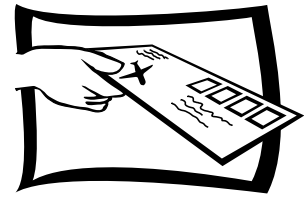


Sender Care Team

a Sender Game



For ages 5-7

Preparation Time: 10 minutes

Teaching Time: 15 minutes

Materials:

- a copy of the Sender pictures at the bottom of page SN-27 for every group of six children, cut apart into the picture squares
- a pair of scissors
- one envelope for every group of six children
- a roll of scotch tape
- a roll of masking tape
- a large world map

Getting Ready:

1. Before class, place one set of the picture squares into an envelope for each group of six children.
2. Before the game, remove the picture squares and attach a piece of scotch tape to the top of each picture.
3. Make a starting line on the floor at one end of the playing area using the masking tape.

Directions:

1. Say to the children, ***“Missionaries go to places around the world to tell people about Jesus. Senders are people who act as partners with their missionaries. They give them what they need and help send them to live in another country.”***
2. Divide the children into teams of six players. Have each team stand in a straight line behind the starting line. Explain that the fourth person in line will be the Goer (the missionary). The other five children are his sending team: the three children in front of the Goer and the two children behind the Goer. Be sure all children know who the Goer is on their team.
3. Show the children the five pictures that show ways to be a Sender:
 - The heart stands for the love that Senders have for the missionaries.
 - The hands stand for the prayers that Senders say for the missionaries.
 - The money stands for the way Senders pay for things missionaries need.
 - The envelope stands for letters of encouragement that Senders write.
 - The package stands for the things Senders mail to meet practical needs.
4. Put one set of the Sender pictures with tape attached on the floor opposite each team. Place the world map on the floor beyond the pictures.
5. Explain that when you say, “Ready, get set, send!” the first child in each line should run down to the set of pictures, pick one, run back to his team, and put it on the shirt of the Goer. He then should go to the end of the line. The first three Senders help the Goer get started in his or her new work.

Sender Care Team (continued)

6. They should continue step five until the first three Senders have had their turn.
7. When the Goer is first in line and has the first three pictures attached to his shirt, he should run to the world map, kneel down, and put both hands on the map.
8. The next person in line should run down to the rest of the set of pictures, pick one, and run ahead to put it on the back of the Goer's shirt.
9. The final person in line will repeat step eight, then run back to his home team. Then the whole team should sit down. These last two Senders help the Goer keep doing the work.
10. The team who is all seated first is the winner.
11. When the game is over, ask the children, ***“What do you think would happen if the Goer traveled to the country without having a home team?”*** (Let them respond.) ***How were the five things given helpful to the Goer?”*** (answer: The Goer had all the love, prayers, money, encouragement, and gifts needed to do what God sent him or her to do.)

Parent Letter Reminder

Give the Parent Letters to the children as they leave and remind them to tell their parents what they are learning. See “Parent Letter for Lesson 10” on page SN-30.

