

GETTING READY

1. Welcome/Opener

What You Need:

- 12 opaque spray bottles. Only fill four of them with water.
- Table with the numbers one through 12 taped on the front of the table (the spray bottles will
 each be assigned a number, but this allows the water guns to be shuffled to make it harder)
- Targ
- Plastic disposable ponchos (four)
- Goggles (four)

Music and Sound Effects (SFX):

• Upbeat music to use as kids enter the room

Large Group Visuals:

- "The Hunt" Theme Slide
- Question Slides

What You Do:

The game is a Russian roulette-style game inspired by Ellen's "Game of Games" show. You will
need multiple opaque spray bottles (can be found at the dollar store). Be sure you can't see if
there is water inside. Be sure the contestants are in a place where they can get sprayed without
causing damage. Spraying toward the crowd could be fun.

2. Communicator Script

What You Need:

- Communicator
- Scenario Cards (See "What You Do")

Music and Sound Effects (SFX):

• Upbeat music to use as kids exit the room

Large Group Visuals:

- Proverbs 22:3 Slide
- Key Question Slide
- Video of man who skydives without parachute (see "What You Do")
- Mount Huashan pictures (Google image search there are many)
- Pause symbol

What You Do:

- Search for a video of Luke Aikins skydiving without a parachute. Have it ready to play during the introduction to the Communicator Script.
- Search for an image of Mount Huashan in China. Download it and bring it into your presentation software.
- Print the "Scenario Cards" from the file labeled "1808_LG_Assets_Preteen_W2." Have the ready for the Communicator.

3. Worship

What You Need:

- Every Beat
- Turn It Up

Danger Zone

Bible Story: Danger Zone (Wise People See Danger) * Proverbs 22:3

Bottom Line: If you want to be wise, look before you leap. **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 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: "The Hunt" 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 can talk about something that happened culturally throughout the week like a big sports game, movie opening, or a viral video on YouTube, etc. NOTE: In many parts of the country August is the first month of the school year. You can talk about summer wrapping up or ask if anyone is excited to head back to school. 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! Great to see you here today. To get us started I need four volunteers, but I should let you know ahead of time . . . there is a good chance you might end up getting a little wet by the end of this. Who is daring enough?"

Host chooses four contestants.

"Brave kids. REALLY brave kids . . . I'm just kidding. This will be fun. All right, stand here in a row on top of this tarp. Put on a poncho and a pair of these goggles."

Put plastic ponchos on and a pair of googles.

"Here's how you play the game. As you see, I have a table here with ten spray bottles. Now, only some of these actually have water in them. We are going to go down the line, and I am going to ask you a question. Each question has a number as an answer. If you get the number correct, we move on. However . . . hehe . . . if you get the answer wrong, we subtract the difference between the right answer and your guess, and you will need to choose that many numbers from our table. For instance, if I asked

how many letters are in the word "love" and you said six, you would be off by two numbers and would have to choose two spray bottles. But if you had said four, you would not have to choose any. My assistant [use small group leader] will then pick up the spray bottles you chose and give them a pump or two them aimed that at your face. No water, you're good. Water and you're out. Got it? Okay, here we go! Oh, and one last thing—all answers will be 7 or less. Let's go!"

Below is a list of the questions with the correct answer. After each round, shuffle the water guns on the table so that they don't know which have water and which don't. Feel free to use all of the questions or to pick and choose based on your contestants.

*How many periods in a hockey game? (3)

*How many Kung-Fu Panda movies are there? (3)

*How many states start with the letter "K"? (2)

*How many Boudelaire children are there in the Lemony Snicket series? (3)

*How many Great Lakes are there? (5)

*How many books are in the Chronicles of Namia series? (7)

*How many letter i's are in Mississippi? (4)

*How many kids find a golden ticket in Willy Wonka (5)

*How many Super Bowls has Tom Brady won?(5)

*How many states begin with the letter "P"? (1)

*How many feet are in a yard? (3)

*How many colors are on the German flag? (3)

*How many states touch the Pacific Ocean? (5)

Play until you have a winner. If you'd rather not eliminate kids, you can play a certain number of rounds and see who gets sprayed the least.

HOST: "(After game) Now that was a BLAST! Get it . . . a blast, because you all got blasted by water . . . never mind. A lot of fun, though. Now, let's stand and worship together!"

Worship

Every Beat

Turn It Up

COMMUNICATOR SCRIPT

INTRODUCTION:

COMMUNICATOR: "Well, what a good-looking bunch of people we've got here! Good to see you all. August is already off to a great start!

"How many of you have heard of a guy by the name of Luke Aikens (most likely no one has heard of him)? Yeah, that's what I thought—not many if any of you. But I'm pretty sure you'll remember who he is after today!

Raise your hand if you could ever see yourself going skydiving? That's right, climbing in a perfectly good plane to around fifteen thousand feet and then jumping out and plunging toward earth! Who's up for that? (Get response.) Wow! What makes you even want to do that?!" (Allow responses.)

"Now, what if I asked those of you who wanted to go skydiving but added a twist—we're not going to use a parachute? Who is up for that? (Look around.) I didn't think so. But you know who is? This guy: Luke Aikens."

"Don't worry this ends well . . . But check out what happens when he jumps out of a plane at 25,000 feet!

CG: Video of Luke Aikins Skydiving

"Crazy, right!? I'm glad he was okay but . . . why would someone even think of doing that?! Let me ask you a question: could there have been a different outcome to that daring feat? Absolutely . . . though we wouldn't be watching it, then. I'm sure that Luke Aikens knew when he jumped and plummeted toward earth aiming at a NET that there was a very real chance he could get seriously injured or even killed."

TENSION

COMMUNICATOR: "We may not ever want to do something as insane as jump from an airplane without a parachute, but are there times when we do things without thinking about the consequences? You know what I mean, right? We get ourselves into something and all the sudden we have this moment where we're like, 'How did I get here? How did this happen?'"

"It can be quite easy to find ourselves doing something that brings us consequences that we never saw coming."

TRUTH

COMMUNICATOR: "It reminds me of a proverb that is in the Bible. If you're not familiar with what those are, the Bible includes an entire book in the Old Testament called 'Proverbs,' and it's a collection of wise sayings. Most of them were written by a king of Israel named Solomon."

"At the beginning of his reign, God came to Solomon. God told Solomon that he could have anything he wanted. Whoa! Now, in that situation, many people might ask for fame or fortune, but Solomon asked God for wisdom so that he could be a great ruler over God's people. Pretty cool. And God was impressed by Solomon's request and gave him wisdom well beyond his years. In fact, Solomon is often described as one of the wisest men to ever live. It was the result of that wisdom that led Solomon to

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write most of this collection of proverbs . . . wise sayings on how to live well."

"Check out this proverb from Solomon."

CG: Proverbs 22:3

"(Read directly from Proverbs 22:3) 'Wise people see danger and go to a safe place. But childish people keep going and suffer for it," (NIrV).

"Now there are times where we see something dangerous and it is completely obvious. Riding your bike across a four-lane highway. Swimming with the sharks. Or hiking this crazy path on Mount Huashan in China!"

CG: Pics of Mount Huashan China

"That's nuts, right?! Or maybe even, I don't know, skydiving without a parachute! The danger is pretty obvious in all of these. And in this proverb the danger is pretty obvious—you see danger and turn away from it."

"But what about the times where the danger is not so obvious, at least not right away?"

"Here's what we're going to do: I'm going to put a scenario up on the screen. I then want you to turn and talk as a small group about the scenario by discussing two questions that come from the proverb. First, how could the foolish person 'suffer' in this scenario if he or she kept going? And second, what would a wise person do here to 'go to a safe place'?"

"Here's the first scenario. (Read the Scenario from the printed PDF.) You forgot to study for your big math test, and math is your worst subject. Your parents have told you that if you don't get a good grade in math, you won't be able to play in the next sports season. You find out that a kid in your grade got a copy of the test key with all of the answers and is offering to share it with you."

"Talk about these questions with your small group: How could the foolish person 'suffer' if they keep going? What would a wise person do here to 'go to a safe place'?"

Kids turn and talk. After a few minutes, bring everyone back and have a few small group leaders or kids share.

"Those were great. Okay, scenario two.

(Read the Scenario from the printed PDF.) "You have a friend in your neighborhood that invited you to sleep over, but your parents said no. Your friend tells you to just wait until your parents are asleep and then sneak out of the house and come over and hang out. You can sneak back in before your parents even know you're gone."

"Talk about these questions with your small group: How could the foolish person 'suffer' if they keep going? What would a wise person do here to 'go to a safe place'?"

Kids turn and talk. After a few minutes, bring everyone back and have a few small group leaders or kids share.

"OK, last one."

(Read the Scenario from the printed PDF.) "You're hanging out playing video games or a new app when a user name you don't recognize pops up and starts to chat with you. They ask you about yourself . . . your name, where you go to school, where you live. They seem really friendly."

"Talk about these questions with your small group: How could the foolish person 'suffer' if they keep going? What would a wise person do here to 'go to a safe place'?"

Kids turn and talk. After a few minutes, bring everyone back and have a few small group leaders or kids share.

"Nice job, everyone! You did a great job thinking of some wise choices there . . . especially when there were some pretty serious consequences possible."

APPLICATION

COMMUNICATOR: "Like we said before, sometimes the danger is pretty obvious, and hopefully when it is, we will PAUSE . . . "

CG: Pause symbol

"... think about it, and then make the wise choice. But as we saw in these scenarios, the danger is not always obvious. Maybe you're on the computer and an ad pops up asking you to click here because you've won a prize. Or you are with a friend and he or she starts to dare you to do something that could get you hurt. Just like with the obvious dangers, you can PAUSE (*Point to symbol on screen.*), think about it, and make the wise choice. And you can always ask God to help you. God gave wisdom to Solomon, and He still gives us wisdom today to make choices that honor Him.

LANDING

COMMUNICATOR: "In small group today, you will have the chance to talk about some of the scenarios from before if you'd like. But I would also love for you to discuss this important question:

CG: Key Question Slide

"What could keep you from being wise? What are the things or people or situations where you may decide you don't want to make the wise choice? Think about that and talk about it with your small group. Before you head to group, let's pray and ask God to give us wisdom and help us make the wise choice. Let's pray."

Communicator leads group in a prayer related to what they just heard. After prayer, Communicator dismisses kids to Small Group.

SFX: Play high-energy music as the kids exit.