



CONNECT BOOKLET

CR  SSINGS
KIDS

At Crossings we view Connect as a time to accomplish some biblical and relational goals:

1. Time to connect with the story.
 - 2 Kings 21:19-23; 22:1-2
 - 2 Kings 22:3-20
 - 2 Kings 23:1-20
 - 2 Chronicles 35:1-19
2. Time for your students to connect with their adult leaders since they are going home together and back into normal life.
3. Time for your adults to intentionally connect with the students, taking time to deepen gospel-centered relationships.
4. Time for your students to connect to God through TAWG. Please give your students time to complete their TAWG which is located in their Bible study booklet.

In order to accomplish these goals, we have outlined this Connect as a guide with questions that may be asked each day, and a list of activities that you may choose from based on what is best for your group.

If you have a large group, feel free to break up into smaller groups so that each student has the opportunity to share.

Above all, remember that this is your group's time to deepen their gospel-centered relationships. You are not bound to follow any of the Connect material; we just want to help you connect with your students.

After your students have completed their TAWG, gather them together. You can either stay together as a group for the next section or you can break up into small groups ensuring there is an adult in every group.

1. Talk around the circle allowing everyone to give their high and low for the day. After everyone has given their high/low, break into partners and pray for each other's low.
2. Ask the question in your group allowing several students to answer. This is a great time for slowing down and ensuring that your students are getting it. Allow them to talk it out as much as possible.
 - a. What is one thing you learned today in Bible study that you didn't know?
 - b. What is God doing in the story?
 - c. How do you see the gospel in the story?
 - d. How do we live differently because of the gospel?
3. Help to define some of the biblical words we are learning.
 - a. Day 2: make sure the kids understand the word FAITH. You can use the acrostic

Forever
Always
I
Trust
Him

b. Day 3: make sure the kids understand the word OBEDIENCE. The dictionary's definition of obedience is compliance with an order, request, or law; or submission to another's authority. From the moment we make the choice that Jesus is our Lord and Savior we are under his authority.

c. DAY 4: make sure the kids understand the word CHOICE. The dictionary's definition of choice is an act of selection or make a decision when faced with two or more possibilities. A course of action, thing, or person that is selected or decided upon. The last half of the second definition of choice is fantastic, a person that is selected or decided upon. As a follower of Christ every day we have the choice to decide/select Jesus and his ways verses our ways.

4. Pray as a group, pray for understanding of what the Lord is trying to teach each and every one of us as well as for the opportunities to learn more as the day continues.

As time allows, below is a list of fun games that you can plan. Any of the supplies should be easily found among your group.

Slap Happy

Two players on a team have to transfer a crumbled-up paper ball from one end of the room to the other by slapping the paper ball back and forth to each other using books to slap it to each other. The only real rule to this game is that they have to hit the paper ball back and forth to each other, one person cannot hit it twice in a row.

Speed Matters

Set up an obstacle course of things like books, bags, chairs, shoes, whatever is available (adult leaders). The player must scoot from the start of the obstacle course to the finish and back on a beach towel. Players can either race to finish before a minute is up or time them and the fastest racer wins.

Spin Doctor

Give it a spin! As far as a minute to win it games go, tweens find this a ton of fun. A player spins a coin on the table. A second player stops the coin with one finger on its edge (upright!). Either player can spin the coin, and it's a win when you stop the coin for three seconds within a minute.

Everyone's It!

Get everyone to put their non-preferred hand on their head. Then, everyone has to run around in the specified area and get other people out by touching their elbows.

Last one in wins!

Matthew Mark Luke John

Each person has a chair. Put 4 chairs in a row (or use a couple of couches), the rest in a circle - works well with a range of players. The four on the sofa, or in a row, name off as Matthew Mark Luke and John, carrying on, all others number off, 1, 2, 3, 4, etc. The last person is sitting on the other side of Matthew. Make sure everyone knows their name or number.

The basic action for each person in the game is:

slap their knees then
claps their hands together,
then click right-hand fingers,
then click left-hand fingers,
SLAP, CLAP, RIGHT, LEFT, and get a rhythm going.
Do this now when you are reading this !!!

Matthew always starts and says "ready" and all start SLAP CLAP RIGHT LEFT 2 or 3 times until all are in rhythm.

Matthew says when slapping "Mathew"

Matthew says when clapping "to"

Matthew says when right-click "7" (or any number)

Player 7 only has the left click to react.

Player 7 then says when slapping "7"

Player 7 says when clapping "to"

Player 7 says when right-click "Luke" or any number or name

If you don't react fast enough you are out. Stop the actions all with a higher number than you stand up and move up one seat and you go to the end (next to Matthew) The number stays with the seat, not the player. Name and number off again with new seat numbers. Matthew starts again. The aim is to end up on the sofa.

A lot easier to play than describe

A great time when you are filling an unknown period of time as you can just call LAST Round when it suits you.

10 Second Object Game

The small group makes the shape of an object using their bodies, and they only have 10 seconds.

Divide everyone into small groups (4-6 people). Call out the name of an object and all the groups have to make the shape of that object out of their own bodies, joining together in a different way while you count down slowly from ten to zero. Usually, every group will find a different way of forming the object.

Examples: Cars, Clock, Washing Machine, Volcano, Fire