



GETTING READY

1. Opener/Closer

What You Need:

- Host
- Shiny suit jacket
- Prop game show microphone, from Week One
- Three 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
 - Toilet Paper
- Table

Music and Sound Effects (SFX):

- Upbeat music to use as kids enter and exit the room
- 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
- Blank Memory Verse Slide
- Memory Verse 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 next week 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
- Four kids from different small groups (three boys; one girl)
- Their four Small Group Leaders
- Prop box containing:
 - Eight scrunchies
 - 16 pieces of yarn or string (30 inches each)
 - Four giant hanging nametags: King Ahab, Jezebel, Naboth, and Elijah
 - For King Ahab: fake beard, king's crown
 - For Jezebel: female wig, letter (envelope that says "To: Leaders. From: King Ahab.")
 - For Naboth: fake beard, fake bunch of grapes
 - For Elijah: fake beard, megaphone

Large Group Visuals:

- Blank Bottom Line Slide
- Bottom Line Slide

What You Do:

- Tie a length of yarn to each of the scrunchies. Each of the four kids (marionettes) will wear two scrunchies—one on each wrist. The Leader will use the strings to direct their arm movements.
- For the nametags, write the names King Ahab, Jezebel, Naboth, and Elijah, each on individual pieces of cardstock. Hole-punch the cardstock and tie a piece of yarn so the nametag can be worn like a necklace.

3. Worship

What You Need:

- This Is Living
- Alive Again

Sour Grapes

Bible Story: Sour Grapes (King Ahab and Naboth's Vineyard) • 1 Kings 21:1-19, 27

Bottom Line: Wanting what others have can make you miserable.

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: "Hey, guys and girls! I am so excited to be here today. Are you? Well, I hope so, because I'm planning on having a TON of fun this morning!

"Does anyone remember that big word we're talking about this month? *(Pause for response.)* That's right! It's contentment!

CG: Contentment Slide

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

"That can be tough, because we WANT so many things! It's hard to be content when things don't go our way. It's hard to be content when we wish we had more stuff. That's why we have to LEARN to be content! Let's practice our contentment by playing a little game we like to call 'More or Less?'

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!

"Let me get three contestants from the same small group. Who wants to play?"

Bring up three kids from the same small group (but not the

same small group as last week). Ask their names if you don't already know them.

(To contestants) “Thanks for playing, [kid’s name], [kid’s name], and [kid’s name]. Which small group are you representing? *(Pause for response.)* Great!

Walk to the table with the three prize boxes.

“Let’s recap how this game works. 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 three contestants work together to choose one of the three boxes and open it.

“Look at that! What a great prize for you and your small group!

“But now you’ve got to choose. 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 audience) “All right. They’ve made their choice. *(To contestants)* Contestants, do you think you can be okay with what you have? *(Pause for response.)* Great! Let’s give them a big hand.

Dismiss the two contestants to their seats.

“We’ve got one more round of ‘More or Less?’ to play next week. **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!

This Is Living

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!

Alive Again

Communicator enters as Worship Leaders exit.

CG: Blank Bottom Line Slide

SETTING UP THE STORY

STORYTELLER: "Hi, my friends! I've got a really great story from the Bible (*hold up Bible*) to share with you today. It's about someone who had to decide if he could be content—if he could be okay with what he had. Let's get started, shall we?"

"First of all, I need a volunteer to play King Ahab. Raise your hand if you'd like to act in our story.

Choose an older kid who you know is confident enough to play a "bad guy" without getting upset. (Make sure it's a kid with his hand raised.)

(To kid) "Can you also bring your Small Group Leader up with you?"

The kid brings his Leader as he comes up to the stage. Put the "King Ahab" nametag on the kid. Give him the fake beard and crown to wear, too.

"Fantastic! Thousands of years ago, King Ahab was the ruler of God's people. Now, some of the kings who ruled God's people were good kings. They were kind and fair. But some kings were not so good.

They did foolish things and turned away from God. Unfortunately, King Ahab was one of those bad kings.

“Now, we all know that [kid’s name] is NOT a terrible king. In fact, he isn’t terrible at all. We know that [kid’s name] is a really great friend who likes to be kind. But just for a few minutes today—just for our story—we’re going to pretend that [kid’s name] is the terrible King Ahab. Okay?”

“Next we’ll need a few more actors for our story. I’ll need someone to be Jezebel, someone to be Naboth, and someone to be Elijah. Raise your hand if you want to be in the story. If I pick you, bring your Small Group Leader up with you too.

Choose three kid volunteers (all from different small groups) and have each of them bring their Small Group Leader with them. Put the “Jezebel,” “Naboth,” and “Elijah” nametags on the kids and give them wigs or fake beards to wear.

“Let’s all be sure to remember that these good friends who are helping us out today are really just pretending to be the characters in our story.

“Here’s how this will go. *(To the kids on stage)* Kids, you are actually going to be marionette-type puppets today. Your Small Group Leaders are going to help you get your strings on so they can help you act out the story.

Hand out the scrunchies with strings attached. Each kid gets two (one for each wrist).

“Everybody ready? Let’s begin.”

THE GREEDY KING

STORYTELLER: “King Ahab was a very rich and powerful man. He could walk all around his kingdom and see all that belonged to him.

Pause to make sure King Ahab’s Leader is walking him around the stage with the puppet strings.

“He walked back and forth . . . back and forth . . . back and forth, to look at everything that was his. One day, King Ahab spotted a beautiful vineyard not far from his house. He could see that Naboth owned this land.

Hand the fake grapes to Naboth.

“King Ahab walked over to the vineyard to talk to Naboth, because he wanted Naboth’s land. He pointed to the vineyard and told Naboth that he wanted it so he could turn it into a vegetable garden.

If needed, pause the story to make sure the Leaders are directing their puppets appropriately.

“Naboth shook his head no. King Ahab offered to trade a better vineyard for Naboth’s vineyard. Naboth shook his head no. King Ahab offered to buy the vineyard from Naboth. Naboth shook his head no. Naboth explained that the land had been in his family for years and years, and it was very special to him. Naboth would not part with the land of his ancestors. King Ahab left to go back to his palace, but he was definitely not happy.”

TEMPER TANTRUM

STORYTELLER: “King Ahab went home. He was as mad as a mule chewing on bumblebees!

(To audience) “Raise your hand if you’ve ever seen your younger sister or brother throw a temper tantrum. Well, King Ahab was so mad that HE actually threw a temper tantrum. He threw himself on the bed, refused to get up, and refused to eat anything!

Continue pausing while the puppets act out the story.

“It wasn’t long before the king’s wife, Jezebel, came to check on him. *Why are you in such a bad mood?* she asked (*1 Kings 21:5 NlrV*). King Ahab told her about how he had seen Naboth’s vineyard and tried to get it, but Naboth kept saying no. King Ahab was a mess.

“Jezebel basically told King Ahab to pull himself together! Listen to what she said.

Open the Bible to 1 Kings 21:7 (NlrV) and read.

“Is this how the king of Israel acts? Get up! Eat something! Cheer up. I’ll get you the vineyard of Naboth from Jezreel” (NlrV).

THE EVIL QUEEN

STORYTELLER: “Jezebel came up with an evil plan to get Naboth’s vineyard and give it to King Ahab.

Hand the letter to Jezebel.

“She wrote letters to the leaders in Naboth’s town, asking them to make Naboth sit in an important place. In the letter, she asked that two evil men sit nearby and tell lies about Naboth. Then, when everyone heard the terrible lies about Naboth, the leaders should take Naboth outside the city and throw stones at him. Yikes!

“Jezebel wrote all of these things in the letter, and then she didn’t sign her name. She signed the king’s name! She knew that if these men thought the king was asking them to do something, they would do it.

“She sent the letter and, sadly, everything happened just as she wanted it to. Now that Naboth had died, King Ahab could have the vineyard. Isn’t that awful?”

WRAPPING UP THE STORY

STORYTELLER: “Well, let me tell you what happened right after King Ahab took over Naboth’s vineyard. King Ahab had a very special visitor: Elijah.

Hand the megaphone to Elijah.

“Elijah was a man of God. He was a prophet, which means God would use him to deliver important messages to people. Elijah came to visit King Ahab.

Pause to get Elijah’s Leader to raise Elijah’s arm so the megaphone is by his mouth.

“Elijah told King Ahab that what he had done was wrong. He told King Ahab that he would suffer great harm because of what he had done.

“Suddenly, King Ahab didn’t feel like the vineyard was a prize. It was more like a trap! He had finally gotten what he wanted, but it didn’t make him happy. What he thought would be a reward was much more like a curse. King Ahab refused to eat because he felt so terrible for what he had done and what had happened.

“Let’s give our actors a big hand! *(To kids and Leaders)* You all can head back to your seats.

Take the props from the kids as they and their Leaders go back to their seats.

“That’s a pretty wild story. And it reminds us of something really important.

CG: Bottom Line Slide

[Bottom Line] “Wanting what others have can make you miserable.

“I think that was definitely what happened to King Ahab, don’t you?”

“A lot of times WE wish we had what other people have. You might not want your neighbor’s vineyard, but you might wish you had your friends’ toys, their clothes, or even their talents. It’s so important for us to choose to be content with what we have, because **[Bottom Line] wanting what others have can make you miserable.**

“We need God’s help to choose contentment, don’t you think? Let’s pray about that right now.”

Pray

STORYTELLER: “God, thank You for the story of King Ahab, Jezebel, Naboth, and Elijah. Thank You for all of the important things we can learn from it. Help us to learn to be content with the things that You’ve given us, instead of always wanting what someone else has. Help us to be thankful. Help us

choose to be okay with what we have. We love You, and we pray in Jesus' name, amen."

Host enters as Storyteller exits.

Closer

HOST: "Sometimes we feel jealous and we want what someone else has. Have you ever felt that way? I definitely have. King Ahab convinced himself that what he wanted was more important than everything else—even someone else's life! But we know that people are more important than things. If wanting stuff starts to hurt others or hurt you, it's definitely not okay.

"So what should you do when your best friend gets that new video game you've been wanting for months, or when a girl from your class gets to miss a whole week of school to go on a cruise vacation like you've always dreamed of? I think it might help to remember this.

CG: Bottom Line Slide

[Bottom Line] "Wanting what others have can make you miserable.

"When you start to feel jealous, I think the very best thing you can do in those situations is to talk to God. Ask Him to help you be happy for the other person, and ask Him to help you be content with what you have.

"God wants us to love people the way He loves people. But we can't love others when all we feel is jealousy and anger. God can help us kick out those bad feelings (*kick the air*) and He'll fill us with His peace, joy, and contentment instead. We can choose to focus on THOSE things as we **[Basic Truth]** **trust God no matter what.**

"Remember what Jesus said in our memory verse?"

CG: Blank Memory Verse Slide

CG: Memory Verse Slide

"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 NIV).

"We need to be on our guard so we can be content with what we have instead of being miserable about what we DON'T have!

"You'll get to talk about that some more back in Small Group. In fact, you can head that way right now."

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