



GETTING READY

1. Welcome/Opener

What You Need:

- Host
- Two water balloon launchers
- Snowballs
- 20 Laundry Baskets

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
- Bungee Jumping video (See “What You Do” below)

What You Do:

- Find a short, age-appropriate video of someone bungee jumping to show during large group.
- On both sides of the stage, there should be a pyramid setup with 10 laundry baskets each. Spread apart enough that when one falls, the other won't be affected.
- Before Large Group starts, select four volunteers (two for each team) to be the ones to hold your launchers for the game.

2. Communicator Script

What You Need:

- Communicator
- Bible
- Three kid volunteers

Music and Sound Effects (SFX):

- Upbeat music to use as kids exit the room

Large Group Visuals (downloadable from the website):

- Key Question Slide

3. Worship

Alive

Never Gonna Stop Singing

He Won't Back Down

Bible Story: He Won't Back Down (Peter and John before the Sanhedrin) • Acts 4:1-22;
supporting Acts 3

Key Question: How can you face challenges knowing Jesus is with you?

Bottom Line: When Jesus is with you, you can face anything.

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: “Gang, I know that all of you look up to me as a paragon of radicalness and the extreme lifestyle. I know for a lot of you that ‘[Name of Host]’ is synonymous with ‘clinically cool’ or ‘chronically tubular,’ but this week . . . I think I may have met my match. See, I found these videos on bungee jumping this past week, and it's a bit more that I can handle—actually, why don't I let you guys see for yourselves?”

CG: Bungee Jumping Video

“Eugh! It's horrifying! Now, I know some of you may be thinking ‘[Name of Host], how can you be skeeved about bungee jumping when just three weeks ago you were all about base jumping? How can you be scared of bungee jumping when just LAST WEEK you wanted to dive off an 80-foot cliff?’ Well, I'll tell you: I don't trust that rubber band. If you base jump, you take your leap, you're in the air, and you're done. With cliff diving, when you leave that cliff, you KNOW that sweet, sweet water is going to be there to catch you. But bungee jumping? You jump! You go down! That's the easy part! But what's

this? You're going UP again? And then back DOWN? And then UP?! What is this madness?! I've HAD the thrill; let me be done RUBBER BAND!"

Host takes a moment and regains composure.

"I'm sorry. It's just that the whole idea of depending on a rubber band AND going up and down and up and down is just ludicrous to me. But [Name of Worship Leader] thinks I need to do a little immersion therapy . . . which is why we've got some bungee cords with me today so we can ease our way into their elastic grips. Who wants to play a game? (Pause for response.) Great! Everyone go ahead and gather up in your small groups for this game."

Host gives each side of the room a bucket of balls and an exercise band. Host splits room into two large groups. Stage is set up with two laundry basket pyramids set up on either side of the stage.

"Each side of the room will get a "bungee cord" and several of these handy, dandy stress balls! On this stage, we have two giant pyramids made out of laundry baskets—one for the left side of the room and one of the right side. All of the small groups on the left side of the room will be working to knock over their laundry basket pyramid before the right side of the room knocks over their pyramid. Small Groups on each side of the room will need to take turns firing stress balls at the pyramid. When it's your team's turn, you'll set up behind the line with two people holding the bungee cord and one person manning the proverbial cannon. You're going to slingshot your stress balls at the pyramid we've got set up onstage and try to knock EVERY BASKET over. Each team gets *one quick shot* and then rotates to the end of the line of Small Groups. Whichever side of the room knocks over the MOST baskets in 90 seconds will win bragging rights for the rest of the day! Anyone think his or her side of the room will win?! (Pause for response.) There's only one way to find out! Let's get this show on the road!"

SFX: High-energy game music

Host starts the game. Allows the game to run for 90 seconds. After 90 seconds, host determines a winner.

"And that'll do it! Just like you all have conquered the pyramid, so have I conquered my fear of bungee jumping . . . more specifically—my fear of those RUBBER BANDS! I'm ready to strap one of those long, terrifying cords to my feet . . . and leap from the side of a bridge . . . only to be snapped back up again at the bottom . . . and fly back up into the air helpless . . . and fall again . . . oh man. You guys take a seat; I've got to . . . I've got to go lay down. But first, let's worship God together!"

Host exits and Worship Leader enters.

Worship

WORSHIP LEADER: “Get up on your feet! Let’s make God’s praises loud in this place. You think we can make the walls shake a little bit? *(Pause for a response.)* Well, let’s try. Come on—lift Him higher!”

SFX: “*Lift You Higher*” / track 13 from *At the Top Of My Lungs*

WORSHIP LEADER: “Three hundred sixty-five days a year, I know one thing to be true. God loves us, and He will never, ever give up on us. Let’s celebrate that truth as we sing!”

SFX: “*You’re Never Gonna Give Up On Me*” / track 9 from *At the Top Of My Lungs*

WORSHIP LEADER: “Sometimes life gets hard. When that happens, it’s important that we run to God. He can help us through anything. Psalm 91:1-2 says: *‘Whoever rests in the shadow of the Most High God will be kept safe by the Mighty One. I will say about the Lord, “He is my place of safety. He is like a fort to me. He is my God. I trust in him.”’* Let’s draw close to our God as we sing this together.”

SFX: “*Close*” / track 8 from *Walk This Way*

Communicator enters as Worship Leaders exit.

COMMUNICATOR SCRIPT

INTRODUCTION

COMMUNICATOR: “Hey, hey guys and gals! Thanks for being here this morning. Today in *[Name of Environment]* we’re going to see some mind-blowing spectacles . . . stunts . . . feats of the human body! This very day we are going to test the limits of what is humanly possible. All I need are three courageous volunteers from the audience who are in PEAK physical condition . . . not afraid of showing off how cool and awesome they are! Any takers?”

Communicator selects three kids from the audience and brings them to the stage.

“Here’s how this will work. I will give each of you a difficult task to attempt from this stage. Each charge will be difficult, but I need everyone to agree to AT LEAST try the task once. Do all our volunteers agree? *(Pause for response.)* Good!”

[Name of Volunteer #1], I want you to leap from a standing position right here *(pointing)* on the stage ALL the way to the back of the room. Let’s give this a try.”

Communicator allows Volunteer #1 to attempt the jump. Communicator applauds the effort. Volunteer #1 exits the stage.

[Name of Volunteer #2], I want you to hover a foot off the ground for JUST ten seconds. Flying is also acceptable—it’s just that hovering may be easier. Let’s do it!”

Communicator allows Volunteer #2 to attempt the hover. Communicator applauds the effort. Volunteer #2 exits the stage.

[Name of Volunteer #3], I want you to climb this wall and crawl across the ceiling. Can you do that for me? Just give it a shot.”

Communicator allows Volunteer #3 to attempt to climb. Communicator applauds the effort. Volunteer #3 exits the stage.

“Hmm . . . that was anticlimactic. But hey, it was a valiant effort nonetheless! Everyone give a big hand for our volunteers! Now, I’m going to level with all of you—the only way to accomplish ANY of those tasks is with the help of some superpowers. Now, how sweet would it be to have some super powers? Let’s take a second to gather with your small group and share what superpower you’d want if you could have only one.”

Communicator allows groups about a minute to discuss desired superpowers. Once groups finish, allow several kids to share.

TENSION

COMMUNICATOR: “Life would be so much more interesting if we had superpowers. Think about some of the challenges we face and how superpowers could help! Traveling to see your grandmother over summer break would be so easier with teleportation. Deciding what to do for the talent show in front of your entire school would be simple with the ability to shapeshift. Playing basketball against that really tall kid wouldn’t be so intimidating if you could super jump.”

“What if I were to tell you that there is something even cooler than having a superpower—and you can have it? Would you think I’m crazy? Probably so. But God gives those who follow Jesus something—actually a *Someone*—who is way more awesome than a superpower. In fact, we’re looking at a story in the book of Acts where Jesus’ disciples showed the world what God had given them, and it was definitely a game changer.”

TRUTH

COMMUNICATOR: “At first glance, Peter and John didn’t have much going for them. They were just fishermen. In spite of that, an unknown Teacher named Jesus invited the two to follow Him. Without missing a beat, Peter and John dropped their nets and traveled with Him for the next three years watching Jesus perform miracle after miracle. Then Jesus was killed on a cross. But by the power of God, He came back to life three days later. Before Jesus returned to heaven to be with God, He instructed all the disciples, including Peter and John, to go make disciples all over the world. This was a daunting task without Jesus by their side. A job as large as that would require a superpower. Well, actually, some super-divine help. And Jesus promised to send that help—the Holy Spirit, God’s Spirit Himself. God’s Spirit would live inside of His followers and give them the ability to do everything they’d need to do. God living inside of them! How cool is that? It was way better than a superpower.”

“God’s Spirit changed everything. As Peter and John approached the temple one day, a man who couldn’t walk asked for help. He wanted some money, but instead of money, Peter healed the man with the help of the Holy Spirit. The man leapt for joy and shouted his thanks creating such a scene that dozens of people gathered. Peter was on a roll and used this as an opportunity to tell the crowd the whole story about Jesus. They even explained the man before them, walking and jumping, had been healed by the power of God. It was an incredible sight—at that point thousands of people had become believers because of how God was speaking through Peter and John.”

“As Peter and John continued to speak to the crowd, the religious leaders heard their message and were absolutely furious. The captain of the temple guard arrested the two of them on the spot. The next day Peter and John faced an intimidating crowd, the Sanhedrin. This Jewish council was made up of rulers, elders, and teachers of the law who were rich, smart, and powerful men. This council also included Annas, the high priest.”

“The first question the Sanhedrin asked was demanding to know what power Peter and John had used to heal the man and who had given them the authority to teach the crowd. Knowing this council did not like Jesus and knowing this council could harm Peter and John, they had to decide how they would reveal the truth. It didn’t take them long—Peter was powered by the Holy Spirit. He spoke up and said (*open Bible and read Acts 4:10*), ‘Listen to this, you and all the people of Israel! You nailed Jesus Christ of Nazareth to the cross. But God raised him from the dead. It is through Jesus’ name that this man stands healed in front of you, (NIRV).’ These were bold and courageous words.”

“Peter and John puzzled the Sanhedrin. Neither had received any formal training in the law, but they spoke with such authority. Even more baffling was the fact that no one could question that they healed a man who could not walk. Peter and John were dismissed from the room to allow the council to discuss the situation. In Acts, it’s recorded the priests said (*open Bible and read Acts 4:16b-17*), ‘Everyone living in Jerusalem knows they have performed an unusual miracle. We can’t say it didn’t happen. We have to stop this thing. It must not spread any further among the people. We have to warn these men. They must never speak to anyone in Jesus’ name again, (NIRV).’”

“When Peter and John were brought back before the Sanhedrin, the council warned them to never speak or teach in the name of Jesus again. The two replied again with confident courage and said (*open Bible and read Acts 4:19*), ‘Which is right from God’s point of view? Should we listen to you? Or should we listen to God? You be the judges! (NIRV).’ With that, the high priest released Peter and John from custody. The two went on their way grateful that Jesus was still with them through His Holy Spirit, no matter what they faced.”

APPLICATION

COMMUNICATOR: “Peter and John healed a man who’d never been able to walk. When arrested, they spoke with such confidence in the face of such opposition, the Sanhedrin. The Sanhedrin was the same group of men who had condemned Jesus to death. Peter and John could have faced a similar outcome. Even knowing that, not once did they back down or regret any of their actions. Not once did they compromise their morals or beliefs. The reason? They were not alone. Jesus sent the Holy Spirit to help them. They had God living inside of them—way better than any superpower.”

“If you’re a follower of Jesus, you need to know that you’re not alone either. The same Holy Spirit who helped Peter and John helps you as well! Jesus not only sent the Holy Spirit to His first disciples, but God gave His Spirit to all who follow Him. On your first day of school, Jesus is with you. Stepping onto the field for your first soccer game of the season, Jesus is with you. When people close to you are fighting, Jesus is with you. On both your darkest and brightest days, you are not alone. The Holy Spirit, God Himself, lives inside of you.”

“Some of you have never made a decision to follow Jesus or you’re unsure Jesus is with you. If this is you, we want to encourage you today to talk with your mom or dad, [*Name of Children’s Pastor*], or Small Group Leaders about what it means to follow Jesus. They will be able to help you find out what you need to believe so you, too, can have God’s Holy Spirit live inside you, too.”

LANDING

COMMUNICATOR: “Every day we will face challenges. Today, think about how Jesus can change the way we face those challenges. In fact, as you head to your small groups, ask yourself this question.”

CG: Key Question Slide

“**How can you face challenges knowing Jesus is with you?** It’s a good one to think about and talk about! You’ll get the chance to discuss that along with all sorts of other things during Small Group. But before you head there, let’s pray and talk to God.”

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.