



GETTING READY

1. Welcome/Opener

What You Need:

- Host

Music and Sound Effects (SFX):

- Upbeat music to use as kids enter the room

Large Group Visuals (downloadable from the website):

- Operating System Theme Slide
- DYM Game Slides (TBD)

Optional Videos (available for purchase through the 252 Media Package):

- Theme Loop Video
- Countdown Video
- Theme Video

What You Do:

- Game slides: Use DYM Game and host it like a boss.

2. Communicator Script

What You Need:

- Communicator
- Bible
- Host

- Box of donut holes
- Whiteboard and marker
- Easel for the whiteboard

Music and Sound Effects (SFX):

- Upbeat music to use as kids enter and exit the room

Large Group Visuals:

- Slide of Oompa Loompa picture
- Slide of Carotenemia example
- Slide of a picture of honey dripping from a honeycomb
- Key Question Slide

What You Do:

- Download a picture of an Oompa Loompa from Willy Wonka, an example of someone's skin with Carotenemia, and honey from a honeycomb from a search engine like Google images.
- On a whiteboard, divide the board into three columns. The first column will be where the group brainstorms examples of good things. The second column will be some ways in which these examples can be good things. The third column will be some ways in which they have become too much of a good thing.

3. Worship

What You Need:

- Alive
- Never Gonna Stop

Too Much

Bible Story: Too Much (Too Much of a Good Thing) • Proverbs 25:16

Bottom Line: Know when to stop.

Key Question: How do you know when to stop?

Memory Verse: “God’s power has given us everything we need to lead a godly life.” *2 Peter 1:3a (NIRV)*

Life App: Self-control—Choosing to do what you should even when you don’t want to

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: *Operating System 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 can talk about something that happened culturally throughout the week like a big sports game, movie opening, or 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: “Hey everyone! Can you believe this is the last week of January?! Let’s finish out the month with a fun game that everyone gets to be involved in.

Play DYM Game with audience.

Host provides commentary during the game.

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 and get a high-five! Your group leaders are here almost every week... they’re pretty amazing. 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. At the core of who we are as a church, we believe that **JESUS CHANGES EVERYTHING FOR EVERYONE!**”

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

Share any/all announcements.

“One of the things we do each week to help us focus on God is to sing... some of you will know the words to the songs, so we want you to shout and sing them out really loud. If you don’t know the words... they’ll be on the screen for you. Feel free to clap, jump, sing and shout along with us! The best part about this is the message of the song and how good God is! Let’s all stand up and sing together!”

Worship Leaders enter. Host exits.

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

Communicator enters as Worship Leaders exit.

COMMUNICATOR SCRIPT

Introduction

COMMUNICATOR: “Hey, there! So good to be with you again this week. I’ve had such a blast with you this month! We’ve covered a lot of areas of self-control, but we’re not done yet! Before we get started, though, think about this: have you ever heard the phrase, ‘You can have too much of a good thing’? What do you think that means?”

Pause for responses.

“Let’s take carrots, for example. Now how many of you think carrots are a healthy snack? (*Pause for responses*) Absolutely. They are a very healthy vegetable. But is it possible to eat too many carrots? Well, carrots are high in beta-carotene, which is a natural pigment that gives them their orange color. Eating too many carrots can actually lead to a condition called ‘Carotenemia,’ which causes your skin to turn orange. You end up looking like this!”

CG: Oompa Loompa

“Okay, maybe not quite like that, but here is a real image.”

CG: Carotenemia example

“Now, I know what you’re thinking: ‘Finally, a reason not to eat my vegetables!’”

Host enters carrying a box of donut holes.

HOST: “(*Interrupt*) Sorry to interrupt, but I brought these amazing donut holes today. You want any?”

COMMUNICATOR: (*Take a couple and eat them*) “Absolutely! I love donuts! Thanks.”

Host exits.

TENSION

COMMUNICATOR: “Back to what I was saying. We have a lot of good things. We’re surrounded by good things. Good things are more than good, right? They’re great! So if they’re so good, is it really possible to have too much of a good thing? That’s a great question, actually. A question like that needs a really great answer. And we find a ton of those in the Bible.”

Host enters again with the donuts.

HOST: “Want a few more?”

COMMUNICATOR: (*Take a couple more and eat them*) “Sure, I guess . . . can’t resist a donut. Thanks!”

Host exits.

TRUTH

COMMUNICATOR: “As we were saying, to answer that question—is it really possible to have too much of a good thing—let’s go to the Proverbs one last time for the month. Remember, Proverbs is a book in the Old Testament of the Bible that is full of wise sayings that King Solomon and others learned because of the wisdom God gave them. Proverbs has a lot to say about some of the best ways we can live our lives.”

Host enters without even speaking. Gestures to offer a few donuts, which the Communicator takes and eats. The Host exits.

“Let’s check out Proverbs 25:16. Just wait to you hear this one! *(Read directly from Proverbs 25:16 NIV) ‘If you find honey, eat just enough. If you eat too much of it, you will throw up.’*”

“Seriously folks . . . that is IN the Bible. You learn something new every day!”

“So what’s the deal with honey? Well, in the ancient world of the Bible, you have to remember that they didn’t have sugary candy, sugar-frosted breakfast cereal . . .”

Host enters again without speaking and Communicator takes and eats donuts. Host exits.

“. . . or sugar donuts like these delectable morsels of goodness. What did they have?”

CG: Honey dripping from a honeycomb

“Honey. Sweet, natural honey dripping from the honeycomb. If you wanted to describe something that was truly sweet, you would use honey. When God describes for his people how amazing the Promised Land is going to be, He says it is flowing with milk and HONEY. When the writer of the Psalms wants to talk about how amazing God’s word is, he says it is sweeter than HONEY taken straight from the honeycomb.”

“And here we have a proverb that is also talking about honey—if you find honey, eat just enough.”

“Is it saying honey is bad?”

Pause for responses. Host enters and Communicator eats a couple more donuts. Communicator is starting to become visibly uncomfortable because of the donuts. Host exits.

“No! Just like these donuts . . . honey is to be enjoyed. But maybe it is not just food. What are some other good things that many of us enjoy in life?”

Audience gives responses while the Communicator writes them on a whiteboard in the first column. The list should include video games, texting/talking with friends, sports, TV, etc.

“That is a great list. Nice work! Let’s talk about a few of these and how they can go from being a good thing to being too much of a good thing.”

“How about video games or TV? How can they be good things?”

Pause for responses. Write good responses on the white board in the second column on the line next to TV/Video Games.

“(Read over answers AND/OR add more) So video games can challenge you to problem solve and think, they can help with hand/eye coordination, both video games and TV can provide a little downtime after a busy or stressful day . . . those are a lot of great examples of how video games and TV can be a good thing!”

Host enters and Communicator eats a couple more donuts. Communicator is clearly starting to wrestle with the decision to take more donuts but loses the internal battle. Host exits.

“Alright, let’s do another. On here we have ‘Texting/Talking with Friends.’ How can this be a good thing?”

Pause for responses. Write good responses on the white board in the second column on the line next to Texting/Talking with Friends.

“(Read over answers AND/OR add more) . . . Builds relationships, helps you care about other people and what they are going through, keeps you connected . . . good stuff!”

“Let’s try one more. How about . . . sports? Sports are great, right? Give me some examples of how sports can be a good thing.

Pause for responses. Write good responses on the white board in the second column on the line next to Sports.

“(Read over answers AND/OR add more) . . . Good exercise, learn teamwork and how to get along with others, learn healthy competition . . . all of those things and more! Great examples.”

Host enters and Communicator eats a couple more donuts. Host exits.

APPLICATION

COMMUNICATOR: “But let’s be honest. Is it possible to play too many video games or watch too much TV? Is it possible to text or talk too much with friends? Is it possible to be too into sports?”

“Now, in the proverb, it said, (Read directly from Proverbs 25:16 NIV) ‘If you find honey, eat just enough. If you eat too much of it, you will throw up.’ In other words, honey is a good thing, but it IS possible to have too much. And the results are not pretty.”

Communicator puts hand on belly, clearly in discomfort.

“My guess is you will not throw up from these things (*point to whiteboard examples*) . . . okay maybe in sports if your coach makes you run too much, but you know what I mean. But what could be the negative results of too much TV . . . or video games . . . or sports . . . or texting/talking with friends?”

Pause for responses and write them in the third column on the whiteboard. Responses may include ignoring family or other responsibilities, forgetting homework, etc.

“You all did an awesome job with these examples. And I think we can clearly see how it is possible to have TOO MUCH of a good thing.”

Host enters and offers more donuts. Communicator looks at the donuts, then looks at the Host, then back at the donuts.”

(Grab mouth and run offstage) “Stand clear!”

HOST: “Hmmm . . . guess we now know how many donuts is too many for [*Communicator’s Name*]. Remember, kids: if you find donuts, eat just enough. If you eat too many, you will throw up.”

Host pops a donut into mouth.

LANDING

HOST: “Maybe I should go and check on [*Communicator’s Name*]. But before I do that, I want you to think about this:

CG: Key Question Slide

“**How do you know when to stop?** Think about all of the good things you brainstormed or maybe even some other ideas you have thought about. When you get to Small Group, talk about how to know when you have reached that point where you have too much of a good thing. I promise; it’ll be worth figuring out. And remember, you don’t have to do this alone. Like we’ve been saying all month long, Jesus sent us the Holy Spirit to help us with self-control. Always be sure to pray and ask God for help with all of this. God can’t wait to help you! Let’s pray and talk to God right now.”

Host leads group in a prayer related to what they just heard. After prayer, Host dismisses kids to Small Group.

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