

### **GETTING READY**

## 1. Opener/Closer

### What You Need:

- Host
- Worship Leaders
- Two pre-selected Small Group Leaders
- Drop cloth or tarp
- Table
- Two clear storage bins—ideally flat and wide, like underbed storage bins
- 11 plastic snakes, spiders, or any other "creepy" animals (five for each bin, one one for the Host to hold up)
- Green Jell-O® or applesauce; enough to fill the two bins
- Two disposable ponchos
- Two pairs of goggles
- Two shower caps
- Blindfolds (if using the variation mentioned below)
- Wet wipes

### Music and Sound Effects (SFX):

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

### Large Group Visuals:

• "The Hunt" Theme Slide

- Wisdom Slide
- Memory Verse Slide
- Bottom Line Slide
- Proverbs 22:3 Slide

### What You Do:

- Pre-select the two Small Group Leaders and let them know what they'll be doing in the game. Make sure they're okay with getting a little messy.
- Pre-set the drop cloth on stage. Set the table on top of the drop cloth.
- Fill the clear bins with green Jell-O, and suspend the snakes, spiders, and creepy animals in it (you can find a tutorial here: http://bit.ly/2leuL2n. Another option is to use applesauce.
- A variation of this game would be to blindfold Leaders and have them use only their hands to find the animals.

### 2. Bible Story

### What You Need:

- Storyteller
- Bible
- Three traffic cones
- Broom
- Scooter (or bike)
- Wrapped gift

### Large Group Visuals:

- Bottom Line Slide
- Proverbs 22:3 Slide

### What You Do:

Place the traffic cones and props in three different locations around the room.

## 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.

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.

CG: "The Hunt" Theme Slide

SFX: Play high-energy music as kids enter.

Host is on stage, welcoming the kids as they enter.

**HOST:** "Hey, hey, friends! How's everybody doing? If you're excited to be here today, look at your neighbor, give them a high five, and say, 'It's gonna be a great day!"

**HOST AND KIDS:** (High-fiving each other) "It's gonna be a great day!"

**HOST:** "It IS going to be a great day because you're in the greatest place on earth, [your environment's name]! My name is [Host's name], and I'm so glad you're here.

"All month we're on the hunt for wisdom.

CG: Wisdom Slide

"Wisdom is finding out what you should do and doing it. Can you say that with me?

HOST AND KIDS: "Wisdom is finding out what you should do and doing it."

**HOST:** "You can be wise at any age. All you have to do is ask God for wisdom. That's what our Memory Verse says in James 1:5.

CG: Memory Verse Slide

"If any of you needs wisdom, you should ask God for it. He will give it to you, (NIrV).

"Sometimes being wise means knowing how to stay out of trouble. We'll talk about that in just a minute.

SFX: Upbeat game music

August 2018, Week 2 Large Group, K-3

"But first, it's game time! Today's game is called 'Hunt at Your Own Risk.' Can I get my two brave Small Group Leaders up here to play?

Host brings up two pre-selected adult Leaders. Worship Leaders bring out the two bins and supplies for the game. They set the bins on the table, and they give the ponchos, goggles, and shower caps to the Small Group Leaders.

"While our Leaders get suited up, I'll explain how the game works. Each Leader has a bin filled with Jell-O with five dangerous animals inside. (Hold up one of the toy snakes/spiders.) Don't worry—they're not real. But they're still pretty creepy! The first Leader to eat through the danger and get all five of their animals out of the Jell-O wins. The only catch: they can only use their mouths! (To Leaders) You can just spit your animals on the tarp when you get them out, okay?

(To audience) "Let's cheer for our Leaders! (To Leaders) On your marks, get set, go!

SFX: Bring up the game music

Cheer on the Leaders. Count the animals as they spit them onto the tarp. When the first Leader retrieves all of her animals out of the Jell-O, call the game.

"Okay, [Leader's name] is our winner! Thank you both for playing 'Hunt at Your Own Risk.' Let's give them a big hand!

Worship Leaders help the Small Group Leaders get cleaned up before they head back to their seats. Then Worship Leaders move the bins and supplies backstage (or to the side).

"Now let's all stand up so we can sing some songs and tell God how awesome He is!"

Host helps Worship Leaders move the bins and supplies out of the way and exits.

Worship

**Every Beat** 

**Turn It Up** 

Storyteller enters. Worship Leaders exit.

### **SETTING UP THE STORY**

**STORYTELLER:** "Hi, everyone! What are we talking about this month? (*Pause for response.*) That's right—wisdom. (*Hold up Bible.*) The Bible has a lot to say about wisdom. And you might be thinking: Why do I need to be wise? I'm a kid! Isn't being wise for adults?

"Actually, wisdom is important for EVERYONE, because when you make wise choices, your life is just better. Everyone wants a better life, right? God's wisdom helps you know what to do when you're afraid or confused. His wisdom also keeps you out of trouble. It protects you from danger.

"One really wise person we can read about in the Bible is King Solomon. Believe it or not, Solomon became king over God's people when he was a kid! One night, God appeared to Solomon in a dream, and He told Solomon: "Ask for anything you want me to give you," (1 Kings 3:5 NIrV).

"If Solomon was going to rule over a whole nation of people at a young age, what do you think he needed? (*Pause for response.*) Right—wisdom! He could have asked God for anything. But he asked God for wisdom. He said: *Give me a heart that understands (1 Kings 3:9 NIrV)*.

"Solomon wrote down a lot of wise things that God revealed to him. One of them is in Proverbs, chapter 22, verse 3. Here's what it says.

Open the Bible to Proverbs 22:3 and read.

### CG: Proverbs 22:3 Slide

"Wise people see danger and go to a safe place. But childish people keep going and suffer for it, (NIrV).

"This verse tells us two things. The first thing it tells us is that wise people are able to see danger and go to a safe place. The next thing it says is that childish people—people who don't use wisdom—don't see danger. And they suffer for it."

### **SCENARIO 1**

**STORYTELLER:** "The question is: How do we use wisdom to stay out of danger? Well, **[Bottom Line]** if you want to be wise, look before you leap. In other words, if you want to be wise, think before you act.

Walk to the first traffic cone and pick up the broom. Sweep as you talk.

"For example, let's say your mom has spent all morning cleaning the kitchen. It's all sparkling and clean. It smells good. It looks good. You have a friend over, and your friend has the PERFECT idea of what the two of you could do: make slime. Raise your hand if you've made slime. (Pause sweeping and wait for their response.) It's fun, right? SUPER fun. And you want your friend to have a good time, but your friend wants to make slime in the kitchen.

"What do you do?

"You LOOK before you LEAP. Part of being wise means you stop and think before you act. If you stop and think about how long your mom spent cleaning and how messy it is to make slime, what do you think you should do? Should you take the leap and make the slime? (Pause for response.)

"That's right. You tell your friend no. You don't want to get in trouble. You don't want to make your mom upset. Instead, you could ask your mom if you could make the slime out in the backyard instead."

### **SCENARIO 2**

**STORYTELLER:** "Maybe that one seemed pretty easy. But sometimes it's harder to know whether or not you should leap.

Walk to the second traffic cone and stand on the scooter.

"Think about this. You're out riding your scooter with some friends in your neighborhood. Some of them are older kids riding their bikes. Let's say one of them wants to ride down to a part of the neighborhood that's pretty far from your house. Your parents have never told you that you COULDN'T ride that far, but they never said you COULD either. You're not really sure what to do.

"Pause. Look before you leap. Think about what the wise choice would be. What do you think? Would you 'take the leap' and head down that new street with the rest of them? (Pause for response.)

"Let's think about that for second. There are a few things you could do before you take the leap. You could simply say no. You could go inside and ask your parents if it's okay to ride that far. Or you could suggest a place to ride that's closer to your house. You don't always have to say no. That's not what's important. What's important is that you pause, think, and look before you leap. That's how you [Basic Truth] make the wise choice."

### **SCENARIO 3**

STORYTELLER: "Okay. Last situation.

Walk to the third traffic cone and pick up the wrapped gift.

"It's your dad's birthday, and you really want to get him a present. You're at the store with your mom and you see something your dad would really like. But you've been saving up your money to pay your mom back for a toy she let you buy a while ago. What should you do? Should you spend the money you've been saving on a gift for your dad? Or keep saving until you can pay your mom back?

"Look before you leap. What are your options?

"In this situation, you can do a few things. You can spend a little of your money but not all of it. You can ask your mom if you can pay her back later. Or you can make your dad a homemade gift that doesn't cost anything. Moms and dads LOVE gifts like that!"

#### WRAPPING UP THE STORY

**STORYTELLER:** "The important thing is that you think before you act. You look before you leap. When you do that, you'll avoid danger.

### CG: Bottom Line Slide

[Bottom Line] "If you want to be wise, look before you leap.

"That's a choice YOU get to make every single day. If you live your life in a rush, you might make unwise decisions that you'll regret later. But if you take time to stop and think, then you can truly **[Basic Truth]** make the wise choice.

"Let's pray and ask God to help us do that."

### **Pray**

**STORYTELLER:** "God, thank You for the wise words in the Bible. They're Your words, and they make our lives better. Your words teach us how to avoid danger. Your words teach us how to become wise. We pray You would remind us to always pause before we act—that we would always look before we leap. We love You, and we pray in Jesus' name, amen."

Host enters. Storyteller exits.

### Closer

**HOST:** "You know, sometimes it's easy to look before you leap. But sometimes it's hard. Sometimes our friends can make us want to leap. Sometimes our anger makes us want to leap. Sometimes we leap because we don't know what else to do. But remember, you can always pause and ask God to help you [Basic Truth] make the wise choice.

CG: Bottom Line Slide

[Bottom Line] "If you want to be wise, look before you leap.

"It's just like Solomon said in his proverb.

CG: Proverbs 22:3 Slide

"Wise people see danger and go to a safe place. But childish people keep going and suffer for it, (NIrV).

"God wants you to stay out of trouble. He wants you to think before you act. He wants you to look before you leap. That might mean counting to 10 or thinking about what might happen if you take the leap and make that choice. What could go wrong? Could it get you into trouble?

"If you're not sure whether or not you should leap, you can always ask your Small Group Leader, a teacher, or your parents. You can read the Bible. You can pray. You can always look before you leap.

"Now it's time for you to head back to Small Group and talk about that some more!"

Dismiss kids to their small groups.

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