

Wild Card Extra

The Good Shepherd

Grades 1–2

Scripture Reference: John 10:11–18

Wolf and Sheep

Kids will play a game that helps them think about sheep and the way a shepherd keeps sheep safe, just like Jesus keeps us safe.

Spark Resources:

- None

Supplies:

- Two blindfolds

Set-Up:

Become familiar with how the game works.

Instructions:

In today's story, we heard about how Jesus cares for us like a good shepherd. One of the things shepherds do is keep their sheep safe from wild animals. We are going to learn a game where we help a sheep find its shepherd before it's caught by the wolf! Let's get in circle.

1. Pick a kid to be the "wolf" and a kid to be the "sheep." Have them stand in the middle of the circle, and blindfold both of them.
2. Without saying the name of the kid out loud, point to someone in the circle who will be the "shepherd."
3. Explain that the wolf wants to catch the sheep and the sheep wants to find the shepherd so he/she will be safe. The goal of the game is for sheep to find the shepherd before the wolf finds the sheep.

We can all help the sheep find the shepherd! Clap your hands when the sheep gets close to the shepherd and rub your hands together when the sheep is far away from the shepherd. The wolf will make "Grrr" noises so the sheep can always hear where he or she is.

4. Play several rounds.

5. Have the kids sit down. Ask the following questions: **How do you think the sheep felt when he/she was searching for the shepherd? How do you think the sheep felt**

when he/she found the shepherd? How do you think the shepherd felt? How do you think God feels when we are safe?

If you have less time. . .
Play fewer rounds.

If you have more time. . .
Talk more about the job of shepherd and how Jesus is our shepherd. **What do shepherds do in real life to keep sheep safe?** (*watch over them, keep them in fence/sheepfold at night, carry a staff to drive away the animals*) **How does Jesus keep us safe?** (*gives us adults to take care of us, sends people to teach us about him*)