

Idea Hoarder

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Kids Grades 1-6

Activity

PLAYING "PLAYING FAVORITES"

Objective: Identifying with the emotions of being favored or seeing someone else who gets more by being favored. Pick a game to play and plan a small snack. Tell kids that everyone's name is going in a hat and whoever you draw out will be your "favorite" for that activity. As you play the game—i.e. tag or Simon says, etc—bend the rules for your favorite. Play again with a new name. Draw a new name and a serve snack. The favorite gets served first and gets more. Do the same with a drink, giving everyone water while your favorite gets to choose a juice box. How does it feel to be favored? How did it feel to watch someone else be favored? Let them know the story of



Activity

COAT OF MANY COLORS BOOKMARKS

Objective: Create a Bible marker that will remind the kids that God was with Joseph and gave him wisdom for every situation from favored son to slave to second ruler of Egypt. Provide plastic pocket folders cut into bookmark sized pieces. Cover with a strip of carpet tape (its double sided) that sticks to the plastic and leaves a sticky surface for the ribbons. Punch a hole at the top before the next step. Have many colors of thin satin ribbon available. Show kids how to lay down parallel sections of ribbon to cover the bookmark in lots of colors. Take some black ribbon or cord and pass it through the hole you punched earlier, pushing the ribbon over the hole aside. Tie a knot near the top of the bookmark and let the tassels hang. Write a verse or phrase on



Activity

TWELVE TRIBES OF ISRAEL GO FISH

Objective: Familiarity with the names and spellings of the twelve brothers who are the heads of the tribes of Israel. Create a deck of cards by printing out simple symbols for each of the 12 tribes and their names. Check online for easy symbol ideas by searching "tribes of Israel symbols." Make four cards for each tribe. Include Jacob/Israel as father with his own four cards to make a proper deck of 52 cards. Deal five cards each. Take turns choosing to ask another player if they have any cards from a tribe you hold or taking your chances by drawing a card. You cannot ask for a card you are not holding. If they do not have the card, they say "Go Fish" and you must draw from the deck. Try to collect all four cards for as many tribes as possible.



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