



GETTING READY

1. Opener/Closer

What You Need:

- Host
- Shiny suit jacket
- Prop game show microphone from Week One
- Two kid contestants from the same small group
- Four wrapped banker's boxes with separately wrapped lids from Week One
- Three different prizes that could be shared with an entire small group (all good prizes this time around)
- One mystery prize that could be shared with an entire small group (should be a good prize this time around)
- Table

Music and Sound Effects (SFX):

- Cheesy game show music (suggestion: "Spanish Flea" by Herb Alpert, starting at 0:05)

Large Group Visuals:

- Theme Slide
- Contentment Slide
- Blank Bottom Line Slide
- Bottom Line Slide

What You Do:

- Place the prizes into the boxes. Place the three game boxes on the table and the Mystery Box close by. *NOTE: Save the boxes and unused prizes so you can use them in future weeks as well.*
- Cue the game show music to start at the right time. You can set this in iTunes under Song Info/Options, or you can trim the track using QuickTime.

2. Bible Story

What You Need:

- Storyteller
- Bible
- Large binder with the word “Storybook” written on the outside
- Copy of the Storyteller portion of the script
- Costume for Host to look like an eight-year-old kid (for example, pigtails, propeller hat, Disney character shirt, backpack, or maybe even some plastic shoes like [these](#) attached to Host’s knees so he/she can kneel down)
- Large plastic bin (not transparent)
- Bowl of ice cream
- Spoon
- A few empty ice cream containers
- Video game controller
- Eight pre-built Lego structures
- Table

Music and Sound Effects (SFX):

- Dreamy harp music

Large Group Visuals:

- Contentment Slide
- Blank Bottom Line Slide
- Bottom Line Slide
- Memory Verse Slide
- Life App Slide

What You Do:

- For the storybook, use a large binder and label it “Storybook” on the front. Copy the Storyteller portion of the script, hole-punch it, and put it in the binder.
- Put all the story props inside the plastic bin so the kids can’t see them.

3. Worship

What You Need:

- Every Beat
- Unshakeable Love

Just Can't Get Enough

Bible Story: Just Can't Get Enough (Don't Be Controlled by Money) • *Hebrews 13:5*

Bottom Line: Stuff can't keep you happy.

Memory Verse: "Then he said to them, 'Watch out! Be on your guard against wanting to have more and more things. Life is not made up of how much a person has.'" *Luke 12:15 (NirV)*

Life App: Contentment—Deciding to be okay with what you have

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: Theme Slide

Host enters, wearing a shiny suit jacket and holding a game show-style microphone.

Opener

HOST: "Hello, everyone! Are you ready to have some fun? My name is [Host's name], and if you don't know this already, this place is awesome! I'm so glad you're hanging out with us today.

"This month we're talking about contentment.

CG: Contentment Slide

"Contentment is deciding to be okay with what you have. And that isn't always easy!

"Last week we talked about how hard it can be to be content when things don't go our way. Let's practice our contentment by playing a little game we like to call 'More or Less?' Who's ready to play?"

SFX: Cheesy game show music (suggestion: "Spanish Flea" by Herb Alpert, starting at 0:05)

(In a cheesy game show voice) "Ladies and gentlemen, welcome once again to 'More or Less?' the fantastic game show where you can win fabulous prizes for yourself and your friends!"

"Today I need two contestants from the same small group. Who wants to play?"

Bring up two kids from the same small group. Ask their names if you don't already know them.

(To contestants) “All right, [kid’s name] and [kid’s name]. Point to your small group for me. *(Pause for response.)* Awesome.

Walk to the table with the three prize boxes.

“We’ll play like we did last week. First, you’ll choose one of these three prizes. Then you’ll have to decide if you want to keep that prize or trade it for whatever’s in the Mystery Box, which could be ‘More or Less’ amazing. It could be something awesome . . . or not so awesome. But no matter what, you’ve got to be content with whatever you get!

“Contestants, are you ready to begin? *(Pause for response.)* Great. Choose a prize and open it!

The two contestants choose one of the three boxes and open it.

“Oh, wow! What a great prize for you and your small group!

“But now it’s decision time. Are you going to be content with that prize? Or would you like to trade for whatever’s in the Mystery Box?

Bring out the Mystery Box. Get the crowd to weigh in on what the contestants should do. Comment on whatever they decide. (“They’ve decided to be okay with what they have!” or “Let’s see what’s in the Mystery Box!”) All the items this week (including what’s in the Mystery Box) should be good prizes, so the kids feel will like winners no matter what.

(To contestants) “Great job, you two! Do you think you can be okay with what you have? *(Pause for response.)* Of course. You got an awesome prize for your group to enjoy! Let’s give them a big hand.

Dismiss the two contestants to their seats.

“That was so fun! Next week we’ll play another round of ‘More or Less?’ **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!

Every Beat

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!

Unshakeable Love

Communicator enters as Worship Leaders exit.

CG: Blank Bottom Line Slide

SETTING UP THE STORY

STORYTELLER: "Hi, everyone! Wow! You were singing so loud and so well! We're talking about contentment this month.

CG: Contentment Slide

"Contentment is deciding to be okay with what you have.

"I want to show you a really cool verse about contentment that comes from the book of Hebrews. Listen to this.

Open the Bible to Hebrews 13:5 (NIRV) and read.

"Don't be controlled by love for money. Be happy with what you have. God has said, "I will never leave

you. I will never desert you.”

“The person who wrote Hebrews was writing to share some wisdom with some of the first followers of Jesus. If adults aren’t careful, they can end up loving money too much, and that was true for the people who lived back then, too. For you, it might not be about money, but maybe you’re tempted to love STUFF. Maybe you LOVE American Girl® dolls. Maybe you LOVE your Nintendo® Switch. Maybe you LOVE chocolate cake. None of those things are bad, but we can get in trouble if we let our LOVE for those things control our lives. Whatever things we love can end up hurting us when they become too important to us.

“Let me show you what I mean. Everybody here knows [Host’s name], right? We love [Host’s name]! But what if you could know [him/her] as an eight-year-old kid? Wouldn’t that be fun? All right, everyone close your eyes. No peeking!

SFX: Dreamy harp music

Host enters, dressed as an eight-year-old kid.

“Okay! Open your eyes and let’s begin. (*Pointing to the Host*) Here’s eight-year old [Host’s name]. This may not be [Host’s name]’s REAL story, but we can imagine this is how things might have been for [him/her].

Pull out the “storybook” and begin to read. Host acts out the emotions and actions of the story as you read.

(Reading from the storybook) “Once upon a time, there was a little [boy/girl] named [Host’s name]. [He/she] lived with [his/her] parents in a small blue house with a white picket fence. [Host’s name] knew [his/her] parents loved [him/her] very much, but [Host’s name] didn’t always like the rules that [his/her] parents expected [him/her] to follow. They had rules about what [he/she] could eat, when [he/she] had to go to sleep at night, and what [he/she] could do for fun. [Host’s name] thought [he/she] would be better off with a little more freedom.

“Well, one day, when [Host’s name] came home from school, [his/her] parents told [him/her] that they would be going out of town, and they would be leaving Aunt Jenny in charge. [Host’s name] was definitely going to miss [his/her] parents, but Aunt Jenny was the best! She made everything fun and she didn’t much care about rules. [Host’s name] knew this would be the best weekend ever!”

WE ALL SCREAM FOR ICE CREAM

STORYTELLER: “The rest of the week flew by, and soon it was Friday! As soon as [Host’s name] got home from school, Aunt Jenny arrived and [Host’s name]’s parents left for their trip. [Host’s name] was so excited. The possibilities were endless! Where should the fun begin?”

“‘Ice cream!’ [Host’s name] blurted out, not realizing he said it out loud.

“‘What did you say?’ asked Aunt Jenny.

"[Host's name] asked politely, 'Can I have ice cream for dinner?'

"Aunt Jenny shrugged. 'Sure. Why not?'

As Storyteller reads, Host holds up the bowl of ice cream and eats it. He pulls out the empty ice cream containers and sets them on the table. He looks more and more uncomfortable and nauseous as the story goes on.

"[Host's name] could barely contain [himself/herself]. [He/she] went to the freezer to pick the best flavor to start with. Rocky road! Yummy goodness. For the next four hours, [Host's name] was constantly eating ice cream: Moose Tracks®, Superman, cookie dough, Snickers® . . . until finally, after eating ice cream for four hours straight, [Host's name] got sick. [He/she] felt like [he/she] never wanted to see another scoop of ice cream again.

Finally, Host falls over, lying miserably on the floor.

(To audience, looking up from the storybook) "Okay. I'm just curious. Raise your hand if you think your parents would let you eat that much ice cream. Now raise your hand if you think your parents would say no. Was it a good idea for [Host's name] to eat all that ice cream? *(Pause for response.)*

"Okay, well, let's keep reading and see if [Host's name] made better choices on Saturday."

MY EYES ARE BURNING

STORYTELLER: *(Reading from the storybook)* "After a pretty rough Friday night, [Host's name] woke up ready for a great Saturday!

"'Aunt Jenny! Can I play my video game?'" [Host's name] asked. [He/she] knew Mom and Dad would only let [him/her] play for 30 minutes, but Aunt Jenny would let [him/her] play as much as [he/she] wanted.

"'Sure,'" replied Aunt Jenny, 'Why not?'

"'Yes!'" [Host's name] celebrated out loud as [he/she] ran to set up the game system.

As Storyteller reads, Host pulls out the video game controller and pretends to play video games, while gradually becoming more robotic and staring off into the distance.

"[Host's name] started playing at 8 a.m. and played until 9 a.m., then 10 a.m., then 11 a.m. Soon it was 2 p.m., then 4 p.m., then 6 p.m. At 11:36 p.m., Aunt Jenny came in to check on [Host's name]. [He/she] was just sitting there, staring at the game. [He/she] had a huge, pounding headache. [Host's name]

tried to sleep, but [he/she] just couldn't get [his/her] mind to relax. All [he/she] could think about was playing MORE video games.

(To audience, looking up from the storybook) "All right. Let's talk about this. Raise your hand if you think your parents would let you play video games all day long. *(Pause for response.)* Now, raise your hand if you think your parents would say no. Was it a good idea for [Host's name] to play video games all day? *(Pause for response.)*

"Well, let's keep reading and see if [Host's name] learned [his/her] lesson before the weekend was over."

LEGO OF THOSE LEGOS

STORYTELLER: *(Reading from the storybook)* "After a VERY late night on Saturday, [Host's name] was finally able to fall asleep. But it wasn't for very long. [He/she] kept waking up because of weird dreams about video game characters.

"Sunday morning came, and Aunt Jenny took [Host's name] to church. After church, Aunt Jenny said she wanted to buy something for [Host's name]. [He/she] knew immediately what [he/she] wanted: LEGOs®! They stopped by the store and went straight to the LEGO aisle in the toy section. [Host's name] picked eight different LEGO sets!

"Aunt Jenny said they should start with just one set, but that if [Host's name] could finish building it, she would go to the store and buy [him/her] another set. This sounded like a great idea . . . although [Host's name] wondered if Aunt Jenny knew what she was getting into.

One by one, Host pulls the (pre-built) LEGO structures out of the plastic bin and sets them on the table.

"Aunt Jenny and [Host's name] drove home, and the LEGO building began immediately. [Host's name] opened the first set and built it in record time, and then [he/she] asked Aunt Jenny for another set. She bought [him/her] another set, and the whole thing happened again. [Host's name] built EIGHT different LEGO sets that day, but believe it or not, [he/she] didn't really enjoy it. Instead of taking the time to play with what [he/she] built, [he/she] was simply racing to finish so [he/she] could get the NEXT set. It was actually kind of disappointing, and [Host's name] was exhausted.

Host is surrounded by LEGO sets but looks around with disappointment.

(To audience, looking up from the storybook) "Let me ask you: Do you think your parents would buy you EIGHT different LEGO sets in one day?" *(Pause for response.)*

WRAPPING UP THE STORY

STORYTELLER: "Now, we made up that story for fun. [Host's name] doesn't really have an aunt Jenny, and if [he/she] did, there's no way she'd let [him/her] do all those things! But [Host's name], I bet you DID love ice cream and video games and LEGOs when you were an eight-year-old kid, right? *(Host*

nods.) You probably still do, right? (*Host nods.*)

“Let’s give [Host’s name] a big hand. (*To Host*) Thanks for your help today!

SFX: *Dreamy harp music*

Host exits.

“Let’s talk for a minute about [Host’s name]’s story. You all said that your parents probably wouldn’t let you eat ice cream for four hours like [he/she] did or play video games all day or buy eight LEGO sets in one day. But think about it. Why do you think they’d say no? Why wouldn’t they let you do those things?

“Here’s why. They know what’s BEST for you. They know that what you really need—what’s really good for you—isn’t getting all the stuff you want. Your parents know that **[Bottom Line] stuff can’t keep you happy.**”

CG: *Bottom Line Slide*

“Can you say that with me?”

KIDS and STORYTELLER: **[Bottom Line] “Stuff can’t keep you happy.”**

STORYTELLER: “Let’s read Hebrews 13:5 again.

Open the Bible to Hebrews 13:5 (NIRV) and read.

“Don’t be controlled by love for money. Be happy with what you have. God has said, “I will never leave you. I will never desert you.”

“God wants you to be happy with what you have—not just the stuff you have, but the other things He has given you. God has created this incredible world for you to live in and enjoy. He has given you the opportunity to have a relationship with Him and to be part of His family. He has put people in your life who love you and want to do what’s best for you. All of those things are much more important than ice cream, video games, and LEGOs, don’t you think? Best of all, God promises in this verse that He will always be with us. He’ll never leave us!

“Let’s pray and thank Him for all the things He’s given us.”

CG: *Blank Bottom Line Slide*

Pray

STORYTELLER: “God, thank You so much for all of the wonderful ways You take care of us. Thank You for all the people and things You’ve put in our lives to remind us that You’re always there. Help us to remember that stuff can never keep us happy. Help us choose to be content with what we have. Help

us to remember to **[Basic Truth] trust You no matter what.** We love You, and we pray in Jesus' name, amen.

Host enters (dressed normally) as Storyteller exits.

Closer

HOST: "Wow. My stomach still hurts from all that ice cream! Just kidding.

"[Storyteller's name] is right, though. It sure is easy to get caught up in the idea that stuff can make us happy. When we feel sad or frustrated, it's easy to think that getting that new game or toy could fix it for us. But that's just not true. Getting more stuff just makes us WANT more stuff. It's like the verse from Hebrews said: you can't let your love of stuff control you.

"Stuff might make you happy for a little while, but then you just want more! The only way to really be happy is when you learn to be content—when you decide to be okay with what you have. Focus on the things that last, like your relationship with God and your relationships with your family and friends.

CG: Bottom Line Slide

"Remember, **[Bottom Line] stuff can't keep you happy.**

"Look at your friend sitting next to you and say it again."

KIDS and HOST: [Bottom Line] "Stuff can't keep you happy."

HOST: "We all need to help each other remember that **[Bottom Line] stuff can't keep you happy.**

"Instead of thinking about the things you WANT, think about the things you HAVE. Think about ways you can love God and love other people. Think about how you could brighten someone's day, like saying a kind word, drawing a picture for them, or just being willing to listen. When you focus on that, all of a sudden the things you want just don't seem quite as important.

"You'll get to talk about that some more back in Small Group. Have a great time!"

Dismiss kids to their small groups.

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

CG: Theme Slide

Optional CG (Media Package): Theme Loop Video