

Good Shepherd

From *102 Wiggly Bible Rhymes and Rhythms*

By Karen Whiting and Mary Rose Pearson

MATERIALS NEEDED: a blindfold and a pointing stick (the shepherd's "crook").

PLAY THE GAME:

1. Blindfold a player, who will be the Good Shepherd. Give the shepherd his "crook."
All other players (the sheep) circle around the shepherd, chanting the rhyme below.
2. At the end of the chant, the Good Shepherd points to a player, who must say, "Baa! Baa!" The Good Shepherd tries to guess who it is. If he guesses right, he has brought his sheep "home." That player becomes the Good Shepherd for another game.

Good SHEP-herd, Good SHEP-herd, where DOES your SHEEP roam?

Good SHEP-herd, Good SHEP-herd, now BRING him BACL home!

This is a great game to use and then chat about Jesus as the Good Shepherd, Palm 23, or the parable of the lost sheep.