



WEEK THREE - AUGUST 2018 - KINDERGARTEN/FIRST

Bible Story: *Everybody Wants to Rule the World • 2 Chronicles 10*

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 NIV*

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

Basic Truth: *I should treat the others the way I want to be treated*

Summary: In week three, we head to 2 Chronicles 10 and discover what happens with Solomon's son, Rehoboam. When he took over as king over Israel, people pleaded with him to make life easier for them. Rehoboam received counsel on both sides of this issue. Rather than acting on the advice from his father's advisers, he acts on the foolish advice of his friends. This ends up causing a split in the nation of Israel, creating Israel and Judah.

8:50-9:00 | 10:20-10:30 | 11:50-12:00 - EARLY ARRIVERS ACTIVITIES

1. Early Arriver Idea

Create: an activity that explores spiritual ideas through the process of drawing/building/designing

What You Need: "Good Friends Template" Activity Page; Scissors; markers; crayons

What You Do:

- Invite kids to place their offerings in the container.
- If you have proficient cutters in your group, invite them to help you cut out the "Good Friends" figures.
- Give each child a pair of "Good Friends" paper figures.
- Invite them to color one of the figures like themselves. (They'll color the second figure during Prayer.)
- As they work, ask:
 - Who are your best friends?
 - Where did you meet your friends?
 - What do you like about your friends?

2. Robot Riddles

Move: an activity that increases the oxygen in the brain & taps into the energy in the body

What You Need: "Robot Riddles" Activity Pages; tape

What You Do:

- Invite each child to choose a "robot."
- Help kids tape their robots to their chests.
- Guide kids to mingle around the room and do the "Robot Rumba" (i.e., pretending to move like robots).
- At various times, call out a robot combination, guiding kids to quickly stand shoulder to shoulder with a robot "friend" who completes the match. Your combinations may include:
 - circle head to square head
 - circle ears to triangle ears
 - open eyes to closed eyes
 - square feet to triangle feet
 - spiky hair to no hair
 - rectangle mouth to circle mouth
 - **HINT: If you have an odd number of kids in your group, pair yourself with each round's remaining child.**
- Periodically call "Robot Reunion:" the cue for ALL the robots stand together.

- **NOTE:** *It may take a few rounds for younger kids to get the hang of the game. That's okay. Just provide guidance as necessary.*

What You Say:

"You did a good job choosing your robot friends! [Transition] In Large Group, we'll hear how God wants us to choose our friends. Let's go learn more."

Lead your group to the Large Group area.

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

OVERVIEW:

Bottom Line: *If you want to be wise, hang out with wise people. It's been said that we are sum total of our five closest friends. Who we choose to spend our time with influences not only the choices we make but who we are. We pray that kids learn that when they surround themselves with wise friends, they will be more likely to make wise choices throughout every area of their life.*

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

1. Choose Your Friends Wisely

[Memory Verse Activity]

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

What You Need: "Puzzle Pals" Activity Page; Bible; bandana

What You Do:

- Before kids return from Large Group, hide a set of "Puzzle Pals" around your environment—one set for every two kids.
- Help each child find a partner.
- Use the bandanas to tie the pairs' legs together in three-legged race style.
- Assign each pair a color of cards to find and guide the pairs to (carefully!) walk together to find a complete set of cards.
- When a team finds all its cards, kids can untie their legs and work together to put the card puzzle together.
- When every team finishes, invite a volunteer to open the Bible to James 1:5a.
- Read the verse aloud, guiding kids to point to each word as you read.
- Then lead everyone to say the verse together.

What You Say:

*"James 1:5a tells us: If any of you needs wisdom, you should ask God for it. He will give it to you, (NIRV). So does God want us to have wisdom? (Pause.) Yes! And does God want us to have wise friends? (Pause.) Yes! So, if God wants us to have wisdom, and God also wants us to have wise friends, do you think He'll help us choose wise friends if we ask Him? (Pause.) Yes, you bet He will! So this week, thank God for the wise friends you have and ask Him to help you choose wise friends. Because **[Bottom Line] if you want to be wise, hang out with wise people.**"*

2. Rehoboam Rebus

[Bible Story Review]

Imagine: an activity that promotes empathy and facilitates biblical application through reenactment

What You Need: "Rehoboam's Rebus" Activity Page

What You Do:

- Guide kids to gather around you.
- As a group, go over the motions below. Practice them a couple times, modeling each one for kids to see.
- Read the "Rehoboam's Rebus" Activity Page paraphrase of the Bible story.
- As you read, whenever you say the following words, guide kids to do the motions below:
 - *Rehoboam or king:* put their hands over their heads, fingers extended upward as if making a crown
 - *The people:* walk the index and middle finger of one hand over the palm of the other hand
 - *Wise friends:* give a thumbs up
 - *Foolish friends:* give a thumbs down

What You Say:

*"Our most important thing to remember today is this: **[Bottom Line] if you want to be wise, hang out with wise people.** Did Rehoboam hang out with wise people? No, he didn't, did he? Rehoboam hung out with foolish friends, and his foolish friends encouraged him to make a bad choice.*

*"So what kind of friends should you hang out with? (friends who help us make good choices; wise friends) Yes, we should hang out with wise friends who help us make good choices. Why is it important to hang out with wise friends? (they can help you make good choices; they're kind; they're nice; it feels good to be around friends who do the right thing) So remember: **[Bottom Line] if you want to be wise, hang out with wise people.**"*

3. Pray and Dismiss

[Prayer Activity]

Create: an activity that explores spiritual ideas through the process of drawing/building/designing

What You Need: Kids' paper dolls from Early Arriver; markers/crayons

What You Do:

- Invite kids to decorate the second paper figure like a wise friend they know.
- As kids work, use the conversation below as a guide to lead kids into prayer.
- Invite kids to take their paper figures home as reminders that **[Bottom Line] if you want to be wise, hang out with wise people.**

What You Say:

"When you're with friends, you want to have fun together, right? For some friends, having fun means making fun of people or saying mean things about them behind their backs. Or it means disobeying the rules. Are those wise things to do or foolish things to do? (Pause.) Yes, those are very foolish things to do.

*"But when you hang out with wise friends, you can have fun in good ways. You can have fun by playing games, you can have fun by helping, and you can have fun by being kind. So remember, **[Bottom Line] if you want to be wise, hang out with wise people.** Let's pray.*

"Dear God, thank You that we can grow in wisdom when we hang out with wise people. Thank You that we can grow even wiser when we hang out with You! Because when we spend time with You by reading our Bibles and by talking with You, we're hanging out with the wisest friend EVER! We love You, Lord. Amen."

As adults arrive to pick up, prompt kids to tell their parent today's Bottom Line:
[Bottom Line] If you want to be wise, hang out with wise people.