

MARSHMALLOW MADNESS



Ruler Push Relay

Divide your students into equal teams and have them line up for a relay game. When you say go, they will use a 12-inch ruler to swat or roll large marshmallows down around a cone or another marker and back to where they began. Keep playing until everyone has had a turn. The first team finished needs to sit down in a line and raise their hands. This will let you know that they are done.

Spiritual Application: A ruler is a way of measuring and sometimes we measure or judge others unfairly because the very things that we condemn in them we are doing ourselves. See Matthew 7:1-5 about the standard that will be measured to us. But God has given us a “Golden Rule” of how to treat others and it’s found in Matthew 7:12.

