

The Armour of God

Soccer game

To some, life is like this board game. Sometimes they're on a winning streak without a problem in sight, then suddenly things seem to go wrong.

We can never be sure of what life will bring or what the future holds. But unlike this game, a believer's life is not controlled by chance or fate. We have the glorious hope that no matter what happens—whether things make sense or not—God loves us and continues to work out everything for our good (Romans 8:28).

As in a tough game of soccer, we need to stay alert, spiritually fit, and above all, never give up. God has provided us with armour—not to fight against people, but to help us in our spiritual struggle against the devil (read Ephesians 6:10-17).

In soccer we use our head, our chest and our feet to stop or redirect the ball. God has provided us with spiritual armour to protect our minds and our hearts. He has also given us shoes of peace to go and spread the good news of His love.

Rules are clearly explained in a rule book to ensure that everyone plays according to the rules. Our 'rule book' of Life is the Bible, the Sword of the Spirit, which helps us to know wrong from right. The Truth applies and re-enforces the rules.

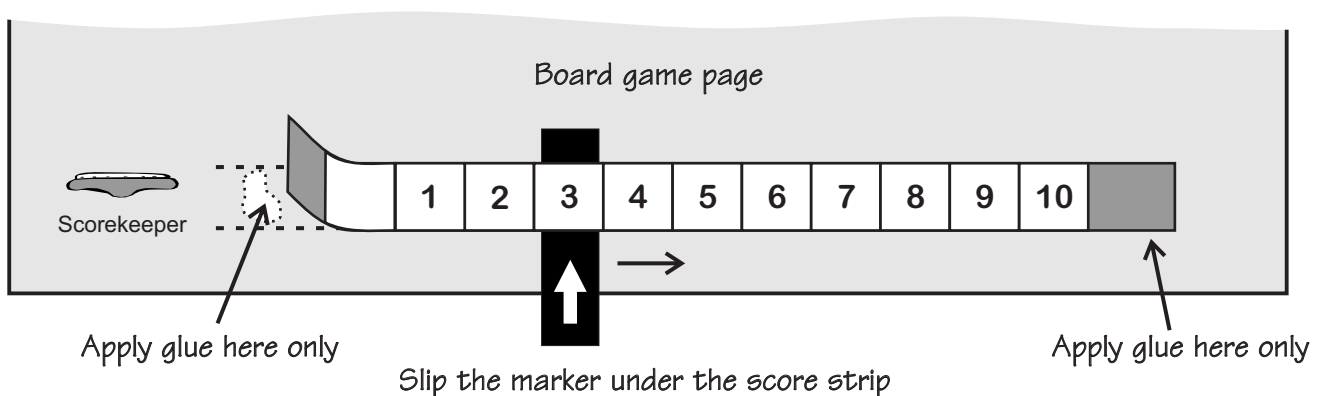
Our defence is our faith in God, which helps us stop the fiery attacks of the evil one.

What you will need:

- A printed sheet of page 2 and 3, using construction paper (card).
- A dice (or a toothpick for disk dice on page 3).
- Scissors.
- Craft glue (white glue).

Construction:

- Cut out the rules, the score strips and the markers on page 3.
- Cut out the team players and fold the strips in half at the centre as shown.
- Glue the score strips between the dotted lines at the two ends on the field. Only apply a small amount of glue at the ends of the strips so that the markers can move up and down underneath the strips (as shown below).



Scorekeeper

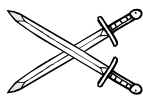


Goalkeeper



Ephesians 6:10-17

Referee

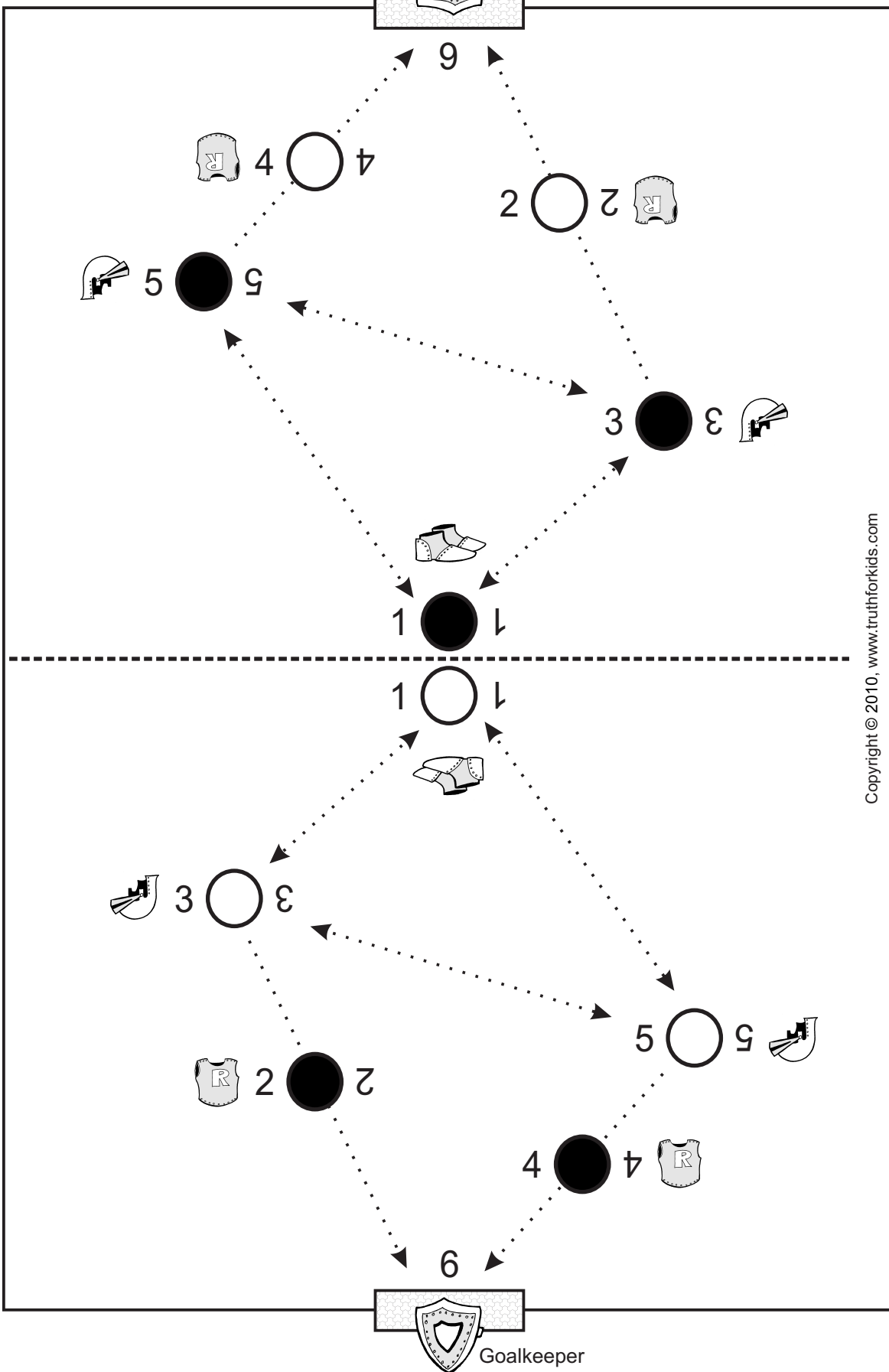


Referee

Ephesians 6:10-17



Scorekeeper



Sword of the SPIRIT

Helmet of SALVATION

Shield of FAITH

Shoes of the GOSPEL OF PEACE

Breastplate of RIGHTEOUSNESS

Belt of TRUTH

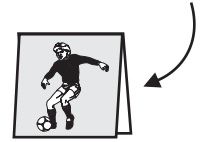
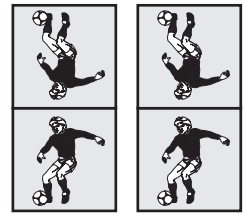
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The Armour of God Soccer game

Rules

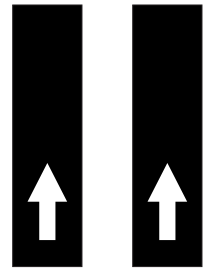
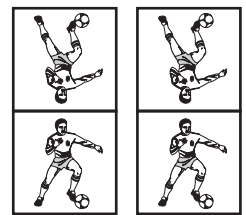
- Throw/spin the dice to determine which team starts-- Team A (dark) or B (light). The one who throws a **6** on the dice chooses a team and gets the first turn.
- Both sides start with a player in position #1 and another in position #2. This means that each team has a player on both halves of the field.
- Each side now takes turns to throw the dice and move the players according to the number on the dice.
- The forward moves between position #1, #3 and #5 while the defence is either in position #2 or #4.
- If a player is in position #3 or #5 and throws a **6**, the player scores a goal provided there isn't a player from the other team blocking a clear shot into the goals.
- If a player spins a number that already has a player on it, the player cannot move for that turn.
- The score for each team can be kept by sliding the marker along the score strip. The first one to score 10 goals wins the game.

Team A

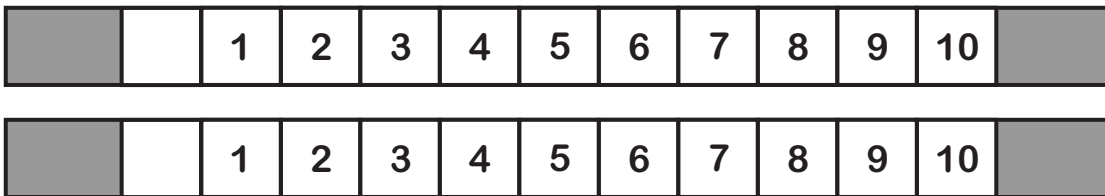


Team players

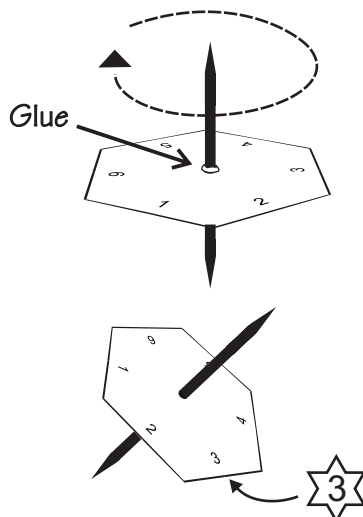
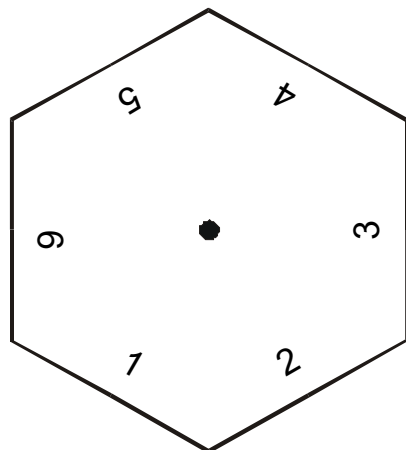
Team B



Score markers



Score strips



Disc dice

- Cut out the hexagonal shape and push a toothpick through the centre.
- Put a drop of glue around the toothpick to hold it in place.
- To spin the dice, hold the top of the toothpick between the thumb and index fingers. Place the bottom tip on a flat surface; spin the dice and let it go. The number that the dice rests on is equivalent to the number that would be thrown with a dice.