

# KINGDOM BUILDERS HOLIDAY CLUB



## LEADERS' GUIDE

Welcome to Roots **Kingdom Builders** holiday club! You and the children are in for a fun-filled three days together learning about God's kingdom and how we can all be Kingdom Builders. This is a flexible holiday club experience – the three sessions can be used over three consecutive days, across three weeks, or you could pick out a stand-alone day. We have planned three 90-minute sessions, with plenty of room for adaptation, and we have included take-home activities called **Level-up challenges**.

The sessions reference three popular games as a hook to help children to engage with the Bible. Leaders may find it helpful to research some of the games which are referenced: **Minecraft™**, **Lego™** and **Roblox™**.

These short videos give a brief overview if you've never played them:

Minecraft™ – [redacted]

Roblox™ – [redacted]

You can also hear how some churches have adopted a 'Minecraft™ Church' session as a means to engage with their communities, as they share faith and fellowship:

<https://bit.ly/4hJcrMf>

<https://bit.ly/3QssNNe>

As you reference the games as platforms to create and inspire activities, it is important to highlight the need for online safety and emphasise that children should access these games under adult supervision. Minecraft™ is intended for children aged 7+ and Roblox™ for children aged 9+.

The holiday club encourages face to face conversation, crafts and games, and the children won't be gaming during the sessions. The games provide a cultural reference point for children to engage with the Bible. Roots wants to encourage online safety. For more information see our **Safer online gaming** page (see pp.23-24) which can be shared with parents and carers.



## PLAN YOUR SESSIONS

Don't forget to check in with your safeguarding officer, complete risk assessments, and recruit appropriate volunteers. Consider how you would like your registration process to go, whether you will charge for this event and what, if any, refreshments you'll be providing. You may want to ask children to bring their own water bottle or packed lunch.

This is a flexible resource so remember to have fun, make memories, and enjoy building the kingdom together!

There are customisable posters and postcard-size invites included in this resource pack, see pp.3-4. How could you advertise the holiday club in your community?

## Setting up the space

Decorate the space based on the theme. Hang posters of the games (Minecraft™, Lego™ and Roblox™), images of characters, and create a backdrop for the front-led sections of the sessions. You could play background gaming music as the children arrive, to help set the scene. An example playlist is here: [redacted]

During the sessions, consider providing a chill-out (quiet) space. This could be a small area with sensory toys and fidgets, other building-related toys such as magnetic blocks and Jenga™, larger building blocks for younger children or a role play dress-up area.

## Structure

- **Welcome activity** At the start of each session there is an activity to help the children settle in, as they may not all arrive at the same time. Ideally each table will have a leader to help guide them through the activity and welcome them.
- **Get ready to build** A physical activity or game to get the group working together.
- **Kingdom Builders song** We suggest you use the same song each session (lyrics can be printed from this resource pack, see p.25), so the children learn it by heart.
- **Kingdom prayer** The prayer, entitled 'Building a people of power', has actions, and can be repeated each session so the children remember it (words can be printed from this resource pack, see p.26).
- **GOD'S WORD** Encourage everyone to view God's Word as a tool to build God's kingdom. In games like Minecraft™ a sword is used to destroy, but God uses sword imagery in the Bible to remind us that the Word of God is powerful. We can use the Bible as a tool to help build God's kingdom.

Each child needs a Bible. Encourage the children to open a Bible and find **Ephesians 6** (you can tell them the page number). As the leader calls out the verses, encourage the children to respond with actions (print the verses and action prompts, as shown below, from p.27).

You will repeat this routine each time you open God's Word during the holiday club, so help the children to memorise the words and actions.

### Ephesians 6

**Wear the full armour of God.** (Ephesians 6:1)

*stand in a strong, power pose*

**Stand strong, with the belt of truth tied around your waist.**

(Ephesians 6:14)

*pretend to tie a belt around your waist and flex muscles*

**Use the shield of faith.** (Ephesians 6:16)

*arms out in front to create a shield shape*

**Take the sword of the Spirit – that sword is the teaching of God.** (Ephesians 6:17)

*pretend to take out a sword and stand in an 'on guard' fighting position*



- **Share the Word** Discover the illustrated Bible passage for each session, including time for discussion.
- **Explore & respond activities** Offer a range of activities linked to the Bible passage, as time allows, including the **Prayer bricks** activity. Encourage the children to choose their favourite and challenge themselves to try something new each day. With large groups, you could offer activities on rotation. If you have longer than 90 minutes, you could use several activities during your session.
- **IRL (In real life)** Regroup to share what has been created, and how we can take what has been learnt out into the world.
- **Level-up challenge!** Further activities on the theme that the children could do at home (see pp.39-41).


## Participation and rewards

**Teams** As the children arrive, invite them to select a table or team they would like to join. Suggested team names: 'Master builders', 'Villagers', 'Ender Dragons', 'Dressed to impress' – the children can suggest some relevant ones.



**Kingdom coins** Kingdom coin points are to be awarded each day for engagement in tasks or winning games (for Kingdom coins template, see p.21). Keep a tally (for tally sheet, see p.22), and if a different leader runs one of the three sessions, make sure they have access to the tally sheet to update.

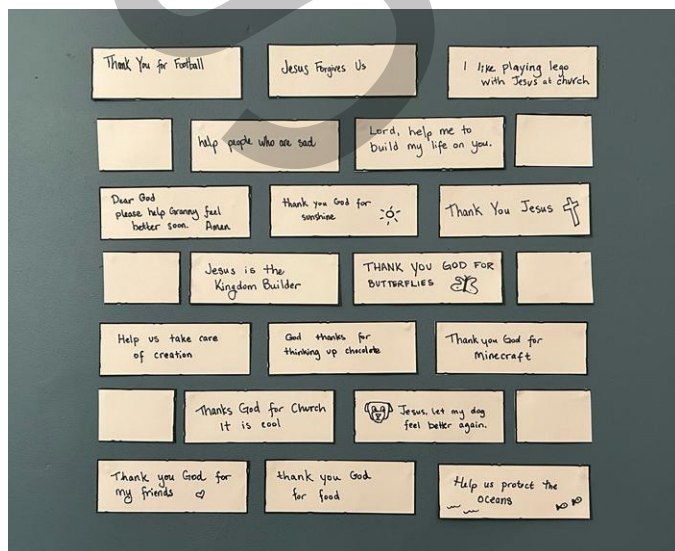
With large numbers, split the children into teams to compete for  Kingdom coins for each activity completed. If you have small numbers, work in smaller teams, or compete for  Kingdom coins individually (as a created avatar, see **Session 1's Welcome activity**).

Keep a running tally of  Kingdom coin points but only share totals with the children at the end of each session, with the overall winners announced at the **Kingdom completed!** closing service.

## Prayer bricks

Each session encourages children to build the kingdom with their prayers. We have provided brick shapes for you to print and cut out (see p.28). Each team could build up a prayer wall together.

Below is an example image of how the wall could look like once it has been completed.



## 'Kingdom completed!' closing service/family celebration

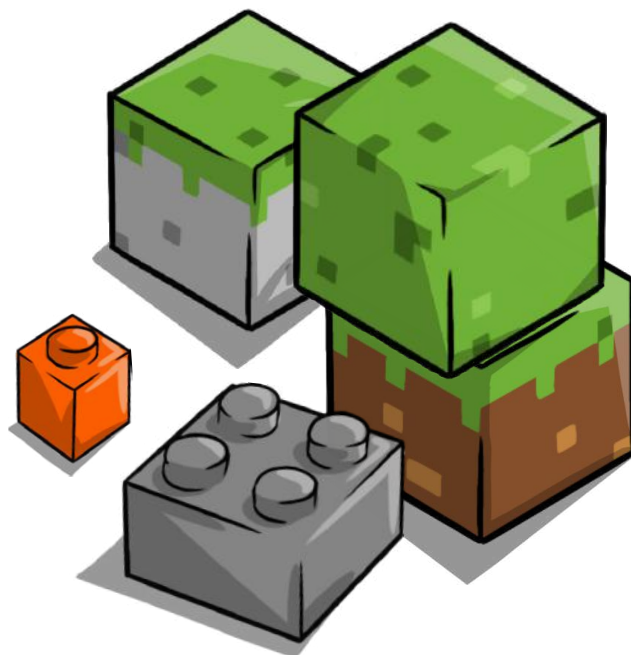
Make the most of the opportunity to invite families and the community into church for a celebration at the end of the holiday club. This could be planned for the Sunday service immediately after the last holiday club session. Alternatively, invite parents and carers to a celebration for the final 20 minutes of your last session. Make sure you invite guests to your next suitable church service/event.

During this celebration, the children can share their **Kingdom Builders song** and **prayer**, or even the **Adam and Eve drama** from **Session 1**. You can also display crafts and award prizes. Hold off from disclosing the team with the most **Kingdom coins** until this celebration, to encourage the children to come. You may want to award a master builder prize to a child who has been very engaged, either in sessions or with the **Level-up challenges**.

Of course, if we are building the kingdom of God then all are winners. We may be doing it in our own way and style, and they are all important – therefore present all participants with a small prize such as a certificate, rosette or medal.



**We hope you have plenty of fun exploring more about God's kingdom together!**



# SESSION 1 IN THE BEGINNING

## PREPARE

Today we are looking at God being the Kingdom Builder. We'll explore Genesis 1, focusing on verses 26-28. We are made in God's image and have a duty to look after the world that was so wonderfully and lovingly created for us. God wants us to be Kingdom Builders, working to make the world a better place.

To delve deeper into the passage we recommend you watch this video: <https://bit.ly/3ED6bHu>

What excites and amazes you about God's kingdom? Have you shared this joy lately with God/others? How can we help to protect what God has lovingly made for us?

Pray for the children who will be attending that they will know God made them, and they have a special role to play in God's kingdom.

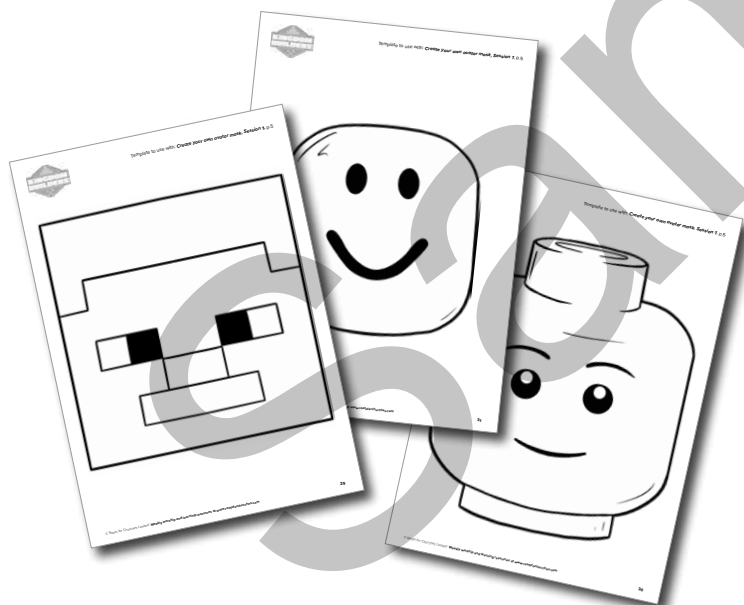
## WELCOME ACTIVITY

10 mins

A pre-session activity for children as they arrive and gather

### Create your own avatar mask

**You will need:** templates of avatar heads (see pp.29-31), scissors, glue, felt tips, tissue paper, wool/string/elastic to tie mask.



- Provide mask templates (see pp.29-31) and ask the children to use craft materials to create their own avatar mask and give their avatar a name. (As they create, talk with the children about online safety. See **Safer online gaming** information on pp.23-24.

## GET READY TO BUILD


10 mins

A physical warm-up to help children settle into the session

Gather everyone together.


### God is a Kingdom Builder

**You will need:** a beach ball/inflatable globe, pumps (optional), modelling balloons (you may want to pre-inflate some).

- In Minecraft™, Lego™ and Roblox™, we create our own worlds to play in.
- Explain to the group that the first 'kingdom' God built for us was the world. Right at the beginning of the Bible, God created everything that is.
- Invite a child to blow up the beach ball/inflatable globe and talk about how they are putting something of themselves, energy, effort and breath into it, just like when God created the world.
- Offer the children the modelling balloons and have them create some animals – from worms/snakes, to fish to dogs and giraffes. For tutorials, see: <https://bit.ly/3Xb40kP>
- Award  Kingdom coin points for creativity.

### Kingdom Builders

**You will need:** art materials, paper, play dough.

- Explain to the children that they have all been called to be Kingdom Builders. God invites us to build his kingdom with him. We are creative just like God, made in God's image.
- They must work in their teams (or individually as their avatar) to earn  Kingdom coins. Their first task is to warm up!
- Invite everyone to find a space where they can move and stretch. Call a series of commands to which they must copy your actions;  Kingdom coins are awarded to children for engagement.

**Foundation:** lay on the ground

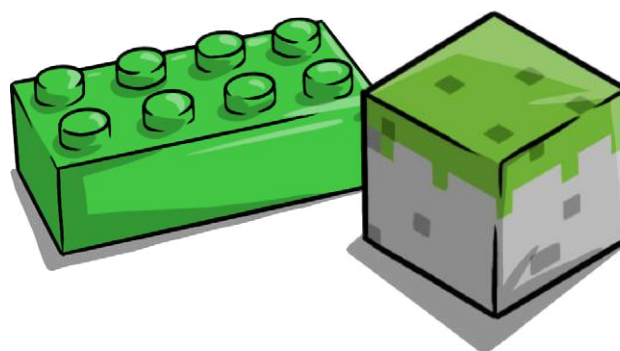
**Tools:** pretend to hammer

**Building:** find a partner and make a block shape with your bodies

**Teamwork:** 'high five' as many people as possible

**Defend:** strike a defensive stance, like a shield

**Kingdom:** strike a royal pose, how do they think a good king/queen would act?





## KINGDOM BUILDERS SONG

5 mins

Sing together to the tune: *Bob the Builder*, see lyrics on p.25. Tune: [redacted]  
Backing track: [redacted]

**You will repeat this song during all three sessions.**

Alternative song suggestions (redacted):

.



Award Kingdom coin points to a few children for joining in/loud singing/good dance moves!

## KINGDOM PRAYER

10 mins

Teach the children the words of 'Building a people of power,' to be said as a prayer with actions, print from p.26. If you would prefer to sing it, the tune is here: [redacted].

**You will repeat this prayer during all three sessions.**

## GOO'S WORD

10 mins

Help children to view God's Word as a tool to build God's kingdom

**You will need:** some child-friendly Bibles, printed copies of the Ephesians 6 verses and actions from p.27 to share.

Although in games like Minecraft™ a sword is used to destroy, God uses sword imagery in the Bible to remind us that the Word of God is powerful. We can use the Bible as a tool to help build God's kingdom.

Encourage the children to open a Bible and find **Ephesians 6**, you can tell them the page number. Give everyone a copy of the printed verses and actions and, as the leader calls out the verses, encourage everyone to respond with actions.

## SHARE THE WORD

Discover what the Bible has to say about God's kingdom

**(Genesis 1, focusing on 1:26-28)**

Explain to the children how in the beginning we were created in God's image.

At the beginning of our session, we created our own avatars to look like us, to bear our image. In many of our games we use avatars and characters to protect and build our kingdoms. In the same way, God created us to be like him and bear his image, which means to be like God and protect the world. God also gave us the task to help build the kingdom, bringing God's rule and reign, and love and care from heaven to earth.



# THE KINGDOM BUILDER'S PERFECT CREATION

(Genesis 1, focusing on 1:26-28)

A long time ago, before anything existed, God – who is the Kingdom Builder – had a wonderful idea. God wanted to create a beautiful kingdom, a perfect place full of life and love. So, with powerful words, God built everything step by step.

First, God made the light and the dark. God separated the sky and the sea, shaped the land, and filled it with plants, flowers, and trees. God built the sun to shine by day, the moon and stars for the night, and he smiled because it was good. Then, God made animals – birds to fly in the sky, fish to swim in the water, and creatures of all kinds to walk the land.

Finally, God did something very special. God said, 'Let us make people in our image, like us.' So, God created humans to be a part of his kingdom. God gave them special gifts, talents, and abilities to care for everything God had made. God told them, 'Take care of the earth. Look after the animals, plants, and all of creation. You are my stewards, my helpers.'

God's kingdom was a perfect place where everything worked together in harmony. And because humans were made in God's image, they were like little builders, too. God gave everyone talents to help one another, build friendships, and take care of the world.

Even today, we are all invited to be part of God's kingdom. God loves us and wants us to help make the world a better place, just like it was in the beginning. By caring for others, using our talents, and looking after creation, we become part of the Kingdom Builder's amazing plan.

You may also want to watch a Lego™ video of the Scripture: [redacted]



## Talk together and talk to God

In Minecraft™, a gamer can use different modes to play. These modes are:

### ■ Survival

Collect resources and build structures while surviving in an already generated world.

### ■ Creative

Build whatever you want to without fear of enemies attacking. And you can easily knock bricks down and rebuild.

### ■ Adventure

Gamers craft a unique experience for guests who visit their world. Incoming players can't break or place blocks unless they hold special items that allow them to.

### ■ Spectator

This lets you observe a world without having any interaction with it. You can view other people's worlds without being able to change or break anything.

For more information on what a Minecraft™ mode is, see: <https://bit.ly/3CNPatm>

- Which Minecraft™ mode describes what God intended for our world?
- If you were creating the Garden of Eden, what mode would you choose and why?
- Do you think God is continually involved in creating the world?

Award 🏆 Kingdom coins for great thinking.

## EXPLORE & RESPOND ACTIVITIES 20 mins

Offer a number of activities linked to the Bible passage. Encourage the children to choose their favourite and to challenge themselves to try something new each day.

With large groups, you could offer all seven activities on rotation. If you have longer than 90 minutes, you could use all seven throughout your session.

### Creative cube

**You will need:** cube templates, see p.32 (cut out for younger children), scissors, sticky tape, felt tip pens or pencils.

- Inspired by the pixelated style of Minecraft™, the purpose of this activity is to create a building block to represent all of creation.
- Ask the children:  
If you could build your own world, what six things would you include? For example: ice-cream volcanoes, rollerskating penguins, a self-cleaning ocean, trampoline clouds, sandcastles you could live in, flying cars...
- Remind the children that God created different aspects of the world in six days and then he rested. Give out the cube templates. Ask them to decorate the six sides of their cube with what they would create each day, and share their ideas with each other.

- Once completed, show the children how to cut out, fold and assemble their cube box, and challenge them to stack the cubes together like a tower or wall, and to imagine how the different ideas could work together. Emphasise how we all share one world and are all working to build God's kingdom together.

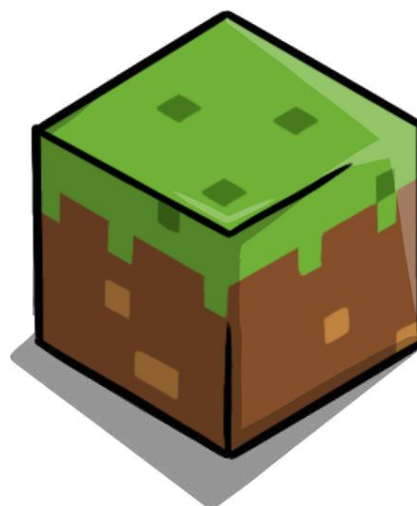
## Keepers of the kingdom

Lead the children in these active games

|                  |   |
|------------------|---|
| Creative mode    | <i>mime building a world using giant blocks</i>                                     |
| Survival mode    | <i>crawl across the floor in an army crawl style</i>                                |
| Spectator mode   | <i>put their like goggles on your eyes and move slowly around the space looking</i> |
| Adventure mode   | <i>find a partner and find a way to travel around the room together</i>             |
| Adopt me         | <i>freeze as your favourite pet and make the animal noise to match</i>              |
| Dress to impress | <i>walk around the space as though on a catwalk</i>                                 |

## Keeper of the keys

- Ask the children to sit in a long line with hands behind their backs.
- Select one child to either leave the room, supervised by an adult, or close their eyes as you select one other child to be the 'Keeper of the keys', and hand them a set of keys or something which rattles when it is shaken.
- The first child who left the room returns and will guess who has the keys. All children in the line must pretend to shake their keys behind their backs. The keys can be passed along from child to child, keeping them hidden from the guesser.
- Once the keys have been found, start again.
- Ask the children: Who is the keeper of God's kingdom? Do they think they have responsibility to look after God's kingdom? Do they think God's kingdom is locked or open for all?





## Adam and Eve drama

Ask the children if they know the names of the humans that God created. Share the following drama script, which can be printed out from p.33.

Ask children to work in groups of five to rehearse the drama and perform it at the end of the session [text redacted].

God:

Angels:

God:

Angels:

God:

Angels:

God:

Angels:

God:

*God claps his hands and Adam appears*

Adam:

All:

Adam:

God:

*Eve appears*

Eve:

All:

God:

Adam:

God:

Eve:

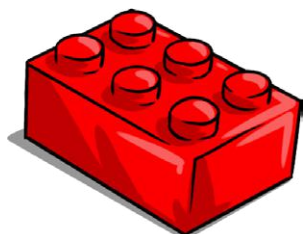
Angel:

God:

## Model garden

**You will need:** paper plates, play dough, plastic tools, Lego™ figures (two per child).

Invite the children to create a garden for Adam and Eve out of play dough, and encourage them to include as many features as possible, including two trees, plants and flowers, a river and animals. As they model, talk to the children about how it feels to create something beautiful and how God wants us to look after creation.



## Lego™ printing

**You will need:** a range of paints for children to dip Lego™ and Duplo™ bricks into and stamp onto an outline of a garden (see The Garden of Eden template on p.34), or ask them to draw their own garden shape to print onto.

- Encourage the children to have fun creating the Garden of Eden using the garden outline template and bricks.



## IRL (in real life)

5 mins

Reflect together about what has been learnt during the session

Share back what the children have completed in their groups, including presenting the **Adam and Eve drama**. Ask the children what they have learnt, enjoyed, experienced today. Award any 🏆 Kingdom coin points for their efforts during the activities.

Ask them what they are going to remember from the session and set the **Level-up challenge!** to try at home (see p.39).

## PRAYER BRICKS

10 mins

Close the session in prayer

Give each child a cut-out brick shape (see template, p.28) to write/draw their own prayers on, based on today's themes of looking after God's kingdom; with a focus on how we view our planet Earth.

Encourage the children to write prayers asking God to protect the planet, asking God for strength to protect it ourselves, and for forgiveness when we have not done all we can for our planet.

Invite children to put the bricks onto their team's brick wall.

Read out some of the prayers together.

Creator God,  
thank you for making such a beautiful world.  
Help us to look after it and care for it together.  
Help us to use our creativity to help others.  
We want to build the kingdom with you.  
**Amen.**

## LEVEL-UP CHALLENGE!

5 mins

Activities for children to try at home, see p.39

Challenge the children to carry on building at home by taking part in the **Level-up challenges** (see template on p.39). Award 🏆 Kingdom coins for participation.

Ask parents/carers to email pictures or bring in printouts of their children's creations.

# SESSION 2 BUILD A TEMPLE

## PREPARE

Today we're looking at Solomon building the Temple in Jerusalem in 1 Kings 6:11-13 and 1 Kings 8:10-13. Although no building could hold the presence of God, the Temple was God's way of showing closeness to us, his people, by living among us. Reflecting on the construction of the Temple helps us to think about God's presence, teamwork and showing God's love and presence to those around us.

To prepare, watch this short video about the Temple, and how it's linked to the Garden of Eden:

[redacted]

Pray for the children who will be attending, that they will know that God wants to be close to them, and that they will encounter God's presence today.

## KINGDOM BUILDERS SONG

5 mins

Sing together to the tune: *Bob the Builder*, see lyrics on p.25. Tune: [redacted]  
Backing track: [redacted]

Alternative song suggestions:

[redacted]


## WELCOME ACTIVITY

10 mins

A pre-session activity for children as they arrive and gather

### Build a temple

**You will need:** junk model materials such as plastic bottles, cardboard, sticky tape and glue, images of churches and temples.

- Display images of different churches/temples. Explain to the children that a temple is a building that helps people worship God. God wanted to be close to the people in the Old Testament, just like now. God chose to inhabit the Temple. It was a way for people to experience the kingdom of God.
- Challenge the children to create junk model temples using recyclable materials.
- Gather everyone together and award the best temple with a  Kingdom coin for their team.

## GET READY TO BUILD


10 mins

A physical warm-up to help children settle into the session

### Team builders

**You will need:** training cones.

- Scatter training cones around the room, with half of the cones facing down and the other half facing up.
- In two teams – 'face down' team and 'face up' team – ask the children to protect their cones while turning their opponents' cones to face in the opposite direction. In other words, if you are on the 'face down' team, you want to be turning all the cones to face down.
- Do this game for a set amount of time and count the winning side at the end.
- As you play, explain how today's passage is about building the Temple – which involved working as a team and being patient with setbacks, as it took seven years to build!

Invite the children who completed **Session 1's Level-up challenge!** to share what they did and give out more  Kingdom coins for completed tasks.

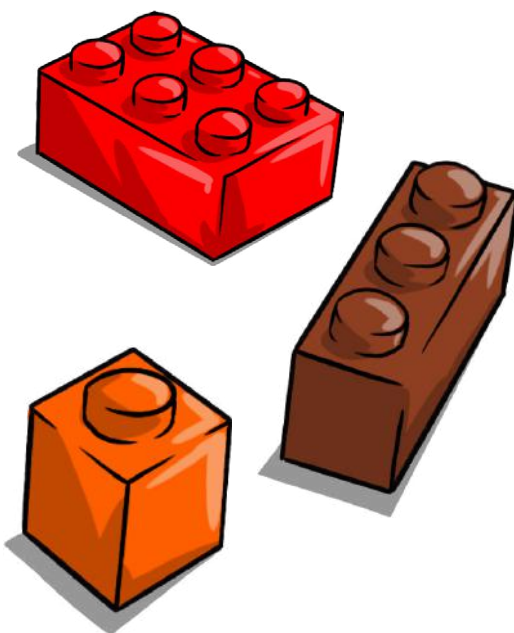


Award Kingdom coin points to a few children for joining in/loud singing/good dance moves!

## KINGDOM PRAYER

10 mins

Say together the prayer, see pp.26 and [redacted]





# SESSION 3 HOW TO BUILD

## PREPARE

Today we explore Jesus' parable of the wise and foolish builders which appears in both Matthew and Luke's Gospels (Matthew 7:24-27 and Luke 6:46-49). Jesus wants us to build our lives on a strong and sure foundation – him and his teachings. There are many ideas, #lifehacks and philosophies of how to live a good life, but will they ultimately bring joy, hope, and peace, and weather the storms of life?

How have Jesus' teachings been a firm foundation for you? What storms have you weathered with Jesus?

To prepare, watch this short video: [redacted]

Pray for the children to choose to put their trust in Jesus, building their life on him and following his teachings.

## KINGDOM BUILDERS SONG

5 mins

Sing together to the tune: *Bob the Builder*, see lyrics on p.25. Tune: [redacted]

Backing track: [redacted]

Alternative song suggestions [redacted]

.

## WELCOME ACTIVITY

10 mins

A pre-session activity for children as they arrive and gather

### Marshmallow challenge

**You will need:** marshmallows, dried spaghetti, water sprays.

- Ask the children to work in teams to create a building using spaghetti and marshmallows.
- After they have all finished (warn the children this will happen), have a leader spray the structures with water to act as a rainstorm. Will the buildings stand firm in the storm?



Award Kingdom coin points to a few children for joining in/loud singing/good dance moves!

## KINGDOM PRAYER

10 mins

Say together the prayer, see p.26 and [redacted]


## GET READY TO BUILD


10 mins

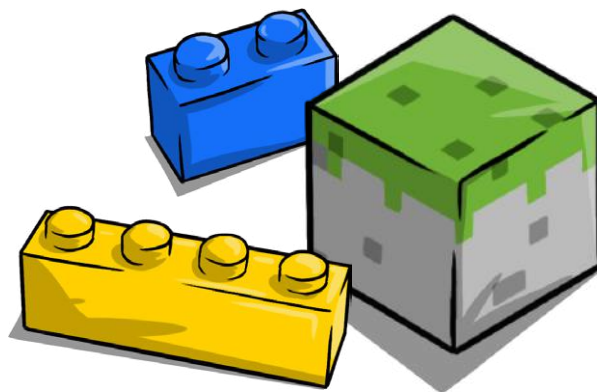
A physical warm-up to help children settle into the session

### Bean bag game

**You will need:** different coloured bean bags (or use small balls), hula-hoops, timer.

- Split the group into teams and give each team a base, using a hula-hoop. Spread an array of bean bags across the space.
- Explain that the winning team will be the one with the most bags or balls in their base after an allotted time.
- Challenge the children to go out into the space for a set amount of time to collect as many bean bags as possible, to then put inside their own hula-hoop.
- The team players can choose to collect bean bags from the central space or steal from other teams' bases. Encourage each team to consider how to defend their own base while also building it.
- You could also assign points depending on which colour bean bag is collected. The winning team is the one with the most bags in their base after an allotted time. Don't forget to award  Kingdom coins.

Invite the children who completed **Session 2's Level-up challenge!** to share what they did and give out  Kingdom coin points for completed tasks.



## Safer online gaming

Online gaming is a growing part of children's world of play and entertainment, with children aged 10-11 spending on average 2-3 hours a day playing games like Fortnite™, Minecraft™ and Roblox™.

Your church could promote safer online gaming by engaging with parents before or after the Kingdom Builders holiday club and running an Internet Safety/ Online gaming workshop for parents. This would be a wonderful way to serve your community and build connections with families.

You do not need to be an expert as your church could use this free workshop from the NSPCC:

[Free online safety virtual workshop | NSPCC](#).

You could host a time to watch it together with parents, over coffee and cake. Parents could pool their tech skills to help update parental controls, and review games.

We have provided a factsheet, which you could share digitally or print (see p.24).



## Safer online gaming factsheet



### What are the risks?

We know online gaming can be lots of fun, but there are risks for children, including:

- Being exposed to inappropriate content.
- Being bullied.
- Trolling, griefing and scams.
- In-game purchases (overspending the parent's or child's money).
- Talking to people they don't know and risk of grooming.



### What should parents/carers do?

We all want to keep gaming fun and safe for children, so we'd encourage parents and carers to review the games children are playing (updates to games or devices can change the settings).

- Review the age ratings of games.
- Review the communication settings.
- Talk to your child about what they are playing, both what they enjoy and the risks, including the importance of not sharing personal details or agreeing to meet up with anyone in person or on other platforms.
- Set boundaries about time limits for gaming.



### How can I make the most of parental controls?

- **Log into your home router** and set up broadband parental controls to block inappropriate sites. You can block gambling and 18+ content.
- **Set controls on your search engine** – encourage your child to always use child-friendly search engines and activate and lock the safe search settings on the browsers and platforms they use.
- **Use privacy settings** on apps and devices; activate the safety measures offered by different sites. Social networking sites have privacy settings that will help prevent your child from sharing too much personal information or from seeing unsuitable advertising. Most social media sites have minimum ages to prevent children from joining but do check your child's devices to see if they have got around these blocks.
- **Block pop-ups** – children might see inappropriate content by accidentally clicking on adverts in pop-ups. Follow the advice from Tech Advisor on how to stop these.
- **Have regular conversations** with your child about online safety and reassure them that they can talk to you or a trusted adult whenever they need to. If they see something that scares, concerns or confuses them, they should tell a trusted adult straightaway. Talking to your child means you can point them to suitable websites and apps to use. Review these sites and settings as they get older.



### Useful links

- [How to Ensure Your Children Stay Safe While Playing Online Games | NSPCC](#)
- [Gaming: what parents and carers need to know](#)
- [Using parental controls](#)
- [Ask About Games](#) is a site set up and funded by the video games industry. They have guides to the games and step-by-step guides to setting up parental controls on each platform.
- [Roblox - Ask About Games](#)





Photocopy this page, cut out the boxes and give a challenge to each child to take home.

### **SESSION 3 LEVEL-UP CHALLENGE!**

Try the activities at home, for extra Kingdom coins

- Use Minecraft™ or recyclable materials to build either a sandcastle or a house.
- If you have access to Minecraft™, see if you can create a falling sand design. As well as this being a cool effect, it displays how sand can fall easily.

For a demonstration of how this works, see: <https://bit.ly/3CQ16uT>

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