

DAY 1

In Disguise Relay

SUPPLIES

- 2 suitcases filled with disguises: hats, glasses, scarves, shoes, play cameras, shirts, etc.
- Cones, tape, or rope for start and finish lines

PRE-PREP

1. Set up a start and finish line at least 25 feet apart.
2. Divide the disguises into the two suitcases and place both at the finish line a little way apart from each other.

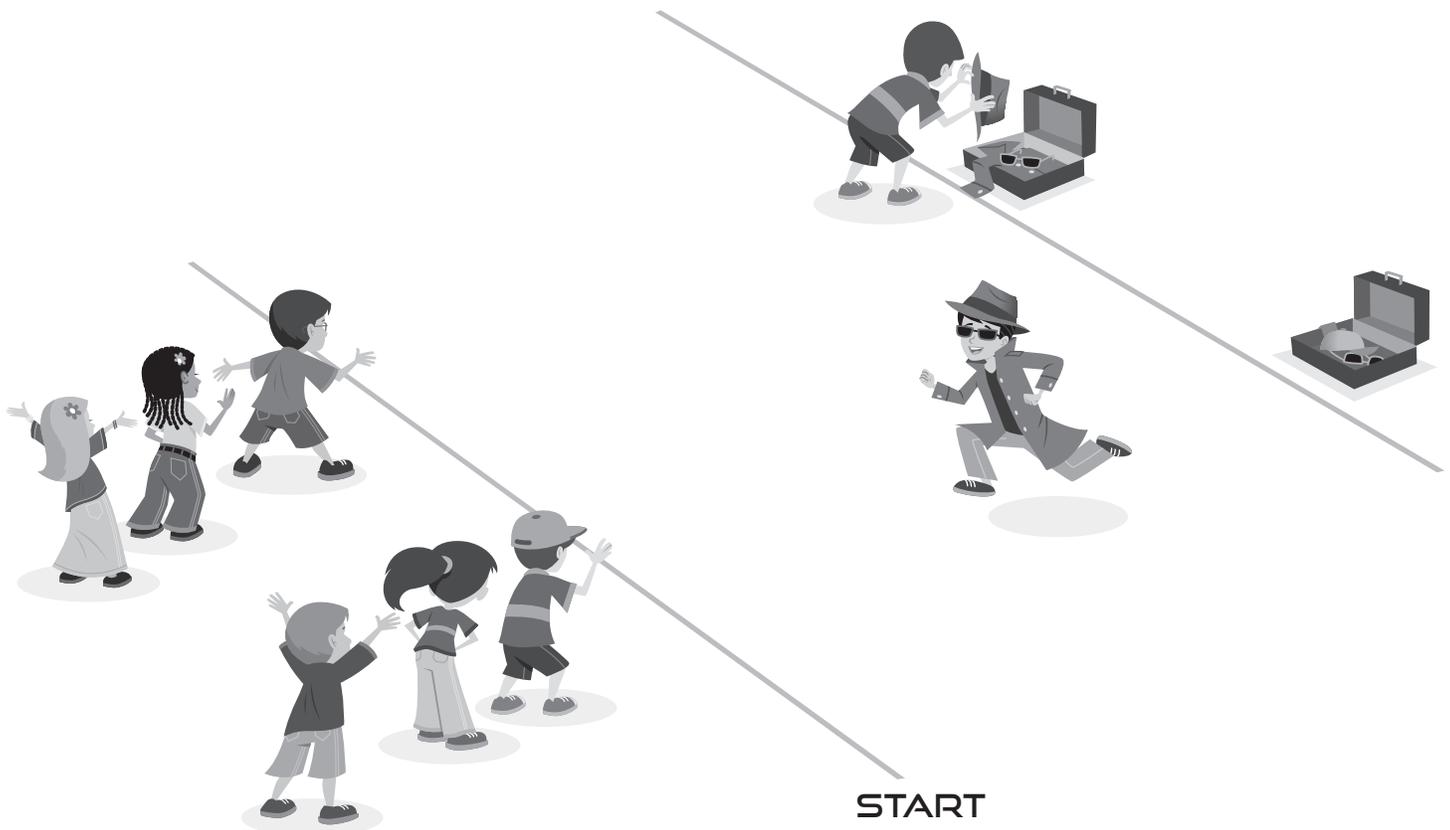
TEACHING TIE-IN

Disguises are used to make fake identities. They are not the real deal. Today, people believe in gods who are fakes, too. There is only one God that is not a fake—

and that is the one true God of the Bible! Our God is the real deal!

CLASS TIME DIRECTIONS

1. Divide players into two teams and have them line up.
2. On the go signal, one player from each team must race to his suitcase and put on a shirt and two other items. Then they must race back to their team and take off all of the items, passing them to the next player. That player then puts on all the items and races back to the suitcase to switch them out for a new disguise combination.
3. This cycle continues until the last player has changed costumes and made it back to the team. The first team to make it through all of its players wins.



TIP CORNER

- Make sure you have at least one shirt in each suitcase.
- If you have a large class, have more than two teams.
- If you don't have an equal number of players per team, have someone go twice or have a leader join in.
- As with any relay race, adjust the distance between the start and finish lines to suit your situation. If using with

younger children, you may particularly want shorter distances between the start and finish lines.

- For a variation, divide the players into equal teams and have each team pick one player to be their "model." Give each team a load of disguises and 1–2 minutes to dress their model in the best disguise they can create. At the end of the time, have players clap for their favorite disguise.

Day 1 OVERVIEW

UNCOVERING COUNTERFEITS

Bible Passage	Lesson Focus/Apologetics Content	
Elijah and the Prophets of Baal 1 Kings 18:20–39	Agents will uncover counterfeit gods and identify the one true God.	
Commit This to Memory	Daily Cipher	Contest
Isaiah 45:5	One True God	Guess Who?
Classified Crafts	Top Secret Snacks	Agent-in-Action Games
Spy Kit	Bananagrams	In Disguise Relay Balloon Bonanza

NOTES _____

DAY 1

Balloon Bonanza

SUPPLIES

- Balloons (at least 1 balloon for every 2 kids)
- 1 permanent marker
- Cones, tape, or rope for start and finish lines
- 1 stopwatch

PRE-PREP

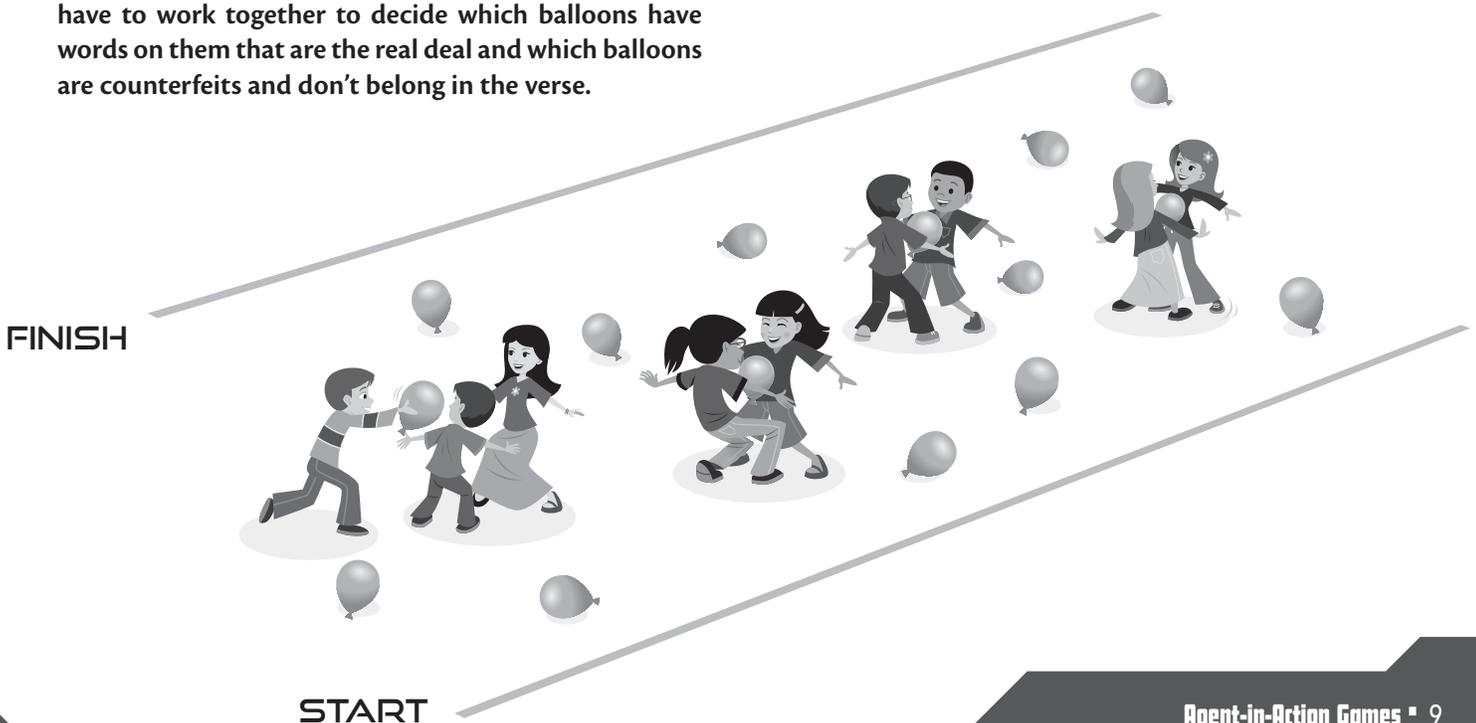
1. Set up start and finish lines, approximately 25–30 feet apart.
2. Blow up the balloons and write one word from the Day 1 memory verse, Isaiah 45:5, on each balloon. Place them close to the start line. On additional balloons, write one random word on each one—a word that is not in the Bible verse.

TEACHING TIE-IN

What is a counterfeit? A counterfeit is a fake—something that looks like the real thing, but isn't. In this game you're going to have to discern truth from error, the real deal from the counterfeits! Some of the balloons have words from today's memory verse on them, and some have words that are not in the memory verse. After you've gotten all the balloons across the finish line, you have to work together to decide which balloons have words on them that are the real deal and which balloons are counterfeits and don't belong in the verse.

CLASS TIME DIRECTIONS

1. Have each child pair up with a partner (boys with boys, girls with girls). Pick one person to be the balloon napper. This person will try to grab the balloons once the game starts.
2. Have players line up at the start line with a balloon between them. Each team can choose how to hold the balloon between them, but they cannot use their hands.
3. Tell them they will be timed. On the go signal, start the stopwatch and have players race to the finish line, keeping the balloon between them. If the balloon falls, they must let it touch the ground before picking it up again.
4. While the teams are trying to reach the finish line, the balloon napper runs around, trying to grab the players' balloons. If the balloon napper gets a team's balloon, that team must find another balloon and resume the race. The balloon napper must place any balloons he nabs somewhere on the ground in the playing field.
5. Once all the balloons have successfully been transported across the finish line (some teams may need to go more than once to get all the balloons across), the players work together to assemble the verse. They must discern which words on the balloons are part of the verse and which are not.



- When the verse is in order, stop the stopwatch and reveal how long it took the players to complete the challenge. Try again and see if the group can beat their previous time.

TIP CORNER

- Have balloons ready to go ahead of time for the next groups that will be coming along in the second and third rotations in case these pop.
- You may want to play it without the balloon nabber for a more simplified version.
- If you have different age groups, check the teacher guides to see the exact words to put on the balloons. The younger kids have just the first part of Isaiah 45:5 to memorize, while the older kids have all of it.
- If time allows, play multiple rounds and continue to have the group try to beat their time.

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: SNEAKY SPIES

Give each player a thin strip of cloth to put in a back collar or pocket. (They can't tie it to their bodies.) On the go signal, players run around and try to grab other players' strips of cloth. Let the game run for a few minutes. The player with the most strips at the end wins.

INDOOR OPTION: INTERNATIONAL DODGEBALL

Discover this fun international game from the Middle East that kids love! Set up an octagon-shaped court, using

eight eight-foot tables. (Set them on their sides with the legs facing out.) To begin playing, children stand inside the court, against the tables, and someone throws the ball into the air. Players say "go" on each bounce for the first two bounces. Then the ball is in play. Players must try to hit or slap the ball in order to hit another player below the knee. A player cannot hit the ball twice unless it hits another player or the ball hits the wall. If a player is hit by the ball, he or she is out and must leave the court. Play until only one player is left. Note: Children should not be running around the outside of the table area, or they may trip on the table legs.

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. (Some can even work for the older kids!) Because the little agents' 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: BUILDING BUDDIES

Set out one or more piles of fake bricks (approximately 10 per pile) with which the children can build Elijah's altar. You can either make fake bricks (stuff brown lunch bags with wadded up newspaper and tape the end shut), or use play fake bricks that you can buy online or at a store. Explain that Elijah built an altar out of stones and then let the children practice building.

OPTION 2: POOL PANDEMONIUM

Place an empty baby pool at one end of your designated game area. Fill three large buckets with water and place them at the other end. Place plastic cups next to the buckets. Give each child a cup and have children huddle around

the buckets. On the go signal, they must fill their cup with water from the buckets and run down and pour the water in the baby pool. Have them repeat this action several times or until the water in the bucket is gone. Remind them that Elijah poured water over his altar to show the world that God is powerful and can set things on fire even if they are soaking wet.

OPTION 3: GOTCHA!

This game is similar to Hot Potato. On each round, children sit in a circle and pass around one object. It may be a ball or fake spy glasses, for instance. The leader faces away from the circle and periodically yells, "Gotcha!" Whoever is holding the object when "Gotcha!" is called stands and gets a high five from the leader. Play then resumes with a new object.