



# ADAM & EVE



## ➤ GETTING INTO THE ACTIVITY

When we do wrong, should we blame others or should we take responsibility and say sorry?

Play the **Blame Game** (instructions on the attached sheet).

Now share the story of Adam and Eve being tempted (Genesis 3). In this story, God forbids them to eat fruit from one tree. However, the snake tempts Eve who then shares with Adam. When God sees, Eve blames the snake and Adam blames Eve. This is just like our game – we all blamed someone else. Who should get in trouble? The snake for tempting Eve? Eve because she ate the fruit? Or Adam because he also did something that God asked them not to?

They all did something wrong. Even though they tried to blame it on someone else, God punished them all. Instead of blaming their wrong actions on others, they should have admitted their mistakes and said sorry to God. That's what we should do in life. Instead of blaming others for the wrong things we do, we should simply tell God that we're sorry, and he'll forgive us.

'Confess your sins to each other and pray for each other. Do this so that God can heal you.' James 5:16

## ✓✓ WHAT YOU'LL NEED

- Small Objects (key, coin, paperclip etc)

## ! KEEPING EVERYONE SAFE

Maintain social distancing where required. Ideally objects shouldn't be touched by more than one person. Have plenty of objects available, so used objects don't need to be used again.

# THE BLAME GAME

## How to Play

Sit the group in a large circle, socially distanced where required, and place a collection of small items in the middle. These might include keys, coins, paperclips, counters etc. Each item should be small enough that it will be hidden in a clenched fist.

Explain that during the game one of the leaders is going to face away from the circle so they can't see what is happening. When that happens one child should be quietly nominated to walk into the middle of the circle, take one item, hide it in their hand and sit back down. Everyone else should clench their fist together and hold them in front of them, making it hard to see who really has the object hidden inside their hand.

The leader will face the circle and try to guess who has the object. The goal is for the group to not tell the leader where the object is. This should hopefully involve people pointing the blame at others to divert attention. So for example the game may go as follows:

Andrew takes a coin from the middle

**Leader:** James, have you got the item?

**James:** No, I think Amy has it.

**Leader:** Amy, have you got the item?

**Amy:** No, I think Michael has it

This would carry on until the leader finally finds the object. The aim of the game is to see how long the children can point the finger of blame to stop the leader from finding the object. (The leader can ask anyone if they have the object, they don't have to go with who they have been suggested to ask next. A child must say yes if they have the object). Keep playing with different children taking turns to hold an object. What is the longest amount of time they can keep an object hidden for?

## Variations

- Make things harder by having to guess if the object is in someone's left or right hand. This gives you twice as many places to guess where the object is.
- If playing virtually, have a leader face away from the screen. The nominated child should say something in a disguised voice. The leader's job is to try and guess whose voice they heard.
- After a while let a child take on the leader's job of finding the object / voice.