



WEEK TWO - SEPTEMBER 2018

Bible Story: *I'm Working on a Building* • Nehemiah 1:1-2:9

Bottom Line: *Don't wait for someone else to do what needs to be done.*

Memory Verse: *"Work at everything you do with all your heart. Work as if you were working for the Lord." Colossians 3:23a NIrV*

Life App: *Initiative - Seeing what needs to be done and doing it.*

Basic Truth: *I need to make the wise choice.*

9:00-9:10 | 10:30-10:44 - KIDS ARRIVE

Team Welcomes Kids *(Providing Time for Fun Interactions)*

Summary: In week two, we find out what Nehemiah does with what he found out about the wall in Jerusalem. In Nehemiah 2:11-18, we see that he took initiative and set out to fix the wall. When no one else would step up, He went straight to King Artaxerxes and took action. And it's that initiative that inspires the entire community to get involved.

When kids see something that needs to be done, they might think that someone else will take care of it. But what would happen if our kids saw it was possible for them to be part of the job? We want kids to realize that when they see what needs to be done, God might be telling them they can be the one to do it. And if they can't do it all on their own, they can ask someone they trust for help.

9:10-9:35 | 10:40-11:05 - LARGE GROUP

"Je-sus loves me.
2 lap pats – 2 claps
Je-sus loves me.
2 lap pats – 2 claps
Jesus loves [child's name]"
shout out the name

1. Early Arriver Idea

Explore: an activity that extends learning through hands-on experimentation and discovery

What You Need: N/A

What You Do:

- Explain that these things (light bulbs; cars; airplanes; phones; etc.) weren't always around; someone had to invent them.
- For instance:
 - Alexander Graham Bell invented the telephone.
 - Thomas Edison invented the lightbulb and movies.
 - Karl Benz helped invent the car.
 - The Wright Brothers are credited for inventing the airplane.
- Who else do they know of or have they heard of who has done great things?
- Have they learned about anyone in school or at church who did something amazing?
- Invite kids to put their offerings in the container.

2. Best Thing Ever!

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

What You Need: Play-Doh

What You Do:

- Give each kid a piece of dough or clay.
- Ask them to each make something they think was the best thing ever invented.
- When they have finished creating, let them share what they made and why they think it is the best thing ever.

What You Say:

"You guys definitely had some good ideas and strong opinions about the best things ever invented. Some of those things are necessary for our everyday lives, and some of those things just make our lives a lot easier or more fun. [Transition] Today in Large Group, we are going to hear about a man who saw something that needed to be done and did it, just like the people who invented these things."

***Bible Story - INTRO, Story, OUTRO Videos (whatever works best for your few)
Worship SONGS***

9:35-10:05 | 11:05-11:35 - SMALL GROUP

GROUPS

(Creating a Safe Place to Connect)

2. Don't Tip the Scale

[Application Activity]

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

What You Need: "Don't Tip the Scale Diagram" Activity Page; jumbo popsicle stick; Dixie cups; tape; pennies or other small objects

What You Do:

- Using the Activity Page as a visual example, tape two Dixie Cups to each end of a jumbo Popsicle stick.
- Then balance the stick on an upside-down third cup.
- The object of the game is to tip the "scale" by making your side heavier before the person on the other side does.
- Start with two kids and let them face off to add pennies or other small objects to the cups one at a time.
- Kids can only be holding one object at a time, so they must pick one up off the table every time they want to drop one in (to prevent kids from dropping a whole handful in at one time).
- Get kids started each round with an, "On your mark. Get set. Go!"
- When the cups fall or the scale gets tipped, reset the game and let two more kids face off and have a turn.

What You Say:

*"In this game, if you had waited for someone else, you would've lost. You had to take the initiative to keep putting the pennies in the cup or the whole thing would topple. Just like it's important that we **[Bottom Line] don't wait for someone else to do what needs to be done.** If we wait for someone else to do things, they might never get done and then there would be consequences for that. For instance, if your dad was in charge of the laundry, but he waited for someone else to do it, there might never be clean clothes. Or, if your soccer coach just sat on the sidelines and expected you to figure out how to play or what to work on, you would probably never get better at soccer. What are some other things that are important for us not to wait for someone else to do?" (Allow for responses like picking up our bedrooms, taking the dog outside, feeding the fish, tying a little brother or sister's shoe.)*

3. Pray & Dismiss

[Prayer Activity]

Reflect: an activity that creates space for personal understanding & application

What You Need: Bible

What You Do:

- Hand out a Bible to each kid.
- Help kids find the book of Nehemiah in the Old Testament.
- Let kids hold the Bible while they pray over the book of Nehemiah.

What You Say:

*"God, we thank You that You have given us examples in the Bible of people who weren't perfect but who did what needed to be done anyway. Thank You for telling us all about how Nehemiah showed initiative. As we go about our weeks, help us to remember this week's Bottom Line: **[Bottom Line] Don't wait for someone else to do what needs to be done. Amen.**"*

As adults arrive to pick up, let kids tell them to ask adults about what work they do in their day-to-day lives.