

GETTING READY

1. Welcome/Opener

What You Need:

- Host
- Five Guys
- Five Girls
- 4 5 Gallon Pain Buckets/Home Depot Orange Buckets (2 filled with water, 2 empty)
- Two beanies
- Large tarp to protect floor from water
- Optional: plastic ponchos for each contestant
- Towels

Music and Sound Effects (SFX):

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

Large Group Visuals:

- AMPED Theme Slide
- Cliff Diving Video (see "What You Do" below)

What You Do:

- Find a short, age-appropriate video of someone cliff diving to show during large group.
- Fill 5-gallon paint buckets, one for each contestant.

• Purchase plastic ponchos from a dollar store and have them available for each Contestant

2. Communicator Script

What You Need:

- Communicator
- Host
- Bible
- Kid volunteer
- Pitcher of water
- Two empty, sturdy water bottles such as a Nalgene
- Table
- Towel
- Large group script or "Notes"
- Jacket
- Duct tape

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 a table on the stage. On the table, place a towel, pitch of water, and 2 sturdy water bottles. The goal of this visual is to completely distract the volunteer from the job at hand: filling the water bottles. If the volunteer fills up the water bottles too quickly, react swiftly to slow them down. To create an extra step for the volunteer, you could have him or her use the pitcher to take water from the 55-gallon trashcan from the opener, then fill the water bottle.

3. Worship This Is Living Alive Again

On Top of the Sea

Bible Story: On Top of the Sea (Peter Walks on Water) • Matthew 14:22-33
Key Question: What distracts you from focusing on Jesus?
Bottom Line: Stay focused on 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. After the initial pleasantries, Host turns surly.

Opener

HOST: "You guys know what's the worst? When I'm put in a BOX. When my creative juices aren't allowed to FLOW. When I'm not allowed to express myself for the SUPER cool, extremely AMPED UP person that I am. Do you guys feel me? (*Pause for response.*) THANK you! Okay, dig this: I've been watching a bunch of cliff diving videos these past few days. This is one of my favorites right here . . ."

CG: Cliff diving clip

"Pretty crazy, right? I saw that video, and I figured, 'Hey, this would be a pretty cool extreme sport to show to the guys back in *[Name of Environment]*!' So I went to *[Name of Children's Pastor]* and made an *extremely reasonable* request. All I asked was that we knock out that wall *(pointing)* and put in an eighty-foot-high cliff and fill the rest of the room with water so I could cliff dive into it! And you know what they said? Do you KNOW what they said?! They said, *(mockingly)* 'That's not in the budget!' Can you believe that?! An eighty-foot cliff and several thousand gallons of water and it's not in the budget! What're they going to spend it on—GOLDFISH crackers?!"

HOST huffs and puffs a bit more.

"Well . . . just because *[Name of Children's Pastor]* failed to budget for an authentic cliff diving experience doesn't mean we can't get wet and wild on this beautiful Sunday. Am I right? OR AM I RIGHT?"

"I've got a game I'd like to share with you all, and it's called the EXTREME BEANIE DIVING. To play this game, I need five guys and five girls to join me on this stage who aren't afraid to get wet!"

Host selects five guys and five girls to come on stage. Host moves guys and girls to separate sides of the stage.

"Okay, the rules of the game are simple. This is a relay where the first volunteers in each line will wear this very fashionable knit beanie on their heads. They will run to the center of the stage where I have placed a 55 gallon trash can full of water. The volunteers will dunk their heads in the trash can, get their beanies nice and wet, then run back to their teammates and squeeeeeze the beanies out into the bucket. The next person for each team will take the beanies and repeat the process until sixty seconds are up! At the end of sixty seconds, whichever team has the bucket with the MOST water is the WINNER! Make sense? Now I realize this is much different that a REAL, 80-foot cliff dive, BUT it's within the budget. Everyone understand the rules? Well then let's GET WET AND WILD! Ready! Set! GOOOOO!"

SFX: High-energy game music

Host commences madness. Host allows the game to continue for 60 seconds. At the end of 60 seconds, host stops the game and dramatically measures the water in each bucket to determine the winner.

"Wow! A valiant effort from all of our volunteers—a few of who are now sporting some very fashionforward hairstyles! Let's have a big round of applause for all our contestants! Thank you very much, everyone; you can go take a seat! It's time to worship our amazing God! Catch ya later!"

Hand towels to volunteers. Host exits and Worship Leader enters.

Worship

This Is Living

<mark>Alive Again</mark>

Communicator enters as Worship Leaders exit.

COMMUNICATOR SCRIPT

INTRODUCTION

COMMUNICATOR: "What's happening, everybody? I am amped to have all of you in *[Name of Environment]*. Before we get started today, I need a little help with a project on this stage. It's an easy task that shouldn't take too long and is relatively painless. Do I have any willing volunteers?"

Communicator selects a kid to assist and brings them to the stage.

"Thank you so much! I really appreciate the help—all I'm going to need you to do is take this jug of water (*produce jug of water*) . . . and use it to fill these two water bottles (*produce two large, sturdy water bottles*). Try your best not to make a mess, and I REALLY appreciate your help."

Allow volunteer to start filling bottle.

"Okay, so like I was saying, today we're talking about . . . oh, actually, I think I have the wrong notes here. *[Name of Volunteer]*, could you hold these for me while I go look for my notes for today?"

Communicator helps kid set down the water jug, put notes into their hand.

"If you could hold off on the water thing until I get back, I would appreciate it."

Communicator steps backstage for a moment, leaving volunteer standing alone. Communicator returns.

"Oh, wouldn't you know it, those ARE my notes for today! I guess I was just looking at the wrong page. Thanks for holding those *(taking notes back)*. You can get back to the water now, thanks again."

Volunteer continues filling water containers.

"So anyway, today we're going to—(*smacks lips*) you know what? My mouth is a little dry. I need something to wet my whistle. *[Name of Volunteer]*, I hate to interrupt, but could I snag some of that water really quick? Thank you so much."

Communicator takes the water bottle and drinks all of it.

"Oh man, that hits the spot. You can get back to filling that bottle, thanks."

Volunteer resumes filling up the bottles with water.

"Alright, today we'll be diving deep into the world of . . . hey, is it cold in here to anyone else? I think *[Name of Volunteer]* looks a little chilly. *[Name of Volunteer]*, could you stop what you're doing for just a second and put this coat on? I just feel bad; it's so chilly in here, and I don't want you to catch a cold. It'll just take a second, and it'll make me feel better."

Communicator takes jug away, gives them a coat, and waits for them to put it on.

"Oh, thank you so much—you look nice and toasty. Could you go ahead and top off that water bottle though? Sure is taking you a while."

Communicator allows the kid finish filling the water bottles.

"There we go! Let's give *[Name of Volunteer]* a big hand! You can go back to your seat, and thank you again! Those water bottles will come in handy a little later."

TENSION

COMMUNICATOR: "Before we continue, consider this question with me: have you ever felt distracted? This happens when it is difficult to complete a task because something or someone is screaming for your attention. *[Name of Volunteer]*, have you ever felt distracted . . . while filling up water bottles . . . while standing on this stage? *(Pause for response.)* Absolutely you have! What should have taken 30 seconds, took a couple of minutes because you had to hold some notes . . . and put on a jacket . . . in the middle of July . . . and pass me some water! Your simple task took more time because I was distracting you."

"We all have days FILLED with distractions. Maybe you're supposed to be studying for a big test you've got coming up, but you JUST got a new game for your Nintendo Switch and you're DYING to play it. You hear it whispering your name. Maybe you're supposed to be watching your little brother while your parents are away, but your favorite show just came on TV. Your mind can't shake the idea of watching it! Maybe you're supposed to be cleaning your closet but you stumbled upon your old Pokemon[™] Card Collection that's just beckoning for some attention."

"Let's be honest: every single person in this room gets distracted by something or someone. When we get distracted, it's hard to focus on what's important. Today's story is all about focusing on the right thing, and it comes to us from the book of Matthew."

TRUTH

COMMUNICATOR: "When Jesus was on Earth, He drew large crowds who were curious to hear what He'd say and see what He'd do. On the shores of the Sea of Galilee, the book of Matthew says 5,000 men gathered around Jesus—and that didn't include all the women and children who were there. Around supper, Jesus fed the large crowd with just a few loaves of bread and a couple of fish."

"After Jesus had finished speaking, Jesus told His disciples to get in a boat and sail ahead of Him across the Sea of Galilee. He didn't join them because He wanted to take some time alone to pray and talk to His Father. Jesus' friends piled into their boat, He sent the crowds away, and then He climbed up the mountainside to talk with God alone."

"For a while everything was—if you'll pardon the pun—smooth sailing. However, as the boat moved across the water and it got later and later in the night, the winds and waves began to pick up. The disciples were clinging to the boat in the rough waters when things took an EXTREME turn. A short distance away from the boat, the disciples spotted what looked like spooky figure walking toward them on the water. The Bible describes the scene like this, (Open Bible and read Matthew 14:26) 'They saw him walking on the lake and were terrified. "It's a ghost!" they said. And they cried out in fear, (NIrV).'

Literally, Jesus was walking on TOP of the water. They had no idea who or what was approaching the boat in the middle of the Sea of Galilee! But as the figure drew closer, they realized that it wasn't a ghost at all—it was their Friend and Teacher, Jesus, walking towards them on the water!"

"Jesus called out to them, 'Be brave. It is I!' Peter, who was on the boat, looked out at the figure and yelled, (*Open Bible and read Matthew 14:28*) "Lord, is it you? . . . If it is, tell me to come to you on the *water*, (*NIrV*)." So Jesus told Peter to come onto the water. Peter didn't hesitate to go. He, too, walked on TOP of the water!"

HOST: (From audience) "I could do that!"

COMMUNICATOR: "What? Who said that?"

HOST: (walking on stage) "Me. I said I could do that. I'm not impressed."

COMMUNICATOR: "You're telling me you're not impressed that Peter literally walked on water?"

HOST: *"[Name of Communicator],* I've gone barefoot skiing on the lake being pulled by a boat at 40 miles per hour—just me and the water and my bare tootsies. Walking on water ain't nothing. In fact, I could walk on water right here, right now!"

COMMUNICATOR: "You can't be serious."

HOST: "I am! Anybody want to see me walk on water, right here and right now? (*Pause for response.*) Alright! Let's do this then!"

Host grabs both water bottles from earlier and duct tapes them to the bottom of his/her shoes. Host proudly walks around on stage "walking on water."

HOST: "BOOM! How do you like me now?! Walking on water!"

COMMUNICATOR: "You and I both know Peter didn't claim to walk on water by duct taping water bottles to his feet! Get off this stage!"

HOST: "Alright, alright."

Host carefully makes way backstage. Once offstage, Host fakes a loud thud, as if they have fallen.

HOST: (Offstage) "OW!"

COMMUNICATOR: "Sorry about that! Where was I? Oh yes—focused on Jesus, Peter got out of the boat and began walking towards Him on TOP of the water. However, the wind was going crazy blowing water and waves all over Peter. For just an instant, Peter's gaze shifted from Jesus to the oncoming waves. In that moment, Peter plunged into the water with his arms flailing screaming out for help from Jesus. Immediately, Jesus reached out and saved Peter. Jesus walked with Peter to the boat to join the

rest of the disciples, and they knew for certain that they were in the presence of the Son of God. They knew nothing mattered more than staying focused on Jesus."

APPLICATION

COMMUNICATOR: "What I find interesting about this story is what caused Peter to sink. When his attention was focused on Jesus, Peter had no issues strolling across the top of the water. After the strong waves and wind caught his eye, he shifted his focus off Jesus, and Peter sank."

"Now, we're not going to walk on water where waves and wind will cause us to sink. But as we've already stated, life is full of distractions taking our attention off what really matters. And Jesus is who really matters. If we believe in Jesus, our attention should be fixed on Him. This means we should learn what He tells us in God's Word, and with the help of the Holy Spirit, we should try to live out what the Scriptures say."

"This sounds easy enough, but it's not. Sports are a great opportunity to demonstrate a Jesus-like attitude to everyone playing, but it's easy to become distracted by desiring to win—especially winning at all costs, which can hurt friendships and what people think of us. A good night's rest can be a great way to help you focus your attention on Jesus at church, but video games can be so distracting that you stay up all night playing and fall asleep during church. Sports and video games aren't bad, but if you don't make wise choices about them, they can distract your attention away from what's most important."

"Getting distracted is all too easy. Instead, we should try and focus our lives on Jesus. If you have trouble with this, pray. Ask God to help you stay focused. If you can carve out focused time every day to spend with Jesus, the dividends will be fantastic."

LANDING

COMMUNICATOR: "Think about this as we head to small groups today . . ."

CG: Key Question Slide

"What distracts you from focusing on Jesus? What is it in your life that you might find getting in the way of your relationship with God? If you're not sure, take the time to talk about it with your Small Group Leader or a trusted adult. I'm sure they'd love to help you figure out how you can focus your life on Jesus. Before we head to Small Group, let's pray right now and ask Him for help."

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.