



## WEEK TWO - AUGUST 2018 - PRETEEN (456)

**Bible Story:** *Danger Zone • Proverbs 22:3*

**Key Question:** *What could keep you from being wise?*

**Memory Verse:** *"If any of you needs wisdom, you should ask God for it. He will give it to you."  
James 1:5a, NIrV*

**Life App:** *Wisdom - Finding out what you should do and doing it*

**Basic Truth:** *I need to make a wise choice.*

**Summary:** This week, we look to something Solomon wrote in Proverbs 22:3. Wise people see danger and go to a safe place, but childish people keep going and suffer for it, (NIrV). Without thinking, people can rush into a situation and soon discover that they are in trouble. Solomon warns us to make sure we know what we're facing before we move forward with a decision.

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8:50-9:00 | 10:20-10:30 | 11:50-12:00 - FREE PLAY

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9:00-9:10 | 10:30-10:40 | 12:00-12:10 - PRESERVICE ACTIVITY

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## 1. Get Your Head in the Game

*Play: an activity that encourages learning through following guidelines and working as a group*

**What You Need:** "Wisdom Mash-Up" Activity Page; pens

### What You Do:

- Read the activities listed below then ask students to choose to do the one they think is the best or wisest choice.
  - Whisper "Lenny leapt lightly in the night" 1000 times or until Large Group.
  - Stare at your elbow until Large Group.
  - Play a fun game called "Wisdom Mash Up."
    - **Note: These "choices" will appear each week in this section of Small Group time. They are meant to be funny, but some groups will have kids who pick something other than choice three! Let each kid make his or her choice and go with it! It'll make for a good laugh for the other students in addition to modeling the consequences of an "unwise choice" in a funny way.**
- After students have made their choices, give a pen, "Wisdom Mash-Up Question," and "Wisdom Mash-Up Answer" cards to those who chose number three.
- Ask them to read their questions to themselves then write one-sentence answers on the blank "Wisdom Mash-Up Answer" cards.
- When they're finished, collect the cards, keeping the questions and answers separated.
- Shuffle the "Wisdom Mash-Up Answer" cards.
- Choose a "Wisdom Mash-Up Question" then read at random an answer from the "Wisdom Mash-Up Answer" cards.
- Continue choosing questions then pairing them with random answers until all the cards have been read.

### What You Say:

*"Life is full of questions. Being wise means having the right answers to those questions. Unlike the 'Wisdom Mash-Up' game, God always has the right answer to any question. Let's go to Large Group and learn how God's wisdom can help us find the best answers when we need them."*

Lead your group to the Large Group area.

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9:10-9:45 | 10:40-11:15 | 12:10-12:45 - LARGE GROUP

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### OVERVIEW:

**Key Question:** *What could keep you from being wise? Preteens are starting to understand the difference between wise and unwise choices. However, none of them are perfect and often find themselves on the wrong side of an unwise decision. We hope that kids will start to identify what is keeping them from being wise and, in turn, make the necessary changes to make wisdom a priority.*

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9:45-10:05 | 11:15-11:35 | 12:45-1:05 SMALL GROUP

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## 1. Bible Story Extension

### [Bible Story Review]

*Imagine: an activity that promotes empathy and facilitates biblical application through role-play*

**What You Need:** Bibles; crepe paper

### What You Do:

- Review Proverbs 22:3 by reading the verse to the students and then letting them share their thoughts by finishing this sentence: "I think this is saying . . ."
- Invite them to use their phones or a Bible to look up and read Proverbs 4:6.
- Challenge them to finish the following sentence with reference to their thoughts about this verse: "One thing I totally agree with is . . ."
- Illustrate the way fences can protect us:
  - Form two teams.
  - Ask a player from Team One to tie a two-foot strip of crepe paper around his ankle then have the rest of his team form a tight circle (a fence) around him. It's their job to protect him and keep Team Two from snatching the crepe paper.
  - Tell Team Two that they have one minute to grab the crepe paper from the ankle of the person on Team One.
  - Caution students against any unnecessary roughness then begin.
  - After a minute (or when the crepe paper is pulled off), bring everyone together and repeat the game, but this time give each person on Team Two a foot-long piece of crepe paper.
  - Let Team One circle around their player once again.

- Explain that Team Two will have one minute to get one of the crepe paper streamers into the hands of the person in the middle. The job of Team One is to prevent that from happening.
- After the game, ask:
  - What is the purpose of a fence?
  - How does a fence provide protection and safety?
  - Are fences ever a bad thing? Why or why not?
  - What about when a fence doesn't exist? How does someone keep himself from going over the edge of a cliff?

## 2. Discussion Questions

### [Application Activity]

*Connect: an activity that invites kids to share with others & build on their understanding*

**What You Need:** N/A

### What You Do:

- Ask:
  - What are some reasons why we don't look before we leap? In other words, why do we do things without thinking them through?
  - Are there times when it's harder to act from a place of wisdom than other times?
  - What are some reasons why it's good to think before we speak or act?
  - Share a time when you really messed up and did something unwise and sort of stupid. What happened? What did you learn from the experience?
  - Who do you know that helps you "look before you leap"?
  - What's one way you can slow down and think before you act?

## 3. Verses to Take With You

### [Memory Verse Activity]

*Imagine: an activity that promotes empathy and facilitates biblical application through role-play*

**What You Need:** Bible

### What You Do:

- Ask students to look up Proverbs 25:28 on their phones or in their Bibles.
- Invite them to share what they think the verse means.
- Remind students that having self-control means looking before they leap. It's like hitting the pause button long enough to think about what the wise choice might be.
  - Being able to stop ourselves before we do something foolish is one of the ways we live wisely.

- Ask:
  - Why would it be bad for a city in Bible times to not have walls around it?
  - What are some "walls" that followers of Jesus need to protect them from making foolish or dangerous choices?
  - What would be the danger of not having these walls?
  - How is "hitting the pause button" (taking time to stop and think before doing or saying something) like a wall of protection?
- Form pairs.
- Share a scenario from the list below then "hit the pause button" for one minute and let partners come up with an ending to the story. It can be a wise move that ends well or a foolish move that backfires.
- When the minute is up, let groups share their story endings using just a few sentences. Briefly discuss what the wise choices or options would be.
  - One of the kids Josie babysits for wants to practice catching a softball inside the house. Josie is the best catcher on her team, so she's pretty sure she won't miss and break a lamp.
  - Drake's mom is driving her to swim practice. The pool is only a few blocks away. She would rather not put on her seatbelt.
  - Elliot just learned how to skateboard. All his friends are doing cool jumps. He wonders if he should try a reverse-flip-slide-jump-turn-twist-launch now or wait until he has had more practice.
  - Chloe got a text from someone she doesn't know.
  - Two of Tyson's good friends are arguing. Each expects him to take their side. They say he must choose one side or the other.
- If time allows, let students come up with other scenarios or tell stories about times when they've been in situations where they needed to hit the pause button and think about what they should say or do.

***As kids are dismissed, use this time to pray and then challenge the students to discuss what they learned with parents today. Use this time also to reach out to parents.***