

INTRODUCTION

In the last five weeks you've introduced the children to who Jesus is and also to people He cared for in amazing ways. As you've taught the lessons the children should have come away with the sense that Jesus cares for them, too. This "Guess Who" review party is a great way to see what the children learned during this series. Since this series is focused on specific people, you'll have a lot of fun reviewing how Jesus cared for each of the biblical characters while talking about ways Jesus cares for us and knows us intimately today. The games and activities are all centered around questions like who, what and where. Have fun with it and help the children see that God cares deeply for them—God never has to play "Guess Who" when it comes to the people He has created!

THEME

Children will enjoy this "Guess Who" party as they review what they've learned in the *Jesus: God Who Cares for People* series. Since this series has covered specific people Jesus cared for, children can play several games to "guess who" the characters were. This is also a great time to teach the children God is a personal God who knows their every thought and need. God doesn't play "guess who" with people!

Divide the children into teams for the duration of club and assign a color to each team. The teams can compete throughout club. Have someone keep a running score of the points each team earns.

"Guess Who Won" Behavior Incentive

For a behavior incentive, give points throughout club when you see the teams listening well, participating and being kind to each other. Loudly announce when a team has won extra points for listening well by saying "Guess who just won extra points!" and then pointing out someone who is following instructions or participating well. Tally the points at the end of club and announce which team is the winner. You could even have the children "guess who" the winning team was.

"Who? What? When?" Schedule Activity

For a twist on the club schedule, have the schedule written on a large piece of paper where children can see it. Fill in most of the information but leave several blanks throughout the schedule so either the next activity or who is leading it is a mystery to the children. Before each segment of club have the children try to fill in the blanks in the schedule by guessing what activity is coming next or who is leading it. You can award points to the team of the child who guesses correctly.

If you want to decorate for this party, you may want to use bright primary colored decorations, such as balloons, crepe paper and brightly colored question marks cut from poster board. You may take the decorations as far as you want or keep them simple.

Materials

"Decorations" reproducible
(See GNC Resource Pack.)

Materials

Markers
Paper or poster board

If you are not able to prepare a large schedule, you can simplify this activity by having the children guess what is coming or guess who is leading next before each club segment.

Lesson 6

If you do not have a way of playing the music for this game, you could provide clues about the song by giving the children some of the words or humming part of the tune then letting them guess which song it is.

Materials

Visualized Bible Verse Booklet
(See GNC Resource Pack)

Materials

Visualized Bible Verse Booklet
(See GNC Resource Pack)

“Guess What” Music

Option 1: When it is time for a song, don’t tell the children which song it is. Tell them you are going to start the music and they must jump up and raise their hand if they want to guess what the song is. Let them know if they call out an answer without raising their hand, the other team automatically gets 100 points. When a child jumps up and raises his hand, pause the song and allow him to guess once. If he is wrong, have him sit back down and allow another child from the opposite team to guess. When a child guesses correctly, award 100 points to his team then sing the song together.

Option 2: Come to club with visuals and music for all the songs you have done up to this point in the club year. Put all the visuals in a large box labeled “Guess What” Alternating teams, have one child come up and pick out a song from the box when it is time to sing a song. Children can look in the box first or choose one at random. You will probably want to give them a certain amount of time (e.g., ten seconds) to choose a song!



SMALL GROUP/WELCOME ACTIVITY

“God Is Personal” (Optional discussion)

God is personal! He knows everything about you. God doesn’t have to guess anything about you. *(Have each person say one thing God knows about him or her and see how far you can go in two minutes. If children need ideas, they could name things like eye color, what they had for breakfast, how many siblings they have, their middle name, how many hairs on their head, etc.)* God knows these things because He is almighty—He has all power! Jesus showed His power when He lived on Earth.

MEMORY VERSE REVIEW GAMES

For any of these games, pick verses learned during the series and use the visuals to play one (or more) games while reviewing the verses.

“Guess Who”

Choose one child to go up and be the guesser. Have him stand in front with his back to the rest of the group. Say the entire verse as a group, stopping before the last reference. Then point to a child in the group to say the reference in a funny voice. Have the child standing up front guess who said the reference. Repeat with different children. For an added challenge have the children say the verses without using the visual.

“Guess Which Verse”

Use the following clues to have the children guess which verse you are talking about. The first team to guess gets extra points. Be sure to mix up the questions so the children have to think about which verse it is. You may want to have the children say the verses all together before beginning to play so the verses are fresh in their minds.

John 3:16

- This verse talks about who God loves.
- This verse tells us what God gave so you wouldn't perish.
- This verse tells how to have everlasting life.

John 3:17

- This verse tells us something Jesus did not come to do in the world.
- This verse tells why Jesus did come to the world.
- This verse tells us God did not send His Son to condemn the world.

John 3:36

- This verse tells what will happen to those who believe on the Son.
- This verse tells what happens to those who do not believe on the Son.
- This verse tells about the wrath of God.

REVIEW GAMES

As you play these games, use questions from Lessons 1-5 to review with the children. You won't have time to play all of these games so choose the games which work best for your club.

“Guess What”

Before club prepare a poster board with lines for each letter in the sentence “Jesus is God who cares for people.” Ask questions from various lessons in the series (using the review questions) alternating between teams. When a child answers correctly, give 100 points to his team. The child may then choose a letter; if the letter is in the puzzle, they get another 100 points. A team may only guess the phrase during their turn.

“Guess Who—Good News Club Edition”

Before each question, secretly choose a child in the room to be the mystery person. When a child correctly answers a review question, award 100 points to his team then give one clue about the mystery person (e.g., “Guess who is wearing red”) and have him guess who the mystery child is. Give two more clues, allowing the child to guess after each clue (e.g., “Guess who has pink socks,” “Guess who has yellow bows in her hair”). If the child guesses correctly, award 100 extra points to his team. If he cannot guess, reveal the mystery child and play again. If desired, you may involve more children by having the entire team point to who they think the mystery person is after each clue. This will also make it more likely that someone on the team will guess correctly.

Materials

“Guess Which Verse” reproducible
(See GNC Resource Pack)

Materials

Poster board
Marker

Lesson 6

Materials

"Jesus Cares for You" color cards
(See GNC Resource Pack)

If you have a large club, have only the children on the child's team stand up if they are wearing that color.

Materials

"Guess Who—Bible Edition"
Bible characters reproducible
(See GNC Resource Pack)

"Jesus Cares for You!"

Put brightly colored game pieces in a bag or container. Ask a variety of review questions from the lessons. When a child answers a question correctly he may pick a colored piece from the bag without looking. Have everyone wearing that color stand up and be counted. Award 100 points to the child's team for each person standing then have the rest of the group shout "Jesus cares for you!" as everyone sits down. Return the colored card to the bag and continue playing.

INTERACTIVE GAMES

"Guess Who—Bible Edition"

Divide the children into small groups of four or five (more or less depending on the size of your club). Tape the name of a Bible character from the lesson series on the back of one child in each group. The other children in the group get to look at the character without letting the child know who it is. The child with the name on his back then asks questions of the other children in the group to try and guess the character. Questions could include, "Is my person a man or a woman?" "Where did I meet Jesus?" "What problem did Jesus help me with?" etc. Have an adult assigned to each group to help the children ask and answer questions. If time allows, let another child have another character chosen and put on his back.

Variation: You could provide the following questions on pieces of paper to help the children know what to ask.

- 1) Is my person a man or a woman?
- 2) Where did they meet Jesus?
- 3) What was their problem?
- 4) How did Jesus help them?

"Guess Who—Teacher Edition"

Before the day of club, have all the teachers provide three facts about themselves that the children may not know. During the game, read the facts and have the children guess which teacher each fact is about. Have the teachers all line up in front during the game. If a team guesses correctly, they earn 100 points for their team. Teachers may choose to give some more details about their facts if they desire.