back and walk around the environment in search of the object. Tell the group they cannot say anything, but they can give hints by using applause to lead the finder in the right direction. If the finder is far away from the object, the group should clap slowly and softly. When the finder gets closer and closer, the group should applaud faster and louder until the finder picks the correct object. “Great job using your imaginations and encouraging the ‘finders’ to locate the objects. Assign a new finder with each new round.

Second Activity

- **Cornhole Toss**
 - “Memory Verse” cards. [Click here to print cards](#)
 - Containers/cornhole boards
 - Beanbags or small balls

Set the two containers/boards 15-20 feet apart. Place a set of memory verse cards (facedown) next to each container. Form two teams and ask each team to line up a good distance from each container. Tell everyone that each team will take turns throwing the beanbags, alternating with their opponent.

If the beanbag lands in the container successfully, the kid who threw it will pick up one card and place it face up on the floor. The kid will then go to the end of the line and while doing so, receive high-five encouragement from each team member. If the beanbag misses the hole, the kid will go to the end of the line without retrieving a card, but still receiving

high-five encouragement from each team member. The first team to successfully collect all of the verse cards and put them in order wins. End by asking the winning team to cheer on the other team as they continue playing the game until they finish their verse.

September 27

First Activity

- **Play Limbo**
 - Rope or jump rope or a long stick
 - Music (try Orange Kids Music on Spotify or Apple Music)

Two people in your family will hold the ends of your rope and ask everyone else to get in line. When the music starts, they attempt to pass under the bar. After everyone has had a turn, the bar is lowered an inch or two and the process repeats. When passing under the bar, players must bend backwards. No part of their bodies may touch the bar, and no part other than their feet may touch the ground. The last person left is the winner! **Play** a few more rounds, as time allows. **Ask:** When does limbo get hard? (when the bar gets low) When that happens, does the game get more exciting? (yes!) Why?

Second Activity

- **Forgiveness Brings**
 - “Word Search” Activity Page. [Click here to print “Word Search”](#)
 - “Search Answers” Activity Page. [Click here to print “Search Answers”](#)
 - Pencil
 - Bibles

Look up Proverbs 17:17 or let kids recite it from memory. Hand out the “Word Search” Activity Page to each kid. Instruct the kids to look at the list at the bottom and find the words in the word search. After a few minutes, let kids who have found most of the words help their friends out. As they work, ask them to think about the last time they forgave a friend or the last time someone forgave them. Prompt kids to think about how it felt to have their friendship “fixed” through forgiveness. Let any kids share stories if they want to. Help them keep names out of the story, and if needed, help them move stories along if they get too bogged down on details.