

# The Tricky Game

A 20-minute lesson for Sunday school, VBS or midweek kids · Proverbs 2:11 and John 10:27

Questions or a church request: [hello@ljandfamily.com](mailto:hello@ljandfamily.com) · [ljandfamily.com](http://ljandfamily.com)

|                                     |                                                                                                                                                                        |
|-------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>AGES</b>                         | 4–10 (adaptations for 3–5 and 10–12 at the end)                                                                                                                        |
| <b>YOU NEED</b>                     | A screen for the episode · index cards or paper · markers or crayons · a few cotton balls and glue for sheep (optional) · the coloring page                            |
| <b>EPISODE</b>                      | Ep 10, The Tricky Game (3:28) · <a href="https://youtu.be/4NOB8wBuFWo">youtu.be/4NOB8wBuFWo</a>                                                                        |
| <b>MEMORY VERSE</b>                 | “My sheep hear my voice, and I know them, and they follow me.” John 10:27                                                                                              |
| <b>BIBLE STORY</b>                  | The Good Shepherd, John 10:3–5, 10:11, 10:27                                                                                                                           |
| <b>THE ONE THING THEY TAKE HOME</b> | When something online feels tricky: stop, don’t share, and tell a grown-up. God gives us good sense, and Jesus, our Good Shepherd, knows us by name and keeps us safe. |

## The class plan

| MIN   |                 | WHAT HAPPENS                                                                          |
|-------|-----------------|---------------------------------------------------------------------------------------|
| 0–2   | <b>Welcome</b>  | Ask: “Has a game or video ever asked you to do something?” Let a few children answer. |
| 2–6   | <b>Watch</b>    | Show Ep 10, The Tricky Game (3:28).                                                   |
| 6–10  | <b>Talk</b>     | Three questions below. Let them answer before you do.                                 |
| 10–13 | <b>Bible</b>    | Tell the Good Shepherd from John 10.                                                  |
| 13–18 | <b>Activity</b> | Play “Shepherd’s Voice” and make safety cards (below).                                |
| 18–20 | <b>Pray</b>     | Close with the episode prayer.                                                        |

## Talk about it (5 minutes)

### 1. What made LJ’s tummy feel funny? What would you do if a game or a stranger asked you for something?

Affirm that a funny feeling is worth listening to. Listen for “stop” and “tell a grown-up,” not “figure it out alone.”

### 2. What are Officer Kim’s three things to remember?

Stop. Don’t share. Tell a grown-up. Have the whole group say them together with three fingers.

### 3. The sheep know their shepherd’s voice. How can we learn to listen to Jesus’ voice?

Listen for reading the Bible, praying, and listening to the trusted grown-ups God has put in our lives.

## Open the Bible (4 minutes)

“Discretion will watch over you. Understanding will keep you.” Proverbs 2:11 (WEB)

### How to tell it

Have the children sit close and be your sheep. Read John 10:3–4: the shepherd calls his own sheep by name and they follow him because they know his voice. Then read verse 5 about the stranger. Ask: why do the sheep run from the stranger? Finish with verses 11 and 27: Jesus is the Good Shepherd, and His sheep hear His voice.

### Going deeper with older kids

With older kids, read Psalm 23 together and list everything the shepherd does for his sheep. Talk about Proverbs 2:11: what does “discretion” mean, and where do we need good sense online?

## Activity: Shepherd’s Voice game and safety cards (4 minutes)

- One child is the shepherd. The others close their eyes and listen as the shepherd and a “stranger” both call them.
- The sheep walk only toward the voice they know. Swap roles a few times.
- Give each child a card. Help them write or trace: Stop. Don’t share. Tell a grown-up.
- Glue on a cotton-ball sheep if you have time, and send the cards home to keep beside a screen.

### A WORD OF CARE

Keep this calm and empowering, not frightening. Don’t describe online dangers in detail; focus on the three steps and on trusted grown-ups. If a child shares something that worries you about their online experiences, thank them for telling you, and follow up privately with a parent and your safeguarding lead.

## Close in prayer (2 minutes)

Have the children fold their hands and repeat after you, one line at a time:

*Jesus, thank You for being my Good Shepherd. Give me good sense to stop when something feels tricky, and help me always tell a grown-up and listen to Your voice. Amen.*

## Adaptations

### Ages 3–5

Skip question 3. Practice just “Stop” and “Tell a grown-up” with a hand signal.

### Ages 10–12

Do the Going Deeper section. Have them list real examples of “too good to be true” offers.

### Large group

Play Shepherd’s Voice in small groups with a leader in each. Take three answers to each question.

### Short on time (10 minutes)

Watch Officer Kim to the end (2), one question (2), tell John 10 (3), make a card (2), pray (1).

**A note for teachers**

The heart of this lesson is trust, not fear. Children should leave knowing they will never be in trouble for telling, and that Jesus, the Good Shepherd, knows them by name.

Send the family guide home with every child so families can watch and talk about it together. It is free to print and share at [ljandfamily.com](http://ljandfamily.com).