



CRAFT

Twists 'n Turns Game

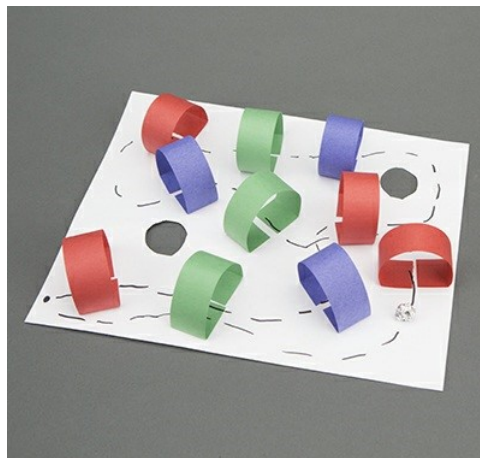
[20 min]

Supplies

- 8½ x11-inch card stock* (1 piece per child)
- construction paper
- scissors
- glue sticks
- permanent markers
- aluminum foil

Easy Prep

- Make a sample craft to show kids.



Make a Twists 'n Turns Game

Show kids the sample craft you made. Set out the supplies to share, and have kids follow these directions to make their own games.

- Cut several 1x6-inch strips of construction paper.
- Cut two to three ½-inch holes in your card stock.
- Fold the ends of the construction paper strips in to create loops, and glue the loops onto the card stock to make tunnels in a winding path. Place a few tunnels near holes for an added challenge.
- Use a permanent marker to draw a dotted-line path through all the tunnels and around the holes. It should have a starting point and then ultimately lead back to the start.
- Roll a small piece of aluminum foil into a ball about the size of a marble. It should be smaller than the holes in your game board.

Play the Game

Allow time for kids to practice their games by following these instructions.

- Set your foil ball at the starting point.
- Hold your game in your hand and tilt it to make the ball roll along the winding path, following the path through the tunnels and avoiding falling through holes or off the edges of the game board.
- See if you can take the ball all the way around the board without it falling through a hole or veering off course!

Talk About It

Ask: • **At what points on your game board was it hardest for you to get the ball to follow the path?**

• **When is it hardest for you to follow God's plan?**

Say: **In this game, you have to guide the ball along the path. Even if you were to set the ball and game board down on a breezy day, there's no way the wind would just happen to blow the ball along**

the right path. It takes guidance! In the same way, God guides us through life's twists and turns. We don't always follow our shepherd's guidance perfectly, but the more we practice, the better we get!

Have kids take their games home and keep practicing, setting time records and trying to beat them.