



## GETTING READY

### 1. Welcome/Opener

#### What You Need:

- Jam Session themed decorations
- Host

#### *Music and Sound Effects (SFX):*

- Upbeat music to use as kids enter the room

#### *Large Group Visuals:*

- Jam Session Theme Slide
- Gimme a Beat Game Title Slide

#### What You Do:

- To ensure adequate difficulty for the game, Host should practice the different variations of possible movements—claps, knee slaps, chest thumps, forearm bangs, snaps, etc. Practice various patterns and speeds to maintain interest.

### 2. Communicator Script

#### What You Need:

- Communicator

- Host
- Four Small Group Leaders
- Neck signs (See What You Do)
- Classic rock dress up clothes—wigs, glasses, blazers, shoulder pads, etc.
- Prop box
- Cowbell
- A drum stick

*Music and Sound Effects (SFX):*

- Upbeat music to use as kids exit the room
- Upbeat classic rock music

*Large Group Visuals:*

- Key Question Slide

**What You Do:**

- Neck Signs: You will need to create neck signs for the host and each of the band members to hang around their necks. For the Host, create two one-sided signs: RECORDER, TAMBOURINE, and one two-sided sign COWBELL/MOUTH. For the band members, create two-sided signs. SINGER/FOOT, GUITARIST/HAND, DRUMMER/EYE, BASSIST/EAR. The text needs to be large enough to read from the back of the room.
- Preselect four Small Group Leaders to help with the performance of the “air band.”

### **3. Worship**

**What You Need:**

- Alive
- Never Gonna Stop Singing

# All Together Now

**Bible Story:** All Together Now (One Body but Many Parts) • *1 Corinthians 12:12-27*

**Bottom Line:** Work together to point others to Jesus.

**Key Question:** What part do you think you can play?

**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:** “You know, since we’ve been talking about music all month long, I’ve been doing a lot of thinking about the BEAT. A song with electric guitar and a catchy piano riff is great and all, but it won’t get you MOVING if it doesn’t have a good beat.”

“With that in mind, I thought we could play a game all about keeping the beat! Anybody want to play? *(Pause for response.)* Awesome! Everyone, gather together in your small groups.”

*Host allows a few moments for kids to join their small groups.*

**CG:** *Gimme A Beat Game Title Slide*

“This game is called ‘Gimme A Beat,’ and it’s pretty similar to one of my other favorite games, ‘Simon Says.’ Basically, I will be up here on the stage and drop a beat. Let’s start with something simple.”

*Host demonstrates by clapping hands twice and thumps chest with right fist on a beat.*

“Now, all of you must copy me EXACTLY. That means not ONLY must you match my beat, BUT you must do the EXACT same movement. I’ll do it again so you can pay close attention.”

*Host once more claps hands twice and thumps chest with right fist on a beat.*

“I used my RIGHT hand for the last part of the beat—did you notice? Okay, now copy my beat exactly! *(Pause for response.)* Great! Now that was a practice round, so I’ll give all of you a pass on any errors . . . but this game is SUDDEN DEATH ELIMINATION, which means that if anyone in your small group—ANY SINGLE PERSON within your small group—messes up the beat or does the wrong motion . . . EVERYONE in your small group is OUT and must sit down for the rest of the game. Make sense? *(Pause for response.)*”

“Just make sure to pay close attention, because you’ve got your WHOLE team on the line. Last team standing will be declared the ‘Gimme a Beat’ winner, and the rest of you must refer to them as the BEATMASTERS for the rest of the day. Seem fair? I thought so! Let’s get started then!”

*Host starts off by doing easy beats with mixture of claps, knee slaps, and/or chest thumps. Host pauses to allow the Small Groups to repeat the beat back. As the rounds continue, the Host makes the beats increasingly more difficult. If people are eliminated too quickly, feel free to hold two or three extra rounds*

“Aaand stop! Wow, seems like all of you really have an ear for the beat! I’m so proud of each and every one of you, but I’m MOST proud of our newly crowned BEATMASTERS! A big round of applause for our winners! *(Pause for winners to bask in the glory.)* Now give it up for the BEATMASTER OF BEATMASTERS . . . *[Name of Worship Leader]!*”

*Host exits as 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!

*Alive*

**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!

*Never Gonna Stop Singing*

*Communicator enters as Worship Leaders exit.*

## COMMUNICATOR SCRIPT

### INTRODUCTION

*Communicator shares a personal story about not fitting in.*

**COMMUNICATOR:** “When I was growing up (or in high school/college/a few years ago), the video game *Guitar Hero* was kind of a big deal. Does anyone remember *Guitar Hero*? *(Pause for response.)* For those unfamiliar, it was a video game where the controller was a plastic guitar. The objective was to play the notes that scrolled on the screen at the right time. All day we would slam on that plastic guitar strumming the little bar in the middle that made so much noise it sounded like a speed-writer hammering out a novel on the world’s loudest typewriter. For lots of people, *Guitar Hero* RULED. In fact, every single one of my friends played the game ALL the time, and they were all SUPER good at it. Whenever I would hang out at their houses, all they wanted to do was power up their Playstations® and jam out like rock stars on *Guitar Hero*.”

“Although I had a number of hobbies in common with my friends, *Guitar Hero* was not one. It wasn’t that I hated the game. Honestly, I was just terrible at it. So, when I would go over to my friends’ houses to play *Guitar Hero*, I usually didn’t fare so well. In fact, they would straight up OWN me! They had all the time in the world after school and on the weekends to master their *Guitar Hero* skills. And it didn’t matter how much time and practice I put into the game; they would get perfect scores while I would still be struggling to make my pinky finger work well enough to hit that stinkin’ blue fret. They made it look SO easy! I felt left out, and I felt like I didn’t really . . . fit in. And it felt . . . awful.”

### TENSION

**COMMUNICATOR:** “Has there ever been a time when you didn’t feel like you fit in? I’m going to go on a limb and say that there are probably many of you who have felt like the odd person out. Maybe it wasn’t playing *Guitar Hero*, but it could have been playing baseball. Ever been to tryouts where all the kids seem to be slugging the ball clear to the outfield with an effortless swing, but you’re struggling to even see the ball before it lands in the catcher’s glove? Maybe it’s dance. Have you ever been taught a new dance where every single person in the class seems to pick up the entire routine on the first try, but you’re struggling to remember where your feet are supposed to go?”

“It is in those moments when life is no fun and you feel like you don’t really fit in. When you are surrounded by tons of talent . . . talent you don’t possess . . . you may wonder what is your gift? How has God wired you to uniquely work with others? You may ask, ‘How can God use me?’”

“That’s a great question to ask! And when we have questions like that, where should we head first? That’s right! The Bible—God’s Word. Let’s check it out together!”

### TRUTH

**COMMUNICATOR:** “A long time ago, Paul was one of the first followers of Jesus who went around to different cities sharing the story of Jesus with people and starting churches. One of those cities was Corinth. After starting that church, Paul wrote a letter to them to help them understand how they could follow Jesus. This letter is now the book of 1 Corinthians in the New Testament.”

“Now, this church was full of new believers from different backgrounds. Paul wanted to challenge the Corinthians to work together and be an encouragement to each other. Check this out.”

“Paul wrote, (*Open Bible and read 1 Corinthians 12:12-14 NIV.*) ‘There is one body, but it has many parts. But all its many parts make up one body. It is the same with Christ. We were all baptized by one Holy Spirit. And so we are formed into one body. It didn’t matter whether we were Jews or Gentiles, slaves or free people. We were all given the same Spirit to drink. So the body is not made up of just one part. It has many parts.’”

“I want us to demonstrate some of the truth behind what Paul is saying through a JAM SESSION. To do that, I need a few volunteers to help me . . . can I have four Small Group Leaders come to the stage?”

*Communicator calls up preselected Small Group Leaders and Host to play a role in the “air” band. Allow them time to put on 1980s classic rock costumes. Communicator arranges the SGLs in a line with HOST at the far end.*

“Thanks, everyone. Let’s make the perfect band. First up, we need the singer! (*Move to the first Small Group Leader in line*) Hmm, let’s see here . . . confident posture, big smile, nice hair . . . yep, you’d be the perfect vocalist. Here you go!”

*Communicator hangs a “SINGER” sign around the neck of the selected Small Group Leader.*

“Next, of course, we’ll need the lead guitar. (*Look SGL #2 up and down*) Well, the hair could be a bit longer, but you’ve definitely got stage presence. You’ve got a unique look about you but not so unique that you’ll outshine the vocalist . . . yeah, you’ll do nicely.”

*Communicator hangs a “GUITARIST” sign around the neck of the selected Small Group Leader.*

“Now for the drummer . . . (*evaluate SGL #3*) Nice, strong arms . . . powerful legs . . . seems to have a good sense of rhythm. Oh, and judging by your ring, you’re married! Perfect drummer material right there!”

*Communicator hangs a “DRUMMER” sign around the neck of the selected Small Group Leader.*

“(*moving to the fourth SGL*) And you also showed up and have a working brain, so you’re the prime candidate for the bassist! Congratulations!”

*Communicator hangs a “BASSIST” sign around the neck of the selected Small Group Leader.*

**HOST:** “And what can I do?”

**COMMUNICATOR:** “Huh? Oh, [*Name of Host*], I only needed four people for this demonstration.

**HOST:** “I know, I know, but I can help! I’ve always wanted to be in a band!”

**COMMUNICATOR:** “Eh . . . well, okay . . . you can play the recorder.”

*Communicator hangs a “RECORDER” sign around the neck of the Host.*

“Okay, now that we have the whole band working as a unit, let’s start this rehearsal! We want you to play your absolute best song for all of us to watch. Make sense? Excellent! Whenever you are ready, rock out.”

**SFX:** *Upbeat classic rock music*

*All Small Group Leaders confidently air-mime their instruments. Host plays the recorder as loud as he can. Host looks uncomfortable and out of place. Communicator suddenly stops the music.*

**COMMUNICATOR:** “Okay, wow. Stop. That was . . . certainly an auditory experience.”

**HOST:** “Sorry . . . I guess the recorder isn’t for me. Isn’t there something else I could try? Why can’t I be the singer?”

**COMMUNICATOR:** “Well, we have a singer. But if the recorder isn’t for you, why don’t you try this tambourine?”

*Communicator hangs a “TAMBOURINE” sign around the neck of the Host.*

**COMMUNICATOR:** “Okay, starting positions everyone! One, and two, and . . .”

**SFX:** *Upbeat classic rock music*

*Music begins anew with everyone playing his or her part. Host is slapping the tambourine wildly offbeat against the walls, the floor, and the other band members. Again, Host looks uncomfortable and out of place. Communicator suddenly stops the music and takes the tambourine sign off Host’s neck.*

**COMMUNICATOR:** “I’m putting a stop to this right now. Have you ever SEEN someone play the tambourine before?”

**HOST:** “I’m sorry. I just really want to be the singer. I’ve always wanted to be a lead singer in a band. Why can’t I be the singer?!”

**COMMUNICATOR:** “Well, we have a great lead singer. We don’t need two of them. Ok, I do have ONE more instrument for you to try—but it’s a lot of responsibility! If you think you can handle it, here’s . . .”



*Communicator hangs a "COWBELL" sign around the neck of the Host and hands him a cowbell.*

**COMMUNICATOR:** "Alright, places! Let's do it!"

**SFX:** *Upbeat classic rock music*

*Music plays one last time, and Host is perfectly in sync. Host uses lots of hip action. They finish, prompt applause. Host exits the stage.*

**COMMUNICATOR:** "Hey, that was amazing! There's nothing quite like a band coming together as a unit and making something beautiful. Everybody had a unique part, and collectively you formed a band."

"This is similar to what Paul spoke about in 1 Corinthians 12. Remember, he said that people who follow Christ aren't just individual units but a BODY. Just like a body is made up of all sorts of parts, so are we as Christians!"

*Communicator moves to SGL 1 and flips his/her sign around to show "FOOT" on the back.*

"Paul continued and said, *(Open Bible and read 1 Corinthians 12:15 NIV.) 'Suppose the foot says, "I am not a hand. So I don't belong to the body." By saying this, it cannot stop being part of the body.'* A foot is a foot because the body needs a foot. The same is true for a hand."

*Communicator moves to SGL 2 and flips his/her sign around to show "HAND" on the back.*

"Then Paul said, *(Open Bible and read 1 Corinthians 12:16-17 NIV.) 'And suppose the ear says, "I am not an eye. So I don't belong to the body." By saying this, it cannot stop being part of the body. If the whole body were an eye, how could it hear? If the whole body were an ear, how could it smell?'* Each part of the body has its individual role, and collectively it makes up the body! Each person needs to do what God has gifted him or her to do through the Holy Spirit."

*Communicator moves to SGL 3 and flips his/her sign around to show "EYE" on the back. Communicator moves to SGL 4 and flips their sign around to show "EAR" on the back. Communicator moves to Host and flips his/her sign around to show "MOUTH" on the back.*

**COMMUNICATOR:** Let's give these volunteers a hand. *(Dismiss volunteers to their seats.)*

### **APPLICATION**

**COMMUNICATOR:** "We get special gifts from God when we trust in Jesus, but individually, we all have some sort of talents. For some, they know their talents early on in life, sort of like the member of our band who knew his or her role quickly. Maybe they have incredible hand-eye coordination, which helps

in sports. Some may be able to retain incredible amounts of knowledge to help them remember important information. Others may be naturally kind to everyone they encounter.”

“For some, it may take a little time to discover their talents, like our resident cowbell specialist. If this is you, don’t sweat it. There are a number of people in your life who can help you figure it out: moms, dads, coaches, and even your small group leaders! You may not know exactly what it is right now, but that is OKAY. Whether you know your talent or not, just know that you are uniquely made to work with others to point people to Jesus.”

“Paul also wrote, (*Open Bible and read 1 Corinthians 12:26-27 NIV.*) *‘If one part suffers, every part suffers with it. If one part is honored, every part shares in its joy. You are the body of Christ. Each one of you is a part of it.’* In other words, each of us plays an important part. When all the believers in Jesus don’t work together, people notice. This happens when we argue and are not showing love. But when the body does work together, when the believers are in tune, people see this as well. They see the love, the help, and the compassion we offer. This is very valuable because together we point people to Jesus.”

### **LANDING**

**COMMUNICATOR:** “Pretty good stuff, right? If all of us make up the body of Christ, which means each of us has a part to play in what God is doing to change the world. As you head to Small Group, think about this question:

**CG: Key Question Slide**

**“What part do you think you can play?** What are you good at? How has God gifted you to love and serve others? You’ll talk more about all of this in Small Group, but before we head out let’s pray.”

*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.**