

# The Idea Hoarder

For the Activity Collector in You

Dear Miss Idea Hoarder! Share any ideas, ask questions ... or make confessions to [ideahoarder@mrmarksclassroom.com](mailto:ideahoarder@mrmarksclassroom.com)

## Look what I found!



### Game

### Ready.Set.Rest

**Gather:** a New Testament (NT) game with names of books on cards and divisions; 2 gift bags; 12 green paper wads; 2 red paper wads; timer with seconds

**Get ready:** Place the NT divisions in the center of the room with the NT book cards face down by the divisions; place 6 green and 1 red paper wad in each gift bag and place on opposite ends of the room; divide kids into two teams

**Play:** Have the first kid of each team go to their bag and draw a paper wad. If it is green they will go to the game and draw a card. They will place the card into the correct division. If the wad is red, they must wait 10 seconds (rest) and then go and draw a card and place in the correct division. Play until all the books are placed. Talk about how rest is important in our lives. \*\*Make sure they return paper wads to the bag each time.

### Great idea!

Use Mr. Mark's NT Game Mat for this. Find it at the "STORE"

[www.mrmarksclassroom.com](http://www.mrmarksclassroom.com)

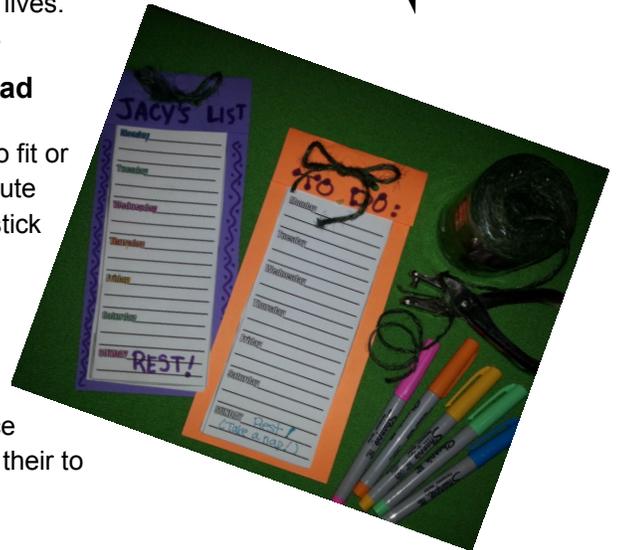


### Craft

### To Do List Pad

**Gather:** Cardstock (cut lengthwise), notebook paper, cut to fit or make a "to do" list and make several copies for each kid, jute (cut into 8" lengths), hole punch, markers (optional), self-stick magnets

**Make:** Have the kids place the to do list on the cardstock being sure to leave some extra on the top. Fold the extra over the top of the to do list and punch two holes through all layers. Thread the jute through the holes and tie. Place magnet on the back. Explain that rest should be a part of their to do list. Talk about why resting is important.



### Bible Skill

### Red Light Green Light Obstacle Course

Set up an obstacle using the Obstacle Course Idea Sheet (Item 1) in an open area. Have a kid be the "light/leader" and explain he/she will call "green light" when they turn their back to the course and "red light" when they turn to face the course. The rest of the kids will attempt to complete the obstacle course as fast as they can without getting caught moving when the "light" yells "red light".

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For more ideas and helps see [www.mrmarksclassroom.com](http://www.mrmarksclassroom.com)

Use Item 1 for help with this activity

## **Activity: Temple Rest, (not Run!)**

Children will play a version of “Red Light – Green Light” while trying to complete an obstacle course of temple-related tasks in order to reach the “Sabbath Leader”.

Materials: Chairs, Sheets, Tables, Photocopies of an Ox, a Trash Can, Craft Jewels, Pony beads including several gold ones, Five flashlights that work, Bible Costume/choir robe or oversized white tee and scarf, Empty Box, A copy of the ten commandments to “hide” in the room.

### **Set Up:**

Choose at least four of the following stations for your obstacle course:

Gold Work – dig a gold pony bead out from a bowl of assorted colors. Bezalel worked with gold for the temple!

Breast Plate – form the number 12 out of the jewels provided. There were 12 jewels in the ephod for the temple priest!

Tent of Meeting – throw a sheet over a table and kids must enter the tent and exit it by moving under the table from one side to the other. The temple was a tent!

Mercy Seat – chairs set facing one another with the corners of the seats touching one another, checkerboard style. Kids must sit in each seat and come out the far side.

Lampstand – turn on all of the flashlights, then turn the flashlights all back off.

Holy Garments – put on the Bible costume and take it back off

Ark – find the 10 commandments hidden in the room and put them in the ark (empty box)

Altar – Wad up a picture of an ox and toss it into the alter fire (waste basket) from the throw line taped on the floor.

Finish – tag the Sabbath Leader’s back. The leader cannot run.

### **Play:**

Let two or three kids start at the same time after you say, “GO!”

They can continue through your obstacle course while the Sabbath Leader’s back is turned.

At any moment the Sabbath Leader can turn to face them and yell, “REST!” Then all players must freeze. If they move while the Sabbath Leader is facing them they have to go back to the previous station and do it again.

When the Sabbath Leader turns back around they can continue their quest to finish by tapping the leader on the back.

Pick a new Sabbath Leader and play again.