



ENGLAND REWIND NIGHT ←

Rewind Night Summary:

Rewind Night is a review night set up to help you to go back and review the many things that you have learned on your Expedition throughout the year. Topics include: the missionary that the kids learned about in their books, facts about the country they learned about, facts about the wildlife that they learned about in their books and the wildlife lessons, and the missionary from your church that your children wrote letters to, prayed for and collected an offering for during your mission's participation lessons.

Running Rewind Night:

You will compete in a boys vs. girls (or even a leaders vs. kids) review game to see which group has the best memory. There are three different types of games in this night:

- **By the Book** is a series of questions all taken directly from their Expeditions book for the year. Each question will also include a page number that the answer can be found on in their books. However, the questions are designed to have the kids quickly search through their books for the answer, do not include the page number when you read the question.
- **Match Makers** is a matching game which includes pages that can be printed out and taped on a wall at the front of the room. Teams will send one member up at a time to pick two pages and see if the pictures on those pages match.
- **Globe Games** is a series of three missions-themed games that can be played throughout your night.

Schedule for Rewind Night:

- By the Book (Questions 1)
- Match Makers
- 1-2 Globe Games
- Lesson Time
- By the Book (Questions 2)
- 1-2 Globe Games

At the end of the night, we recommend giving a small prize (i.e. piece of candy etc.) to each player on the winning team.

BY THE BOOK (QUESTIONS 1)

Directions: Have the kids all seated in a large room. Put the boys on one side of the room and the girls on the other. Have them sit in rows by grade, first grade is in the first row, second grade in the second row and so on. For the **quiz questions**, the kids will all remain seated on the floor. If they think they know the right answer, they will raise their hand. Stop reading the question the moment you see a hand go up. If they get the question wrong, the other team has a chance to answer. They can wait and listen to the entire question if they want to. Points are awarded to whichever team gets it right. For the **run questions**, the kids will all stand up on their feet. If they find the answer, they will run and attempt to be the first one to touch the front wall (you may need judges to help you).

Questions can be asked in one of two ways:

1. You can alternate by asking question 1 to the girls, question 2 to the boys, questions 3 to the girls, etc. If the girls miss their question, the boys can have a chance to answer and vice versa. If both teams miss the question then read the page number included with each question and see who can find it first.
2. You can just have a general mob mentality and ask questions to everyone and see who stands up to answer first.

(Quiz 1 – Word of night) To find tonight's word of the night, look on page 101 of your England book and find the 28th word in Murph's bubble? (A) Best

(Quiz 2 - Muller) - What missionary did we learn about in our books this year (page 8 in their books)? (A) George Muller

(Quiz 3 - Wildlife) – Which animal of England has a built in life jacket (Page 60 in their books or wildlife lesson)? (A) Walrus

(Quiz 4 – Muller) Name the country that George Muller grew up in (page 8 in their books)? (A) Prussia

(Quiz 5 - England) - Name one helpful invention that England has given to the world (page 72 in their books)? (A) typewriter, sewing machine, flushing toilet, fire extinguisher, lawn mower, and thermometer.

(Quiz 6 - Bonus) - What was the name of our missionaries that we wrote letters to, prayed for, and collected and offering for this year?

(Run 7 - Murph) Which page of your book has a picture of Murph with an axe chopping some wood? (A) Page 77

(Run 8 - Country) On which page of your book would you find Camp Site 8 on? (A) Page 101

(Run 9 - Missionary) Which page of your book has a picture of George Muller holding a hammer looking at the collection box in the church? (A) Page 57

(Run 10 – Verse) Which page of your book has a memory verse from the book of Ephesians on it? (A) Every book has at least one

BY THE BOOK (QUESTIONS 2)

Directions: Have the kids all seated in a large room. Put the boys on one side of the room and the girls on the other. Have them sit in rows by grade, first grade is in the first row, second grade in the second row and so on. For the **quiz questions**, the kids will all remain seated on the floor. If they think they know the right answer, they will raise their hand. Stop reading the question the moment you see a hand go up. If they get the question wrong, the other team has a chance to answer. They can wait and listen to the entire question if they want to. Points are awarded to whichever team gets it right. For the **run questions**, the kids will all stand up on their feet. If they find the answer, they will run and attempt to be the first one to touch the front wall (you may need judges to help you).

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(Quiz 11 - Muller) – How much money did God provide to George Muller throughout his life (page 116 in their books)? (A) One and a half million pounds (or about 8 million U.S. dollars)

(Quiz 12 - England) What do the people of England call the trunk of their car (page 84 in their books)? (A) A boot

(Quiz 13 - Wildlife) – What animal of England has fur that smells like grape soda (page 108 in their books and wildlife lesson)? (A) Rat

(Quiz 14 - Muller) – What terrible disease swept through parts of England leading to a number of orphans in the city (page 68 in their books)? (A) Cholera

(Quiz 15 - England) Name one popular place that the English invented (page 72 in their books)? (A) library, museum, circus, and the zoo.

(Quiz 16 - Muller) - What famous missionary came and visited George's orphanages on his way to be a missionary to China (Page 104)? (A) Hudson Taylor

(Run 17 - Verse) Which page of your book has a memory verse from the book of Psalm on it? (A) Every book has at least one

(Run 18 - Country) On which page of your book would you find Camp Site 3 on? (A) Page 41

(Run 19 - Missionary) Which page of your book has a picture of George Muller standing next to the baker with a container of bread for the orphanage? (A) Page 93

(Run 20 – Murph) Which page of your book has a picture of Murph spinning a globe on his finger like a basketball? (A) Page 126



MATCH MAKERS – ROUND 1

Directions: Have a total of 16-20 picture cards taped to the front wall. You may want to put a copy of the “Match Makers” sign on the back side of each picture card so the kids cannot see through them. Call up one child at a time from each team. Their job is to come up to the front and flip two papers over and try to get a match. The papers should include pictures of the country's flag, the country's shape, the missionary for the year, the animals we learned about, the missionary we raised an offering for, the other missionaries we learned about in our snapshot lessons. A copy of all of the picture cards can be found at the end of this instruction packet.

Hang the papers on the wall in this fashion. (See the pages at the bottom below for a copy of the Matching pictures. Make two copies of each one)

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20



GLOBE GAMES – ROUND 1

Game 1 ***Find the Missionary***

Supplies:
40-60 Cups
1 black marker

Description:
At one end of the room, place 20-30 cups open end down for each team. Inside one cup for each team, draw a stick figure person. Explain that the cups are missionary huts and the missionary is hiding inside one of them. When you say "Go" the first child in line will run down and grab one cup and look inside of it. If they found the missionary, their team wins. If not, they will run back and then next player will run down and choose a cup. Play continues until one team finds the missionary.

Game 2 ***You Are Here***

Supplies:
Paper balls (four letter E's, five letter G's, five letter D's, ten letter N's, four letter L's, and two letter A's.)

Description:
At one end of the room, place a pile of paper balls for each team. Each paper ball has one letter written on it. The goal is to be the first team to spell out ENGLAND. For this game, print off four letter E's, five letter G's, five letter D's, ten letter N's, four letter L's, and two letter A's. When you say "Go" the first child in line will run down and grab one paper ball and run back, un-crumple it, and hand it to their leader. Then, the next player will run down and grab another paper ball and bring it back. The leader can set all of the team's papers on the ground attempting to spell out ENGLAND. Play continues until one team is able to spell it out.

Game 3 ***Dropping a Bag of Supplies***

Supplies:
6-10 bean bags
A Paper with England on it

Description:
In the center of the room, place a piece of paper with the word "England" on it, give each team three bean bag and have them stay along the edges of the room. When you say "Go," players from each team will throw their bean bags attempting to land them as close to the paper as they can. The team that lands the closest on each round is the winner.



CALCULATE THE WINNER

(BASED ON SCORES ABOVE)

Who won BY THE BOOK – ROUND 1? _____

Who won BY THE BOOK – ROUND 2? _____

Who won MATCH MAKERS? _____

Who won GLOBE GAMES 1 ? _____

Who won GLOBE GAMES 2? _____

Who won GLOBE GAMES 3? _____

So which team won the most events above? _____

(This is your winner for the night)



THE
WALRUS



**THE
MOLE**



**ENGLAND
FLAG**



**GEORGE
MULLER**



**BIG
BEN**



THE
OWL



THE
FOX



GLOBE



COMPASS



SHIP



***MATCH
MAKERS***

The logo is centered within a white oval that has a blue border. Above and below the text are blue chevron shapes pointing towards each other. The entire logo is set against a light blue background with a fine, repeating dot pattern, which is itself enclosed in a solid blue rectangular frame.