

ROOTED

A 52-Week Lesson Plan for Christian Youth Ministry

MASTER SUPPLY APPENDIX

Consolidated Monthly Shopping Lists

QUARTER TWO

Character & Discipleship

April · May · June | Spring

HOW TO USE THIS APPENDIX

1. This appendix covers Quarter 2 of ROOTED (April, May, June) and parallels that quarter in the book. It is organized month by month, so you can shop one month at a time.
2. Each monthly list consolidates every supply needed for that month's games, messages, and challenges.
3. Most supplies can be purchased in a single trip before the month begins — dollar stores, craft stores, and big-box retailers carry nearly everything listed.
4. Quantities reflect the needs for each individual week. Items used across multiple weeks are listed once, with a note where applicable.
5. Each week's heading shows the lesson title and game title exactly as they appear in the book.

QUARTER 2 AT A GLANCE

Quarter 1 taught students who they are. Quarter 2 shows them how to live it.

APRIL	The Life of Jesus	4 Weeks
MAY	Fruit of the Spirit	4 Weeks
JUNE	Sharing Your Faith	4 Weeks

APRIL

The Life of Jesus

QUARTER 2 · 4 WEEKS



MASTER SUPPLY LIST

Use this list to gather everything you need for all April lessons before the month begins. Items that appear in multiple weeks are listed once — purchase in the quantity that covers the fullest single-week need unless noted otherwise.

Week 1 · The Radical Friend

Game: The Ultimate Captain

- ◆ No physical supplies needed — this game runs entirely on people
- ◆ A whistle or timer to keep rounds moving

Week 2 · Storm Chaser

Game: The Shaky Ship

- ◆ 4 heavy-duty oversized cardboard sheets or large beach towels
- ◆ 2 packs of cheap tennis balls or foam balls — approximately 20 total

Week 3 · The Upside-Down King

Game: The Tower of Status

- ◆ 4 large packs of plastic Solo cups — approximately 100 cups total
- ◆ 2 rolls of standard masking tape

Week 4 · The Ultimate Pivot

Game: The Tug-of-War Pivot

- ◆ 1 long heavy-duty tug-of-war rope
- ◆ 1 roll of bright red tape — to mark the center of the rope
- ◆ 1 roll of blue painter's tape — to mark the center floor line



LEADER TIP

Shop for all April supplies in a single trip before the month begins. Most items are available at a dollar store, craft store, or big-box retailer.

MAY

Fruit of the Spirit

QUARTER 2 · 4 WEEKS



MASTER SUPPLY LIST

Use this list to gather everything you need for all May lessons before the month begins. Items that appear in multiple weeks are listed once — purchase in the quantity that covers the fullest single-week need unless noted otherwise.

Week 1 · Inside Out

Game: *The Fake Fruit Factory*

- ◆ 3–4 large bags of cheap multi-colored playdough or modeling clay
- ◆ 1 real fresh apple or orange — displayed prominently at the front

Week 2 · The Waiting Room

Game: *The Tower of Frustration*

- ◆ 3–4 boxes of standard Jenga blocks or flat wooden building blocks
- ◆ 2 pairs of heavy winter gloves or thick oven mitts

Week 3 · The Trust Test

Game: *The Blind Trust Fall-Back*

- ◆ 4–5 sleeping masks or blindfolds
- ◆ 20 plastic cups — scattered on the floor as obstacles

Week 4 · Remote Control

Game: *The Frozen Feast*

- ◆ 2 large bags of gummy worms or small candy — enough for 3 pieces per student plus extra
- ◆ 1 individual candy bag per student as the prize (held back until end)
- ◆ 1 digital stopwatch or timer
- ◆ Paper towels to place candy on



LEADER TIP

Shop for all May supplies in a single trip before the month begins. Most items are available at a dollar store, craft store, or big-box retailer.

JUNE

Sharing Your Faith

QUARTER 2 · 4 WEEKS



MASTER SUPPLY LIST

Use this list to gather everything you need for all June lessons before the month begins. Items that appear in multiple weeks are listed once — purchase in the quantity that covers the fullest single-week need unless noted otherwise.

Week 1 · Glow in the Dark

Game: *The Glow Stick Hunt*

- ◆ 3–4 packs of standard glow sticks — activated right before the game (20–30 total)
- ◆ Large cardboard sheets for leaders to use as blockers (optional)
- ◆ A room that can get genuinely dark — blackout curtains, blocked door gaps, or a windowless space

Week 2 · The Art of the Invite

Game: *The Mystery Box Invitation*

- ◆ 1 large cardboard box with a small arm-hole cut into the side
- ◆ 4–5 decoy items for subsequent rounds: a cold slimy sponge, a plastic spider, fuzzy pipe cleaners
- ◆ 1 high-value prize hidden inside — a \$10 bill, king-size candy bar, or cool merch

Week 3 · Holy Friction

Game: *The Wind Tunnel*

- ◆ 2 high-powered electric leaf blowers — OR 2 large heavy pieces of cardboard to fan manually
- ◆ 2 large plastic storage bins — one per team, placed at the far end of the room
- ◆ 2 packs of cheap ping-pong balls or lightweight plastic balloons

Week 4 · The 60-Second Story

Game: *The 60-Second Pitch*

- ◆ A digital stopwatch projected on a screen or tracked by a leader
- ◆ 4–5 completely random ordinary objects (e.g., bottle of mustard, tube sock, broken hanger, roll of duct tape)
- ◆ A small prize for successful pitchers
- ◆ Index cards — 1 per student (for writing out their personal testimony)
- ◆ Pens or pencils — 1 per student



LEADER TIP

Shop for all June supplies in a single trip before the month begins. Most items are available at a dollar store, craft store, or big-box retailer.