

Kate & Mack's Summer Adventure!

Teach kids about the
world through games,
crafts and more.



Kate & Mack's Summer Adventure!

LEADER'S GUIDE

Hi Sunday school directors, teachers and others!

Welcome to “Kate and Mack’s Summer Adventure,” a five-day program that takes kids (grades K-5) on an adventure around the world. The goals of this program are three-fold:

1. To teach kids about the world we live in and about new cultures, countries and languages.
2. To give kids a taste of what life is like in other countries through international crafts, games, snacks and more.
3. To show kids that no matter where we live or what language we speak, God loves us all!

Each day of the program takes you to a different area of the world: Africa, Americas, Asia, Europe, and the Pacific. Kids will learn fun facts about each area of the world, play international games, make a fun craft from the area they’re studying and maybe even eat a snack related to that area too!

While kids travel around the world through this program, they’ll also work on memorizing Psalm 86:9, the theme verse for this year’s program: “All the nations you made will come and bow before you, Lord; they will praise your holy name” (NLT).

To help you use this program in your own setting (whether a church or otherwise), we’ve come up with some helpful tips and ideas to make the week run smoothly. Feel free to use these tips and ideas as guidelines as you tweak the program to make it work for you, your team and the kids attending.

Tips on the program:

1. We recommend that kids entering kindergarten through 5th grade participate in the program. You will have to make some adaptations for the youngest campers in both crafts and games, so allow kindergarten-age students at your own discretion.
2. This program runs well as a three-hour per day experience. We’ve included a recommended schedule for how to make the program flow well. Build in as much time as you need for drop-off and registration on the first day especially, and then you can adjust areas such as transition time as needed for your space and group size.
3. For each station — crafts, games and snack — we recommend having a designated instructor who stays at their stations while the groups rotate through the activities. (Rotation time often takes 5-10 minutes, which includes getting the kids from one activity station to another, allowing for bathroom breaks, etc.)

Suggested Program Schedule

We recommend that you run the program from 9 a.m. to 12 p.m. each day. Below is a schedule you can use for the week, adapting it as needed!

The program is designed to run with a maximum of four groups, but you can do less too. If you have more groups, they will either have to be doubled up for their rotation periods or you will need to add in your own activities for new stations. Keep that in mind as you adjust this suggested program schedule.

TIME	GROUP 1	GROUP 2	GROUP 3	GROUP 4
9-9:30 a.m.	Worship & intro	Worship & intro	Worship & intro	Worship & intro
9:30-9:35 a.m.	<i>Transition</i>	<i>Transition</i>	<i>Transition</i>	<i>Transition</i>
9:35-10 a.m.	Snack	Games	Craft	Rotating
10-10:05 a.m.	<i>Transition</i>	<i>Transition</i>	<i>Transition</i>	<i>Transition</i>
10:05-10:30 a.m.	Rotating	Snack	Games	Craft
10:30-10:35 a.m.	<i>Transition</i>	<i>Transition</i>	<i>Transition</i>	<i>Transition</i>
10:35-11 a.m.	Craft	Rotating	Snack	Games
11-11:05 a.m.	<i>Transition</i>	<i>Transition</i>	<i>Transition</i>	<i>Transition</i>
11:05-11:30 a.m.	Games	Craft	Rotating	Snack
11:30-11:35 a.m.	<i>Transition</i>	<i>Transition</i>	<i>Transition</i>	<i>Transition</i>
11:35-11:50 a.m.	Group Games & Pocket Change Challenge	Group Games & Pocket Change Challenge	Group Games & Pocket Change Challenge	Group Games & Pocket Change Challenge
11:50 a.m.-12 p.m.	Closing	Closing	Closing	Closing

Bolded activities are the entire group together in one space.

TIP:

The rotating activity station can be whatever you want — perhaps a Bible story time or even an outdoor activity. You could also use other Kate and Mack resources available at wycliffe.org/kids to supplement this time as you see fit.

Or, if you'd rather not include a rotating activity station, simply add more time to other activity stations throughout the day instead. You could even end the program 30 minutes earlier if you want!

TIP:






Not sure what to do for group games? Check out Pinterest for fun ideas to get your creative juices flowing! One-minute challenges give campers the opportunity to represent their group in front of all the other campers in a fun, exciting, fast-paced activity.

We recommend doing two challenges for campers and one challenge for group leaders. The kids love watching their leaders get silly!

Snack Suggestions






It's always fun to try to pair the snack with the region the kids are learning about that day! Do your own research or use some of our snack suggestions to make snack time an international experience too.

Fairy bread is a popular snack in Australia, and it's literally just white bread with butter and sprinkles on top!

-  **Africa:** Plantain chips.
-  **Americas:** Chips and salsa.
-  **Asia:** Naan and hummus.
-  **Europe:** Stroopwafels.
-  **Pacific:** Fairy bread.

To keep the interest of the kids, we encourage you to tell them a story during snack time. This is a great chance to either read about a people group from “Around the World with Kate & Mack: A look at languages from A-Z” or tell a favorite Bible story.

Resources Included in the Kit

-  Name tag template ([click here to download](#))
-  Daily PowerPoint (generic background for song lyrics, etc., as well as a map of each day's region).
-  Kate & Mack's theme song video.
-  Craft templates (for the Americas and Europe crafts, specifically).
-  Intro videos for each of the regions, available in English, Spanish and Portuguese!

You can download additional resources at
wycliffe.org/kids.



Kate & Mack's Summer Adventure!

A FIVE-DAY PROGRAM FOR GRADES K-5

DAY ONE – EUROPE

Host Intro – Intro of Today's Adventures

Good morning, kids! Welcome to “Kate & Mack’s Summer Adventure!”

We have a fun week planned for you, filled with games, crafts, music, snacks and more! But before we get started this morning, I want to introduce you to Kate and Mack. They’re our friends who helped come up with the adventure we’re going on this week!

Play Kate & Mack’s theme song video.

Before we start our adventure around the world, I have a couple questions I want to ask you. Raise your hands, and I’ll choose some people to answer, okay?

Does anyone know how many languages there are in the world today?

Allow several kids to guess before revealing that there are approximately 7,000 languages in the world today.

Can you believe it? 7,000 languages spoken in the world! That’s an awful lot, and many of them still need to have the Bible in their own language. Everyone needs to have the Bible in the language that speaks to their heart. Can anyone guess what “the language that speaks to their heart” means?

Allow several kids to guess before answering.

We define “the language that speaks to your heart” as the language you think in, dream in and pray in.

Transition to worship time.

Worship Time

In addition to whatever worship songs you choose to play, we encourage you to teach kids a song in Swahili. Lyrics are below, and music can be found simply by looking up the song title on the internet.

Hakuna Mungu Kama Wewe

There’s no one, there’s no one like Jesus
There’s no one, there’s no one like him
There’s no one, there’s no one like Jesus
There’s no one, there’s no one like him

I've walked and walked all over, over
I turned and turned all over, over
I've searched and searched all over, over
There's no one, there's no one like him

Hakuna Mungu kama wewe
Hakuna Mungu kama wee
Hakuna Mungu kama wewe
Hakuna na hatakuwepo

Nimetembea kote kote
Nimezunguka kote kote
Nimetafuta kote kote
Hakuna na hatakuwepo

(Repeat English and Swahili as many times as desired.)

Adventure to Europe Video

Start the day with the "Adventure to Europe" video.

Host — Intro of Today's Adventure

After worship, host comes back up on stage.

Those songs were all about Jesus, and we want to help people learn about him, right? Guess what? No matter how old we are, we can do that!

This week we're going to collect money to help people get the Bible in their language. We call it our "Pocket Change Challenge."

Each day you can bring in money. We'll collect it in the morning, then we'll let you know how much we collected by the end of our time together that day.

If you don't have any money with you today, talk to your mom or dad tonight and see if you can bring in some tomorrow. Maybe you want to give part of your allowance for the week, or maybe you have a handful of change that's sitting on your dresser at home. Any amount you want to give will help, and at the end of the week we'll see how much we raised together! Okay? Okay!

Now we're really ready to start our adventure! Today our first stop is Europe. Does anyone know how many countries there are in Europe?

Allow several kids to answer.

There are 45 countries! What are some of those countries?

Allow several kids to answer.

You guys know your geography! Did you know that Bible translation first started in Europe? It's true! A man named John Wycliffe thought that it was important that people have the Bible in English so they could understand it for themselves, so he did the first translation in English. Because of his work, you and I know what the Bible says!

TIP:

A fun way to end the week is to have the parents arrive a few minutes early and listen to their kids sing this song! You could even have them do a mini parade as they sing if your venue allows it.

TIP:

You can mail in this money to Wycliffe Bible Translators or give online to help translation projects around the world at wycliffe.org/donate. And if you want, your church can even choose a specific project to raise money for during the week!

Lots of languages in Europe have the Bible, and that's really good news! Today as we travel in our different stations, we can pray that people across Europe will use the Bible and learn more about God. That way they can tell others about him too!

It's time to start our adventures for the day. Are you ready to have some fun? Let's go!

Before sending the groups into activity rotations, go over the memory verse with them. Allow one group at a time to leave for their first station rotation.

Europe Activity Stations

Now the fun really begins! Encourage teachers and leaders to go over the verse with the kids throughout the day too – while they wait for an activity to start or finish, at snack time, during cleanup, etc.

Europe Craft – Roman Mosaics

Today our craft is from Italy! Does anyone know where Italy is on the globe?

Allow kids to try to find it.

There are 44 languages spoken in Italy, and many of them have at least part of the Bible! That's wonderful news. At the end of our craft time, we'll pray that people will read God's Word and be in relationship with him.

For our craft today, we're going to make Roman mosaics! Mosaics are made of small pieces of clay, stone, brick, tile or even pottery to create larger pictures. Sometimes mosaics were made on floors, but they were also made on walls too. Mosaics could be simple geometric designs and patterns, or they could be entire pictures!

Today we're going to make our own mosaic out of construction paper. We have several different templates you can use, so choose one and use whatever color paper you want to make your mosaic!

Supplies

- 🌀 Printed blackline templates (cardstock)
- 🌀 Small squares of colored construction paper
- 🌀 Glue sticks

Instructions

- 🌀 Make sure each kid has a template and a glue stick.
- 🌀 Using the colored construction paper squares, they'll work to create their own mosaic within the template.
- 🌀 Once completed, let it dry.

As craft time is wrapping up, stop to pray for Bible translation in Italy.

Europe Games

Game #1: Algamata! – Greece

TIP:

Throughout the week, have a globe or map so that kids can identify what region or country they're visiting in craft time.

TIP:

These blackline templates are included in this program packet. There are four options – a sun, a fish, butterflies and Mack!

Algamata means “statues” in Greek. In this game, one kid will be “It” while the remaining kids will be statues.

Rules

1. Choose one kid to be “It.” Then have him/her stand in the middle of the room with their eyes covered. The remaining kids scatter around the kid who is “It.”
2. The kid then begins to count. He/she must count to at least 10 but can stop at any number higher than that. The point is to stop suddenly and catch the remaining kids by surprise, yelling *Algamata!* (or “Statues!”).
3. The remaining kids must freeze as soon as the “It” stops counting, posing like a statue.
4. The “It” tags any kids who are moving, marking them as out. The “It” can also try to make the statues smile, giggle or move. If they do, those statues are also out.
5. Continue until only one statue remains. They are the new “It.”

Game #2: Pass the Parcel — United Kingdom

“Pass the Parcel” is like a combination of musical chairs and a white elephant gift exchange.

Supplies

- 🎁 Gift
- 🎁 Wrapping paper
- 🎁 Boxes
- 🎁 Tape
- 🎁 Music

Rules

1. Have kids sit or stand in a circle.
2. Kids pass the package from one person to the next until the music stops. Whoever is holding the package then gets to remove one layer of wrapping.
3. Continue this until the gift is unwrapped. Whoever is holding the package at that point gets to keep the prize.

Game #3: Blind Man’s Bluff — England

Rules

1. Choose one kid to be “It,” and blindfold him or her.
2. Turn the kid around a few times to disorientate them a little, while the other kids group themselves around the blindfolded player.
3. Then let the kid try to tag one of the other kids, who will then become “It.”
4. Repeat as many times as desired.

Host — Group Games, Pocket Change Challenge and Closing

Play your group games for 10-15 minutes, then end with the Pocket Change Challenge and closing information for the day.

Our morning is almost over, but before we head home, let's go over our memory verse for the week. This verse is important to us because it tells us that one day, everyone will worship God together — no matter what our language is! Does anyone remember what we mean by “the language that speaks to our heart”?

Allow someone to answer.

Good job! The language that speaks to our heart is the one we think in, dream in and pray to God in.

Okay, let's say our memory verse together. You'll find it on the back of your nametag so you can practice throughout the week. Ready?

“All the nations you made will come and bow before you, Lord; they will praise your holy name.” — Psalm 86:9

Good job! And don't forget to bring your pocket change tomorrow when we'll be visiting the Americas!

DAY TWO – AMERICAS

Adventure to the Americas Video

Start the day with the “Adventure to the Americas” video.

Worship Time

Start the day with worship time. In addition to whatever worship songs you choose to play, we encourage you to teach kids a song in Swahili. Lyrics and music can be found in the Day One intro.

Host — Intro of Today's Adventure

After worship, host comes up on stage to share about today's adventure.

Today's stop is the Americas! We live in the United States of America, which is part of North America. So we're part of the Americas! But so is the rest of North America (that's Canada and Mexico), Central America and South America. Together, we call them “the Americas.”

Can anyone guess how many countries there are in the Americas?

Allow several kids to guess.

There are 35 different countries! What are some of those countries?

Allow several kids to guess.

TIP:

We recommend reviewing with the kids what they learned today (i.e. where they visited, what they did for craft, games or snack, etc.) And each day, you can review briefly where you've traveled. It's a fun way for the kids to do a call-and-response to your questions, while also refreshing their memories on all that's happened so far.

Good job! Canada and the United States are two of the three biggest countries in the whole world, and they're part of the Americas! Brazil is the fifth largest, and that country is in South America. It's home to the Amazon — both the river and the rainforest!

More and more people in the Americas have the Bible in their language, and that's really good news! Today as we learn more about different countries in the Americas, we can pray that everyone would have the Bible in their language soon, right? Right!

Okay, it's time for us to head off in our groups for the morning. Are you ready to start our adventure in the Americas? Let's go!

Before sending the groups into activity rotations, go over the memory verse with them. Allow one group at a time to leave for their first station rotation.

Americas Activity Stations

Now the fun really begins! Encourage teachers and leaders to go over the verse with the kids throughout the day too — while they wait for an activity to start or finish, at snack time, during cleanup, etc.

Americas Craft — Mexican Paper Star

Our craft today is from Mexico! Can anyone show me where Mexico is on the globe?

Allow kids to try to find it.

There are nearly 300 languages spoken or signed in Mexico. Many languages have at least the New Testament! At the end of our craft time, we'll stop and pray for Bible translation in Mexico.

Let's get started on our craft today. We're going to make Mexican paper stars, which are party decorations! They're like Mexican piñatas, which are bright and colorful and used for various celebrations.

We have a few different templates that we're going to use today to create these Mexican stars. We'll color them different colors, and then once we're done, we'll cut them out and fold them so they're like small paper lanterns. Then if you want, you can add some yarn as tassels on the edges of the star!

TIP:
There are three different star templates included in this program packet — an easy, medium and hard pattern for varying ages.

Supplies

- 🌀 Printed star templates (cardstock)
- 🌀 Colored pencils and/or markers
- 🌀 Scissors
- 🌀 Yarn (optional)
- 🌀 Beads (optional)

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Instructions

1. Choose a star template and color it!
2. Once you're done coloring the star, carefully cut it out along the dotted line.
3. Now score and fold both stars along the main black lines in the design. Then fold from the tip of each point to the tip of the opposite point (six folds total).
4. Re-fold into valley folds (along the main black lines) and hill folds (point to point) until the star looks like the pictures included.
5. Next fold the tabs under, and flatten out each star.
6. Optional: Make your tassels! You can string beads on to the yarn if you want to make it extra festive!
7. Take one of your stars and, using a little sticky tape, attach the tassels to the reverse five corners and a loop of ribbon to the sixth.
8. Your star ornament should now look like the example ornament!

As craft time is wrapping up, stop to pray for Bible translation in Mexico.

Americas Games

Game #1: A Pares y Nones — Mexico

This game translates to “Evens and Odds.” The song is typically sung in Spanish, but the kids can chant it in English.

Rules

1. Kids stand in a circle, holding hands.
2. Have the kids walk in a circle, chanting:

***Evens and odds,
We are going to play.
Whoever is left alone,
Will stay alone.***

3. When the verse is over, the teacher calls out a number.
4. Kids hurry to form groups of that many people. Whoever doesn't find a group is out.
5. Repeat until only two kids are left. They're the winners!

Game #2: 1, 2, 3 Calabaza — Mexico

This is a popular game played all around the world, and in English it's called “Red Light, Green Light.”

Rules

1. Choose one kid to be the leader, and have him/her stand on the opposite side of the room, facing away from the other kids.
2. The rest of the kids line up on the far wall.
3. Kids try to move closer to the leader without being seen.
4. The leader says, "1, 2, 3, *Calabaza*" and spins around, trying to catch someone moving.
5. Everyone must freeze while the leader is watching. If the leader sees someone move, that person must return to the start line.
6. The first person to reach the leader wins and takes his/her place as the new leader.

Game #3: *Sobra Um* – Brazil

Sobra Um means "one left over" in Portuguese.

Rules

1. Have kids form a circle with one kid remaining outside the circle.
2. Each kid chooses a fruit they want to be.
3. Then the person leading the game says, "I ate a fruit salad at [Kate's] house. There was no [banana] or [pineapple]."
4. If a fruit is mentioned that a kid chose, that kid must change places with someone else whose fruit was called, too.
5. At this time, the kid standing outside the group has to try to take the place of one of the kids. If they manage to take the kid's spot, then the kid who lost their spot must stand on the outside of the circle.
6. Repeat this as many times as desired, with the leader naming different fruits each time.
7. When you're ready for the game to end, the leader says, "There are no fruits for the salad!" and all the kids have to try changing places at once. Whoever is remaining outside the circle loses.

Host – Group Games, Pocket Change Challenge and Closing

Our morning is almost over, but before we head home, let's go over our memory verse for the week.

*"All the nations you made will come and bow before you, Lord; they will praise your holy name."
– Psalm 86:9*

Good job! Now, let's find out how much pocket change we brought in today!

Reveal the amount of money the kids brought in that day. We recommend using some kind of visual, whether a thermometer, large container with bouncy balls or something similar so kids can see the progress they're making that week. This helps increase their excitement about bringing in their pocket change and gives them a visual reminder of the progress they're making as a group.

Awesome job, everyone! With each cent that we raise, we're helping more and more people get the Bible in their language. And don't forget to bring your pocket change tomorrow when we'll be visiting the Pacific!

DAY THREE – PACIFIC

Adventure to the Pacific Video

Start the day with the “Adventure to the Pacific” video.

Worship Time

Start the day with worship time. In addition to whatever worship songs you choose to play, we encourage you to teach kids a song in Swahili. Lyrics and music can be found in the Day One intro.

Host – Intro of Today’s Adventure

After worship, host comes up on stage to share about today’s adventure.

Today we’re heading to the Pacific! Not just the Pacific Ocean, but the island countries that are in the Pacific Ocean! Does anyone know what some of those countries are?

Allow several kids to answer.

Australia is the largest country in the Pacific, and it’s also the only country in the entire world that is its own continent too! Many of the countries in the Pacific are made up of lots of islands, like Vanuatu, Papua New Guinea and more!

There are only 14 countries total in the Pacific, and in Papua New Guinea alone there are more than 800 different languages! Many of those languages still don’t have the Bible, so we can pray that God would help more and more people get the Bible for themselves.

It’s time to start our adventures for today. Are you ready to travel throughout the Pacific? Let’s go!

Pacific Activity Stations

Before sending the groups into activity rotations, go over the memory verse with them. Encourage teachers and leaders to go over the verse with the kids throughout the day too – while they wait for an activity to start or finish, at snack time, during cleanup, etc. Now the fun really begins!

Pacific Craft – Maori Necklace

For today’s craft, we’re heading to New Zealand! Does anyone know where New Zealand is on the globe?

Allow kids to try to find it on a globe or map if you have one.

There are 27 languages spoken in New Zealand, and more than 20 of them have the entire Bible! That’s wonderful news, and at the end of our craft time we’ll pray that people all across New Zealand will read the Bible and learn more about God’s love for them.

Today we’re going to make our very own Maori necklace. The Maori people are the first people to live in New Zealand, and their culture is still very important today. They have different symbols with unique meanings that appear in art, jewelry, décor and more.

I have several different Maori symbols and their meanings for you to use as examples. These necklaces are originally made from bone, jade and even wood, but we'll use clay. Once you're done making the shape you want, you can color it in different patterns or designs!

Supplies

- 🌀 Air-dry white clay
- 🌀 Markers
- 🌀 Hemp cord
- 🌀 Toothpicks
- 🌀 Designs of Maori symbols

Instructions

1. Give each kid a lump of clay.
2. Have templates of different designs available for each table.
3. Using the templates as guides, kids can work to make their own Maori symbol. They can start over if they don't like how it turned out!
4. Once they like their pendant, they can color it if desired.
5. Let clay dry completely (see tip). Then kids can string the hemp cord through and wear their Maori necklace!

As craft time is wrapping up, stop to pray for Bible translation in New Zealand.

Pacific Games

Game #1: "What's the time, Mr. Wolf?" — Australia

"Mr. Wolf" is a popular game in Australia. He has to catch kids and "eat" them for dinner. The last kid to get caught then becomes "Mr. Wolf" for the next round.

Rules

1. Choose one kid to be "Mr. Wolf."
2. "Mr. Wolf" stands on one side of the room with his or her back to the other kids who are all lined up on the opposite side of the room.
3. The kids call out, "What's the time, Mr. Wolf?" and the wolf turns around and says, "It's eight o'clock" (or whatever time).
4. The kids take eight steps toward "Mr. Wolf" (or if it's two o'clock, they take two steps, etc.).
5. Eventually, after doing this several times, "Mr. Wolf" turns around and says, "It's dinner time!"
6. The wolf then runs at the other kids who rush back to the starting line.
7. Each kid the wolf touches must sit out the game until only one kid remains and becomes "Mr. Wolf" for the next round.

TIP:

You can look up Maori symbols on the internet and find ones that you think would be fun for the kids to recreate if desired. They can also create their own design!

TIP:

It takes two to three days for the clay to dry completely. We recommend letting them dry for the remainder of the week and having kids take them home on Friday.

Game #2: Pass the Coconut — Island Countries

This game is like musical chairs, but kids pass around a coconut (or similar object) instead.

Rules

1. Have kids sit in a circle.
2. While playing music (islander music would be great!), kids pass the coconut around the circle.
3. Whoever is holding the coconut when the music is paused is out.
4. Continue playing until only one player remains. They're the winner!

Game #3: Whanowhano — New Zealand

Kids are paired together and try to jump as high as they can, landing in the same position as their opponent.

Rules

1. Pair kids off (if odd number, there can be one group of three).
2. Have them face each other.
3. Calling "whano," the kids jump as high as they can at the same time and try to land in the same position as the other person.
4. There are four basic positions to land in:
 1. Feet together
 2. Feet apart
 3. Right foot forward
 4. Left foot forward
5. If there is a mirror image, the first player to call "hi!" gets the point. If both players call it at the same time, then whoever calls it loudest wins the point.
6. Repeat steps 3-5. The first player to get to 7 points wins.
7. Optional: If kids get into the game, you could do an elimination round between the winners of the pairs until the last one standing wins.

Host — Group Games, Pocket Change Challenge and Closing

Our morning is almost over, but before we head home, let's go over our memory verse for the week.

*"All the nations you made will come and bow before you, Lord; they will praise your holy name."
— Psalm 86:9*

Good job! Now let's learn how much pocket change you brought in today.

Reveal the amount of money the kids brought in that day.

You're doing fantastic! Thanks so much for bringing in your pocket change to help more people get the Bible in their language. Then they can read about God's love, just like you and I can. And don't forget to bring your pocket change tomorrow when we'll be visiting Africa!

DAY FOUR – AFRICA

Adventure to Africa Video

Start the day with the “Adventure to Africa” video.

Worship Time

Start the day with worship time. In addition to whatever worship songs you choose to play, we encourage you to teach kids a song in Swahili. Lyrics and music can be found in the Day One intro.

Host – Intro of Today’s Adventure

After worship, host comes up on stage to share about today’s adventure.

Today we’re headed to Africa! Does anyone know some of the countries you’ll find in Africa?

Allow several kids to answer.

There are 54 different countries in Africa. That’s a lot! And there are lots of different languages spoken in those countries. Some of them have the Bible, but many of them don’t. Today as we learn more about different countries in Africa, we can pray that more and more people in Africa will get the Bible in their language so they can understand how much God loves them!

Let’s see, what else can we learn about Africa? Does anyone know some of the animals you’d find in Africa?

Allow several kids to answer.

There are lots of cool animals in Africa! In fact, it’s home to the fastest mammal, the tallest mammal and the largest mammal. Can anyone guess what three animals those are?

Allow several kids to guess.

The largest mammal is the elephant, the tallest is the giraffe and the fastest is the cheetah! That’s pretty cool!

You’re going to learn more about Africa through crafts, games and snacks. So are you ready to start our adventure? Let’s go!

Allow one group at a time to leave for their first station rotation.

Africa Activity Stations

Before sending the groups into activity rotations, go over the memory verse with them. Encourage teachers and leaders to go over the verse with the kids throughout the day too – while they wait for an activity to start or finish, at snack time, during cleanup, etc. Now the fun really begins!

Africa Craft – Tegre Game

Our craft today is from Ethiopia! Does anyone know where you’d find the country of Ethiopia on the globe?

Allow kids to try to find it on a globe or map.

There are nearly 90 languages spoken or signed in Ethiopia, and only a few of them are still waiting for Bible translation to start. At the end of our craft time, we'll take a moment to pray that everyone in Ethiopia would have the Bible in their language soon!

Let's get started with our craft. Today we're going to make a game from Ethiopia called "Tegre." Has anyone ever played the game "Mancala"? It's a lot like that!

I'll give you an instruction sheet with how to play Tegre at the end of craft time, but the main goal is that you want to get all the beans onto your side. That means you win!

We're going to paint and design our Tegre board today. We'll leave it overnight to dry, and then tomorrow we can try playing out a round of Tegre together!

Supplies

- 🌐 Cardboard egg cartons
- 🌐 Beans (48 per kid)
- 🌐 Paint
- 🌐 Paintbrushes
- 🌐 Plastic tablecloth for tabletop

Instructions

1. Give each kid an egg carton.
2. Each kid can then paint their egg carton however they want!
3. Let the egg carton dry fully.
4. Give each kid 48 beans in a plastic ziplock bag, as well as a printed set of instructions.
5. Once the egg carton has dried, they can play Tegre!

Game Rules

Two people play Tegre together. The goal is to get as many seeds as possible! Whoever has the most at the end of the game wins.

1. There are two rows with six holes each. You start with four seeds in each hole.
2. Sit facing your partner with the board between you. You each have six holes that are "yours." Each of you has a cup you'll place at the right end of your board, where you'll put your captured seeds.
3. Each player starts by choosing a hole on his side and picking up all of the seeds in that hole. Then, moving counterclockwise, the player should deposit them one by one in the following holes (as if taking a lap around all the holes). This player continues to pick up seeds and place them in holes until the last seed goes into an empty hole.
4. When the last seed of the turn is placed into an empty hole, there are two possibilities:
 - 🌐 If the hole is on your opponent's side, the turn is over. If the empty hole is on your side and the opposite hole is empty, the turn is over.

TIP:

We recommend printing out these instructions and including them in a small zipped bag with the beans. That way kids have the rules with them when they finish their craft!

- 🌐 If the empty hole is on your side but the opposite cup has some seeds in it, you get to capture the seeds and place them in your cup to the right.

5. The whole game ends when one row is entirely empty!

As craft time is wrapping up, stop to pray for Bible translation in Ethiopia.

Africa Games

Game #1: Mamba – South Africa

The mamba is a poisonous snake found in South Africa. In this game, one kid gets to pretend to be a snake!

Rules

1. Mark off a circular area, and tell the kids to stay inside it.
2. Choose one kid to be the mamba and chase the other kids.
3. When the mamba catches someone, that kid joins the mamba by placing his hands on the mamba's shoulders.
4. As the snake catches more kids, it becomes longer and longer. But only the head of the snake (the first mamba) can actually catch new people.
5. The last person to get caught becomes the head of the next mamba.

Game #2: Osani Circle Game – Zaire

This game is all about naming objects that are of the same shape, like a circle. But if someone repeats an object that was already mentioned, that kid is out!

Rules

1. Have the kids sit in a circle, crossing their legs and sitting close enough for their knees to touch the person on either side of them.
2. Each kid takes a turn naming something round (like the sun or a ball) or a concept that's circular (like the cycles of the moon).
3. Go around the circle, having each kid quickly name a round object.
4. If a kid cannot think of a word, they're out of the game.
5. Keep going around the circle until only one kid remains. He/she is the winner!
6. Repeat as many times as desired with a new shape for each round.

Game #3: Mbube Mbube – South Africa

Mbube Mbube (mboo-bay mboo-bay) is a Zulu word for "lion." Zulu is a language spoken in South Africa. In this game, one kid gets to be a lion and one gets to be an impala!

Rules

1. Kids try to help the mbube mbube (or lion) find and capture an impala (a deer-like animal with antlers).
2. Choose one kid to be the lion and the other to be the impala.
3. Blindfold these two kids.
4. Have the remaining kids stand in a big circle around them.
5. Spin both players around several times.
6. Have the kids in the circle chant “mbube mbube” faster and louder when the blindfolded lion is close to catching the impala. Similarly, have them chant slower and quieter when the kid is further away.
7. If the lion fails to catch the impala in a minute, a new lion is chosen. If the lion does catch the impala, a new impala is chosen.

Host — Group Games, Pocket Change Challenge and Closing

Our morning is almost over, but before we head home, let’s go over our memory verse for the week.

“All the nations you made will come and bow before you, Lord; they will praise your holy name.”
— Psalm 86:9

Good job! Now let’s learn how much pocket change you brought in today.

Reveal the amount of money the kids brought in that day.

Great work, everyone! We have one more day left. Do you think we can meet our goal for the week? I think we can! Tomorrow is the last day of our adventure around the world, and we’ll be visiting Asia. See you then!

DAY FIVE – ASIA

Adventure to Asia Video

Start the day with the “Adventure to Asia” video.

Worship Time

Start the day with worship time. In addition to whatever worship songs you choose to play, we encourage you to teach kids a song in Swahili. Lyrics and music can be found in the Day One intro.

Host — Intro of Today’s Adventure

After worship, host comes up on stage to share about today’s adventure.

Today we’re visiting Asia! Does anyone know any Asian countries?

Allow several kids to answer.

Great job! China is the biggest country in Asia, and it's also one of the biggest countries in the whole world! There are a total of 49 countries in Asia — that's a lot!

Lots of people living in Asia are still waiting to have the Bible in their language. In China for example, there are more than languages and more than 150 of them don't have any part of the Bible! That's a lot of languages spoken or signed by a lot of people in just China that are still waiting to hear about Jesus.

So as we travel throughout Asia in our crafts, games and snacks, we can pray that God would help people there learn about him in their language!

Now let's get started on our adventures for the day. Are you ready? Let's go!

Allow one group at a time to leave for their first station rotation.

Asia Activity Stations

Before sending the groups into activity rotations, go over the memory verse with them. Encourage teachers and leaders to go over the verse with the kids throughout the day too — while they wait for an activity to start or finish, at snack time, during cleanup, etc. Now the fun really begins!

Asia Craft — Oriental Watercolor Fan

Today we're going to be making oriental fans, which we might find in countries such as Japan and China. Does anyone know where Japan or China is on the globe?

Allow kids to try to find one or both countries.







There are nearly 20 languages spoken or signed in Japan, and only one language still needs Bible translation to begin. Can anyone remember from earlier this morning how many languages are spoken in China?

Allow kids to make guesses.

There are more than 300 languages in China, and more than 150 of them don't have the Bible! At the end of our craft time, we'll pray for Bible translation in both Japan and China but also Asia in general. There are a lot of people who are waiting to hear about God's love in their language!

Oriental fans can be used both for decoration or for helping cool yourself down! You can write Japanese or Chinese phrases on the fans, or draw cherry blossoms or bamboo. Anything you like, really! Then we'll use watercolors to make these fans bright and beautiful.

Supplies

-  Paper plates (halved)
-  Watercolor paints
-  Paint brushes
-  Crayons
-  Water
-  Plastic tablecloth for tabletop

Instructions

1. Give each kid a halved paper plate.
2. Using markers or crayons, have them first draw their design (Japanese or Chinese characters, cherry blossoms, bamboo, etc.).
3. Once they're done, they can use watercolors to create their own beautiful designs.
4. Let dry overnight.

As craft time is wrapping up, stop to pray for Bible translation in Asia — specifically Japan and China.

Asia Games

Game #1: Gradai Kha Dee-o — Thailand

This Thai game translates into “one-legged rabbit” in English.

Rules

1. Split the kids into two even groups, and choose one group to be the “rabbits.”
2. The other group must stay inside a designated area.
3. One at a time, the rabbits hop on one leg into the chosen area and try to tag the other players.
4. If the players leave the area, they're out of the game. Likewise, if a rabbit puts down their foot, they're out of the game.
5. If all the players are tagged, the “rabbits” win.
6. Give both teams the chance to be the rabbits.

Game #2: Hawk and Chicks — China

Help the hen protect her chicks from the hawk in this fun Chinese game.

Rules

1. Choose one child to be the hawk and another to be the hen.
2. All the other kids are chicks and should line up behind the hen, holding onto the shirt of the kid in front of them.
3. Have the hawk and hen face each other. The hawk tries to catch the chicks. The hen protects her chicks by holding out her hands, moving from side to side with her chicks swaying in a line behind her.
4. Any chicks who are caught move over to stand behind the hawk, and the link of chicks closes up.
5. The hawk or hen with the most chicks at the end of the allotted time wins.

Game #3: Sumatra: Semut, Orang, Gajah — Indonesia

The Sumatran elephant lives in Indonesia, and it's made its way into a game similar to the American “Rock, Paper, Scissors.”

Rules

Instead of rock, paper and scissors, this game is between ant, man and elephant. The elephant beats the man because it is stronger, and man beats the ant because he can step on it and squish it. But the ant beats the elephant because it can crawl into his ear, bite him and drive him crazy!

1. Pair kids up.
2. The players pump their fist up and down and count to three.
3. On four, they straighten their arm and give one of three signs:
 1. Pinky out is “ant” (*semut*).
 2. Pointer finger out is “man” (*orang*).
 3. Thumb out is “elephant” (*gajah*).
4. If the players make the same signs, they go again. Whoever gets two out of three rounds wins.
5. Have the winners from the first round play each other.
6. Repeat this until only one winner is left.

Host — Group Games, Pocket Change Challenge and Closing

Our morning is almost over, but before we head home, let’s go over our memory verse for the week.

“All the nations you made will come and bow before you, Lord; they will praise your holy name.”
— Psalm 86:9

Good job! Now let’s learn how much pocket change you brought in today.

Reveal the amount of money the kids brought in that week. Make sure whatever visual you used to gauge their giving is updated to show the amount the brought in for the whole week. Be enthusiastic and encouraging about the amount, no matter how big or small. These kids worked hard to help bring in their pocket change so that people around the world can get the Bible!

You all did so great this week! Now we’re going to send this money in to help more and more people get the Bible in their language. That’s awesome!

I hope you’ve had fun as we’ve traveled all around the world. And don’t forget, God loves us all so much — no matter where we live or what language we speak.

