



## Bible Story

### The Creation Story

Genesis 1:1–2:9

## Pathfinder

Arise! Shine with Love!

## Materials

- ⊗ Balloons
- ⊗ 2 pool noodles for each team
- ⊗ Laundry basket for each team
- ⊗ 2 ropes per team

## Large Church Adaptation

To accommodate very large groups, separate each race into its own station: a balloon race station, a bird race station, and a turtle race station. Rotate the large groups through the stations after each round of play.

# High Intensity Creation Relay

## Object

Explorers will run a relay race to experience several elements of today's Bible story.

## Preparation

Designate a place outside to run a relay race. Create a start line and a finish line some distance apart. Use ropes to mark the lines. Decide how many teams you will need. Ideally, each team should have about 5-6 Explorers. Fill regular balloons with air, enough for each team to have a few. Place these and other materials behind the start line for each team.

## Let's Play!

1. Show each team where to position themselves behind the start lines.
2. Begin the relay race with the air-filled balloons. Each team will need at least one balloon with a few backups as needed.
3. Have the first players in each team place one air-filled balloon between each of their legs. The goal is for players to run to the finish line and back with the balloon between their legs. If players drop their balloon, they should pick it back up and continue. When players make it back to the start line, have the first player hand the balloon to the next player in line and the race continues. Play until each team member has run to the finish line and back.
4. Next, players will pretend to be birds. They will flap the two pool noodles like wings as they race to the finish line and back.

5. Finally, have players put the laundry basket on their backs and crawl to the finish line and back. In this way, they will look like turtles with shells on their backs.

## Bible Tie-in

Invite the Explorers to gather together in a circle to think about the activity.

### ASK: Did you enjoy running this relay race?

As you share the following connection, hold up elements from the relay race. For example, the balloon represents the sky, the pool noodles are birds, and so forth.

**SAY: In today's Bible story, we hear about God creating the world. We hear about the sky being made, the waters of our oceans forming, and animals that fly in the sky or creep along the ground. In this relay race, we raced to the finish line and back with creation in mind.**

# Medium Intensity

## Bible Verse Waves

### Object

Explorers will learn the Signal Verse for the week.

### Preparation

Place the items in the play area. Have enough for two or more teams with 4-8 Explorers on each team.

### Let's Play!

1. Choose one team to help you explain the game.

**SAY: This week, we have a Signal Verse for Discovery on Adventure Island.**

2. Have all the Explorers read the verse together using the posterboard you prepared earlier.

3. Instruct Explorers to surround the tarp and hold the edges so that the tarp does not touch the ground.

**SAY: This tarp reminds us of the oceans that God created. We are going to put a beach ball in our ocean and bounce the ball up and down as a team. Each time you bounce the ball in the air, say one word of the Bible verse.**

4. Have the selected team help demonstrate the game. For example, when the ball is bounced up, the team should say the word "Arise!" When the ball is bounced up again, the team should say, "Shine!" Continue in this way until the entire verse has been said.

5. Have teams compete with

one another to see who can say the whole verse without the ball dropping on the ground.

6. Play multiple rounds if time allows.

### Bible Tie-in

Invite the Explorers to gather together in a circle to think about the activity.

**ASK: Was it hard to toss the ball and catch it with your tarp?**

Encourage the Explorers to discuss their experiences.

**SAY: The oceans make up most of the surface on Earth. When we think of Creation, we often think about some of the land animals that God made. But most of the creatures on our planet actually live in the oceans!**

Invite the Explorers to share the Signal Verse from memory.

**ASK: What do the words "the LORD's glory" mean to you?**

Invite Explorers to share their ideas.

**SAY: God's glory shines all around us in the world God made!**



### Bible Story

**The Creation Story**

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### Pathfinder

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### Materials

- 🌀 Large blue tarp for each team
- 🌀 Inflatable beach ball for each team
- 🌀 Posterboard with the words of the Signal Verse written on it

### Teacher Tip

Have Island Guides assist by fetching the beach balls.

### Large Church Adaptation

For larger churches, put more players on each team and use the largest tarp available.



## Bible Story

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## Materials

- 1 or more inflatable globes or beach balls
- Masking tape
- Permanent marker

## Large Church Adaptation

Have teams find a spot in a large play area. Have the Station Leader stand a distance away with one inflatable globe as described above. Have each team send a representative to the Station Leader in each round. Choose an animal using the inflatable globe by tossing the globe to one player and following the regular directions. All of the representatives must go back to their team and act like the animal that was chosen. Play continues with new representatives each round.

# Low Intensity

## What Animal?

### Object

Explorers will imitate animals found in our world in order to reflect on God's vast creation.

### Preparation

Place strips of masking tape all over the inflatable globes. On the strips of tape, write names of different animals. Be sure to include island animals such as turtles, monkeys, birds, and so forth. Include any other animals you wish.

### Let's Play!

1. Have Explorers sit down in the play area.

**SAY: God created millions of different kinds of animals. We are going to act like just a few of the animals God made.**

2. Toss an inflatable globe to one of the Explorers.

**SAY: Your right hand is hiding the name of an animal. Without telling us the name, I want you to act like that animal. You may not use your voice. Just use your body to show us how that animal might behave.**

4. Allow the Explorer to act like the animal. Feel free to encourage the Explorers crawl on the floor, wave arms like wings, and so forth. Do not allow Explorers to use their voices to imitate animals at this point in the game.

5. Invite the other Explorers to guess the animal being imitated.

6. If the Explorers guess correctly, play continues by tossing the globe to a new player. If Explorers are not able to guess, the animal's sound may then be imitated.

7. Continue the game until all of the Explorers have had a turn.

### Bible Tie-in

Invite the Explorers to gather together in a circle to think about the activity.

**SAY: In today's Bible story, God created the world and all the animals. Genesis 1 describes animals that fly in the sky, swim in the sea, and creep or crawl on the ground.**

Encourage the Explorers to think of animals that were not on the globe.

**SAY: When God made the world, everything was called good. Different animals are suited to their environments. That means sea creatures are perfect for living in oceans, tropical birds live where it's warm, and polar bears live where it's cold.**

**Everything God created was perfect. We'll explore more of God's wonderful creation this week!**

# Preschool Recreation

## Island Hopping

### Preparation

Designate a place outside on a concrete surface. Create a number of islands by drawing large shapes throughout the play area using sidewalk chalk. Create five islands. On each island, write one of the following words: love, trust, joy, faith, and hope. The spaces in between the islands are considered the ocean. For larger churches, make duplicates of each island.

### Let's Play!

1. Gesture to the play area and point out the islands and the ocean in between.
2. Begin the game by playing music from the CD.
3. Have the Explorers fly around the play area with arms outstretched like airplanes. When you pause the music, have the Explorers land their planes on an island.

### Bible Tie-in

Gather the Explorers together in a circle on the ground near the play area.

**SAY: When we read about Creation in the Book of Genesis, we hear that God made the sea and the dry land. That's a lot like the game we played. We had areas of ocean and islands of dry land.**

**The names of our islands are important words that we will hear at Discovery on Adventure Island this week!**

## What Animal?

### Preparation

On the slips of paper, write the names of different animals such as: tiger, elephant, cow, rooster, dog, cat, and so forth, or collect several small animal figures. Place the animals in a basket or bowl.

### Let's Play!

1. Have Explorers sit down in the play area.
2. Call on an Explorer and ask them to pull a slip of paper or animal figure from the basket or bowl. (Preschoolers are not likely to be readers, so have the Explorer hand the slip to you or to an Island Guide.) Whisper the name of the animal in the Explorer's ear.
3. Allow the Explorer to act like the animal. They should feel free to crawl on the floor, wave their arms like wings, and so forth. The Explorer can also make noises like the animal. Invite the other Explorers to guess the animal being imitated.
4. If the Explorers guess correctly, play continues by having a new player pull an animal from the basket or bowl.

### Bible Tie-in

**SAY: In today's Bible story, God created the world and all the animals. Genesis 1 describes animals that fly in the sky, swim in the sea, and creep or crawl on the ground.**

**Everything God created was perfect. We'll explore more of God's wonderful creation this week!**



### Bible Story

**The Creation Story**  
Genesis 1:1–2:9

### Pathfinder

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### Materials

#### Island Hopping

- 🕒 Sidewalk chalk
- 🕒 CD player
- 🕒 **Complete Music CD**

#### What Animal?

- 🕒 Slips of paper
- 🕒 Pen
- 🕒 Basket or bowl
- 🕒 Small animal figures (optional)

### 🏰 Large Church Adaptation

Have teams find a spot in a large play area. Have the Island Guide stand a distance away with the animals in the basket or bowl. Have each team send a representative to the Island Guide in each round. Pick an animal. All of the representatives must go back to their team and act like the animal that was chosen. Play continues with new representatives each round.