



GETTING READY

1. Welcome/Opener

What You Need:

- Host

Music and Sound Effects (SFX):

- Upbeat music to use as kids enter the room
- “I’m A Little Teapot” song
- Upbeat music to use during the game

Large Group Visuals:

- Jam Session Theme Slide
- “Really Musical Chairs” Title Slide

What You Do:

2. Communicator Script

What You Need:

- Communicator
- Three kid volunteers
- Three-person sling shot (Such as a water balloon launcher, see what you do below)
- Soft, individually wrapped candy; such as, gummies

Music and Sound Effects (SFX):

- Upbeat music to use as kids exit the room
- Upbeat music to use while volunteer launches candy into the audience

Large Group Visuals:

- Tabernacle Slides one through eight
- Key Question Slide

What You Do:

- Candy Launch: You will need to scale this based on the amount of kids in and the size of the room. While we are suggesting a water balloon launcher, that may be too large for your room. Instead of launching candy with the slingshot, you could alternatively use a towel. Have one kid stand on either side of the towel, fill it with some candy, and have the kids quickly pull it taught while facing the towel towards the audience. Candy should launch toward the kids.

3. Worship

What You Need:

- We Are Royals
- Through It All

Come Together

Bible Story: Come Together (Building the Tabernacle) • *Exodus 25:8-9; 28:1,3; 31:1-11; 35:21, 25, 34; 39:42-43 (Exodus 19, 25)*

Bottom Line: God wants us to work together.

Key Question: Why would God want us to work together?

Memory Verse: “Two people are better than one. They can help each other in everything they do.” *Ecclesiastes 4:9 (NirV)*

Life App: Cooperation—Working together to do more than you can do alone

Basic Truth: I can trust God no matter what.

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: Jam Session 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 discusses recent/upcoming events: Thanksgiving in the U.S., National Saxophone Day, International Tongue Twister Day, World Kindness Day, College Football, NFL, movie opening (The Nutcracker and the Four Realms, Dr. Seuss’ The Grinch), a viral video on YouTube, etc. 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 is up, everybody? How was everyone’s week? Did anyone do anything exciting? (*Pause for response*) Well, I’ll tell you what I did this week: I discovered a SICK new band! See, I’ve been making a point of expanding my musical horizons lately—getting outside of my comfort zone—and listening to some new music. Deep cuts, man! B-sides! Hidden tracks! And friends, I’ve found it: the creme-de-la-creme. The single GREATEST SONG I’VE EVER HEARD. I’m going to share it with you all, but I need to prepare you first. Everyone sit up straight . . . close your eyes . . . and tilt your head so you can get the full sound experience. (*Gesture to AV*) Alright, DJ, hit it!”

SFX: “I’m A Little Teapot”

Host leans in and is clearly anticipating and “in on the joke” because kids will clearly think this is silly.

“So? What did you think? (*Pause for response*) What?! You didn’t like it?! Ah, you guys just don’t get it—you’re too YOUNG. This is real, sophisticated music for the modern adult. And speaking of

sophistication and refinement . . . who wants to play a game? *(Pause for response)* That's the kind of response I like to hear! Everyone gather together with your small group!"

Host allows a few moments for small groups to circle up and proceeds with rules.

CG: Really Musical Chairs Title Slide

"I call this game Really Musical Chairs, and it is way easier SAID than DONE. While the music is playing, each small group will walk around in a circle. Pretty simple, right? But when the music STOPS, every member of the small group will have to sit on EACH OTHER'S laps. One person will squat like they're sitting in a chair, and the next person will sit on the first person's lap. Then the third person will sit on the second person's lap, and the fourth person will sit on the third person's lap, and so on and so forth until the first person sits on the last person's lap and EVERYONE in the small group is sitting on each other's laps in a circle. Once everyone in a small group is seated, they must sing my new favorite song—'I'm a Little Teapot'—as loudly as they can. Whichever group is this LAST to have a seat is eliminated! We'll keep the game going until only ONE group is left standing, and that group will win a FABULOUS PRIZE! Don't worry—we'll do a couple of practice rounds for you to get the hang of it. Sound good? Then let's GO!"

SFX: High-energy game music

"Wow! That was *[hilarious/terrible]*! Great job to everyone who participated, and an even GREATER job to our winners! And let's give a huge round of applause for the REAL winner—the 'I'm A Little Teapot' song! *(Allow response)* YAS! Let's keep this good thing going as *[Name of Worship Leader]* joins us on the stage."

Host exits and Worship Leader enters.

Announcements

Use this as an example of what to say. Make it your own and help the kids feel welcomed. Then take a moment to share any/all announcements.

HOST: "I'm so excited to be here with all of you today and get a little crazy! If it's your first time here, I want to welcome you and I would love to have a chance to meet you, get a high five and show you around. Here at Mission, we believe that this is a place for you and you belong here no matter who you are or what you believe. Mission is for YOU!

I have just a few announcements for you all today...

Share any/all announcements.

Now let's all stand up, get close, give someone a high five and let's sing and worship together!

Host exits and Worship Leader enters.

Worship

WORSHIP LEADER: "Thank you, *[Name of Host]*. Let's get up and get loud as we sing and dance for who God is and what he's done for us!

We are Royals

WORSHIP LEADER: "That was amazing! (*Take a moment to say something about the next song*). So let's give everything we have and worship God together!

Through It All

Communicator enters as Worship Leaders exit.

COMMUNICATOR SCRIPT

INTRODUCTION

COMMUNICATOR: “Hey, everyone! Let’s get right into it this morning . . . friends. How many of you would say that your friends are the best friends ever!? Yeah, me too! I *love* my friends. But have you ever had to *work* with your friends? I’ve gotta be honest—sometimes working with friends isn’t all that great. By a show of hands, how many of you have ever had to work on a project with a group of your friends or a group of classmates? (*Pause for response.*) Sure, we all have! Now, by another show of hands, how many of you had team members who maybe didn’t put in the same amount of work as you did on the project? (*Pause for response*) I was afraid of that. Yeah, working with other people can be super frustrating, ESPECIALLY when they don’t work as hard as you. A lot of the time, it seems like it would be easier just to do it all by yourself, right? In fact, I’ve got a quick challenge for a volunteer from the audience . . . but I’ll need someone with a can-do attitude who is incredibly self-sufficient and loves working alone. Any takers?”

Communicator selects kid and brings him/her to the stage.

“Thanks for the help! And don’t worry; this should be easy. See, I’ve got a TON of leftover candy from last month, and I’ve already picked out all the Starbursts and Gobbstoppers and have no interest in what’s left. I thought I could share this candy with you all. How does that sound? (*Pause for response.*)”

“Now, I can’t just let you WALK all over the room handing the candy to kids one at a time. No! You could trip and fall on the way over. Then the church could be liable. Plus, we don’t want you to throw the candy to all the kids because you could tear your rotator cuff. Again, another liability. Equally awful. Therefore, I’m going to ask you to SHOOT the candy to the kids using THIS.”

Communicator hands a long rubber slingshot to kid volunteer. This should be a three-man slingshot that requires two people to hold the ends and one to fire. But for this part of the activity, you will only use one volunteer.

“Also, I need it all launched pretty quickly because we need to move along with the program . . . so let’s put, I don’t know, 30 seconds on clock? That sounds good. And we will let you use ONLY the slingshot to get the candy into the hands of your friends out there. On your mark, get set, go!”

SFX: *High-energy game music*

Kid volunteer needs to fail and be unable to complete the task. If it appears that he or she may succeed, feel free to sabotage the efforts in whatever way you see fit.

TENSION

COMMUNICATOR: “Uh. Let’s go ahead and cut the music. I pictured this task going so much differently. Maybe the task was a little bit easier said than done, huh? That slingshot was a little bit trickier than I remembered last time we used it. Regardless, we need to keep this moving. The candy will just need to sit there a little bit longer. Let’s give our volunteer a huge round of applause for *[his/her]* effort.”

Communicator dismisses volunteer back to his or her seat.

“Working alone is fine in theory, sure, but in practice it’s not always a walk in the park. Really, it would be so much EASIER if we could do it all alone. Haven’t you ever thought, ‘I can do it better if I do it MYSELF,’ or ‘I don’t need to ask for help, I’ve got this handled’? That’s a good question, a question you may not think the writers of the Bible would talk about, but guess what? They do!

And one of those stories starts with a guy you might have heard of—Moses. God asked him to be in charge of a HUGE task. Let’s see how this played out for him.”

TRUTH

COMMUNICATOR: “We pick up the story in Exodus, the second book of the Old Testament in our Bibles. After being enslaved for over 400 years in Egypt, the Israelites were finally free! No longer forced to do manual labor for the Egyptians, the Israelites journeyed through the wilderness. Although free, adjusting to this new life was difficult. The food wasn’t as abundant, and water wasn’t always available, but God provided for their needs. Since being a nation was new to them and since He was new to most of them, God wanted to show His people a little about who He is and also show them the best way to live. So He called Moses to go to the top of Mount Sinai for a conversation.”

CG: Tabernacle Slide 1

“God wanted His people to follow His ways because He wanted them to live well. God told Moses that if God’s people would follow Him, then they’d be His special treasure—His holy nation. God gave Moses some specific rules that He wanted His people to live by, and along with those He gave Moses a special project: God wanted Moses and the Israelites to build a tabernacle and everything that went along with that.”

CG: Tabernacle Slide 2

“The tabernacle was basically a tent where God Himself would come and live among His people. God wanted them to be able to draw close to Him and worship Him, and they would be able to do that at the tabernacle. God gave Moses very specific instructions to follow for the construction. These instructions were super-detailed right down to the exact measurements. God described everything from the type of wood for something called the Ark of the Covenant, to the design of the lampstand, to the elaborate robes for the priests.”

CG: Tabernacle Slide 3

“Moses thought this was a great idea! But . . .”

CG: Tabernacle Slide 4

“Moses didn’t have the skills necessary to complete this project alone. He wasn’t confident that he knew HOW to make a tabernacle—especially because God’s instructions were . . . *dauntingly* specific. But God had this covered, too—He told Moses to seek out the skilled craftsmen in the camp, people to whom God had given very specific talents. And so, Moses descended the mountain to find his team. First up, God had told Moses that He had blessed one of the Israelites with the knowledge of CRAFT.

Woodworking, metallurgy, gemstone cutting . . . this guy was a jack-of-all trades when it came to building stuff. His name was BEZALEL. We'll call him BEZALEL THE CRAFTSMAN!"

CG: Tabernacle Slide 5

"But that was only part of the tabernacle dream team. The second member was equally skilled at crafting these important items . . . a man called OHOLIAB. We'll call him OHOLIAB THE ARTIFICER!"

CG: Tabernacle Slide 6

"But that's not all! Even with their combined skill, Bezalel and Oholiab were just two dudes . . . there was no way they could build God's tabernacle alone. That's why God gifted a BUNCH of the Israelites with enhanced skill! God created a whole *[gesture with air quotes]* 'Tabernacle Building Team' for Bezalel and Oholiab to lead!"

CG: Tabernacle Slide 7

"The people who weren't actually building the tabernacle still helped in their own right; people brought offerings of gold, skins, yarns, clothes, and more, all to aid in the construction of this holy tent. The skilled workers took the offerings, and they sewed, cut, carved, and built the sacred tent and all of its accouterments! And soon enough . . . the tabernacle was complete, just as God had instructed Moses!"

CG: Tabernacle Slide 8

"With everyone's help, the team was able to accomplish a seemingly impossible task, and all together they were able to create a place for God to live among His people. In fact, Exodus 39:42-43 says, *(read directly from the Bible)* 'The Israelites had done all the work just as the LORD had commanded Moses. Moses looked over the work carefully. He saw that the workers had done it just as the LORD had commanded. So Moses gave them his blessing.'" (NirV).

APPLICATION

COMMUNICATOR: "This was a huge project for Moses—so big that there was no way Moses could have finished it alone. But here's the thing: God never INTENDED for Moses to build the tabernacle by himself. God made SPECIFIC PLANS to ensure Moses' success: He brought in OTHER PEOPLE to help."

"God designed us to WORK with OTHERS. I mean, take a look aaaaall the way back in Genesis: did God create Adam and say, 'Yep, this guy can handle it alone'? NO! God created EVE to have Adam's back and for him to have hers! Sometimes God will present us with a job that is TOO BIG for us to do single-handedly—that's because God wants us to WORK TOGETHER. Like we said at the beginning, this won't always be easy and will seem frustrating at times, but when we work together with others, we can do more than we can accomplish by ourselves! Like when your friend is working on her chores before you can hang out together, you could help her so you can hang out sooner. Or when you want to improve your jump shot, you could work with your coach to get better."

"Speaking of working together, how about we get our original volunteer up here to launch this Halloween candy . . . but instead of coming alone, bring two people to the stage to help this time."

SFX: High-energy game music

Communicator brings up original volunteer with two friends. Together they launch candy into the crowd very carefully. Make sure they launch the candy up and over the kids and never directly at the kids.

LANDING

COMMUNICATOR: “God knows best how we can use our gifts and abilities together—for Him. As you head to Small Group, think about this question:”

CG: Key Question Slide

“**Why would God want us to work together?** Maybe it’s working together at your house, in your school, in your neighborhood, or maybe in a completely different town or across the world. Why would God want that? Before we head to Small Groups, let’s take some time to pray and thank God that He created all of us to work together.”

Communicator leads group in a prayer related to what they just heard then dismisses them to small group.

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