



GETTING READY

1. Welcome/Opener

What You Need:

- Host
- A couple volunteers with music players if needed
- Four music players (iPod®, phone, mp3, etc.) with music loaded and ready to play
- Four sets of over-the-ear headphones (cheap pair from dollar store will work)

Music and Sound Effects (SFX):

- Upbeat music to use as kids enter the room

Large Group Visuals (downloadable from the website):

- “The Hunt” Theme Slide

What You Do:

- Collect music players and over-the-ear headphones. Preload them with music. The music doesn't matter; the goal is for them to be listening throughout the entire game.
- To get a better idea of how the game works, check out this clip (<http://bit.ly/2113DE1>) of Ellen's Game of Games.

2. Communicator Script

What You Need:

- Communicator

- Box or bag with:
 - Rubik's cube
 - Fidget spinner
 - Yo-yo
 - Cinnamon
 - Ice tray
 - Tide pods
- King's crown
- Chair with cloth over it to look like a throne or a comfy chair
- Stick/scepter
- Two white long, white beards and reading glasses
- Two dunce caps

Music and Sound Effects (SFX):

- Upbeat music to use as kids exit the room

Large Group Visuals:

- Key Question Slide
- Images of fads:
 - Bell bottoms
 - Hammer pants
 - Guy's skinny jeans with tight-rolled cuffs

What You Do:

- Search for fad images and download appropriate ones to use during the Communicator's Script.
- Collect props and have them ready for the Communicator to use during the story. These can be set out after worship as the Communicator is coming on stage.

3. Worship

What You Need:

- This Is Living
- Alive Again

Everybody Wants to Rule the World

Bible Story: Everybody Wants to Rule the World (Rehoboam Listens to Fools) * 2 Chronicles 10 (Proverbs 13:20)

Bottom Line: If you want to be wise, hang out with wise people.

Key Question: Why does it matter who your friends are?

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 should treat others the way I want to be treated.

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: “What’s going on, my people!? We have such a good day in store for you. And that day starts with a game unlike anything you’ve seen here before. This is going to be great . . . but I need to find eight volunteers!

Host chooses eight volunteers for a game.

“Alright, so I’m going to divide you up into two teams of four. Here is how the game works. In just a moment, I will have the first team step up and each of you will put a set of headphones on and turn the music on. Now, I don’t want to hurt your ears, but we need the volume to be pretty high. I will then read a phrase to the first person. He or she will then turn and say it to the next person, who will say it to the third person, who will finally say it to the last. The last person will tell me the phrase, and we will count the number of correct words. Yes, it is kind of like telephone, except you can’t really hear that well. So, which team wants to go first?”

Choose a team and spread them out across the stage so that they are not near one another. They should face forward until it is their time to go. The other team can stand off to the side and watch.

“Okay, I think we’re ready. Start your music (all four), and I will read the phrase to player one who will say it to two and on and on. Here we go!”

(With music playing for all 4 contestants – speaking loudly to contestant #1) “Darius ditched Daniel in a dark den of fierce and famished felines.” (Repeat once)

With music playing, the contestants repeat it to the next teammate in line, all the way until player four. Once player four has heard the phrase, he or she will say it back to the Host. Have someone counting correct words compared to the original phrase. Announce the original phrase and the number of correct words.

“You got [#] correct words. Well done! That was awesome. Alright, let’s get team two set up.”

Same set up as before – headphones, music playing, facing forward . . .

(With music playing for all four contestants – speaking loudly to contestant number one) “Goliath giggled, but David slung his sling and dented his dome.” (Repeat once)

**Afterwards, announce how many correct words and the winning team.*

“(At the end of the game) That was so fun! I hope you all enjoyed that, too. Let’s stand and worship together!”

Worship

This Is Living

Alive Again

COMMUNICATOR SCRIPT

INTRODUCTION

COMMUNICATOR: “Hey, everyone! Glad to see you all here today. So . . . I have some things with me . . . *(Reaching into bag.)*”

“(Hold up a Rubik’s cube) Anybody know what this is? (Pause for responses.) That’s right—a Rubik’s cube. Never could do these. How about this? (Hold up a yo-yo. Pause for responses.) Yep—a yo-yo. Walk the dog. Rock the cradle. (Reach back into bag.) I have another here . . . (Hold up a fidget spinner.) – Fidget spinner. Exactly!”

“Or how about these things . . .”

“(Reach back into bag and pulls out some cinnamon.) I got some cinnamon here. (Reach in again and pulls out some ice cube tray.) I have an ice cube tray . . . (Reach in and pulls out some Tide pods.) . . . and Tide Pods!”

“Or check out these pictures . . .”

CG: Bell bottom pants

“Check out the size of those cuffs! Whew—they’re huge! Okay, now check out this picture . . .”

CG: Hammer pants

“Those pants are too legit to quit! Oh yeah! And what about these . . .”

CG: Guy’s skinny jeans/ tight rolled bottoms

“Part pants, part boa constrictor! Man, are those tight! And look at that sweet cuff. Rolled to perfection!”

“Okay, so NOW I can ask: what do these three *(Point to the three toys.)* and these three *(Point to the challenge items.)* and these images *(Pointing to the screen.)* have in common? *(Pause for response.)*”

“They are all fads! First, we got the toy fads . . . you know, the ones that when you see someone else has one you just have to have one! Then there are the challenge fads. The cinnamon challenge, the ice bucket challenge and, dare I even have to say it, the Tide Pod challenge. Not all fads are good—some are crazy. I mean, really? Eating Tide Pods? That’s POISON! And then there are the clothing fads seen in these different pant styles have made their way in and out of fashion through the years.”

TENSION

COMMUNICATOR: “Why do we call them fads? Because it describes something that catches on really quickly, it seems like everybody has one or is doing it or is wearing it, and then all of a sudden, it’s gone and we’re off to the next fad. Fads depend on our seeing what the person next to us is doing and wanting to do the same thing! In other words, fads don’t make sense alone.”

“Now, for the most part, these things are funny and most pretty harmless . . . not including Tide Pods, obviously! But like those tide pods, what happens when the fad is not so harmless? What happens

when the thing that others are influencing you to do can actually affect your life in a really negative way?”

TRUTH

COMMUNICATOR: “To explore this more, we need some wisdom. The best place for us to find wisdom is God’s Word, the Bible. Let’s go back deep into the Old Testament to a time when the nation of Israel was ruled by kings. We mentioned one of those kings last week. He wrote some wise sayings. Anybody remember that king’s name? *(Pause for responses.)* Solomon! And does anybody remember the name of the wise sayings he wrote? *(Pause for responses.)* Proverbs! Well done. Well, today we’re picking up with Solomon’s son, a young man by the name of Rehoboam. Now I need some help. Who can be our king?”

Choose a volunteer and bring him or her on stage.

“Meet the king! This is Rehoboam. I’ve got a nice throne for you *(Sit him or her in the seat.)* and a crown *(Put crown on his or her head.)* and a scepter so that we remember your power *(Put stick/scepter in hand.)*. Just kick back there, king. *(Pause.)* No! You can’t kick back! You’ve got a kingdom to rule and some very important decisions to make! Let’s check it out.”

“Before we read, I need to introduce you to another guy. His name is Jeroboam. Now, I know Rehoboam and Jeroboam sound like cute names for twin brothers, but it’s just coincidence. They’re not related at all. Rehoboam is Solomon’s son, and Jeroboam was an important official in Solomon’s kingdom. But Jeroboam and Solomon had a falling out that led to Jeroboam refusing to listen to Solomon and Solomon trying to take his life. Jeroboam fled the country until after Solomon’s death. That is where we will pick up the story—with Rehoboam, son of Solomon [*Point to volunteer.*], sitting on his throne.”

“(Read directly from 2 Chronicles 10:1-3a) ‘Rehoboam went to the city of Shechem. All the Israelites had gone there to make him king. Jeroboam heard about it . . . Jeroboam was in Egypt at that time. He had gone there for safety. He wanted to get away from King Solomon. But now he returned from Egypt. So the people sent for Jeroboam . . . (NirV).”

“So Jeroboam and some of the people of Israel came to king Rehoboam. They had an important request: *(Read directly from 2 Chronicles 10:4) ‘Your father put a heavy load on our shoulders. But now make our hard work easier. Make the heavy load on us lighter. Then we’ll serve you, (NirV).”*

“They were offering to end the feud that had existed between Solomon and Jeroboam. They just wanted Rehoboam’s word that he would lighten up their load. Seems pretty fair, right? Rehoboam needed time.

“(Read directly from 2 Chronicles 10:5) ‘Rehoboam answered, “Come back to me in three days. (Turn and look at the king until he catches on and says it – repeat if necessary)” So the people went away, (NirV).”

“(Address the volunteer.) King, looks like you have an important decision to make! What are you going to do? *(Don’t allow volunteer to answer.)* Let’s see what you’re going to do . . .”

“(Read directly from 2 Chronicles 10:6a) ‘Then King Rehoboam asked the elders for advice. They had

served his father Solomon while he was still living, (NirV)."

"(Address the volunteer) So King, what are you going to do? ('Ask the elders for advice). Now these elders were experienced guys. They had served Rehoboam's dad, Solomon. (To audience) I need a couple wise elders . . ."

Choose two kids and put a white beard and glasses on them.

"Very wise looking. OK, the king will see you now."

"(Read directly from 2 Chronicles 10:6) 'Then King Rehoboam asked the elders for advice. They had served his father Solomon while he was still living. Rehoboam asked them, "What advice can you give me? How should I answer these people? (NirV)." (Waits for king to repeat—prompt if necessary)."

"(Read directly from 2 Chronicles 10:7) 'They replied, "Be kind to them. Please them. Give them what they are asking for. Then they'll always serve you, (NirV)'" (Waits for volunteers to repeat—prompt if necessary.)"

"Pretty good advice—advice that will probably lead to restoring the peace and unity in the kingdom. Nice work, elders. You are wise beyond your years."

Two volunteers can sit down.

"Seems like the matter was settled, right? Not so fast. (Read directly from 2 Chronicles 10:8a, emphasis added) 'But Rehoboam DIDN'T accept the advice the elders gave him, (NirV).' What?! (To King) What are you doing? Come on, King!"

"Well, maybe he had something better in mind. (Continue reading 2 Chronicles 10:8) 'But Rehoboam didn't accept the advice the elders gave him. He asked for advice from the young men who had grown up with him and were now serving him, (NirV)."

"Rehoboam brought in a couple of his childhood buddies! And we get the sense that these guys were not the greatest dudes to give advice."

Communicator calls a couple of guy small group leaders up on stage and puts dunce caps on them.

"Alright, King, here are your buddies. (Read directly from 2 Chronicles 10:9a) 'He asked them, "What's your advice? How should I answer these people? (NirV)." (Waits for king to repeat—prompt if necessary)."

"(Read directly from 2 Chronicles 10:10-11) 'The young men who had grown up with him gave their answer. They replied, "The people have said to you, 'Your father put a heavy load on our shoulders. Make it lighter.' Now tell them, 'My little finger is stronger than my father's legs. My father put a heavy load on your shoulders. But I'll make it even heavier. My father beat you with whips. But I'll beat you with bigger whips, (NirV).'" (Waits for volunteers to repeat – prompt if necessary)."

Have volunteers sit down.

“Thanks, fellas. You’ve done MORE than enough. Well, King, you’ve got a tough choice. The elders told you to be kind and restore the peace. Your buddies told you to crush them even worse than your dad, Solomon, did. Seems pretty obvious what you need to do here, right?”

“Just because something is obvious doesn’t mean we always make the right choice. Check this out: *(Read directly from 2 Chronicles 10:12-14a) ‘Three days later Jeroboam and all the people returned to Rehoboam . . . The king answered them in a mean way. He didn’t accept the advice of the elders. Instead, he followed the advice of the young men, (NirV).’*”

[To volunteer] Come on, King, I thought you were better than that! *(Beat.)* Let’s give our volunteer a hand!”

Volunteer is seated.

“So that day King Rehoboam listened to the wrong people, and it would cost him dearly. See, the people of Israel would rebel against his harsh rule and refuse to acknowledge him as king. They would then set Jeroboam up as king instead, and the nation would be torn apart. King against king. People against people. All because Rehoboam listened to the wrong advice.”

APPLICATION

COMMUNICATOR: “There is something really important that we need to take away from this story. In one of the most critical moments of his life, Rehoboam chose to surround himself with the *wrong* people who gave him the *wrong* advice that led to the *wrong* decision. When he most needed wisdom, he got the advice of fools. And it cost him dearly.”

“We started by looking at some fads that we probably started doing because we saw somebody else do it first. That’s why they are fads—everybody does it, so we start to do it. And for the most part, these things are quite harmless. But there are times when we have real decisions to make . . . choices that can have big impacts on our lives. In these times, whom will we surround ourselves with? People who will tell us the cool thing to do or the popular thing to do? Or people who will tell us the right thing to do?”

“There is a proverb that Solomon wrote that would have changed the outcome of this story if only his son, Rehoboam, had followed it. It says this—*(Read directly from Proverbs 13:20) ‘Walk with wise people and become wise. A companion of foolish people suffers harm, (NirV).’*”

“Why does it matter who you surround yourself with? Because you become like your friends. Rehoboam listened to fools, and in the end, he made an extremely foolish choice.”

“When you have tough choices to make, whom do you ask? Whom do you accept advice from? Who helps you make decisions? These are important questions, and this a great time to start asking them!”

LANDING

COMMUNICATOR: “As you go to groups today, I want you to discuss the people you have around you in moments like this.”

CG: Key Question Slide

“As you head to Small Group, think about this. Why does it matter who your friends are? Why can’t we just hang around with whomever we want? Why should we be careful about this? Take some time to think through that. You’ll have a chance to talk all about it during Small Group. But before you head there, let’s pray and ask God to help us find great friends who will help us become wise! 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.