

Created Animal Game

Materials

- Optional: masking tape to mark the finish line

Instructions

Have students line up across from you at one end of the room. You may want to play this game outside or in a hallway so the students have room to move toward the finish line at the other end.

Stand at the finish line. Explain to the students that you will pretend that this is Day Five and Day Six when God created the animals. They will pretend to be the animals. Every time you call out the name of a land animal, swimming creature, or flying creature (crab, fish, duck, owl, cow, dinosaur, elephant, tiger, etc.), the students will take three steps toward you, pretending to be that animal. For example, if you call out duck, the students will say, “quack, quack, quack” as they take their three steps. You may want to add movements like flapping their arms for wings; if you call out fish, they can puff out their cheeks like a fish and pretend to swim. If you call out elephant, they can use their arms as a trunk.

When students get to where you are standing, you can move to the other end and play again.

If you have a small class, you may want to play the game more like “Mother, May I?” and have the students take turns asking you which animal he/she needs to imitate as they each move toward the finish line.

Suggested Discussion

The Bible tells us how God created everything in just six normal days. On Days Five and Six, He created the swimming creatures, the flying creatures, and all the animals that live on land. They were all created after their kinds.