

THE BOOK OF ACTS

Craft & Game Ideas

Craft ideas

1. Saul Puppet

You will need:

- Saul template (on next page)
- Coloured pencils/pens/crayons
- Paddle pop stick
- Glue or sticky tape
- Silver tissue paper or Alfoil for the 'scales' on Saul's eyes

Instructions:

1. Print out the Saul template.
2. Cut out the faces.
3. Colour in the faces.
4. Glue them together with the stick in the middle (like a handle).
5. Glue the 'scales' onto the eyes of blind Saul.
6. You're now ready to use your puppet to retell the story of how Saul met the Risen King Jesus.

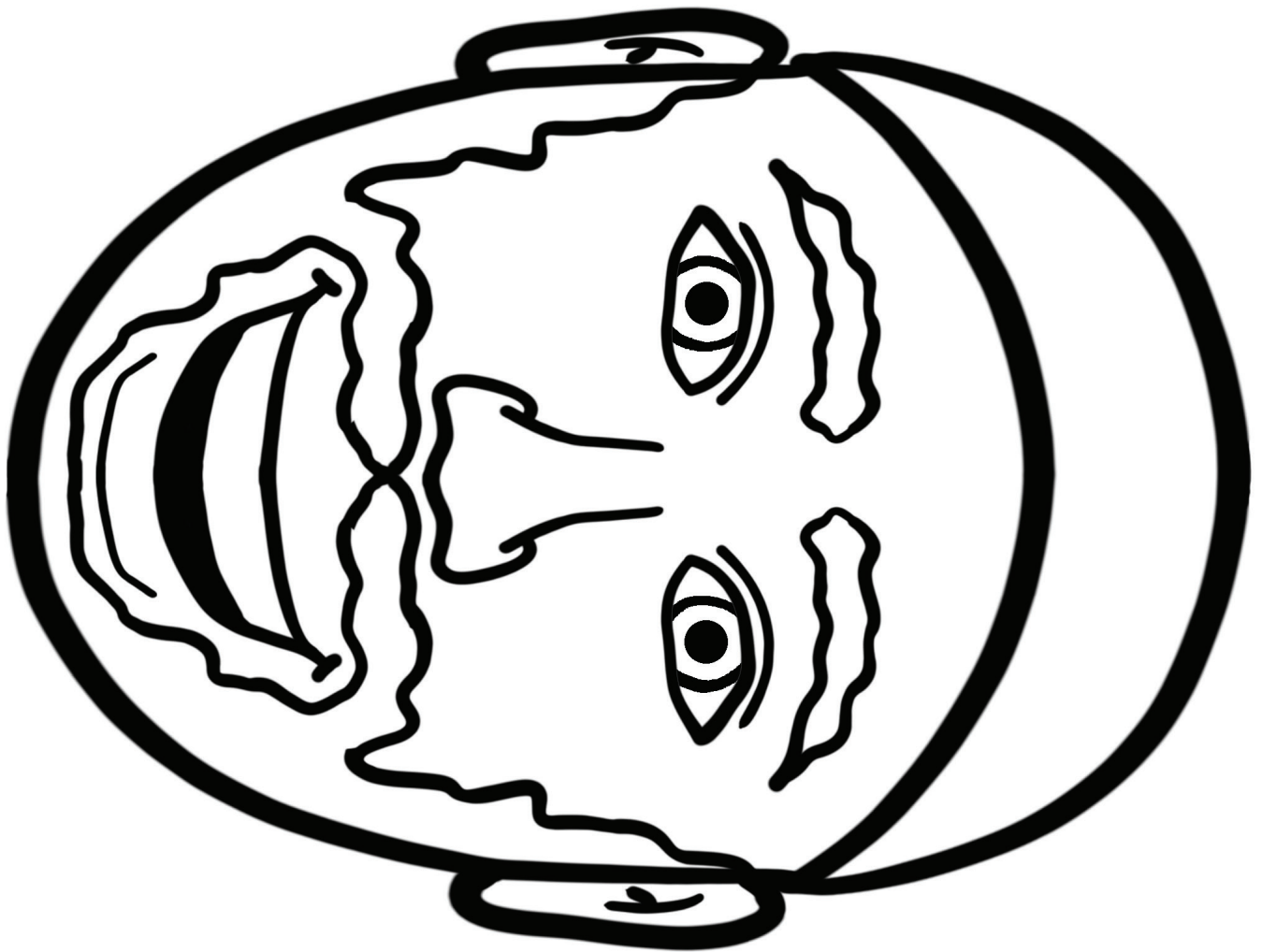
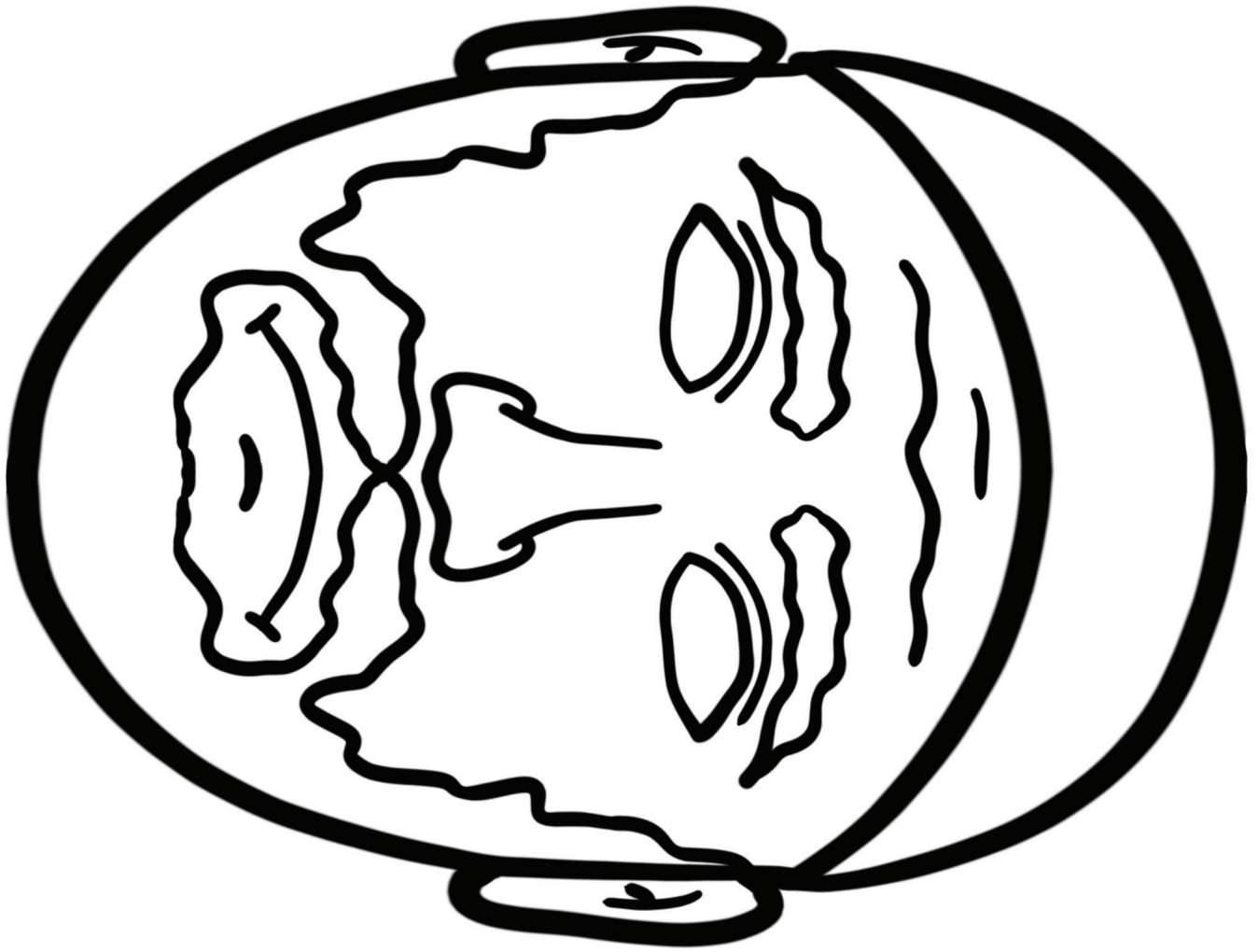
2. Blinded by the Light Glasses

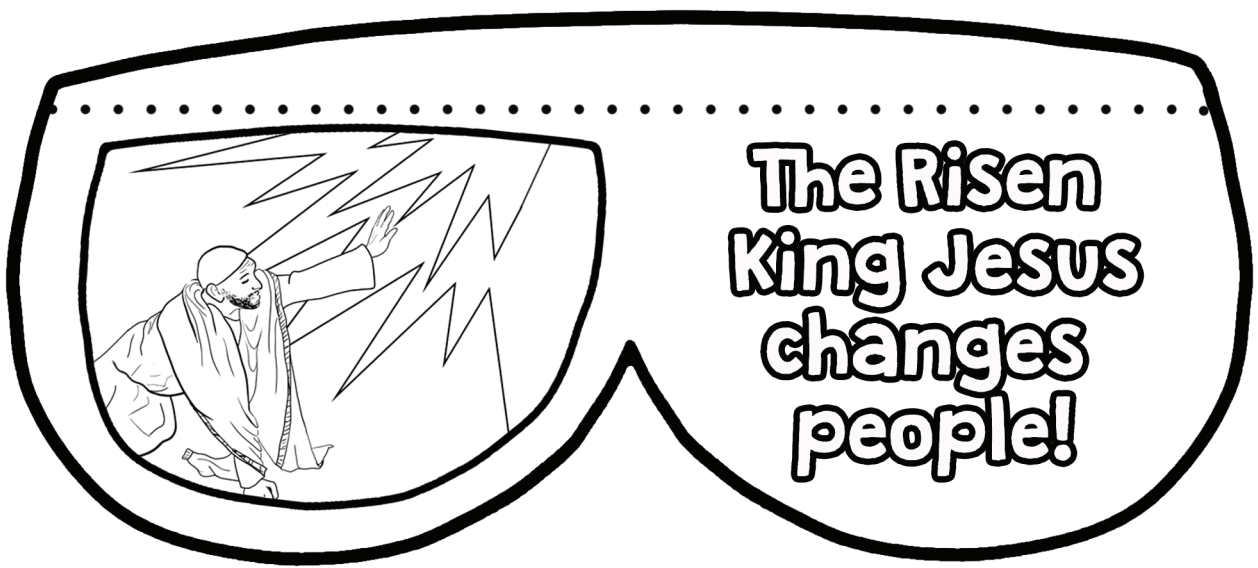
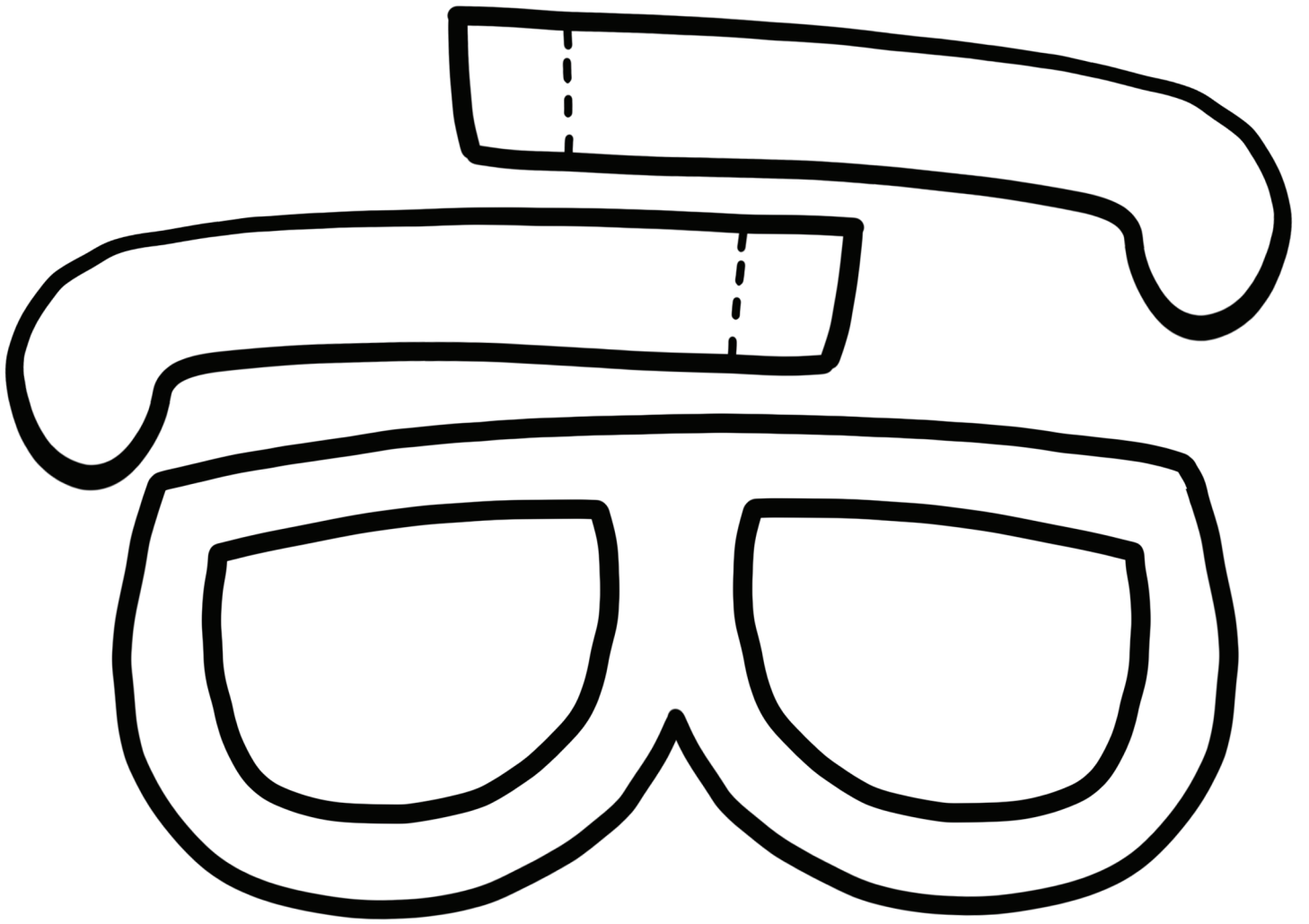
You will need:

- Printout of sunglasses template (see third page)
- Printout of lens picture (see third page)
- Coloured pencils/pens/crayons
- Scissors
- Glue or sticky tape

Instructions:

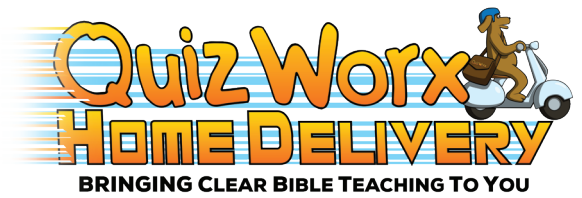
1. Cut out sunglasses template.
2. Cut out the lens picture for the glasses.
3. Colour in picture on the lens.
4. Crease along the dotted line of lens picture.
5. Glue picture to glasses but only glue the top edge so you are able to fold up the picture.
6. Fold along the dotted line on the arms of the glasses.
7. Attach the arms of the glasses by adding glue or sticky tape.





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Game Ideas

1. Memory

Instructions:

1. Print and cut out the pairs of picture cards (on next two pages).
2. Turn the cards face down and mix them around.
3. With the picture side still face down, arrange the cards into a grid.
4. Turn over 2 cards. If they match, collect them and have another turn. If they don't match, turn them back over and it's the next person's turn.
5. Continue until all the cards have been matched.
6. Use these cards to retell the story
7. On the three blank cards, draw other events from Acts chapter 9 and add these to the game.

2. CHANGE

You will need:

- Torch
- Music to dance/move to

Instructions:

1. With music playing, a leader holds the torch and shines the light on another player.
2. The leader says an action or an animal and the player who has the light on them must do the action or act like the chosen animal.
3. The player with the light on them continues doing the action or acting like the chosen animal until the leader says "CHANGE" and shines the torch on another player.
4. The leader then says a new action or animal and the new player with the light on them must do the action or act like the chosen animal.
5. Play until everyone has had a turn then choose a new leader.

2. Blind Obstacle Course

You will need:

- Something for a blindfold
- An area you can set up an obstacle course
- Items like chairs, cushions, boxes, etc to use as 'obstacles'

Instructions:

1. Choose someone to be blindfolded and have them sit somewhere where they can't see the obstacle course being built.
2. Make obstacle course.
3. Blindfold the person doing the course.
4. Have someone lead them slowly and safely through the course.
5. Have a think about what it's like not being able to see where you're going. How do you think Paul might have felt when he was blind for 3 days?

