

GETTING READY

1. Welcome/Opener

- What You Need:
 - Host
 - Worship Leader

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

What You Do:

• During the opener, the Host will introduce the game "Boolean Boogie." To play the Boolean Boogie, make sure Host and Worship Leader are familiar with the cues that are listed in the script. It will be important to identify which group was the last group to respond with the correct cue. Modify the cues to fit your group.

2. Communicator Script What You Need:

- Communicator
- Bible

- Host
- Large Note Pad
- Marker
- Phone
- Popcorn Container
- Fountain Drink
- Milk Carton

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:

• Gather supplies listed and place them in a prop box.

3. Worship

What You Need:

• Worship Leader(s)

Clean Your Hard Drive

Bible Story: Clean Your Hard Drive (Confession/Being Honest with God) • 1 John 1:9
Key Question: What keeps you from being truthful?
Bottom Line: Being truthful with God helps keep you close to Him.
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/upcoming events: Macaroon Day, Brisket Day, Water a Flower Day, French Open, NBA Finals, movie opening (<u>Incredibles 2</u> [June], 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: "Here's the deal, ladies and gents, hackers and slackers, bits and bytes—we've learned a lot about computers and programming and code over the last few weeks together. I want to let ALL of you know I'm so proud of you. You're really starting to look like a big bunch of nerds—and I mean that affectionately, of course!"

"However, I do have one more lesson to impart upon all of you—think of it like a final exam. Can anyone in here tell me what a "Boolean variable" is? (*Pause for response.*) I didn't think so! All computer coding is based on Boolean logic and is really, really important to understand. To put it very simply, a Boolean variable is made up of just TWO parts: a cause and an effect."

"IF something happens, THEN something else happens. IF you drop a coin in the machine, THEN the arcade game starts. IF you flip this switch, THEN the computer reboots. IF you pull the lever, THEN ice cream is dispensed. Make sense? I hope so, because today's test to move you to full-on nerd-dom is a game that I've named 'The Boolean Boogie.' Everyone stand up and gather with your small groups, 'cause ALL of us are playing this one."

Host directs all the kids to gather in their small groups.

"The rules are deceptively simple: I'm going to do one of four actions. In response to those actions, you'll perform a different action. For example, IF I raise my left arm above my head, THEN you'll stand on one foot. IF I hold my arms out to the sides like the letter 't,' THEN you'll jump in the air. Get it? I'll do one at a time at first, but then I'll start chaining 'em together to REALLY try to trip you up. Eventually, we will start eliminating entire small groups from this game who are the last to get the action right. In the end, the last small group standing will be declared the Primo Champion Geekazoids, and the rest of you will be so, so jealous. Let's go over the actions first, and then we'll do a practice round."

HOST holds arm above his/her head // KIDS stand on one foot HOST holds both arms out like a T // KIDS jump in the air HOST puts hands on his/her face // KIDS pinwheel their arms HOST stands on his/her tiptoes // KIDS touch their toes

"Great job practicing. Now we will start eliminating small groups. The last group to move into the correct action will be eliminated from this game . . . forever. To help eliminate groups, let's welcome [Name of Worship Leader] to the stage. If [Name of Worship Leader] says your group has been eliminated, you've been eliminated. Make sense? Any questions? (Pause for response.) Awesome! Let's play."

SFX: High-energy game music

Play game. Madness ensues. Host starts slow with the actions to allow groups to get the hang of it. Host will progressively increase the speed of the actions. Worship Leader eliminates groups. Worship Leader does not need to eliminate a group every time the action is changed . . . just when a group was obviously slower than the other groups.

"Wow, wow, and WOW! That was insane! You all did an incredible job, but there can only be ONE group at the top of the class. Let's give *[name of winning team]* a big hand, everyone! And let's give one more round of applause to ALL of you because you performed so well! If I didn't know any better, I'd say you are all a bunch of big ol' computer nerds. I'm so proud I could cry! Best of luck to all of you in your future computer science careers!"

"Now let's give a big round of applause for our eagle-eyed Worship Leader!"

Host exits and Worship Leader remains on stage.

Worship

WORSHIP LEADER: "Good morning to all my friends at *(your environment name).* I am pumped to sing and lift our voices in worship. Let's make our praises rise up today. If you're alive and breathing, YOU have a reason to praise—so don't hold back. Just do it!"

<u>Alive</u>

WORSHIP LEADER: "As we close out this time of worship, I want to share a scripture with you. It's one that I believe would be a great prayer for us to pray in our lives. Psalm 139:23-24 says: *God, see what is in my heart. Know what is there. Test me. Know what I'm thinking. See if there's anything in my life you don't like. Help me live in the way that is always right (NIrV).* God sees and knows everything about us. Let's be a generation that lives and goes *all in* for Him. That's what this song is about. Let's sing it together."

Never Gonna Stop Singing

Communicator enters as Worship Leaders exit.

COMMUNICATOR SCRIPT

INTRODUCTION

COMMUNICATOR: "Hey, hey everybody! I want to jump right into today. Let's have a show of hands how many of you have ever heard of Build-A-Bear Stores? (*Pause for response.*) For those of you who don't know what I'm talking about, these are stores where you can create your own stuffed animal. You pick out the softness, the fur color, the clothing, and the accessories. It's pretty fantastic."

"This morning, I want us to do something similar. Let's have a Build-a-Friend workshop! With the help of all of you in our audience today, we are going to build the ideal friend using this very advanced data storage receptacle (gesture to the pad) and this very sophisticated data transferal unit (gesture to marker). What I'm going to need from everyone else are words that describe the IDEAL friend. If you've got a word, raise your hand—I'll call on you, you can share your word, and we can add it to the Build-a-Friend board. Make sense? Great! Let's get this show on the road!"

Communicator takes suggestions from the audience. Make sure "trustworthy" is listed on the paper somewhere—if kids don't suggest it, go ahead and add it yourself.

COMMUNICATOR: "Okay, perfect! I think we've got enough data here. Let me just fire up the Build-a-Friend app on my phone and we should be seeing our new, improved, ideal friend walking out from behind those curtains right over there . . ."

> Communicator fiddles with phone and builds up suspense with a long, excited pause, before . . . Host walks out on stage.

HOST: "Hey, guys! What did I miss?"

COMMUNICATOR: "Aw, man. That's disappointing."

HOST: "Hey bro, I don't have to stand here and take this! Now if you'll EXCUSE me, I'm off to take my regularly scheduled mid-service nap."

Host exits.

COMMUNICATOR: All right, you got me—turns out you can't actually build yourself a new best friend with pen and paper. But I really like all of these words we came up with! (*List off a few, then land on trustworthy.*) I want to camp on the word trustworthy."

TENSION

COMMUNICATOR: "That's an important one. Think about this for just a moment. If someone's going to be my best friend, they've got to be someone who can keep my secrets safe. He or she needs to be someone I can be 100% honest with at all times. I will be reluctant to share any information with my friend if he or she cannot be trusted with the information."

"When you are nervous about the upcoming big test or disappointed you lost your temper again with your little sister, who do you go to? I'd venture to say most everyone in this room has a great friend who knows everything about you, and you know you can go to that friend no matter what. Maybe it's a cousin or neighbor or classmate. Your friend knows how you feel about your teachers, where you keep all your best Pokémon cards, and who you have a crush on. Our friends are important people to have in our lives in both good times and bad times. We trust our best friends because that's what we want from our friends."

"Yet despite this, a lot of us can still experience a disconnect with someone who already knows all of our secrets and shortcomings—God. Here is a question for you to think about: how often do you go to God with this information—the important stuff? We encourage everyone in this room on a regular basis to trust God no matter what. We've discussed God is always with you . . . no matter what. He's not going to leave you if you do something wrong or aren't truthful. So why is it so many of us shy away from telling God the truth? Can we have the same dialogue we have with our friends . . . but with God?"

TRUTH

COMMUNICATOR: "We know life will throw all kinds of situations our way. There are lots of ways we can deal with the situations. Sometimes we respond well and other times not so much. Today we are going to look at several scenarios to explore ways we can respond when we are forced to make a difficult choice."

Communicator pulls out popcorn container and fountain drink.

"Scenario One: you and your friends go to the movies to see [name of popular kids movie in theatres]. You bought your tickets at the kiosk, you made it past the ticket taker, and now you're inside. One of your friends suggests that instead of seeing [previously mentioned movie], you all sneak into the theatre that's showing *The Avengers: Infinity War* instead."

"You know two things for certain: the Avengers movie is rated PG-13, and your parents told you that if you ever watched a PG-13 movie without their permission then you'll be grounded so hard that you could get part-time work as a lightning rod. Still, your other friends seem really into the idea, and you don't want to be the odd man out . . . so what do you do? (*Pause for response.*) You sneak into the movie."

"After the film ends, your parents pick you up out front and ask you how the movie was. You don't want to tell them you saw a PG-13 movie . . . so you make up details about *[previously mentioned movie]* to cover your tracks. That night, though, when you're snuggled up in your bed, you can't stop thinking about how you went to a movie you shouldn't have gone to AND you lied to your parents. You KNEW if you went, you'd be forced to be dishonest. Why did you do it? How COULD you do it? You feel the worst. You want to hide under the covers 'til these awful feelings pass."

"However, even if your parents do not find out about what you did, that feeling of dishonesty creates a gap between you and God. It doesn't matter how many layers of blankets you use to hole up, God knows all and sees all. When we refuse to talk this out with God, refuse to confess, it creates a distance in your relationship with Him."

Communicator puts down the popcorn container and fountain drink. Communicator picks up a Bible.

"Scenario Two: you've made it through the entire school day without messing up once. You're the teacher's pet because you always do what's right, and you're pretty sure you even do what's right in the eyes of God. You just finished reading the entire book of 1 John in your Bible while you wait for your parents to pick you up after school. It's a part of your regular routine—read your Bible in the most visible location during any free time at school. On this day, your parents are running a little bit late. No big deal. Next you put down your Bible and begin to pray for the safety of your parents as they travel to the school . . . out loud . . . so everyone around can hear."

"Just as you began spending focused prayer time on the proper tire pressure in your mom's car, you're interrupted by your friends. They are exploring the empty school and discovered—gasp!—the ice cream freezer in the cafeteria is left unlocked! And they want you to join in their illegal dairy buffet!"

"You refuse, knowing you need to stay put and stay out of trouble. As soon as they are out of sight, you decide to report their intentions to the nearest carpool teacher because you have that feeling when you know something is wrong. Then you immediately look up 2 Kings 5, which says '*Anyone who lives without blame walks safely. But anyone who takes a crooked path will get caught,*' to support your reason for telling the truth to the teacher. When your friends find out you told on them, they will most likely apologize the teacher, the principle, and even you. And they'll end up thanking you for pointing out the error of their ways. Right?"

"How many of you could see this scenario playing out in your lives word for word? Not many. Nobody in this room is perfect. Most us don't spend a morning sinless, much less a whole day. And I don't know many people who use all of their free time reading God's Word and praying. If we are being honest with ourselves, several of us in this room would have been tempted to join our buds for an ice cream sandwich . . . or two. All of us are far from perfect. And closeness with God starts when we can talk to Him honestly."

Communicator puts down the Bible. Communicator picks up a milk carton.

"Scenario Three: It's 11:30 p.m. on a Friday night, and you've got the munchies in a bad way. You veeery quietly creep out of your bed and veeeery quietly creep down the stairs and move veeeeery quietly into the kitchen and pour yourself a bowl of cereal with milk. You veeeery quietly eat your cereal, veeeeery quietly wash your bowl, veeeeery quietly put it away, and veeeery quietly go back up the stairs and into your bed. When you wake up the next morning, the entire downstairs smells like a skunk funeral being held at a dumpster convention. In your efforts to be veeeeery quiet, it appears you accidentally left the milk out . . . and open . . . overnight . . . in a warm kitchen."

"Your father is *livid*. He asks you—fire in his eyes—if you have any idea who could have left the milk out. You look him dead in the face and say, 'Who indeed, father? Who *indeed*?' and puzzle thoughtfully over this mystery. Your dad still seems mad but doesn't seem to suspect you . . . so he moves on to ask your siblings."

"At first, you're amazed by your quick response to deny the truth . . . but the more you sit on your lie, the more uneasy you get. You feel the weight of the lie like a rock in your stomach, and it makes you

feel queasy and heavy and just . . . bad. You decide to pray to God for guidance to help show you what the right thing to do is in this situation. After you open up to God, your heart feels a little lighter. You feel less scared, less nervous. You find the courage to tell your dad the truth—you DID leave the milk out, and even though it was an accident, you are so, so sorry. Your dad is mad, sure . . . but y'all have a good conversation about honesty, and he tells you he appreciates the fact that you confessed and told him the truth."

APPLICATION

COMMUNICATOR: "Keep this in mind, it is impossible to keep secrets from God. He knows everything from your past, present, and future. He knows your thoughts, feelings, and actions. It is impossible to lie to God. So God already knows that none of us is perfect. Sin is simply when we do something wrong. Every one of us has sinned and come up way short of perfection. This is true about your Small Group Leaders, you parents, and me, too. Sin separates us from God. For example, when we make the choice to tell a lie, it further isolates us from God. But there is hope."

"Although we are not perfect, Jesus is! Because God loves you and wants to have a relationship with you, He gave us a way to overcome our sin. God sent Jesus to earth to live a perfect life and die on the cross to pay the cost of our sins. This is awesome news for all of us. When we have honest conversations with God, it draws us closer to Him."

"I love what it says in 1 John. It says (*Open Bible and read 1 John 1:9*), God is faithful and fair. If we admit that we have sinned, he will forgive us our sins. He will forgive every wrong thing we have done. He will make us pure (*NIrV*). When we understand this truth and live it out on a daily basis, God sees us like Jesus."

LANDING

COMMUNICATOR: "Your closest relationships are built on honesty and love. The same is true for your relationship with God."

CG: Key Question Slide

COMMUNICATOR: "As you head to your Small Groups, ask yourself this question: What keeps you from being truthful with God?"

"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.