ZOOM Alternative Ideas for
God's Love: Hope for the Outcast

Tips for teaching using Zoom

1. Keep the verse and game time energetic and animated.
2. Before you start the Zoom club, log in early and test the setup as to how you will be positioning your visuals and props so they can be easily seen on the screen by the children.
3. Promote frequent interaction by having children stand, do motions, say key words or phrases or have them run to a room in the house and bring back a small object to be used as a teaching aid.
4. Change up the way you ask children to answer questions (E.g., craft sticks with the children's name; the first child to give a visual sign with their arms; the first child to jump up, etc.)
5. Involve the children by doing a cheer after receiving points (E.g., children repeat a key word or phrase, lead children in a rhythm clap, etc.)

Craft sticks idea

Write the names of the children on craft sticks (or pieces of paper) and place the craft sticks, name side down, in a decorated can or container. To determine which child will answer a question or take part in an activity, draw a craft stick from the container and point it toward the camera to show the children the name on the stick. Set aside the craft sticks that have been chosen until every child has participated then return the sticks to the can and start over.

Using craft sticks for teams

To divide the children into teams, take the craft sticks of all the children who have joined club that day and place them in a pile (or container). Have two cans (or containers) marked with the two team's name or team number on the outside. Set the two team cans in view of the camera. When it's time to create teams, pick up one craft stick, point it toward the camera showing the name, then say the child's name and place the stick in the team container. Continue choosing sticks and alternate placing them in the team cans until all the craft sticks have been drawn. You now have your two teams. During the game, alternate drawing sticks from two teams can to choose who will be asked a question.

Lesson #1

Psalm 139:14 Memory Verse Repetition *God Made Me (Zoom Alternative)*

Using the Resource Pack, cut apart the "God Made Me" cards with different body parts on them, i.e., eyes, ears, head, fingers, toes, nose, etc. *(If no Resource Pack is available, write these body parts on 3"x5" cards.)* Place the cards in a bag. The teacher chooses a card from the bag and shows the card to all the children. The teacher then chooses a craft stick and the child whose name is on the stick says, *"God made my (name body part on the card)."* That child then becomes the *leader* and chooses a motion that all the children will do what that part of their body while they say the verse as a group. *(Examples of motions: blinking their eyes, wiggling their ears, touching the tip of their nose, jumping up and down, patting their head, snapping their fingers, etc.)* Depending on your club dynamics, you may want to give the *leader* some

options of motions to pick from for each card rather than having the child choose something on his own.

Review Game *Royal Treasure Hunt (Zoom Alternative)*

Materials and game preparation: Cut out the *jewel* cards from the Resource Pack and place them in a bag. *(If no Resource Pack is available, cut out jewel shapes from brightly colored paper. Write point values on the back of each jewel (i.e.: 100, 200, 300, 400, 500)* Place a whiteboard (or pocket chart) behind you so it is visible to the children. Draw a line down the middle of the whiteboard and write the name of one team on the top left of the dividing line and the name of the other team on the top right of the dividing line.

Instructions: Tell the children they are going to pretend to search for royal treasure and remind them of the great value God gives them. *(Depending on your club dynamics, for more interaction insert the teaching idea below at this time.)* Divide the children into teams and ask questions, alternating between teams. When a child correctly answers a question, all the children use their hands as pretend binoculars as if *searching for treasure* as the teacher picks a jewel from the bag and places that jewel on the whiteboard under the appropriate team's name. *(Do not reveal the point value until the end. Adhere the jewel to the whiteboard using a ring of tape.)* After all the questions have been asked, turn over the jewels revealing their point value. Have the children help you add up the points for each team. The team with the most points wins!

Additional Teaching idea*:* If your club dynamics and time allows for this idea, at the start of the review game when explaining about treasure tell the children that they have 60 seconds to go to their room and bring back a special item that they treasure. Have the children hold up the item for all to see and keep it near them during the game.

Lesson #2

Psalm 86:15 Memory Verse Repetition *Fishy Fish (Zoom Alternative)*

Cut out the *Fishy Fish verse reproducible* from the Resource Pack and place them in a fishbowl or clear glass bowl. *(If no Resource Pack is available, cut out fish shapes from brightly colored paper and write key words of the verse on the notes such as God, full, gracious, compassion, long suffering, mercy, truth).* Pick a fish out of the fishbowl and show the children the *key word* written on the fish. Choose a craft stick and read the name. The child whose name is on the craft stick comes up with a motion to go with the word that is written on the fish. Have all the children say the verse and do the motion when they come to that word. Continue until all fish are picked. If desired, you may keep repeating motions while adding a new one for each repetition.

Review Game *Ice Fishing (Zoom Alternative)*

Materials: "Ice Fishing" cards (*See* GNC *Resource Pack*.)

Game preparations: Cut out the *Ice Fishing cards* from the Resource Pack and place them in a fishbowl or clear glass bowl. *(If no Resource Pack is available, cut out fish shapes from brightly colored paper.)* Make a secret list of how many points each color is worth.

Instructions: Divide the children into two teams. Ask questions, alternating between the teams. *(Note: The craft sticks with each child's name can be used after dividing children into two teams. Place each team's craft stick in a different container and alternate pulling a craft stick from each container to determine who will answer the question.)* When a child answers correctly, instruct everyone on that team to pretend to swim like a fish. Then have that child choose a fish of any color, but don't reveal how many points each color is worth. A pocket chart can be set behind you on which to place the fish so the children can easily see their "catch." At the end of the game reveal the point value for each color and have the children help you total the points for each team.

Lesson #3

Ephesians 4:32 Memory Verse Repetition *Stump the Child (Zoom Alternative)*

Choose a craft stick and read the name. The child whose name is on the craft stick turns around *(facing away from the camera)* and closes his eyes. Cover a word with a sticky note. Be sure to hold the visual up to the camera so the rest of the children can see which word is covered by the sticky note. Lead the children in saying the verse, skipping the word covered by the note. *(To add more activity, have the children spin around one time instead of saying the word that is covered. The child who is facing away from the camera will hear silence as the children are spinning which may help him or her determine the left-out word.)* The child who is facing away from the camera guesses which word was left out. Repeat, making it harder by leaving out more than one word.

Review Game *Give or Keep (Zoom Alternative)*

Materials: "Give or Keep" cards (*See* GNC *Resource Pack*.); bag or box

Game preparation: Cut out the *Give or Keep cards* from the Resource Pack. *(If no Resource Pack is available, make eight 3"x5" cards from blue paper and eight from red paper. On the back of each set of cards write the following numbers: 100 on three cards, 200 on two cards, 300 on one card, 400 on one card and 500 on one card.)* Place both sets of cards in a bag or box.

Instructions: Divide children into a red team and a blue team and ask questions, alternating between teams. When a child answers correctly, give his team 100 points and draw a card from the bag. Show the color to the children and if the color is red all the children stand and shout, *"Red team!"* and if the color is blue all the children stand and shout, *"Blue Team!"* Turn the card around and show how many points are on the back. If a red square is drawn, the points on the card go to the red team. If the square is blue, the points go to the blue team.

Lesson #4

Romans 8:38-39 Memory Verse Repetition *Motions (Zoom Alternative)*

Repeat the verse using motions. Teach all the motions at once or add new motions each time you repeat the verse. Instruct the children to stand while doing motions.

Motion ideas:

Romans 8:38, 38—hold hands open as if holding a Bible

For I am sure—point to head
death—reach down
life—reach up
angels—wave arms like wings
rulers—place arms on hips
present—extend arms out
things to come—point in various directions
powers—flex both arms to make muscles
height—reach up
depth—reach down
anything else—cross arms in front then break apart and extend arms to each side
separates us—place hands together then pull apart
love—give yourself a hug
God—point up
Christ Jesus—make a cross with arms

More motion ideas can be obtained from cefonline.com/freedemos/songs and click on "Nothing Can Separate" (Romans 8:38-29)

Review Game *Tic-Tac-Toe (Zoom Alternative)*

Materials: Whiteboard, poster board or chalk-board; marker or piece of chalk

Game preparation: Make a tic-tac-toe grid on the marker board, poster board or chalk board. Place this tic-tac-toe grid so it can be easily seen by the camera.

Instructions: Divide the children into two teams. Assign one team to be *Team X* and the other to be *Team O*. Ask all the children on *Team X* to show everyone their team's *"X" sign* by crossing their arms. Then ask all the children the *Team O* to show everyone their team's *"O" sign* by making a big "O" with their arms. *(You may need to show the children how to make these signs and how to hold their arms in front of the camera so everyone can see.)* Next ask the children to put their hands in their lap. Instruct the children that when they want to answer a question, they show you by making their team's sign with their arms. The first child to make his team's sign will be the child you call on to answer that question.

To play: Ask a review question. Call on the first child who makes his team's *"X" or "O" sign*. After the child answers correctly hold up the tic-tac-toe grid in front of the camera and ask the child where he wants you to draw his team's sign. *(Depending on your club dynamics, you may instruct the children to always ask their teammates for advice in where they want you to draw the "X" or "O" on the grid.)* The first team to get three in a row wins.

Lesson #5

Romans 8:38-29 Memory Verse Repetition *Clap a Word (Zoom Alternative)*

Have the children review the verse two times using the verse motions they learned the previous week. *(Since the children are saying two verses it's best to review it a few times before playing this game.)* Choose a craft stick and read the name. The child whose name is on the craft stick

turns around *(facing away from the camera)* and closes his eyes. Hold the visual close to the camera and point to a word, making sure that it's clearly seen by all the children. Lead the children in reciting the verse but when they get to the word that you pointed to, all the children clap instead of saying that word. *(You may need to cover the word with your hand when you come to it just to help the children to remember to not say the word.)* The child whose back is to the camera tries to guess the word. Choose a different child and repeat as time allows.

Review Game *Kingly Characteristic Cards (Zoom Alternative)*
Materials: "Kingly Characteristics" cards (*See* GNC *Resource Pack*.)
Game preparation: Cut out the *Kingly Characteristic cards* from the Resource Pack. *(If no Resource Pack is available, make twelve 3"x5" cards from gold paper. On the back of the cards write an attribute of God such as: Love; King; Compassionate; Merciful, All-Powerful; Perfect; Forgiving; Sovereign; Kind; All-Knowing; Just; Good.*
Place the *Kingly Characteristics cards* on a pocket chart or tape them to a white board. Make sure the points are facing away from the children. The pocket chart should be in view of the camera so children can easily see the cards.
Instructions: Remind the children that there is no other king like God. Tell the children that this game helps review what they have learned while also helping them to see just how awesome and unique God is. Divide children into two teams. Ask a question. After the child answers correctly ask him to choose a card on the board. Remove the card and point it toward the camera so the children see the attribute that is on the back. Tell the children what the word on the back of the card means. Ask them to count with you the number of letters in that word and award 100 points to his team for every letter in the word. *(E.g.: "Love" is four letters so the child's team would receive 400 points.)* Before moving to the next question instruct the children to stand, point up and say, *"God is Awesome!"*

ZOOM Alternative Ideas for God's Power: Escape from Egypt

Tips for teaching using Zoom

6. Keep the verse and game time energetic and animated.
7. Before you start the Zoom club, log in early and test the setup as to how you will be positioning your visuals and props so they can be easily seen on the screen by the children.
8. Promote frequent interaction by having children stand, do motions, say key words or phrases or have them run to a room in the house and bring back a small object to be used as a teaching aid.
9. Change up the way you ask children to answer questions (E.g., craft sticks with the children's name; the first child to give a visual sign with their arms; the first child to jump up, etc.)
10. Involve the children by doing a cheer after receiving points (E.g., children repeat a key word or phrase, lead children in a rhythm clap, etc.)

Craft sticks idea

Write the names of the children on craft sticks (or pieces of paper) and place the craft sticks, name side down, in a decorated can or container. To determine which child will answer a question or take part in an activity, draw a craft stick from the container and point it toward the camera to show the children the name on the stick. Set aside the craft sticks that have been chosen until every child has participated then return the sticks to the can and start over.

Using craft sticks for teams

To divide the children into teams, take the craft sticks of all the children who have joined club that day and place them in a pile (or container). Have two cans (or containers) marked with the two team's name or team number on the outside. Set the two team cans in view of the camera. When it's time to create teams, pick up one craft stick, point it toward the camera showing the name, then say the child's name and place the stick in the team container. Continue choosing sticks and alternate placing them in the team cans until all the craft sticks have been drawn. You now have your two teams. During the game, alternate drawing sticks from two teams' cans to choose who will be asked a question.

Lesson #1

2 Samuel 22:2b Memory Verse Repetition *Rocks (Zoom Alternative)*

Materials needed: Big and small rocks placed in a bag.

The week prior to club: Send an email to the children instructing them to have one big rock and one small rock with them at their Zoom club.

Instructions: *(Before this activity, show the children the motions for the verse and have them do the motions with you. See motions below.)* Pull a rock from the bag and hold it in front of the camera for all the children to see. If the rock is big, everyone says the verse using really big motions. If the rock is small, everyone says the verse using really small motions. After a few times of pulling rocks from the bag involve the children in determining how to say the verse. Use the craft sticks to choose a child. That child holds up one of his rocks in front of the camera to determine if big motions or small motions are used as everyone says the verse.

Motions:

2 Samuel 22:2b—Hold up two fingers with right hand, then left hand etc. for each 2.
The Lord—Point up.
is my rock—Stomp both feet.
and my fortress—Flex your muscles.
and my deliverer—Cross arms in front of you, fists clenched, then bring them apart as if breaking free.

Review Game *Marbles (Zoom Alternative)*

Materials: "Marbles" number cards (*See* GNC *Resource Pack*.); marbles; 1 glass jar; small paper cups

(If no Resource Pack is available take three 3"x5" cards and write "1" on one card, "2" on another card and "3" on the last card.)

Instructions for a large Zoom club: Divide children into two teams and help them come up with their team's name. *(The craft sticks can be used to determine teams. Place each team member's craft stick in their team container. Write the team name on a paper cup.)* Sets the team cups in view of the camera. Alternate asking questions between the two teams. A child who answers correctly chooses one of the three *number cards* you are holding. *(Note: Fan the cards in your hand with the numbers facing away from the camera. The child who answered correctly tells you which card he chooses by saying "The card on the left" or "The card on the right" or "The card in the middle.")* Reveal the *number* on the back of the card to the children and place the same number of marbles in the team's cup according to the number on the card. As the marbles are being placed in the cup have all the children count with you *(instruct the children to hold up their fingers and count out loud "1, 2" or "1, 2, 3" or "1").*The team with the most marbles in their team's cup at the end of the game wins. After determining the winner, put both cups of marbles back into the glass jar. Hold up the jar of marbles for the children to see and remind them that all the stories in the Bible are part of one big story—the story of Jesus.

Instructions for a small Zoom club: *(For this game you will need a paper cup for each child with their name printed on the outside.)* Set each child's cup in view of the camera. Choose a craft stick to determine which child gets to answer the question. After the question is answered correctly the child chooses one of the three *number cards* you are holding. *(Note: Fan the cards in your hand with the numbers facing away from the camera. The child who answered correctly tells you which card he chooses by saying "The card on the left" or "The card on the right" or "The card in the middle.")* Reveal the *number* on the back of the card to the children. Place the marbles in the child's cup according to the number on the card. As the marbles are being placed in the cup have all the children count with you *(instruct the children to hold up their fingers and count out loud "1, 2" or "1, 2, 3" or "1").* The child with the most marbles in their cup at the end of the game wins. After determining the winner, put all the marbles from the cups back into the glass jar. Hold up the jar of marbles for the children to see and remind them that all the stories in the Bible are part of one big story—the story of Jesus.

Lesson #2

Isaiah 45:5a Memory Verse Repetition *Freeze* *(Zoom Alternative)*

(Before playing Freeze, *show the children the motions for the verse and have them do them with you. See motions below.)* Using the craft sticks, choose one child to be the *leader*. Have the rest of the children say the verse while doing the motions. When the *leader* holds up both hands and shouts, "Freeze," everyone freezes until the *leader* puts his hands down and shouts "Un-freeze." Then the children continue saying the verse. Limit the *leader* to two freezes per turn. Pull out another craft stick to choose a new child to be the *leader.* Repeat with different children as time allows.

Motions:

Isaiah 45:5a—Hold hands like a book.

I am the Lord—Point up with both hands.

and there is none else—Continuing from previous motion, wag your index fingers and shake your head as you bring your hands down and in front of you.
beside me—point up with both hands.

Review Game *Let My People Go* *(Zoom Alternative)*
Materials: Poster board or whiteboard; marker
Game preparation: On the poster board or whiteboard draw a *blank* for each letter in the phrase, *"Let My people go!"* (or another phrase from the lesson). Make sure the board is visible for the children to see.
Instructions: Divide children into teams and ask questions, alternating between teams. Tell the children when they want to answer a question, they need to be the first person to *stand, flex their arms and say "Moses."* When a child answers correctly, his team gets 1,000 points. Write the points on the poster board or whiteboard. The child then calls out a letter. If the letter is in the phrase, write it in the correct blank and award his team 100 extra points for each time it appears (L, P, and O get 200 points; T, M, Y, L, and G get 100 points; and E gets 300 points). If he picks a letter that isn't on the board, his team doesn't get any extra points. The team that guesses the last letter gets 500 bonus points. At the end of the game, add up the points and have all the children together shout, *"Let My people go!"* End the game by reminding the children that the amount of points each team received in this game doesn't come close to the number of Israelites Moses was going to lead out of Egypt.

Lesson #3

Psalm 46:1 Memory Verse Repetition *Slow Down or Speed Up (Zoom Alternative)*
(Before this activity, tell the children they have 60 seconds to run and get a yellow and *green crayon or marker. You also need a yellow or green crayon or marker.)* Hold up the yellow crayon and explain that when a traffic light changes to yellow it means to slow down and get ready to stop. Hold up the green crayon and explain that when a traffic light changes to green it means to go. Instruct everyone to hold up their yellow crayon and lead the children in saying the verse slowly. Then hold up the green crayon and lead the children in saying the verse fast. Next explain that as the verse is being repeated by the group, when they see you holding up the green crayon they are to say the words of the verse fast and when they see you holding up the yellow crayon they are to slow down as they say the verse. *(As the verse is being repeated alternate holding up the crayons, so the children are saying the verse slow then fast then slow again.)* After leading the children through the verse a couple of times with your two crayons, choose a child *(draw a craft stick from the container)* to be the *leader.* The *leader* holds up his yellow or green crayon to indicate how fast or slow the rest of the children are to say the verse. Choose other children to be the *leader* and repeat as time allows. End the repetition game by reminding the children that the yellow crayon reminds us of how the Lord used a cloud to *slow* down Pharaoh's army as they chased after the children of Israel. The green crayon reminds us of how the children of Israel were able to *go* through the Red Sea because of God's mighty power.

Review Game *Cross the Sea (Zoom Alternative)*

Materials needed: Poster board or whiteboard; marker; masking tape; two different colored footprints created by tracing around the bottom of a small child's shoe.

Game preparation: On a whiteboard or poster board draw a *Start line* on the far left and a *Finish line* on the far right. These lines represent the two sides of the Red Sea. Using a ring of tape place one footprint on the S*tart line* close to the top and the other footprint on the *Start line* close to the bottom. Place the whiteboard or poster board so it is visible by the camera.

Instructions: Divide the children into two teams and show each team which footprint represents their team. Ask questions. *(Do not alternate between teams as there will be no winner.)* After a child answers correctly, his team gets three seconds to stand and run in place *(Count "1-2-3")* then move the footprint of that child's team one step closer to the finish line. The first team whose footprint crosses the Red Sea and reaches the finish line is the winning team. End the game by reminding the children how the Israelites trusted God to guide their steps as they crossed the Red Sea.

Lesson #4

Matthew 22:37-38 Memory Verse Repetition *Crazy Colors* *(Zoom Alternative)*

Pull a craft stick from the can. The child whose name is written on the stick stands and tells everyone their favorite color. All the children who is wearing that color stands up and says the verse. To switch it up, sometimes have everyone who is not wearing that color stand up and say the verse.

Review Game *Garbage Ball (Zoom Alternative)*

Materials: Small waste basket, plastic container or box; 6 pieces of scrap paper crumpled up into a ball

Game preparation: Ask the children to get a waste basket *(or plastic container or box)* along with 6 pieces of scrap paper. Instruct the children to crumple the paper into balls (*garbage balls*) and place the basket in view of their camera. [Note: It would be beneficial for you to get the same items and show the children how to crumple the paper into balls.]

Instructions: Assign children into two teams. Alternate asking questions between the two teams. When a child answers correctly, award his team 100 points. Instruct the children on this team to stand three steps away from their basket. Count off *"1, 2, 3 Toss!"* and all the children on that team toss their *garbage ball* (crumpled paper) into their basket. Award an additional 100-point bonus for each child who gets their *garbage ball* into their basket.

Lesson #5

Matthew 22:37-39 Memory Verse Repetition *Get to Know Your Neighbor* *(Zoom Alternative)*

Explain to the children that we all want to get to know each other better. Today we want to learn about the house and neighborhood in which we all live. Call out different descriptions of a child's place of residence. Have all the children stand whose place of residence fits that description. Children who are standing do the motion as everyone repeats the verse together.

- If you live in a house with a basement stand and pretend you are walking down steps.
- If you have a front door and back door at your house stand and pretend you are opening the door.
- If you have a second floor at your house pretend you are walking up steps.
- If you have a tree in your yard that you can climb on stand and pretend you are climbing that tree.
- If you have a front porch pretend you are waving at people or cars as they go by.
- If you have a swing in your yard pretend that you are swinging.
- If you live in an apartment pretend you are sweeping the kitchen floor (or name another chore or activity children may do in their home).

You may need to adapt these questions to best fit the environment of the children you teach.

Review Game *Pick the Commandments (Zoom Alternative)*

Materials: *"*Pick the Commandments" cards (S*ee* GNC *Resource Pack*.); bag or box

Game preparation: Place the *"Pick the Commandments"* cards in a bag or box. Have the *Ten Commandments Poster* with the *Ten Commandments cards* attached that was used in the lesson visible as a teaching aid.

Instructions: Divide the children into teams, alternating questions between teams. When a child answers correctly, award his team 1,000 points. Draw a commandment card from the bag or box. Hold up the commandment card for the children to see and read what's on the card. Then point to the *Ten Commandments Poster* and ask the children, *"Which command is this?"* Award the team the number of points that matches that commandment, multiplied by 100; i.e. "God's name is special" is the third commandment so the team would get 300 points. Then have all the children stand and say the command together doing the motions that were taught in the lesson.