

Alley SG - July 13-14, 2019

Bible Story: Faithfully (Peter Gets Out of Prison) • *Acts 12:1-19*

Bottom Line: Be faithful so others can count on you.

Key Question: How can you be someone people can count on?

Memory Verse: “being confident of this, that he who began a good work in you will carry it on to completion until the day of Christ Jesus.” *Philippians 1:6, NIV*

1. Just for Fun

What You Need: No Supplies Needed

What You Do:

- **Instruct** kids to get into pairs.
- **Explain** the game:
 - **Instruct** pairs to stand back to back.
 - When you say, “COUNT,” pairs turn to face each other and, using only one hand, show 1 to 5 fingers.
 - The object is to be the first one to add the sum of the digits showing between the two partners.
 - The kid who first shouts out the correct number of fingers showing moves to the next round.
 - **Continue** to play until only one kid is left.
 - As kids get the hang of it, **pick up** the pace of the game, and play a few rounds as time and interest allow.

2. Get Your Head in the Game

What You Need: Dice (5 per group), paper, pens

What You Do:

- **Explain** that you’re going to play a game with dice where the goal is to score as many points as possible. To play:
 - Give a kid five dice, paper, and a pen. (Kids will take turns.)
 - Kids roll all five dice.
 - If a two or five is rolled, no points are scored and the dice showing a two or five are removed.
 - With the remaining dice, the kid rolls again.
 - If no two or five are showing, count up the total number represented by the dice and roll again.
 - He or she keeps rolling and scoring points until all this or her dice are removed from play.
 - The kid with the highest score wins.

What You Say:

“Being able to count is a very important skill. But just as important is to be someone others can count on.”

3. Memory Verse Scramble

What You Need: Bibles, Memory Verse Cards from Week 1 (2 sets per group)

What You Do:

- Look up Philippians 1:6, and review it together as a group.
- Divide your group into 2 teams.
- Give each team a set of “Memory Verse cards”.
- Scatter the cards on the floor/table face down.
- On your “GO!” teams will compete to put the verse in order.
- Play as many rounds as time/interest allows.

BEFORE DISMISSAL: AT “COMMUNION CALL”

HAND OUT “GOD TIME” CARDS TO EACH STUDENT BEFORE DISMISSING AND ALLOW THEM TIME TO BEGIN WORKING ON THE WEEKLY ACTIVITY

IF STUDENTS BRING THEM BACK THE FOLLOWING WEEK, THEY RECEIVE \$3 IN ALLEY CASH!