

MARSHMALLOW MADNESS



I Spy

Play "I Spy" with your students concerning objects in the room. "I spy something red." "I spy something soft," etc. Give each winner a marshmallow, but tell them not to eat them. At the end of the game, see who has earned the most rewards.

Spiritual Application: You don't earn God' love (John 3:16). You can't earn salvation (Ephesians 2:8-9). Also, you could talk about how God rewards his faithful children (i.e., James 1:12).

