

DAY 1

CLAIM JUMPIN'

Supplies

- Cones or chalk to make a giant four-square court
- 16–24 toy hoops or copy paper boxes
- 12 (or more) balls

Pre-Prep

1. Make a playing field by using the cones or chalk to create a giant four-square court. This will have four squares that are each approximately 15–20 square yards big, all touching each other to make one jumbo square. (See illustration.)
2. Place 4–6 hoops (or boxes) and 3 or more balls in each square.

Teaching Tie-In

Say:

Today you are hearing about the claims Jesus made about Himself. He said He was GOD! That's quite an astonishing statement that nobody else can rightly make. He said He could forgive sins. He said He is the only way to heaven. "I am THE way, THE truth, and THE life." He is the only perfect person and the Creator. No one else can rightly make any of those claims. Only Jesus.

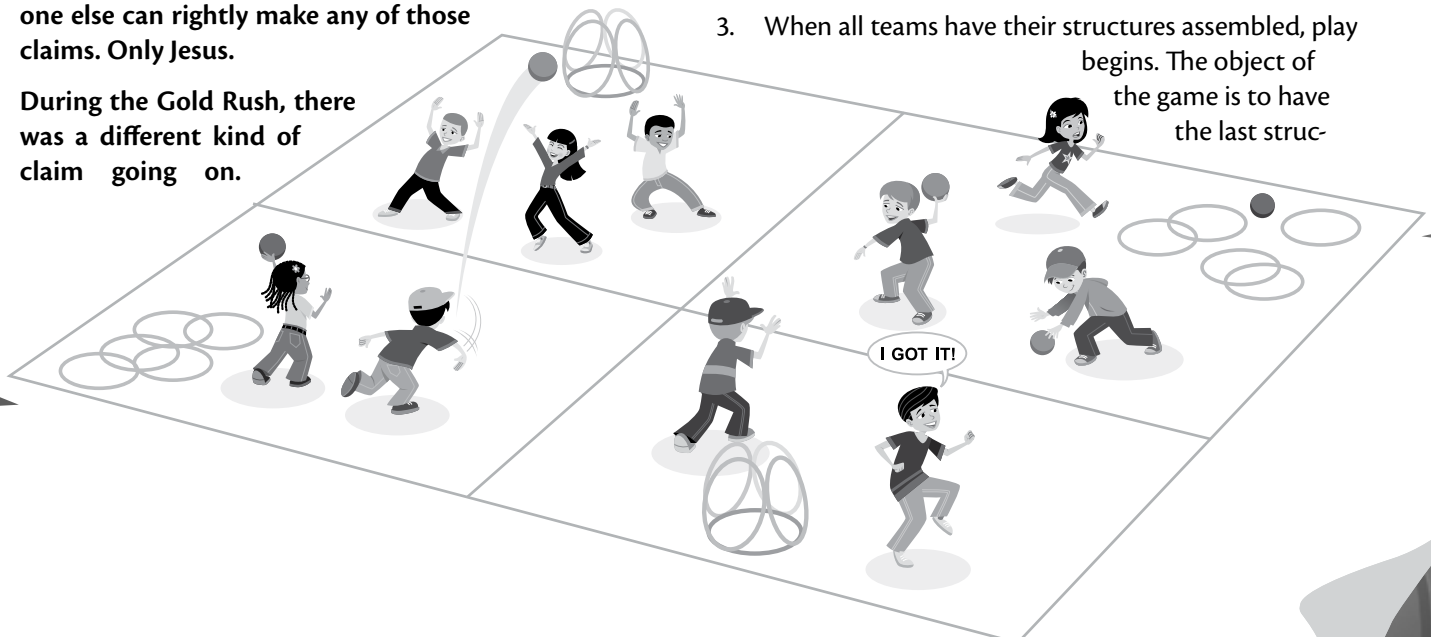
During the Gold Rush, there was a different kind of claim going on.

This type of claim was called "staking your claim," and it meant that miners would mark the territory they were working in as their own. Everyone was supposed to stay away from that area. They would leave tools or piles of belongings or rocks there so everyone would know what area had been claimed. This worked at first, but then greedy miners started jumpin' others' claims, meaning they started working in the area that had already been claimed.

In our game today, which is called Claim Jumpin', you'll have to guard your area and try to keep your claim. Let's listen to how it is played.

Class Time Directions

1. Divide the class into four teams and have each team stand in one square of the field.
2. Each team will stake their claim by building a structure in their square out of hoops or boxes. The children can use four, five, or six hoops or boxes to build their structure. (Six is preferred.) Leaders can help with the construction. Hoops can be intertwined. Boxes can be stacked. If using hoops, construction works well if one hoop acts as a base, four hoops are the sides and one rests on top.
3. When all teams have their structures assembled, play begins. The object of the game is to have the last struc-



ture standing so you don't lose your claim. Children can throw the balls at the other teams' structures. Children can protect their structures by catching or blocking balls that are thrown at it.

4. A team is eliminated when its structure falls down or rolls out of the square.
5. All teams may continue to throw until only one team remains (even those whose structure has fallen down).

Tip Corner

- Borrow hoops or look for them at dollar stores. (Phone first to make sure they have them!) Hoops are a more challenging way to play the game and work particularly well with the older kids (Juniors).
- If using boxes, they don't all have to be the same size. Gather large and small copy paper boxes and various sizes of shoeboxes. Boxes work particularly well with the Primary age group.
- Encourage the children to pass to teammates to surprise the other teams.
- This game works best with Primaries and Juniors.

DAY 1 OVERVIEW

Meet Jesus: Discover His Bold Claims

Bible Passages	Apologetics Content	Precious Gold Memory Verse
1 John 3:5; John 4:5–26; Mark 2:1–12; John 14:1–6; John 1:1–5	Compared to all others, only Jesus can rightly claim to be God.	Jesus said to him, “I am the way, the truth, and the life. No one comes to the Father except through Me.” John 14:6
Gem to Treasure	Nugget of Truth Time	Name of Jesus
Don't be fooled by counterfeits!	Jesus's impact on education	Rock
24-Karat Craft	Lip-Smackin' Snack	Rip-Roarin' Recreation
Prospector's Pouch	Gold Nuggets and Sparkling Lemonade	Claim Jumpin' and Name Game

NOTES _____

DAY 1

NAME GAME

1... 2... 3... 4...

Supplies

- Name Game pattern, 1 per child (see page 19)
- Washable marker, 1 per child

Pre-Prep

Photocopy the Name Game pattern, 1 per child.

Teaching Tie-In

Say:

Today we're playing the Name Game. Each of us has a name, and each name is special with its own special meaning. There's one name, though, that is above all names—the name of Jesus Christ. The name Jesus means "The Lord saves." The title of Christ (it's not a name, but a title, like Mr. or Dr.) means "Anointed One." "Anointed One" means He was chosen by God for a special task. So Jesus is the one chosen by God to save us from our sins. The Bible says, "There is no other name by which we must be saved" (Acts 4:12). There's no one else who can save us from our sins—only Jesus! So let's enjoy our Name Game as we remember Jesus's one-of-a-kind name.

Class Time Directions

1. Give everyone a Name Game pattern and a marker.
2. On the "go" signal, each child begins to ask people to sign a square of the Name Game pattern. Some of the squares require the person who has been asked to complete a quick physical challenge before signing the square. The goal is to get your game card filled in the allotted time. (Amount of time will vary, depending on your schedule, but 10–15 minutes is suggested.)
3. Have the kids run, hop, or skip to a designated distant spot after each name they gather. This makes the game more active!



4. With groups of 8–15 children, instruct them to sign no more than two squares on any other person's game card. With 16 or more children, have them sign no more than one square on any other person's game card.
5. When asked to sign someone else's square, you must do so unless it does not apply to you or you are not physically able to complete the physical challenge.

Tip Corner

- This game works well outdoors, but can also be played any day as a great rainy day indoor option.
- Teens and adults are welcome to play as well (especially if you have fewer than eight children playing).
- You may want to use clipboards, rectangles of corrugated cardboard, or old magazines under the Name Game patterns to make writing easier.
- This game is great fun for Primaries and Juniors. A younger version of Name Game is listed in the Just for the Younger Set section that follows.

Day 1: Super Simple Ideas

Children of the Old West had many games they liked to play. Two of their authentic games will be suggested each day, 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: Ready to Race

Try a few different kinds of races. Miners enjoyed foot racing, so try some good, old-fashioned foot races. Another fun race they enjoyed was the three-legged race. Get a partner and tie your two inside legs together. On the start signal, everyone takes off. See who makes it to the finish line first, still standing!

Indoor Option: Who's Got the Button?

Have the children sit in a circle with their hands clenched into fists. Pass a button around in their fists. One child goes out for a minute so the passing can get started. He then comes back and watches the passing. He has three tries to guess who has the button. If he guesses correctly, the person with the button is the next one to be the guesser.

Day 1: 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: Sleeping Bear

People who lived in the Old West had to be careful of bears. In this game, an adult will be the sleeping bear. Act as if you are sleeping. Have the kids run around you, and after a little while, get up and chase them around, growling and roaring like a bear. (Little children absolutely love this simple chase game!)

Option 2: Name Game

Use the teaching tie-in from the older kids' Name Game. This version is an imitation activity. The leader says, "Who can . . . ?" The leader tells the group what to pretend to do, as the leader does it, too. For example, the leader may say, "Who can ride a donkey?" The leader and the kids all try to do it, and everyone who is able (probably everyone!) calls

out their name if they are able to. The game continues with the leader suggesting other ideas, such as panning for gold, building a fire, lassoing a horse, washing clothes in a tub, using your pickaxe, warming your hands over a fire, milking a cow, playing a harmonica, dancing a jig, carrying some sacks of gold, and eating some stew.

Option 3: "Jesus is God!"

Everyone is frozen to begin. The leader whispers to someone "Jesus is God!" to unfreeze him. Now they both go and whisper to two more people, "Jesus is God!" Now all four go and whisper to four more people, and so on. Each round, you may want to change the whispered messages: "Jesus is perfect!" "Jesus is the only way to heaven!" "Jesus is the Creator!" "No one else is like Jesus!"