

Game: **Elbow Tag***

Discussion: **Jesus is your safe-place**

Scripture: **Psalm 18:1-2**

YOU WILL NEED: *No items needed.*

Making Partners

Have your students spread out in the classroom. Tell them that when you call a number, you want them to get into groups of that number. So if you call out a three, you want them to get into groups of three. If you call out a five, you want them to get into groups of five. .Call out 4, 3, 8, 3, 7, 12, 5, 2. The only reason you're doing this is to get them in pairs in a manner where no one feels left out, so you'll want to end by getting them into groups of 2. If there is an extra student, then a team leader may need to play.

Elbow Tag

Explain the Game: Choose one pair to be your volunteers. Have everyone else spread out across the room and tell them to lock elbows. Tell the partners to stand in one place. They can't move. Designate one of your volunteers to be IT and the other to be the Runner. Explain that IT will chase the Runner by hopping on one leg (unless you're outside—Then they can run but be sure to set boundaries and limits on where they can run.) The Runner can use both legs and will run away but may lock elbows with one of the partners who is standing still. If the Runner does this, the *other* partner (the one who is now *not* linked with the Runner) becomes the new Runner and must run from IT. If IT tags the Runner, they will switch roles. To add variation, tell them that the IT person can run (and not just hop) for 10 seconds any time you say, "IT can run!"

Spiritual Application

Ask the students: **When were you "safe" in the game?** (When I was locked to someone else.)

Ask the students: **Has there ever been a time that you didn't feel safe in life?** (Take a few answers.)

KEY: Jesus is your safe-place. God is your shield. He will always protect you and take care of you.

Play the Game Again

Variations for Variety: When you say "Freeze," everyone has to stop. When you say "Switch," the Runner and IT switch rolls. When you say, "Find a new partner," everyone unlocks arms and has to find a new partner. Whoever is left is the new Runner. IT remains the same. Also, you can have more than one Runner, so that IT is chasing two or more people. Another variation is to let the partners with locked elbow move around also, so that it is harder to join with them.

Spiritual Application

Ask the students: **How do you think God keeps you safe?** (Answers will vary.)

Read from your Bible:
Psalm 18:1-2

Ask the students: **What do you think it means that God is a rock?** (He's strong and unmovable—Nothing is going to push Him around.)

Ask the students: **How did a fortress keep people safe?** (They were safe inside.)

Ask the students: **How did a mountain keep people safe?** (They could hide there—King David did this on many occasions.)

Ask the students: **How did shields keep people safe?** (They blocked what was trying to hurt them.)

Ask the students: **Why do you think God keeps you safe?** (He does all these things and more because He loves you and wants what is best for you.)

Ask the students: **Does this mean that bad things will never happen in your life?** (No, bad things happen to good people, even people who are following Jesus. The difference is how you respond to those bad things. When you know that Jesus is with you, no matter how bad things might seem, you still know that you can trust God and that He'll always take care of you.)

*Original source unknown.