



GETTING READY

1. Welcome/Opener

What You Need:

- Host
- Wooden “wedge” doorstop
- Cones
- Tape
- Enough “vehicles” for every small group leader: tricycles, scooters, ripstiks, plasma cars, pogo sticks, etc. They don’t all have to be the same. (Have staff help bring in vehicles from home)
- Prize for the winning Small Group Leader to share with his or her small group

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):

- AMPED Theme Slide

What You Do:

- To set up the MINI MOTO CLASSIC course, place cones around the room to form a loop. The course needs to be easy to follow. Use the tape to mark the starting/finish line. Kids need to be a safe distance from the action, but try to have the kids both inside the racetrack and outside.

- Have vehicles in an easily accessible location for the Small Group Leaders to grab for the game.

2. Communicator Script

What You Need:

- Communicator
- Bible
- Three kid volunteers
- Three easels with pads of paper
- Three cards, each one describing what one of the student volunteers will draw on his or her easel
- Variety of markers

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:

- All three easels need to be placed on the stage with a single sheet of paper and small basket of markers. To minimize kids being distracted by the artists on stage, place the easels facing away from the crowd so there's a big reveal at the end.
- On the three cards write what the artists will be drawing. A book to represent the Bible, jeans with holes in the knees to represent praying to God, and various circles to represent small group.

3. Worship

Every Beat

Sons and Daughters

You've Got a Friend in Me

Bible Story: You've Got a Friend in Me (Philip and Nathanael) • *John 1:43-51*

Key Question: Who encourages you to trust Jesus every day?

Bottom Line: Find friends who help you trust Jesus.

Memory Verse: "Being confident of this, that he who began a good work in you will carry it on to completion until the day of Christ Jesus." Philippians 1:6, NIV

Life App: Confidence—Living like you believe what God says is true

Basic Truth: I can trust God no matter what.

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: AMPED 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 summer sportswear; such as, board shorts, tank top, or a theme appropriate t-shirt of their favorite extreme sport. Host discusses recent events: National Ice Cream Month, Independence Day, Wimbledon Championships, Tour de France, summer vacation, movie opening (Hotel Transylvania 3: Summer Vacation, Teen Titans Go To The Movies, 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: "Hey, everyone! I gotta say—I've got a good feeling about this beautiful Sunday morning. If you were here last week, you may have been a tad disappointed by my base-jumping endeavors . . . jumping from six feet onto a mattress is pretty cool, but falling gently backwards onto that mattress is . . . pretty lame. But all this week I've been researching a different EXTREME sport. Base-jumping is so passé. These days the hot thing is MOTOCROSS. The rumble of the engine, the spray of the dirt, the sick-nasty flips, the perilous wipeouts . . . everything about it is extreme with a capital X!"

"I had a chat with [Name of Worship Leader], and we came to a satisfactory compromise. [Name of Worship Leader] would gather up the necessary supplies—the bike, the ramp, et cetera—and the death-defying stunts would be performed by yours truly! In fact, just before I got onstage I got a text from [Name of Worship Leader] that [he or she] stashed my equipment in the backstage storage! I'm just going to hop back there and snag it . . ."

Host goes backstage and rummages around noisily . . . then pauses . . .

“Oh no. Oh no no no. Oh NO.”

Host wheels a razor scooter onstage. Other options could include, tricycle, ripstik, plasma car, etc.

“*[Name of Worship Leader]*, are you KIDDING ME? And THIS is supposed to be a RAMP?!”

Host holds up a wooden doorstep.

“I can’t believe . . . honestly . . . this is so totally . . . *[slumps shoulders, speaks glumly]* . . . well. I guess we’ve got to make the most of it. Count me down, gang.”

Host sets the ramp on one side of the stage and pilots his or her vehicle to the other. Host incites a loud countdown, then veeeeery slowly pedals to and over the doorstep.

“Man . . . that was . . . pretty embarrassing, I’ve got to admit (*shake head*). I’ve got to shake off this lame funk. Is anyone down for a game? I call this game the MINI MOTO CLASSIC! Can I get everyone in the room to scoot as close to the walls as possible?”

Host directs crowd towards the walls. Another option is to move crowd to the center of the room to have SGLs race around the crowd. Host puts several cones in a circle in the center of the room and lays down some masking tape for a start/finish line.

“Turns out *[Name of Worship Leader]* left me a couple of other options for my big stunt . . . how kind of *[him or her]*. But I figure as long as we’ve got options we might as well put them to good use!”

Host brings onstage variety of “vehicles”—tricycle, scooter, ripstik, plasma car, pogo stick, etc. Select as many volunteers as vehicles available.

“Each Small Group Leader will pick his or her MINI MOTO RACING CART from the pool provided and take his or her place at the starting line. At my mark, they will TAKE OFF around the track at blinding speeds! Whichever Small Group Leader is the first to finish three laps will take the MINI MOTO CLASSIC PRIZE to share with his or her group and also get bragging rights until next Sunday! There are only three rules: no bitin’, no shovin’, and no hair-pullin’. Does everyone understand? Racers, pick your rides! On your marks . . . get set . . . GO!”

SFX: High-energy game music

Play the game. Make a big deal out of the winner. Host awards prize to the winning Small Group.

“Wow! What an incredible race! My heart is still pumping! A brilliant job to all of our wacky racers and a hearty congratulations to our MINI MOTO CLASSIC Winner! Everyone can go ahead and return to his or her seat. It’s time to get AMPED and worship our amazing God!”

Host scoots off stage on scooter, picks up “ramp,” and exits. Worship Leader enters.

Worship

Every Beat

Sons And Daughters

Communicator enters as Worship Leaders exit.

COMMUNICATOR SCRIPT

INTRODUCTION

COMMUNICATOR: “What’s up, everybody? I need some help this morning. I’m looking for three brave people who’d be willing to draw a few images for me on these easels. Anybody want to show off his or her artistic skills? *(Pause for response.)* Awesome! Let’s get several of you up here.”

Communicator brings up three volunteers. Communicator gives each kid a card describing/showing them what to draw on the paper. Kids draw and remain on the stage until Communicator shows artwork to the audience.

“Each of our volunteers will be reading off a card and drawing what is described. *(To volunteers)* Don’t worry; they don’t have to be perfect; just get the idea of what’s on the card. *(Back to audience)* All of their pictures will have something to do with friends. Let’s have a show of hands: how many of you like having friends? *(Pause for response.)* That’s what I thought. Having friends is pretty popular. In fact, I’d venture to say everybody in this room loves a good friend! But what makes a good friend good? Do they need to be fun? Maybe do they need to make you laugh? Do they need to play the same sport as you? Gather in your Small Groups and discuss what you think makes a good friend good.”

Communicator allows groups about a minute to discuss desired characteristics in a friend. Once groups finish, allow a couple of kids to share.

“Excellent thoughts! Those are great qualities to have in a friend. Growing up, not all of my friends had those attributes. In fact, I had this one friend—“Maximo Fantastico.” And while his real name has been changed, you might be able to guess by his fake name that Maximo was a pretty crazy and extreme dude. Maximo’s the type of guy who, when playing Truth or Dare, would ALWAYS pick dare and ALWAYS go through with it. Maximo was the type of guy who would do a backflip off of the couch just to see if he could do it. Maximo’s the kind of guy who would jump in the swimming pool in the backyard when it’s 20 degrees outside because someone bet him two bucks that he wouldn’t. He was a wild and crazy guy.”

“I would say he was fun to be around . . . BUT he would always try to get me in on the crazy train. If I was eating a plate of nachos, Maximo would douse those babies in hot sauce and pour on a healthy serving of jalapenos . . . then call me a chicken if I didn’t chow down. Maximo would talk people into a belly flop competition from the highest diving board so he could judge. And he would insist you were a baby if you choose not to do it.”

TENSION

COMMUNICATOR: “I’m sure there are some folks in this room today who have a friend or two just like Maximo Fantastico. They are a little bit wild and a whole lot of crazy. But are having friends like this good for you? Think with me for a second. Maximo was always trying to get me to do new things, which isn’t a bad thing necessarily, but those things were always dangerous and ridiculous—so all in all, he was not a great influence and ultimately not that great of a friend.”

“Every single person in this room needs friends. We all need peers to experience life together—in school, in sports, in the neighborhood, in church. None of us can go through life alone. I mean, how miserable would that be? One of the best things about being alive is meeting people and making friends. The trouble is that not all the people we meet will be great friends or positive influences. You may have a teammate who’s a great softball player like you, but if that teammate tries to pick a fight with anyone who makes an error, that’s a problem. Some may dress incredibly cool, but they pick on others, even you, then they don’t wear the coolest clothes. But just because someone is a great softball player or is a flashy dresser, doesn’t mean that person will be a good friend.”

“So you may be wondering what makes a great friend? How do we know if we have found the RIGHT group to run with? What does it look like to have people in our lives who are positive friends? Those are great questions. And one of the first places we look when we have great questions is the Bible where we can find some amazing answers that God wants us to understand.”

TRUTH

COMMUNICATOR: “At the beginning of the book of John, we find Jesus at the start of his ministry. He was baptized by His cousin, John the Baptist, who proclaimed that Jesus is the Son of God! From there, Jesus started to call His friends. He told Andrew and Peter to “follow Me.” Just like John the Baptist, these guys recognized there was something special about Jesus. All of these men stopped what they were doing and began to follow Jesus.”

“The group of disciples Jesus was building was not near completion. Jesus continued by talking to Philip. In the book of John, the Bible says, *(Open Bible and read John 1:43) ‘The next day Jesus decided to leave for Galilee. He found Philip and said to him, “Follow me.”’* Philip was no different than the others. He too followed Jesus.

“In Philip’s excitement, he ran over to his buddy named Nathaniel and said, *(Open Bible and read John 1:45) “We have found the one whom Moses wrote about in the Law. The prophets also wrote about him. He is Jesus of Nazareth, the son of Joseph.”* Throughout the history of Israel, the prophets foretold of a King who would come to save all of God’s chosen people. Philip recognized Jesus was the Messiah . . . the same guy Moses had talked about long ago.”

“Nathanael wasn’t buying the story. He looked at his friend and said, *(Open Bible and read John 1:46a) “Nazareth! Can anything good come from there?”* For many Jews, they were not fans of Nazareth because it was considered to be out in the middle of nowhere. Regardless, Nathanael wasn’t buying the story. This is when Philip did something awesome! Make sure you catch this next line. Philip looked at his buddy and said, *(Open Bible and read John 1:46b) “Come and see.”*”

“Curious, Nathanael followed Philip to meet Jesus. As they approached, Jesus said this about Nathanael: *(John 1:47b) “He is a true Israelite. Nothing about him is false.”* Nathanael wanted to know where Jesus was getting all this, so Jesus explained that He saw Nathanael under the fig tree before Philip even called him! At that moment, Nathanael understood that Jesus is the Son of God and followed Him!”

APPLICATION

COMMUNICATOR: “Did everybody catch the good friend in the story? Philip met Jesus. It was an experience he couldn’t ignore. Philip was so excited that he rushed to tell his good friend, Nathanael! ‘Come and see! I’ve seen something that could change your life, and I want you to see it, too.’”

Nathanael was hesitant, but Philip was persistent. Philip was a good friend to Nathanael—a friend who nudged him in the right direction.”

“That is the kind of friend YOU want in your life: the friend who cares about you enough to want to share their good news with you. And better yet, you want to surround yourself with friends who have experienced Jesus and want to share that experience with you.”

“Our volunteers on the stage have been drawing images to help illustrate the actions of a friend like Philip. Let’s look at their images.”

Communicator walks over to each of the images and lets the audience guess what the image represents.

“That’s right. This is a Bible (*to image of a book*). A good friend is going to encourage you to get into God’s Word and discover it for yourself. Take a look at this image (*to image of jeans with holes in the knees*). A good friend is going to encourage you to wear out the knees of your jeans and pray to God. In fact, a good friend will also pray for you in good times and bad! What about this last image of circles (*to image of circles*)? This represents your small groups. Right now, you are surrounded by friends who love God. If you are sitting there thinking, ‘I don’t have many good friends,’ your Small Group can be an excellent place to find someone to encourage your faith just like Philip encouraged Nathanael. Let’s give it up for our fantastic artists.”

Communicator dismisses volunteers.

LANDING

COMMUNICATOR: “All of us need people in our lives to encourage us to make wise choices and to follow Jesus. Which is why we need to ask ourselves:

CG: Key Question Slide

“Who encourages you to trust Jesus every day?” You can go it alone in life and in your faith, and you might do all right for a while. But if you really want to grow and learn and see some amazing things, you’ll find friends who help you trust Jesus. As you head to your small groups today, think about that question: Who encourages you to trust Jesus every day? Let’s pray and talk to God and thank Him for friends and ask Him to bring some great ones into our lives. 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.