

WEEK THREE - MAY 2018 - KINDERGARTEN/FIRST

Bible Story: *Planting a Virus • 1 Samuel 21-22*

Bottom Line: *When you lie to help yourself, you hurt yourself instead*

Memory Verse: *"Anyone who lives without blame walks safely. But anyone who takes a crooked path will get caught." - Proverbs 10:9 NIV*

Life App: *Honesty - Choosing to be truthful in whatever you say and do.*

Basic Truth: *I need to make the wise choice*

Summary: There's an important story about honesty throughout the book of Esther. Haman has just been promoted as the king's most important advisor. Haman lets this go to his head and commands that everyone bow to him. But there's one man who won't: Mordecai. Haman is so angry that he vows to destroy not just Mordecai, but all of his people, the Jews. Little does Haman know, but Mordecai has family in high places. Queen Esther risks everything to save her people. Once her plan with Mordecai is set in motion, Haman's dishonesty to hurt others ends up hurting himself instead.

Bottom Line: Sometimes we have a tendency to lie in order to make ourselves look good. But we can't keep the lie for long. Eventually we'll be found out and our lie will only hurt ourselves.

8:50-9:00 | 10:20-10:30 | 11:50-12:00 - EARLY ARRIVERS ACTIVITIES

1. Early Arriver Idea

Explore: an activity that extends learning through hands on experimentation and discovery

What You Need: N/A

What You Do:

- Ask kids to think of book, TV, or movie characters that weren't honest, share them with the group, and discuss what happened as a result.
- Examples to get them started:
 - In Toy Story when Woody told everyone it wasn't his fault that Buzz fell out the window.
 - In Inside Out when Riley took money from her mom's purse and tried to run away

2. A Truth and A Silly Thing

Connect: an activity that invites kids to share with others and build on their understanding

What You Need: N/A

What You Do:

- Play a game similar to "Two Truths and a Lie" that's called "A Truth and a Silly Thing."
- Explain how the game works:
 - One person says one true thing about themselves and one silly thing about themselves that's not true.
 - Then the others guess which one is the truth and which is the silly thing.
- Start the game yourself.
- Make your two things simple, like: "Chocolate is my favorite food. Prince Hans is my favorite character in Frozen."
- If kids have trouble coming up with things to say, feel free to help them out with prompts like: What's your favorite food? What's your least favorite movie? How many brothers or sisters do you have?

What You Say:

*"Those were some silly things, but some of them weren't truthful, were they? Nope. It was fun to do that in a game, but it's not fun in real life. [Transition] **Let's go to Large Group, where we'll find out some more about how it's important to be truthful.**"*

Lead your group to the Large Group area.

9:10-9:45 | 10:40-11:15 | 12:10-12:45 - LARGE GROUP

OVERVIEW:

Bottom Line: *When you lie to help yourself, you hurt yourself instead. Sometimes we have a tendency to lie in order to make ourselves look good. But we can't keep the lie for long. Eventually we'll be found out and our lie will only hurt ourselves.*

9:45-10:05 | 11:15-11:35 | 12:45-1:05 SMALL GROUP

1. Esther the Hero

[Bible Story Review]

Imagine: an activity that promotes empathy & facilitates biblical application through role-play

What You Need: "Story Script" Activity Page

What You Do:

- Guide the kids to sit in a circle.
- Lead them to count off as ones, twos, and threes.
 - Ones will be Esther. When they hear her name in the story, they will strike a superhero pose.
 - Twos will be Haman. When they hear his name in the story, they will cross their arms and look mean.
 - Threes will be King Xerxes. When they hear his name in the story, they sit up as straight as they can, make a circle with their hands, and place them on top of their head, as if they're wearing a crown.
- After making the assignments, give kids a moment to practice.
 - Call out Esther, Haman, and King Xerxes a couple times each and prompt kids to stand and do their pose accordingly.
 - After each group does their pose, they should quickly sit back down to allow for the next group to do their pose.
- After practicing, read the "Story Script."
 - You might need to briefly pause after saying the names so kids have time to pose.
 - After doing their pose, they should quickly sit back down so the story can keep moving forward.
- After the story, ask the kids who the hero was in the story. Ask who the villain (or bad guy) was in the story.

What You Say:

*Esther was the hero in today's story, because she risked her life for her people. Haman was the villain, because he lied in order to try to make himself look good and to hurt a lot of other people. But it didn't work, did it? He got caught, and he got hurt instead. **When you lie to help yourself, you hurt yourself instead.** This can happen to us too. **[Make It Personal]** (Tell an age-appropriate story about a time you lied to help yourself, and it came back to bite you.) That SO did not work out well for me. I should have told the truth from the beginning. I hope you will learn from my example—and from Haman's—and choose to be truthful in whatever you say and do."*

2. Boomerangs

[Application Activity]

Explore: an activity that extends learning through hands-on experimentation and discovery

What You Need: Boomerangs; markers/crayons

What You Do:

- Hand out the boomerangs and set out the markers.
- Instruct kids to color their boomerangs however they wish.
- Ask if anyone knows what a boomerang is and what it does.
- Explain that when you throw a boomerang correctly, it should come right back to you.
- Explain that their's' likely won't come right back to them, since they're beginners and their boomerangs aren't high quality, but they can still try.

What You Say:

*"Does anybody know why we're using boomerangs today? (Pause for responses.) It's because they go along with our Bottom Line: **[Bottom Line]** **When you lie to help yourself, you hurt yourself instead.** What that basically means is that a lie will come right back to you. You send it out to help you, but it comes back to hurt you, just like a boomerang goes out and comes right back. Let's use these boomerangs as a reminder to always be honest and not lie to help ourselves."*

3. Pray and Dismiss

[Prayer Activity]

Reflect: an activity that creates space for personal understanding and application

What You Need: N/A

What You Do:

- Ask kids to hold their boomerangs and close their eyes.
- Instruct them to silently ask God to help them be honest, so they won't hurt themselves by being untruthful.
- Give kids another 10-20 seconds to pray about anything they wish.

What You Say:

"I want you to take your boomerangs home with you as a reminder to be honest. But I want you to promise not to throw them while you're inside this building, and then follow your parents' rules about when and where you can use them, okay? (Pause.) Great! Now go out there and choose to be truthful in whatever you say and do!"

As adults arrive to pick up, tell them to ask kids why they have boomerangs.

King Xerxes was the most powerful man in all of Persia. His commands were the law of the land.

Though he didn't know it, Esther and her cousin Mordecai, were Jews. To be safe, Mordecai told Esther not to tell anyone about her family or where she came from.

One day, Xerxes promoted a man named Haman to second in command of the entire kingdom.

Haman thought he was a pretty big deal. Xerxes said everyone had to get down on their knees in front of Haman. Everyone obeyed and bowed to Haman. Everyone, that is, but Esther's cousin Mordecai, who often sat at the palace gate.

Haman told the royal officials to make Mordecai bow, but he refused. Haman said it wasn't fair. The officials told Haman that Mordecai was a Jew. Haman snapped out of his temper tantrum. Instead, he hatched a terrible plot and went to King Xerxes.

He said to the king, "Your majesty, there are certain people living here in your kingdom. They're foreigners. They're different from us. They do strange things."

King Xerxes wanted to know what kinds of strange things these Jews did.

Haman replied, "Well, they don't obey your laws! You shouldn't put up with them!"

King Xerxes said, "I shouldn't put up with them!"

King Xerxes had no idea that his own Queen, Esther, was also a Jew. When Esther received the news of Haman's new law from Mordecai, she faced a difficult choice. No one was allowed to see the king uninvited. But risking her life, she stepped into the throne room anyway.

King Xerxes held out his scepter to show that Esther would not be punished.

Xerxes said, "What do you want, Queen Esther? I'll give you anything."

Esther said, "Your Majesty, please let me and my people live. Someone is trying to destroy us.

King Xerxes said, "Who has dared to do this?!"

Esther turned her gaze directly on Haman. "This man," she said, "Haman!"

That day, Haman was put to death. He had used lies to take revenge, but his dishonest words and actions cost him his life.

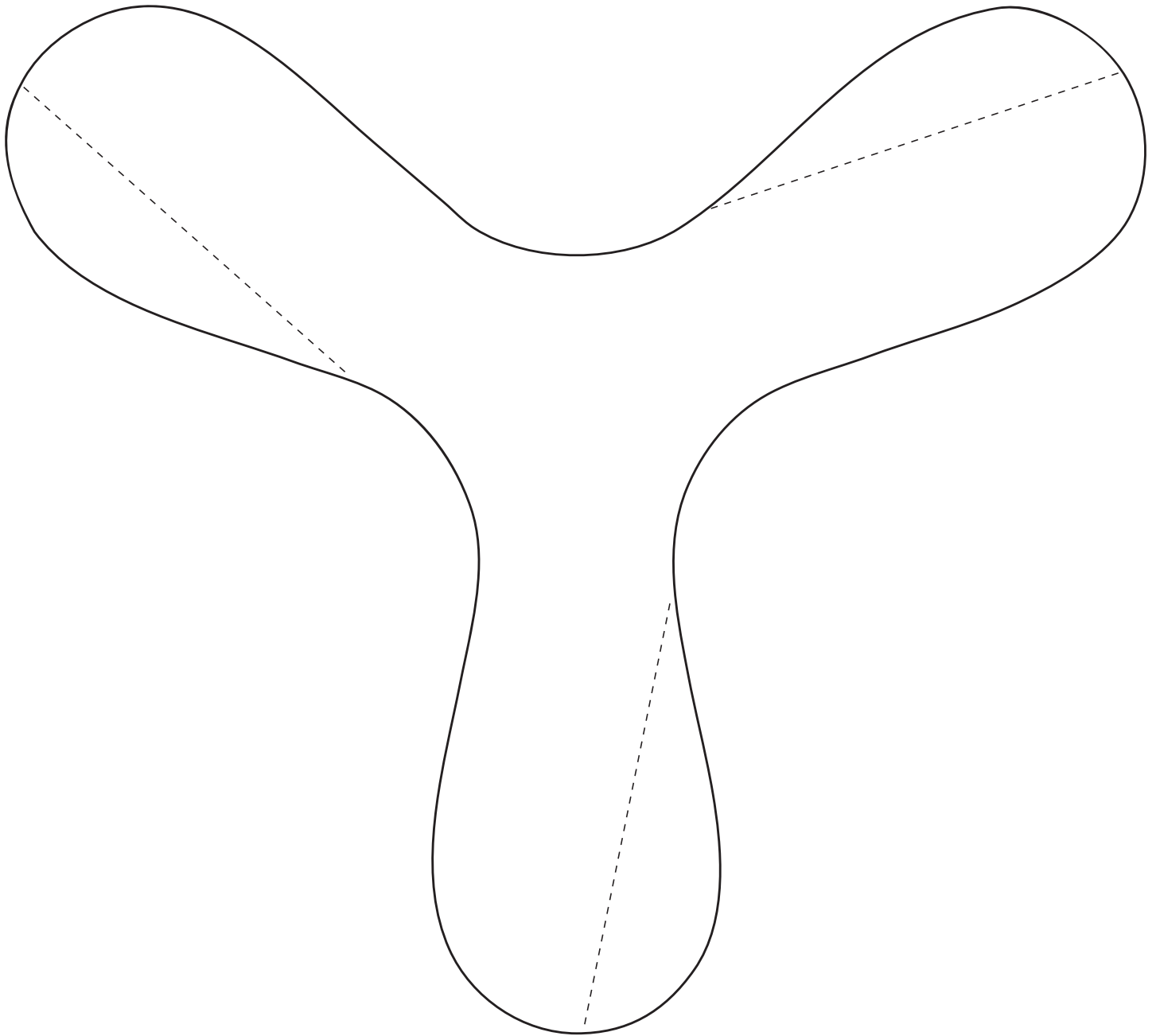
And through the brave actions of Esther and Mordecai, God's people, the Jews, were saved.

What to Do:

Print one copy for each small group.

Story Script

May 2018, Week 3, Small Group K-1
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Boomerang Template

1. Print on heavy cardstock OR print on paper and trace onto thin cardboard.
2. Cut out template.
3. Bend along the dotted lines.

What to Do:

Print one copy on heavy cardstock for each kid OR print one copy on paper and trace it onto thin cardboard for each kid.

Boomerang Template

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