

GETTING READY

1. Welcome/Opener

- What You Need:
 - Host
 - Laptop Computer

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
- Game Video Slides

What You Do:

• Download the Game Video from the download page. The videos can be found under the panel labeled "Visuals: Onscreen and Printed Graphics." Once downloaded, have them cued up to play during the Host opener.

2. Communicator Script

What You Need:

Communicator

- Bible
- Host
- Tablet (iPad, Kindle Fire, etc.)
- Small Group Leader (preselected)
- Pie tin
- Whipped Cream
- Towel
- Tarp
- Poncho

Music and Sound Effects (SFX):

• Upbeat music to use as kids enter the room

Large Group Visuals (downloadable from the website):

- Key Question Slide
- Character Images for Story

What You Do:

- Preselect a small group leader to play the game at the beginning of Communicator Script.
- Load all four images for the story on your tablet. Host will be using a tablet to play different characters by swiping back and forth to change the faces. It will be funnier if Host does not memorize where the faces are beforehand. Communicator can prod the Host in the right direction if need be, or make fun of him/her for using the wrong character. Host should swap faces every time a new character is mentioned and try to loosely act out what's going on in the scene. (Optional) For added humor, Host can preload additional cartoon characters, celebrities, or even the church pastor just for this portion.
- Note: The "Character Images for Story" are provided for you in a scalable form which can be found under the "Visuals: Onscreen and Printed Graphics" panel on the download page.

3. Worship

- What You Need:
 - This Is Living
 - Alive Again

Planting A Virus

Bible Story: Planting A Virus (Haman's Plot Against the Jews) • Esther 3; 4:8b; 5:6-10; 6:6-11; 7:1-6, 9b-10
Bottom Line: When you lie to help yourself, you hurt yourself instead.
Key Question: When are you tempted to lie?
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 wears his or her favorite geek shirt. Stage is dark. Host walks on carrying a laptop and typing furiously with one hand like he's in a bad 90s movie. Host mutters to herself various buzzwords: "altering the mainframe," "bypassing the firewall," "subvert the binary," etc. As she moves center-stage, she chuckles to herself and dramatically presses the spacebar. Stage lights come on.

Opener

HOST: "Heh. Too easy! I don't mean to brag or nothin', but I just hacked the AV systems in this room. All the lights are under my control! Check this out . . ."

LIGHTS: On and Off

Host types on keyboard, various lights turn on and off.

HOST: "Yep. Top-tier hacking. Even the very WORD 'hacker' strikes fear into government agents and spruce trees alike. If a hacker with a chip on his shoulder decided to mess with you . . . well, it wouldn't be pretty. Bank accounts, personal files, embarrassing childhood photos of you . . . they can get to 'em all!"

"But not ALL hackers are bad guys. In fact, there are people whose JOB is hacking! They're called 'white-hat hackers,' and companies pay them to find cracks in their cyber securities. These hackers get paid bookoo-bucks to do the work that they do. By a quick show of hands, who wants to make stacks and stacks of cash when you grow up? (*Pause for response.*) Yeah, that's what I thought! Maybe hacking is the career for you!"

"To be a hacker, you've got to have a certain set of skills, though, and one of the most important skills you can have is noticing patterns and interpreting them! In fact, I've got an idea for a game that could potentially suss out the burgeoning hackers among us . . . everyone break into your small groups!"

Host directs kids into their small groups.

HOST: "I'm going to put a coded word up on the screen. At first, all of the letters of this word will be obscured. As time passes, random letters will be revealed one by one. If you and your small group think you know what the word is, ALL of you will have to stand up and scream "HACKER!" The first group to do this gets to have first guess at the word. If you get it right, your small group gets a point! If you get it wrong, a different small group will have the chance to answer! Make sense to everyone? Good! I'll also give you a helpful hint to start: all of the words will have *something* to do with computers. Let's go!"

SFX: High-energy game music CG: Game Video Slides

> Play game. Host will need to watch the small groups pretty closely to make sure the correct small group gets to guess in the correct order. If you have a large number of small groups and you want a clear winner, split the group into guys vs. girls or kids vs. SGL. WORDS: keyboard, motherboard, software, hacker, and graphics

HOST: "Excellent job, everyone! I think there are some white-hat hackers in the making right here in the audience today! Congrats to our winning team especially *[team who guessed the most words]*. You really know your stuff! Let's everyone stand up and welcome *[Worship Leader]* to the stage, yeah?"

Host exits and Worship Leader enters.

Worship

WORSHIP LEADER: "All right, everybody. Get on your feet. It's time to get loud and get ready to sing together in worship. I am ready to shout God's praises with all I've got. I hope you are too. Let's sing and shout!

This Is Living

WORSHIP LEADER: "We want to live in a way that helps others see Jesus. Let's declare in worship what we believe. Lift this up today."

<mark>Alive Again</mark>

Communicator enters as Worship Leaders exit.

COMMUNICATOR SCRIPT

INTRODUCTION

COMMUNICATOR: "What's going on, everybody? I want to bring out someone special to our [Name of Environment] today. So please give a warm and rowdy welcome to my good friend, [Name of Small Group Leader]."

Communicator brings preselected SGL to the stage.

"I'm sure most of you have seen him around *[Name of Environment]*, but you may not have been aware just how cool *[Name of Small Group Leader]* is outside of this building. That's definitely understandable, but looks can be deceiving. Seriously, *[Name of Small Group Leader]* is one of the coolest people I know."

"I'm getting some skeptical looks right now from the audience. That's ok. I'm going to prove to you he is awesome. We are going to play a game called Two Lies and a Truth. *[Name of SGL]* is going to make three statements into the microphone about his life. Two of these statements are going to be filthy, stinking lies, but ONE of these statements is absolutely 100% true. If you all can guess which of the three statements is true, *[Name of Small Group Leader]* gets absolutely nothing. BUT if *[Name of Small Group Leader]* can fool you, he gets a special sweet treat! Make sense to everyone? *(Pause for response.)* Great! Let's get it started!"

> Play the game. If SGL wins, he gets a pie in the face. If SGL loses, he gets a pie in the face for losing. He should have anticipated this when he agreed to help this Sunday. If time permits, bring up three small group leaders instead of just one.

COMMUNICATOR: "Great job to our Small Group Leader! The crowd did not pick the truth . . . probably because it is so unbelievably awesome. Go ahead and tell everyone which statement was true. (*Pause for response.*) As promised, we want to give a sweet treat for fooling the entire audience. For being such a good liar, you get you're very own pie . . . (*Host comes from backstage and reveals pie.*) . . . to the face."

Host pies SGL in the face. If you are calling multiple SGLs to the stage, save the pies for the very end so they are all surprised by it.

COMMUNICATOR: "There you go, *[Name of Small Group Leader]*, you enjoy that delicious sweet treat! I slaved over a hot can of whipped cream all night to make it special for you. How about a big round of applause for our amazingly awesome *[Name of Small Group Leader]*?"

Communicator dismisses SGL back to their seat.

TENSION

COMMUNICATOR: "Obviously, our volunteer did not need the lies to make himself look any better. He is plenty cool without any exaggerations or tall tales. But the lies were part of the game. And they gave us a reason to pie a beloved Small Group Leader in the face!"

"But if I can be honest for just a minute, I don't always feel very cool. When I hang around people who I know are really awesome, I feel lacking sometimes. In fact, this feeling causes me to want to make up stories about myself to seem better than I really am. Have you ever felt the need to lie to seem cooler or more important or to impress someone else?"

"Maybe your buddy claimed he ate half a box of pizza last week. When you heard this, you blurted out a time when you ate 27 slices of pizza . . . in one sitting! It wasn't true, but everyone was impressed. Or maybe your friend told you about her upcoming trip to Six Flags *[or another attraction spot that your kids would be familiar with]* during summer break. This prompted you to talk about a time you and your cousin got locked inside Disney World overnight and got to ride all the rides . . . alone! Again, it wasn't true, but you felt important."

"You don't really *need* to lie . . . but you want the other person to think MORE of you. You want to seem IMPORTANT. Anyone relate to this? Well, let me tell you a story about a dude named Haman who lied to feel more important . . . and it didn't end so well for him."

TRUTH

Communicator enters stage with Host. Host brings a tablet with preloaded faces to hold over his face.

COMMUNICATOR: "The story I'm telling today has quite a few characters . . . but, unfortunately, all I have today is *[Name of Host]*. Fortunately, thanks to technology, *[Name of Host]* is the Man of One-Thousand Faces! Show 'em, *[Name of Host]*!"

Host holds iPad up to face, cycles through faces of story. For added humor, Host can preload additional cartoon characters, celebrities, or even the church pastor just for this portion.

COMMUNICATOR: "... so we shouldn't have TOO much trouble telling this story. Just so long as *[Name of Host]* memorized his cues. You *did* memorize, right?"

Host still holding up a random face, shrugs.

COMMUNICATOR: "Hoo boy. Here goes nothing. So this story comes from the book of Esther and begins with a man named XERXES. Xerxes was the king of Persia and a very, very powerful dude. Xerxes had recently taken a new queen, a Jewish woman by the name of ESTHER. Esther was beautiful and wise, but she had been told to keep her Jewish heritage a secret by her cousin, MORDECAI. Like many of God's people, ESTHER and MORDECAI had been forced to leave their homes and move to a new land before ESTHER had been made XERXES' queen!"

HOST: "Whoa, whoa, whoa. Time out. You have GOT to slow down with these character changes!"

COMMUNICATOR: "(*Beat*) So ESTHER was the new queen to XERXES and the cousin of MORDECAI. But there's one more character that plays an important part in the story: a man named HAMAN. Now King XERXES ran his kingdom pretty fast, and just like he had chosen ESTHER on a whim to be his queen, he had arbitrarily selected HAMAN to be the second in command of the *entire* empire. Haman . . . kind of let this power go to his head. Everywhere he went around, he would demand that people bow before him. And most people did! But then Haman came across MORDECAI. No matter how many times HAMAN insisted, MORDECAI would not bow to him. This made HAMAN *furious*. He didn't know a lot about this impudent stranger, but he *did* know that MORDECAI was a Jew. So HAMAN hatched a devious plot to have MORDECAI killed."

"HAMAN requested an audience before XERXES. HAMAN told XERXES that there was a sinister cell of foreigners living in the kingdom . . . people that did not respect the king or his laws! HAMAN lied and lied and lied to XERXES, telling him all sorts of falsities and fibs about the Jewish people . . . until finally the king was convinced. He declared that all the Jewish people within his kingdom would be killed! HAMAN got exactly what he wanted . . . but what XERXES didn't know was that his bride, ESTHER, was also a Jew."

"After word spread about the Jews, ESTHER knew she had to do something. She needed to speak to King XERXES. However, the law of the land stated that anyone who appeared before the king unannounced could be fatal—even for Queen ESTHER. Her uncle encouraged her by saying, (Open Bible and read Esther 4:14b) It's possible that you became queen for a time just like this (NIrV). Esther was convinced she couldn't just stand aside and do nothing. She went to XERXES' throne room and stood there, holding her breath . . . until Xerxes held out his golden scepter, which was a sign that she was granted audience. He told his queen that he would give her anything, even up to half of the kingdom . . . but ESTHER simply invited him to a feast and asked him if he could bring HAMAN along. XERXES agreed, and he and HAMAN went to ESTHER's feast. Esther didn't make any move that night but instead invited the two of them back the next night for another feast."

"On the way to this second feast, HAMAN once again ran across MORDECAI, and once again MORDECAI did not bow. HAMAN had been feeling pretty good about getting invited to dinner with the queen two nights in a row, but seeing MORDECAI's insolence kept him from fully enjoying it. HAMAN decided to kick his plan into high gear and have MORDECAI killed for his disrespect as soon as possible."

"However, unbeknownst to Haman, King XERXES had made a surprising discovery! While going through old records of his kingdom, Xerxes found that way way waaaay back in the day MORDECAI had foiled a plot to kill the king! Yes, Mordecai had saved the life of King XERXES! Xerxes knew something must be done to honor MORDECAI . . . and he knew just the person to ask for advice. When HAMAN showed up, XERXES asked him, 'What should be done for the man I want to honor?' HAMAN assumed that XERXES was talking about him, so HAMAN insisted that someone in the favor of the king should be paraded around the kingdom in the king's robes and on the king's horse and to have it announced that *this* was what happened to men in the king's favor! XERXES agreed . . . and he set HAMAN off immediately to arrange such an affair for MORDECAI. HAMAN was absolutely humiliated as he paraded MORDECAI around the kingdom. At least HAMAN still had dinner plans with Queen ESTHER and XERXES."

"When ESTHER sat down to dinner with HAMAN and XERXES, she knew it was now or never. ESTHER requested a favor of the king. XERXES told her she could absolutely have anything she wanted. ESTER drew a calming breath . . . then told the king of a plot to kill her. Not just her but her entire people. XERXES was furious! He asked who would do such a thing, and ESTHER slowly and calmly turned her finger to . . . HAMAN. King XERXES was enraged beyond control and ordered that HAMAN be put to death . . . and ESTHER and MORDECAI remained, having saved not only themselves but their entire people."

"Give it up for *[Name of Host]* for playing all the characters! *(To host)* That was no easy task, but you made it look . . . interesting. Why don't you go backstage and rest your finger?"

Host takes a bow and exits stage.

APPLICATION

COMMUNICATOR: "This is an amazing story of courage for Esther. For Haman and all of us, it is a lesson on the perils of lying. Haman enjoyed the power bestowed upon him . . . too much. When Mordecai refused to give him the respect Haman felt like he deserved, he lied to get Mordecai in trouble . . . to get even. He lied so he would no longer be disrespected . . . so he could be viewed as really, really important. That didn't end up working out so well for him—not only did he have to parade his worst enemy around town and sing his praises, but he was put to death for conspiring against the queen!"

"So why do we lie? Like Haman, we want to look better and feel important. However, instead of looking cool, we look foolish. Haman chose dishonesty in an effort to get Mordecai to respect him. Was Haman successful? Not even close."

"When we make up stuff to get ahead, it doesn't work. What does work is trusting God's plan. Trust God to take care of your life without you padding your stories with artificial fluff."

LANDING

COMMUNICATOR: "As we wrap up today, I want you to about situations in life when you desire to be dishonest. In fact, as we split up to go to our Small Groups, think about this question."

CG: Key Question Slide

COMMUNICATOR: "When are you tempted to lie?"

"Before you all leave, 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.