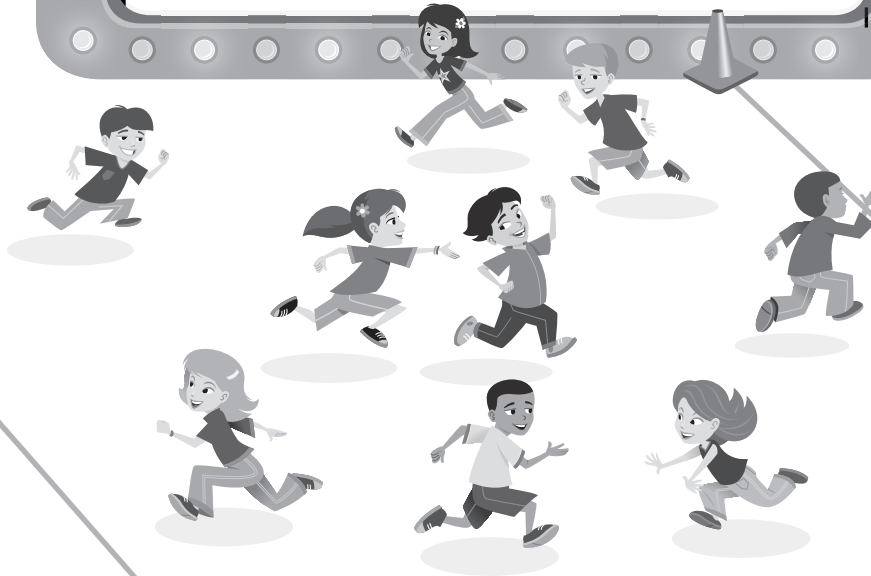


# Day 1

## IN THE BEGINNING TAG



### Supplies

- Cones, rope, or tape for boundaries
- Wristbands, strips of material, or bandanas for taggers

### Pre-Prep

Make a playing field by using the cones, rope, or tape to create two end lines 20–40 feet apart. (With this game, and all games, adjust the distances depending on the ages playing them, making the distances closer for younger kids and farther for older kids.)

### Teaching Tie-In

Say:

**Today, in our tag game, you'll hear about some things God created at the beginning of time. But did you know God the Father was not the only One involved in creating? God the Son (Jesus) and God the Holy Spirit were there, too, as described in Genesis 1. In fact, in John 1:3, it talks more**

**about this and says of Jesus: "All things were made through Him and without Him nothing was made that was made." So as you play today's game, remember that all three were involved in creating this incredible world!**

### Class Time Directions

1. Divide the group into two teams and line them up behind their end lines.
2. Select one child to be the tagger, and give a wristband.
3. When the game leader calls out, "On the first day God created light, run!" all players try to reach the other end line. If someone gets tagged, he joins the tagger in the center and becomes a tagger, too.
4. After all players reach the opposite side, or are tagged, the game leader will call out, "On the second day God created the sky, run!" Continue play until the finish of the sixth day. Select one of the remaining untagged children to be the new tagger. All other children go to one of the two end lines.

# Day 1: In the Beginning Tag

## Tip Corner

- Always tag with two fingers on the shoulder.
- The order of Creation is as follows: Day One—light; Day Two—sky; Day Three—land and plants; Day Four—sun,

moon and stars; Day Five—sea and flying creatures; Day Six—land animals and man.

- This game works best with Primaries and Juniors.

## DAY 1 OVERVIEW

### Creation Day: Back to the Beginning

Bible Passage	Apologetics Content	Memory Verse
Genesis 1–2:3	How long ago was the time when time began?	Exodus 20:11
Echo Phrase	Incredibles	Contest
In six short days, everything was made!	EXTREME! Extreme animals (Rex the <i>T. rex</i> )	Guess Your Birthday
Craft Cove	Concession Stand	Midway Games
Wonder Wheel	IncrediPop Popcorn	In the Beginning Tag Creation Relay

## Notes

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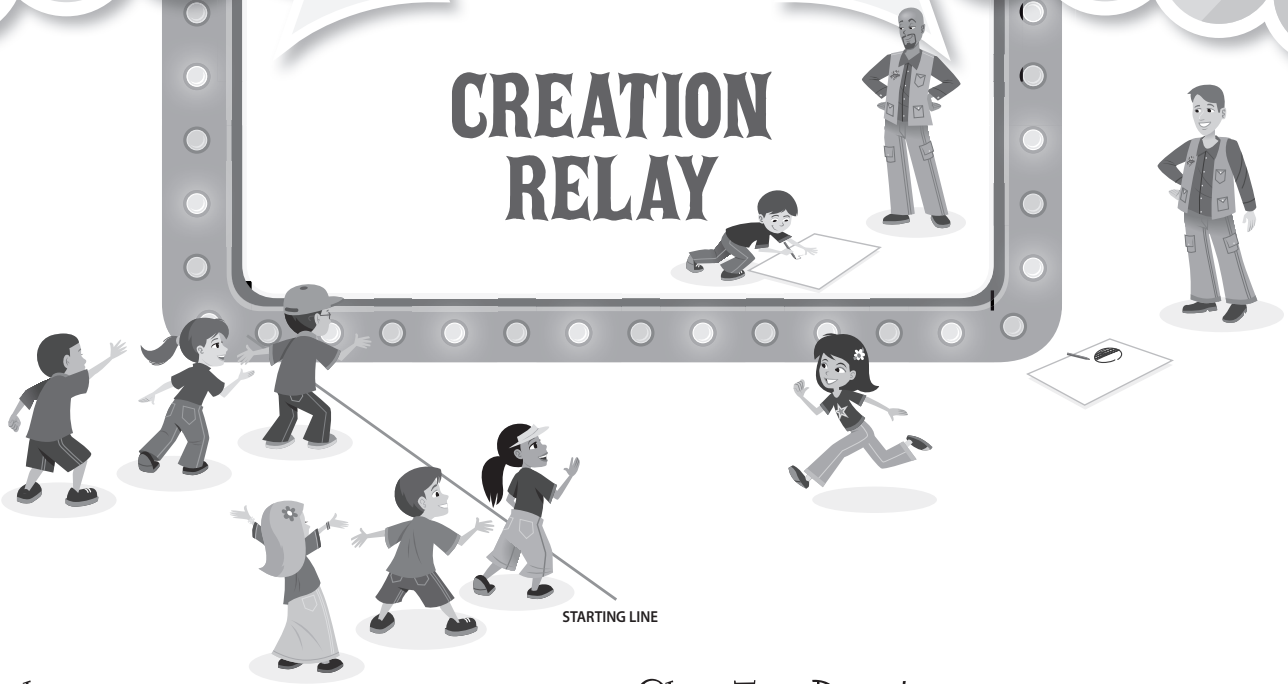


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# Day 1

## CREATION RELAY



### Supplies

- Poster board sheets or notepads and markers, 1 per team
- Creation Days Help Sheet (see pattern in middle of book), 1 per team

### Pre-Prep

Make a starting line and place a poster board sheet or notepad and a marker for each team at the finish line approximately 20–40 feet away. (Adjust as necessary.) Photocopy a Creation Days Help Sheet for each team and place at the starting line.

### Teaching Tie-In

Say:

**Today we're playing a Creation Relay. Your team will be drawing what God created on each day of Creation Week. Each day of Creation Week was a normal-length day. Some say that was a lot for God to get done in a 24-hour period, but the Bible tells us that nothing is impossible with God. Genesis 18:14 reminds us, "Is anything too hard for the Lord?" Making the whole universe in one week was not hard for God. It didn't tire God out. In fact, it was as easy as speaking. He spoke and made things appear! That's why we can be so in awe of God. He is beyond description because He is so incredible and can do anything, absolutely anything. God is worthy of our praise and trust!**

### Class Time Directions

1. Divide the class into relay teams of six or fewer and line up behind the start line. Station a leader at the poster boards/notepads.
2. On the "go" signal, the first person on each team runs down to the paper and draws something to represent the first day of Creation. As they draw it, they need to verbally say what they are drawing. The leader needs to okay their effort.
3. If they get the okay from the leader, they run back to the line and the next child goes. This person draws something God created on the second day of Creation.
4. If they don't get the okay, they confer with their team on what to draw and try again. At any time, any team member can refer to the Creation Days Help Sheet for help. The drawer must draw until he gets it right, then the next person will go and draw the next day of Creation.
5. All six days of Creation are drawn, then the last team member runs back to the team and they must all "rest" by sitting down. First team to do so wins.

### Tip Corner

- This game works well outdoors, but can also be played any day as a great rainy day indoor option.
- As with any games, teens and adults are welcome to play as well (especially if you don't have lots of children playing).

## Day 1: Creation Relay

- The order of Creation is as follows: Day One—light; Day Two—sky; Day Three—land and plants; Day Four—sun, moon and stars; Day Five—sea and flying creatures; Day Six—land animals and man.
- This game is great fun for Primaries and Juniors.

### SUPER SIMPLE IDEAS

Each day, two super simple ideas are suggested—an outdoor and an indoor. Depending on your space, however, the outdoor games may be able to be played indoors and vice versa. Check them out and adapt for your area.

#### Outdoor Option: Time Began

Remind the kids that there was a time when time began—on Day One of Creation Week, about 6,000 years ago. Have them walk for a designated period of time, such as two minutes, but don't tell them when the time is up. When they think that amount of time has passed, they should go to a designated spot. The one that gets there closest to the two minute mark wins that round. You can also have them do rounds with jogging, hopping, skipping, etc., and vary the length of time of the rounds.

#### Indoor Option: Twister Kind

Make a large game board(s) out of an old white shower curtain by drawing or painting on four rows of four circles. Make a black row with four circles to represent black bears, a white row for polar bears, a brown row for brown bears, and a black/white row for panda bears. Call out various combinations for one child at a time to try, such as, "One foot, black bear, one foot, panda bear!" Have four to five playing on each board at a time. See who can survive the longest without falling over. (You can also use an existing board and switch it to birds: blue jay, red cardinal, yellow canary, and green parakeet [although these aren't necessarily the same "kind" of bird].)

### JUST FOR THE YOUNGER SET

Each day, three options are listed for the younger set. All three work with pre-primaries, and most with toddlers. Because their attention spans are short, it's good to have several shorter games like these. Use one at a time, or if you have at least three leaders and twelve kids, you may want to set up three daily stations using the three options. The kids can rotate in small groups from one option to the next, spending a third of their time at each. You can also substitute other games suggested in this guide in place of any of these options.

#### Option 1: Humongous Animal Tag

Using four cones, mark a large playing area, about 15 yards square. Have the children stand inside the playing area. A leader will stand in the middle and act as the zookeeper. The zookeeper will assign the boys a certain animal each round and the girls a certain animal each round. For example, on round one the boys can be lions and the girls birds; round two, the boys are elephants and the girls kangaroos. All children freeze in a pose resembling their animal. The zookeeper will call one animal. Children who are that animal make animal sounds as they try to run safely around the area. The zookeeper will only tag moving animals. If tagged, the child must freeze in his pose again until the next animal is called or the leader calls for all animals to run.

#### Option 2: Follow the Animal Leader

This is a take-off of the age-old game Follow the Leader. It is played the same way, with one person acting as the leader and the rest of the group following whatever movement the leader is doing. The difference is that all movements should be animal-related. So the leader may walk like a penguin, swing his trunk like an elephant, flap like a bird, run like a cheetah, buzz around like a bee, hop like a bunny, etc.

#### Option 3: In the Cage

Make a circle from rope or masking tape. Have one player inside with one or more plastic or stuffed animals and some foam balls that will serve as the pretend animal food. Everyone else is standing around the outside of the cage. The person inside the cage starts throwing the "animal food" out of the cage. Everyone else tries to throw it back in. When you call time, see if there are more objects inside or outside the cage. Change the person in the middle and play again.