

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

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' 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

Psalms 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 *Start 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 (*See 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.