

GETTING READY

1. Opener/Closer

What You Need:

- Host
- Worship Leaders
- Three kid contestants and their Small Group Leaders
- Three blindfolds
- Plastic spiders and snakes (from Week 2)
- Masking tape

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

What You Do:

• Tape a starting line and a finish line in the room. Also tape the sides so no kids sit inside the pathway.

• Gather the plastic snakes and spiders in a container and give them to the Worship Leaders before they go out on start to assist with the Opener.

2. Bible Story

What You Need:

- Storyteller
- Bible
- Host
- Eight kid volunteers, with props:
 - o Rehoboam: crown and "R" name sign or nametag
 - o Jeroboam: backwards cap and "J" name sign or nametag
 - o Three wise elders: fake gray beards
 - o Three unwise friends: ball caps

Large Group Visuals:

- Bottom Line Slide
- Proverbs 13:20 Slide

What You Do:

• Download the slides and have them ready to use. If you do not have CG capabilities, you have Orange's permission to enlarge and print the slides on paper.

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 (Supporting: Proverbs 13:20)

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

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.

CG: "The Hunt" Theme Slide

SFX: Play high-energy music as kids enter.

Host is on stage, welcoming the kids as they enter, making sure no one sits in the taped-off area for the game.

HOST: "How's it going, everybody? I'm so glad you're here at the coolest place on planet Earth—[your environment's name]! My name is [Host's name], and we've got a ton of fun planned for you today.

"All month long, we're on the hunt for wisdom!

CG: Wisdom Slide

"Wisdom is finding out what you should do and doing it. That doesn't sound so hard, right? (*Ticking off on your fingers*) First, you find out what you should do. Then you do it! Easy, right? Actually, it's not always that easy. Because you don't always know whose advice is the best advice.

"The good news is, we already know where wisdom comes from in the first place. The answer is in our memory verse, James 1:5. Say it with me if you know it.

CG: Memory Verse Slide

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

"God will always—ALWAYS—give you wisdom when you ask for it. Then it's up to you to **[Basic Truth]** make the wise choice. Sometimes that means listening to people God has put in your life. But how do you know who to listen to? We'll talk about that in a minute.

SFX: Upbeat game music

"Awwwww, yeah! You know what that music means? It's game time! The name of our game today is 'Helpful Hearing.' Let me get three of you who want to play, and each of you can bring your Small Group Leader.

Choose three kids and their Small Group Leaders. Place the kids at the starting line and the Leaders at the finish line.

Worship Leaders enter and start dropping the snakes and spiders along the pathway.

"Here's how this works. (Hold up one of the snakes/spiders.) Remember these cute and creepy little guys from last week? (Point to the kid contestants.) Our younger contestants will need to make their way from the starting line to the finish line without stepping on a snake or spider. But that'll be tough, because they'll be blindfolded!

Worship Leaders put the blindfolds on the three kids.

(To kid contestants) "Don't worry, contestants! Your Leaders are here to help. (To Leaders) Leaders, you'll stand on the finish line and call out instructions so your kids don't step on a snake or spider. (To contestants) "Contestants, if you step on a dangerous animal, I'll move you back five steps and then you can go again. The first contestant to reach their Small Group Leader at the finish line wins!

(To audience) "Audience, here's where you come in. I want you to choose a dangerous animal's noise—like a snake's hiss or a tiger's growl or a bear's roar. When I say, 'Go,' you'll try to make it as hard as possible for the contestants to hear the helpful voice on the other side of the room. But watch me closely, because if I do this (motion like you're pushing down at the floor), you need to bring the volume down. Okay?

"Contestants, are you ready? Small Group Leaders, are you ready? Let's go!

SFX: Bring up the game music

Cheer on the contestants. If they step on a snake or spider, move them back five steps and tell them to go again. (Worship Leaders can help with this too.)

Be ready to "lower the volume" of the audience if the contestants seem discouraged or overwhelmed. If the game goes too long, you may have to pick up the snakes and spiders to give the contestants a clear path.

"All right, friends! Congratulations to [winning kid's name] and [winning Leader's name]. (To all kid contestants) All three of you did a great job listening for your Leader's helpful voices. You all can head back to your groups.

Contestants go back to their groups.

"Now let's all stand up and sing some fun songs to God!"

Host exits.

Worship

This Is Living

Alive Again

Storyteller enters. Worship Leaders exit.

SETTING UP THE STORY

STORYTELLER: "Hi, everyone! My name is [Storyteller's name], and boy, do I have a pretty crazy story to share with you today!

"I loved the game [Host's name] played with you earlier, because it really shows just how hard it can be to find wisdom. We can ask our friends, we can ask our neighbors, we can ask our Small Group Leaders, but how do we know who to listen to? Let's find out.

"We start with a king named Rehoboam. Actually, Rehoboam was King Solomon's son. If you were here last week, you might remember that King Solomon was an extremely wise person. In fact, he was one of the wisest people who ever lived! That's because he asked God for wisdom, and then he wrote down the wise things he learned from God.

"One of those wise things Solomon wrote down is right here in Proverbs, chapter 13, verse 20. Let's take a look.

Open the Bible to Proverbs 13:20 and read.

CG: Proverbs 13:20 Slide

"Walk with wise people and become wise. A companion of foolish people suffers harm, (NIrV).

"'Walk with wise people' just means that you spend time with them, and then you'll become wise too. But if you're a 'companion of foolish people,' that means you spend time with people who make unwise choices, and that will lead you in the wrong direction. Let's see how that played out for King Solomon's son, Rehoboam."

REHOBOAM AND JEROBOAM

STORYTELLER: "First, I need a volunteer to play King Rehoboam. [Host's name] will be our costume helper today.

Choose an older boy to play Rehoboam and bring him on stage. Host enters and puts the crown and "R" sign on Rehoboam.

(To the kid volunteer) "Looking good, Rehoboam.

August 2018, Week 3 Large Group, K-3

"Rehoboam became king when his father, Solomon, died. Lots of people were watching him to see if he'd be as good of a king as his dad.

"Now, let's rewind for a minute, because there's something you need to know about Solomon. When Solomon was king, he made the Israelites work really hard, and they weren't very happy about it. Not long after Rehoboam became king, a group of people came to him. They were led by a man named Jeroboam. I know, I know. Lots of 'boams' in our story today.

"Can I get a volunteer to play Jeroboam?

Choose an older boy to play Jeroboam and bring him on stage. Host puts the backward cap and "J" sign on him.

"Jeroboam had left Israel to get away from King Solomon. But now that he heard there was a new king, he came back. Here's what he said to King Rehoboam.

Open the Bible to 2 Chronicles 10:4 and read. Host holds up Jeroboam's arms and waves them like he's talking.

"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).

"Basically, Jeroboam didn't want to work as hard. He wanted Rehoboam to change things.

Open the Bible to 2 Chronicles 10:5 and read. Host holds up Rehoboam's arms and waves them like he's talking. When Storyteller says "three days," Host holds up three fingers on the kid's hand.

"Rehoboam said: Come back to me in three days (NIrV).

"Rehoboam didn't really know what to do. He needed some time to think about how he should respond."

REHOBOAM ASKS FOR ADVICE

STORYTELLER: "Now I need six volunteers to finish out our story. While they're getting ready, I'll tell you who they are.

Choose six more kids. (They can be younger kids—either girls or boys.) Host puts gray beards on three of them and backward ball caps on the other three.

"There were two groups of people Rehoboam went to for advice. One group of people were older men *(point to the bearded volunteers)* and the other group of people were younger men who had grown up with him *(point to the volunteers with backwards caps)*.

"The older men had served Rehoboam's father, Solomon. So they had been in situations like this

before. That means they had experience. That means they had WISDOM—at least when it came to ruling Israel. These older men advised Rehoboam to lighten the workers' load and make their work easier. Then, they said, the people of Israel would follow Rehoboam.

"The younger men who were Rehoboam's friends had never been in a situation like this before. That means they didn't have any experience ruling a nation. They didn't have much—if any—wisdom to give Rehoboam. I bet you can guess what they said. They told Rehoboam that he should make the load even HEAVIER for the people. Yikes!"

JEROBOAM RETURNS

STORYTELLER: "Three days later, Jeroboam and the people came back to Rehoboam. They wanted to know what he would decide after he'd had a chance to think.

(To audience) "Raise your hand if you think Rehoboam listened to the wise older men. (Pause for response.) (To "older men") Let me hear you say: 'Listen to US or the people will make a fuss!'

"OLDER MEN:" "Listen to US or the people will make a fuss!"

STORYTELLER: "Great. (*To audience*) Now raise your hand if you think Rehoboam listened to his younger friends. (*Pause for response.*) (*To "younger men"*) Let me hear you say: 'Listen to US! Show them you're the boss!'

"YOUNGER MEN:" "Listen to US! Show them you're the boss!"

(*To audience*) "Here's what happened. Unfortunately, Rehoboam listened to his unwise friends. He decided to make the people work even harder! Jeroboam and the other Israelites were so upset at the king's decision that they decided to leave and set up their OWN kingdom.

"Things didn't end very well for King Reboboam—(to volunteers) but ALL of you were incredible actors! (To audience) Can we give all of them a big hand? Let's also thank [Host's name] for being our costume helper. (To volunteers) You all can have a seat."

Host collects the costumes. Kid volunteers go back to their seats. (Host can stay on stage through the prayer.)

WRAPPING UP THE STORY

STORYTELLER: "Rehoboam should have listened to the wise men that had served his father. Instead, he listened to some pretty foolish advice from his unwise friends. They told him what he wanted to hear—not what the wise choice should be. And in the end, the nation of Israel was torn in two forever. Lots of people suffered. Lots of people got hurt. All because Rehoboam chose to listen to unwise friends.

"What can we learn from Rehoboam's story?

CG: Bottom Line Slide

[Bottom Line] "If you want to be wise, hang out with wise people.

"God has put wise people in YOUR life, just like He did for Rehoboam. They can help you **[Basic Truth]** make the wise choice. Rehoboam chose not to listen to the wise people in his life, but you can make a different choice. You can listen to your parents, your Small Group Leaders, and your wise friends who love and follow God.

"It's just like Solomon said in his proverb: If you walk with wise people, you'll become wise. Let's pray and ask God to help us do that."

Pray

STORYTELLER: "God, it's not always easy to know who to listen to. But we know that You've put people in our lives who ARE wise—people who follow You and who have already been through the things we might be facing. Please help us to spend time with wise people and really listen to their advice so that we can live the way You want us to. We love You, and we pray these things in Jesus' name, amen."

Storyteller exits.

Closer

HOST: "Things got really, really ugly for Rehoboam, didn't they? His decision to follow unwise friends tore apart an entire kingdom.

"Now, I know that you probably won't be crowned king of a powerful country. But every day you have to make decisions, and sometimes you might not know who to ask for wisdom. Here's what you can do.

CG: Bottom Line Slide

[Bottom Line] "If you want to be wise, hang out with wise people.

"Your friendships REALLY matter. You can honor God by choosing friends who are wise. Of course, you can be kind to everyone, but you get to choose who you're going to spend the most time with. Over time, you'll start to become more and more like the people you hang out with, so you've got to choose carefully. You can also be a wise friend for somebody else. That's a great way to [Basic Truth] treat others the way you want to be treated!

"Sometimes we take unwise advice from friends, even though we don't mean to. We might be tempted to do something unwise because we want to look cool or make someone laugh. But you can still be cool and funny without breaking rules or saying things that hurt people's feelings.

"Think about it. Who are some wise friends in your life? The kids in your class who study hard and listen to your teacher—those are probably good choices for wise friends. The kids in your neighborhood who speak kindly about others and respect their parents—those are wise friends to choose, too. Choosing your friends will become more and more important as you get older. Why not start now? [Bottom Line] If you want to be wise, hang out with wise people.

"Now you get to hang out with some awesome friends back in Small Group and talk about that some more. Have a great time!"

Dismiss kids to their small groups.

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