



**Bible Story**  
**Abraham and Sarah**  
**Follow God**  
 (Genesis 12:1-9)

**Green Light Verse**  
 The LORD your God is with you wherever you go.  
 (Joshua 1:9)

**Mile Marker**  
 God is with us on the journey!

**Materials**

- Adequate area to play tag
- Tape to mark off a central area for those tagged

**▲ Teacher Tip**  
 You want the first rounds of tag to take more time and be more difficult than the second rounds, but be careful not to let the first person who is “IT” get discouraged.

## High Intensity: Tag, We’re It!

**Object**  
 Travelers will play two kinds of tag games to help them imagine what it was like for Sarah, Abraham, and all of their household to go on the journey God asked them to take, and trust God to be with them on the journey.

**Preparation**  
 Choose a play area adequate for your group to play tag. It can be indoors or outside. Designate a central location in the space for those who get tagged, as they will need to move to this space once they are tagged. Only those tagged can be in this area. Neither the person who is “IT” nor those still in the game can enter the space.

**Let’s Play**  
 SAY: **Today’s Road Trip game is a bit chaotic. I hope you’re up for the challenge. Let’s get started!**

1. For the first game, choose a person to be “IT.” You will want to choose someone with lots of energy and determination.
2. Tell the Travelers that the person will have 3 minutes to tag as many people as he or she can. Once a person is tagged, they must go to the designated area until the game is over. Stop the game after 3 minutes or once everyone is tagged. You can repeat this with a different person as “IT” for a few rounds.
3. After a few rounds, announce a slight change to the game. Now, if a player is tagged, instead of going to the designated space,

they become “IT” as well and work to try and tag the other players. Choose someone to be “IT” to start the game and begin. Games should move more quickly with this change. You can play two to three rounds depending on the time you have given.

4. Once you have finished, gather all the Travelers together and have them sit down.

**Bible Tie-In**  
 ASK: **Which game of tag was easier for the person who was “IT”? Why do you think it was easier? (Allow responses.) So it was easier to tag everyone when others began to help you, rather than when you tried to do it all by yourself? (Allow responses.)**

SAY: **That sounds like an important lesson to remember on your Road Trip. On your itinerary for today is a story about Abraham and Sarah, who took a long journey with their whole household. I imagine they all had to work together and help one another along the way. God blesses Abraham by giving him a family and many descendants through whom the whole world would be blessed. We are part of that blessing. Like Abraham and Sarah, God goes with us on our journeys too.**

**Let’s say today’s Mile Marker together to help us remember. (Say the Mile Marker in unison.) God is with us on the journey!**



# Medium Intensity: Let's Get Packing

## Object

Travelers will think about packing for a Road Trip and what items are important to bring along.

## Preparation

Choose an indoor or outdoor play area adequate for your group to create a circle of chairs large enough that each player (minus one) has a chair to sit in. Make sure the chairs are a good distance apart so that someone in the middle would have to take a few steps to get to a chair. Have something to write on to help Travelers come up with their items for a Road Trip.

## Let's Play

**SAY: Welcome, Travelers! An essential part of any good Road Trip is PACKING! So, let's start off by deciding what to bring with us.**

1. Have each Traveler tell you something that would be essential for their trip. Write the items down on the whiteboard or easel paper.
2. After each person has named an item, choose one person to be the "Packer." Their job is to try and grab one of the items on the list to put in the suitcase. Each person around the circle represents the item they chose for the list. Everyone's item stays the same for the whole game.
3. Have the "Packer" stand in the middle of the circle.
4. The Station Leader then calls out one of the items on the list and the person representing that item must stand up and say the name

of another item, then sit down, before the Packer tags them.

5. The person represented by the new item then quickly stands and calls out a different item on the list before they get tagged.
6. Play continues until the Packer tags a person before they say a new item and sit down, or someone calls out an item that does not represent anyone in the circle (this also applies if someone calls out the Packer's item). The person tagged then becomes the Packer and the game resets.
7. The Station Leader can say the phrase "time to go" at any point. When this is said, everyone must get up and change seats. This can be helpful if the Packer has a difficult time tagging someone.

## Bible Tie-In

**SAY: I bet Abraham and Sarah really had to think about what they would need on such a long trip.**

**ASK: Can you imagine trying to pack for a trip when you didn't even know where it was you were going? (Allow responses.)**

**SAY: One thing we do know from today's lesson is no matter where we go, God is with us on the journey.**

**Let's say today's Mile Marker together to help us remember. (Say the Mile Marker in unison.) God is with us on the journey!**



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- Materials**
- Enough chairs for all participants, minus one
  - Whiteboard or easel paper and marker



### **Bible Story**

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### **Mile Marker**

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### **▲ Teacher Tips**

- This game can also be played with other categories (desserts, cartoon characters, etc.).
- You can also divide the group into smaller groups as necessary if a big group game seems too large.

# **Low Intensity: Road Trip Animal Game**

### **Object**

Travelers will join in a classic car game.

### **Preparation**

Choose a play area large enough for everyone to sit in.

### **Let's Play**

SAY: **Welcome Travelers! Today, we have one of our favorite Road Trip games to play together.**

1. The Station Leader starts the game by naming an animal.
2. The person to their right must then name an animal that begins with the last letter of the animal the Station Leader just named. For example, eagle, elephant, turkey, yak, kangaroo, and so on. An animal can only be used once in a round.
3. Continue around the circle naming animals in the pattern described above. Play ends when an animal is repeated or a player cannot think of a new animal.

### **Bible Tie-In**

SAY: **Thanks for playing our Road Trip game today. I hope you will play this game with your family the next time you travel together.**

**I know it can be easy to get bored on a long trip, but did you know you always have someone to talk to along the way? In our Bible story for today, we learn that God is with us on the journey, so no matter where we go, God is always there. Do you know what it is called when we talk with God? Praying. You can talk to God any time you want, and that is pretty fantastic.**

**Let's say a prayer to help us remember that God is with us at all times. Repeat after me.**

**Dear God, thank you for being with us on the journey each and every day. Amen.**

**Now let's say today's Mile Marker together.**

*(Say the Mile Marker in unison.)*  
**God is with us on the journey!**



# Preschool Recreation

## Pack Your Suitcase

### Preparation

Make sure the area is clear of any obstacles. Use masking tape to mark a beginning line on one side of the room. Have the Travelers stand behind the line. Place a child's roller suitcase or a child-size backpack next to the line.

Place a laundry basket with towels or articles of clothing on the opposite side of the room. You will need one item for each child.

### Let's Play!

**SAY: When we go on a trip we often pack a suitcase or a backpack with our clothes. Let's play a game to pack our suitcases.**

Choose a Traveler to begin the game.

**SAY: (Child's name), go pack your bag.**

Have the Traveler move with the suitcase or backpack to the opposite side of the room, pick a towel or article of clothing, and place it in the suitcase or backpack. Then have the Traveler carry or roll the suitcase back to the beginning line and give it to the next Traveler.

Continue the game with the next Traveler.

When the last Traveler returns to the beginning line, show the children all the things packed in the suitcase or backpack.

**SAY: We packed a lot of things in**

**our suitcase (backpack)! I wonder how many things Abraham and Sarah packed for their journey.**

### Bible Tie-in

**SAY: In today's Bible story, God told Abraham and Sarah to move to a new place. Abraham and Sarah packed their belongings and did what God told them to do. They knew that God was with them on their journey.**

## Suitcase Toss

### Preparation

Use masking tape to make a starting line in an open area of the room. Set an open suitcase about three feet from the starting line.

### Let's Play!

**SAY: Let's play a tossing game.**

Choose a Traveler to begin the game.

Have the Traveler stand on the starting line. Give the Traveler a beanbag or a pair of rolled-up socks. Encourage the Traveler to toss the beanbag or socks into the suitcase. Give each Traveler three throws.

If the toss is too easy, move the suitcase farther from the starting line. If the toss is too hard, move the suitcase closer.

### Bible Tie-in

In our Bible story today, Abraham and Sarah packed all their belongings and moved to a new place. They knew God was with them on the journey.



### Bible Story

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### Mile Marker

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### Materials

#### Pack Your Suitcase

- Rolling suitcase or backpack
- Towels or articles of clothing (one item for each child)
- Laundry basket
- Masking tape

#### Suitcase Toss

- Suitcase
- Beanbags or rolled up socks
- Masking tape