



## **Blessed Are Who?**

**This is the Games Guide for Day Five.  
The complete Guide is available online at  
[bannerblue.org](http://bannerblue.org).**



## Day Five: Topple Time

**These games are intended to be played at home by a family or with a small group of neighbors or friends. During this time of the Covid-19 Pandemic, these games are not intended for large groups or public spaces. Please remind the kids to wash their hands frequently and to wear masks when needed.**

**Key Beatitude:** Blessed are **the peacemakers**, for they will be called children of God.

**Story Character:** Miriam the Fearless Prophet

**Game Overview:** Toppling is a game in which kids set up objects, like dominos, in sequence before knocking the first over and watching the whole line topple. The world record book topple included 10,200 books in Frankfurt, Germany, in 2016. Your kids probably won't be able to set up that many books but they should be challenged to make their own amazing book topple.

**Learning Objective:** How many books does it take to make a difference? Giving a kid in need even just one book to read is like setting off a bunch of dominos. When we read and learn it opens up so many possibilities for us and the awesome story that God is telling through us. What Miriam did a thousand years ago also set off a series of dominos that are still changing the world.

### Questions to ask the kids while you're playing together:

- Does it take any patience to work with the dominos or books?
- Do you think Miriam had to have patience?
- How does it feel to work hard on this and then to watch all the dominos fall down?
- Are there other ways that hard work can pay off in the end?
- What goal did Miriam work hard towards completing?
- What does God want us to work hard towards completing?

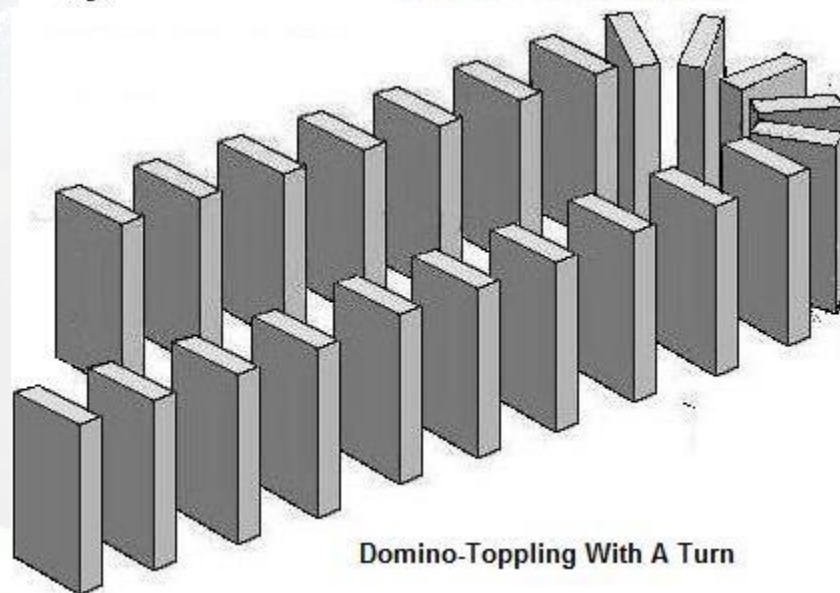
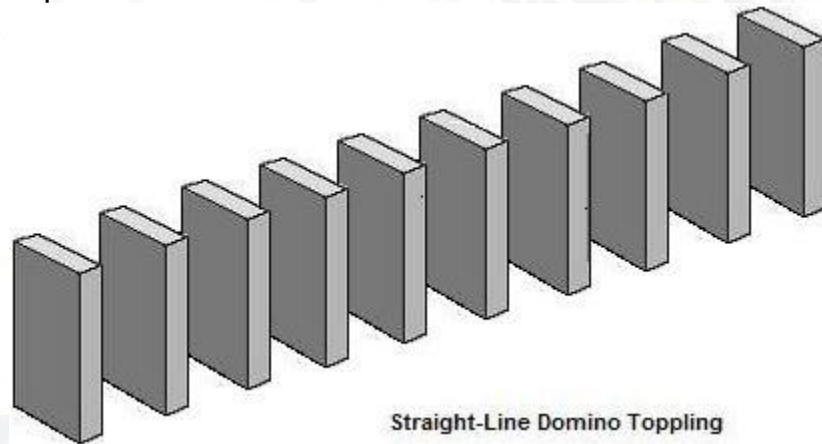


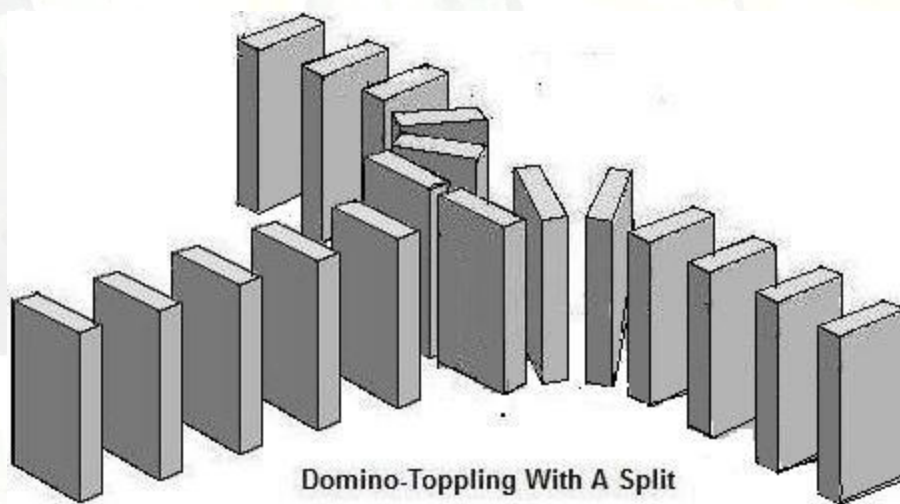
**Supplies Needed:**

- Dominos
- Books (a large assortment)

**Game Instructions:**

1. Help the kids to set up a basic domino toppling and show them how to set it off.
2. Give the kids 5-10 minutes to work with dominos, experimenting with different set ups. There are lots of different techniques to use. You can look them up online but here are a few of the basics:





3. Give the kids 5-10 more minutes to experiment toppling with books. This is a little bit more challenging as the books are not a uniform size or shape like the dominos. Opening the books slightly helps.
4. Challenge the kids to create a topple of the word read. The younger the kids are the more direct help they will need arranging the books and practicing patience until all of the books are in place.



5. Set off your final topple of the word read. You may even want to record a video of your efforts and the final result.



**Lesson Reflection:** The more everybody reads, the better we all are! It's like a domino effect. One person effects the next, and they effect someone, and on and on. Miriam started a domino effect many many years ago. As a fearless little girl she helped to save her brother and together they led the Israelites out of slavery in Egypt and into a promised land. People have been following in her example ever sense. Jesus calls us to be peacemakers. This means that we join in the effort to find peace and justice for everyone, an effort that has been going on for thousands of years and will continue until we finally have heaven here on earth.

### **Extra/Alternative Game: Clothes-pin Tag**

You will need to mark off a play area with clear boundaries and gather together 20-30 clothes-pins. Hand any number of clothes-pins to all the kids (the more clothes-pins everyone starts with, the longer the game lasts). Have them pin the pins to their shirt sleeves, hems, pockets, etc. Then have all the kids scatter on the playing field. On your signal, everyone runs around snatching clothes-pins from one another, while also attaching their newly acquired clothes-pins to themselves. Any pins that drop to the ground no longer count. Any pins that are held in a kid's hands or pockets also don't count. At the end of the game (usually a time-limit), the one with the most clothespins wins. Clothes-pin Tag requires a fearless spirit. Like Miriam you have to stand your ground or dive right in. You can also team up with others and work together.