



## GETTING READY

### 1. Welcome/Opener

#### What You Need:

- Host
- Small Group Leader Volunteer
- Kid Volunteer
- Blindfold
- Phone with a timer

#### *Music and Sound Effects (SFX):*

- Upbeat music to use as kids enter the room
- Upbeat music to use during the game

#### *Large Group Visuals (downloadable from the website):*

- Source Code Theme Slide
- Old Technology Images

#### What You Do:

- , try to find old physical examples of technology for the game instead of using the images. Consider going to your local thrift store to find the dated technology.

### 2. Communicator Script

**What You Need:**

- Communicator
- Host
- Two Kid Volunteers
- Kiddie Pool
- Towels
- Super Soaker Water Gun

*Music and Sound Effects (SFX):*

- Upbeat music to use as kids exit the room

*Large Group Visuals (downloadable from the website):*

- Key Question Slide

**What You Do:**

- Place the kiddie pool in the center of the stage. Host will start on stage right while the two kids start on stage left. The super soaker will need to be hidden from the audience's sight.

**3. Worship**

**What You Need:**

- We Are Royals
- Through It All

# Beware of Scam

**Bible Story:** Beware of Scam (Naaman and Elisha's Servant, Gehazi) • *2 Kings 5*

**Bottom Line:** When you are not truthful, you lose trust.

**Key Question:** Why is it important for people to trust you?

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

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

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

## **Story: Communicating God's Truth in Engaging Ways (Large Group, 35 minutes)**

Engage kids' hearts through a dynamic and interactive Bible story, worship, and prayer experience in a Large Group setting.

**SFX:** Play high-energy music as kids enter.

**CG:** Source Code Theme Slide

*Host enters.*

### **Welcome**

*Host has lots of energy as he or she welcomes everyone to [Name of Environment]. Host is relatable and inviting. Host wears his or her favorite geek shirt and discusses recent events: Hug Your Cat Day (May 3), May the 4<sup>th</sup> Be With You Day (May 4), Cinco de Mayo (May 5), end of school, movie opening (Animal Crackers, etc.), a viral video on YouTube, etc. Host tells them how excited he or she is that they're there and briefly runs through what they can expect. This is especially helpful for first-time guests to make them feel like they know what's happening.*

### **Opener**

**HOST:** "Ladies and gentlemen, guys and gals, bytes and bits, I am here today to espouse the beauty and wonder of *technology*. Everyone take a deep breath in."

*Host breaths in a deep, satisfying breath with the crowd.*

"Did you smell that? That is the smell of Wi-Fi and near field communication signals in the morning! Anybody else giddy over the new iPhone update? I know I am! Without technology to kick off my day, I would be fried."

"For example, let's take a walk through my morning routine: I wake up to an alarm set on my watch. As I get dressed, I ask Alexa what the weather is like outside. I put on my wireless headphones and listen to some of my favorite podcasts as I go downstairs to eat some breakfast. While I'm packin' away my turkey bacon and frozen waffles, I'm using my tablet to read up on the news and catch up on some of my favorite comic strips—I get it, Garfield! I too love lasagna! I get in my car and use my XM radio to listen to some of my favorite tunes while navigating the streets using the Maps app. You following me here?"

“We are absolutely INUNDATED with what were once thought of as crazy, sci-fi, future gadgets! Honestly, it’s hard to imagine living life without them sometimes – people from as little as twenty years ago would be astounded at the kind of gadgets we take for granted and the intricate computer codes required to make them work! Actually, that gives me a great idea for a game. I’m going to need two volunteers: one small group leader and one tech-savvy kid. Anybody interested?”

*Host selects small group leader and kid volunteers. Brings them to the stage. Host hands blindfold to SGL.*

**HOST:** “Okay, so the name of the game is Retro Tech. We’re going to blindfold [*Small Group Leader’s name*] and have her be our test subject. [*Kid’s name*], I’m going to put some older pieces of technology up on the screen. Most of you in this room will have no idea what the name or the purpose of the technology is. To the best of your ability, you’re going to describe these gadgets to our blindfolded Small Group Leader. She’s going to have to guess what’s on the screen based on your description. Sound good? However, for this to work, we need the audience to not scream out the name of the object if you know its name. Sound good? Great! [*Kid’s name*], you’ve got 30 seconds to describe each of the old pieces of technology. I’ll track the time on my phone. Any questions? (*Pause for response.*) Great! Then let’s commence to commencing!”

**SFX:** *High-energy game music*

**CG:** *Chosen Old Technology Images*

*Host plays game. Host starts a 30-second timer on phone with each new image. At the end of 30 seconds, SGL must guess the name of the object. After each round, reveal the correct answer to the SGL. Items can include floppy discs, two-way pagers, beepers, a Walkman, a Palm Pilot, an old-fashioned radio, a reel-to-reel recorder, slide projector, TalkBoy, GameBoy, etc.*

“Hey, great job! There were a couple that had ME stumped! But you can rest easy knowing that if you’re digging through grandma’s old cabinets, you’ll know what some of those old gadgets are now! How about a round of applause for our great contestants?”

*Host dismisses volunteers.*

“While you’re at it, give a rousing applause for [*Name of Worship Leader*]!”

*Host exits and Worship Leader enters.*

## **Worship**

**WORSHIP LEADER:** “Hello, hello! I am pumped to see you all and worship with you today. Get on your feet. Get ready to sing loud and make God’s praises loud in this place. Let’s sing it.”

*We Are Royals*

*Through It All*

*Communicator enters as Worship Leaders exit.*

## COMMUNICATOR SCRIPT

### INTRODUCTION

**COMMUNICATOR:** “Let’s have a show hands . . . How many of you love desserts like brownies, cupcakes, cookies, etc.? *(Pause for response.)* Wow! That’s what I thought—there are tons of you with a sweet tooth. How about everyone gather in your Small Group to discuss your all-time favorite dessert?”

*Communicator allows groups about a minute to discuss favorite desserts. Once groups finish, allow a couple of kids to share. Optional: Communicator can share an age-appropriate story about a time she lied to get something she wanted.*

**COMMUNICATOR:** “Those sound delish! Now, I don’t mean to brag, but my mom makes the BEST dessert . . . EVER! It’s a homemade banana cream pie. I mean the BEST. When I was a kid, I’d help her put away the groceries when she got home from the store just so I could see if she had bought any bananas and whipped cream, and if she HAD, I would go hog wild.”

“I used to DREAM about that sweet, banana-cream filling hitting my tongue with the crunchy, graham cracker crust! But my mother was a devious woman, and 99% of the time when she made banana cream pie for dessert, she would also make vegetable lasagna for dinner. As much as I love banana cream pie for dessert, I absolutely DETEST vegetable lasagna for dinner. It is the worst! But the rule in my household was hard and fast: no dessert unless you clean your plate.”

“So one night mom made some wonderful banana cream pie and some vile vegetable lasagna, and I decided to get sneaky—instead of EATING my lasagna to clean my plate, I would just feed my lasagna to the dog, which was basically a furry little garbage disposal. So I fed my lasagna to the dog veeeery discreetly, and when my mom came around with the pie, she looked me dead in the eyes and asked, ‘Did you clean your plate?’”

### TENSION

**COMMUNICATOR:** “Now, technically *I* did not clean my plate. My bottomless pit of a canine companion did. But I *wanted* that pie. I *needed* that pie! If I didn’t have that pie, I was going to lose my mind! But getting to that pie meant lying to my mom—lying right to her face.”

“Obviously, dishonesty was not the best choice. However, who wouldn’t go to desperate lengths to get mom’s banana cream pie? If lying gets us something awesome, who wouldn’t at least entertain the notion of stretching the truth? Especially if the dishonesty could get you an extra roll in the cafeteria, out of trouble with your parents, or a new pair of shoes.”

“Has this ever happened to you? Have you ever wanted something SO BAD that you were willing to tell a lie to get it? That you DID lie to get it? If you’re sitting there thinking, ‘Yep, that’s me,’ know you’re not alone. Long ago, there was a guy who was also tempted to tell a lie to get something he wanted. His story can be found in 2 Kings of your Bible in the Old Testament.”

“To tell this story, I need some help from a couple of willing volunteers. Any takers?”

*Communicator selects two kids to play Elisha and Gehazi and brings them to stage left. Communicator briefly explains their roles. Host enters stage to play Naaman and stands on stage right.*

## **TRUTH**

**COMMUNICATOR:** “So our story starts with a guy named Naaman. *(Point to Host.)* Say hi, Naaman. *(Host waves.)* Naaman was a super important guy; he was the commander of the king’s army in Aram! *(Host flexes.)* The nation of Aram was no friend to Israel and God’s chosen people. But Naaman had a serious problem: he had leprosy. *(Host slumps.)* Leprosy was some nasty business. It made you tired. It made you weak. And it gave you nasty, nasty blisters all over your body. *(Host picks at some invisible lesions.)* But Naaman had heard stories of a Samaritan prophet named Elisha, and according to these stories, Elisha could heal him of his leprosy! *(Host claps hands to face in surprise and delight.)* So Naaman loaded up with his crew and his servants and headed to Samaria to meet this prophet.”

*Host walks to stage left to stand near kid #1 (Elisha) and kids #2 (Gehazi).*

**COMMUNICATOR:** “After a long journey that included a pit stop with the King of Israel, Naaman and his posse found themselves in front of Elisha’s home. *(Host wipes sweat from brow and glances around as if looking at the scenery.)* But when he knocked on the door . . . *(Host mimes knocking)* . . . Elisha wouldn’t come out! *(Host throws arms up.)* Instead, Elisha sent out a servant. *(Communicator prompts Kid #2 steps forward to greet Host.)* This servant was named Gehazi. Say hello, Gehazi. *(Kid #2 waves.)* It was Gehazi who explained to Naaman that all he had to do to cure his leprosy was to bathe seven times in the Jordan River. Now, to some people this would have been good news. But it wasn’t to Naaman. Naaman was MAD. *(Host fumes.)* Naaman was REALLY MAD. *(Host fumes even harder.)*”

“In fact, the Bible says, *(Open Bible and read 2 Kings 5:11)* ‘But Naaman went away angry. He said, “I was sure Elisha would come out to me. I thought he would stand there and pray to the Lord his God. I thought he would wave his hand over my skin. Then I would be healed (NirV).”’”

“Naaman was an important dude. *(Host puffs chest.)* Elisha should at LEAST do him the service of meeting with him face to face! But at this point, Naaman was willing to try anything. So we went to the Jordan . . . and took a dip.”

*Host crosses to center stage and steps into a kiddie pool. Host looks around, as if confused about what to do next. With Host not looking, Communicator picks up Super Soaker and blasts him.*

**HOST:** “Hey!”

**COMMUNICATOR:** “But he didn’t just dip in it once. After all, Elisha told him to do it seven times. So . . .”

*Communicator unleashes six more jets of water into Host. Host does not enjoy it but endures it.*

**HOST:** “No! Quit it! Hey! HEY!”

**COMMUNICATOR:** “And lo and behold, just as Elisha said, Naaman was healed! He was so happy! *(Host stands, dripping grumpily.)* Ahem. Naaman was SO HAPPY! *(Host ignores. Storyteller raises Super Soaker as if to spray him again.)*”

**HOST:** *(over-acting)* “Woo-hoo! Yippee! Hooray!”

**COMMUNICATOR:** “There we go. Naaman sang God’s praises and rushed back to Elisha. *(Host crosses back to stage left and stands before Kid #1.)* He had to repay him somehow for this miracle . . . and what better way to repay someone than with fat stacks gold, silver, and fancy clothing? *(Host makes it rain.)* Naaman offered Elisha an absolutely ludicrous amount of money, but Elisha turned down the offer. *(Kid #1 shakes head no.)* In 2 Kings, Elisha says *(Open Bible and read 2 Kings 5:16) ‘I serve the Lord. You can be sure that he lives. And you can be just as sure that I won’t accept a gift from you (NlrV).’* And no matter how much Naaman tried to pay Elisha, Elisha still refused. *(Host shrugs.)* Still, Naaman thanked Elisha profusely and started on his way back.”

*Host turns around and walks to stage right.*

“Gehazi, Elisha’s servant had another idea. *(Kid #2 rubs hands together greedily.)* Gehazi had heard the offer Naaman made to Elisha and was stunned Elisha turned it down. *(Kid #2 looks shocked.)* That amount of money to turn down was absurd. Gehazi had to have some of that cash for himself *(Kid #2 rubs hands together greedily.)* So he ran after Naaman to catch up with him and his crew.”

*Kid #2 runs to Host and ends panting with hands on knees.*

“Once with Naaman, Gehazi lied that Elisha had changed his mind and that he WOULD accept some of the money! So Naaman loaded up little ol’ Gehazi with some phat loot and sent him on his way.”

*Kid #2 does a celebratory dance back to Kid #1 on stage left.*

“When Gehazi returned, the prophet Elisha was waiting for him. Elisha asked where Gehazi had been. *(Kid #2 shrugs disingenuously.)* But Elisha knew better. He said to Gehazi, *(Open Bible and read 2 Kings 5:26-27) ‘Didn’t my spirit go with you? I know that the man got down from his chariot to greet you. Is this the time for you to accept money or clothes . . . ? You and your children after you will have Naaman’s skin disease forever (NlrV).’* And as Elisha turned to go, it was so: Gehazi’s skin began breaking out in horrible blisters, he felt sick, and he felt weak . . . he had gotten Naaman’s leprosy.”

“Let’s give a rousing round of applause for our volunteers who brought this story to life.”

*Communicator dismisses volunteers. Host exits.*

## **APPLICATION**

**STORYTELLER:** “Naaman simply wanted to thank Elisha for his help. When Elisha declined the reward, Gehazi felt greedy. He wanted what Elisha declined and was willing to lie to achieve it. In fact, Gehazi wanted the prize so badly he lied NOT ONLY to Naaman but ALSO to Elisha, his master! And



in the end, it was his decision to lie that got him and his family in trouble. If Gehazi had just been honest, he would have been in the clear! But Gehazi had convinced himself lying to get his hands on Naaman's money would be worth it. In the process, Gehazi lost his health, his family's health, and the trust of Elisha."

"We see in this story that lying and dishonesty are nothing new, but they have serious consequences. Gehazi learned the hard way that consequences for being dishonest can be intense. When you are not truthful, you lose trust. When your friend asks you to keep a secret but you tell your best friend the secret, there are consequences. When your mom wants you to eat all of your vegetable lasagna but you feed it to your dog instead, there are consequences."

"But being truthful isn't just about telling the truth and telling a lie. Being truthful means that when you say you'll do something, you do it. It's not always easy to be truthful. But you can always go to God to help you live your life with integrity, where your words and actions line up."

### **LANDING**

**COMMUNICATOR:** "As we wrap up our time in *[Name of Large Group Environment]*, think about this question."

**CG:** *Key Question Slide*

**COMMUNICATOR:** "Why is it important for people to trust you? Why do people need to believe you'll do what you say? Let's pray."

*Communicator leads group in a prayer related to what they just heard then dismisses them to small group.*

**SFX:** *Play high-energy music as the kids exit.*