



GETTING READY

1. Opener/Closer

What You Need:

- Host
- Three poster boards with half drawing (see “What You Do”)
- Markers
- Three easels

Music and Sound Effects (SFX):

- Upbeat music to use as kids enter and exit the room
- High-energy music for the game

Large Group Visuals:

- Theme Slide

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

- Theme Loop Video
- Countdown Video
- Theme Video

What You Do:

- Poster board with half-finished faces: Make a half-finished, cartoonish face on a poster board. You will need three total poster boards, each with a face. To create, fold the poster board down the middle and only complete one half of the drawing (either the half below the crease or the half above it). Make them as elaborate/detailed as you can. The three poster boards drawings should not be identical.
- Set up the three easels across the stage. Set poster boards with the face-side hidden on the easels so the kids cannot see the faces as they walk into the room.

2. Bible Story

What You Need:

- Communicator
- Bible
- Rolls of blueprints
- Human Blueprint (see “What You Do”)

Music and Sound Effects (SFX):

- Upbeat music to use as kids exit the room

Large Group Visuals:

- **Fantastic Architecture Images**
- Key Question Slide

What You Do:

- **Image Search: “Strange and Fantastic Buildings Architecture.”** Download several images that you find interesting for the Communicator to talk about. Have these loaded into your presentation software and ready for the Communicator.
- Borrow rolls of construction/architecture blueprints from someone in your church or community. Have these backstage for the Communicator to bring out onto stage.
- Human blueprint: Create an oversized blueprint of a human being. Use a basic outline (think restroom sign symbol) centered on a large piece of brown butcher paper. *Note:* Communicator will write on this print. If you have multiple services, you will need to create multiple blueprints or a large whiteboard.

3. Worship

What You Need:

- We Are Royals
- Who You Say I Am

Art in Me

Bible Story: Art in Me (Image of God) • *Genesis 1:26-28*

Bottom Line: God made me in His image.

Key Question: What do you think it means to be made in God's image?

Memory Verse: "How you made me is amazing and wonderful. I praise you for that. What you have done is wonderful. I know that very well." *Psalms 139:14 (NirV)*

Life App: Individuality—Discovering who you are meant to be

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

Optional CG (Media Package): Theme Loop Video

Optional CG (Media Package): Countdown Video

Optional CG (Media Package): Theme Video

Host enters. Three easels are preset on stage with the half-drawings set so the audience can't see the images.

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 openings: Captain Marvel, Dumbo, or Wonder Park, 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. This would also be a good time to encourage students and their families to pray for (and possibly sponsor) a child through Compassion International. (See the "Getting Ready" section above.)

Opener

HOST: "Hey, everyone! Let's get started right away with a question. With a show of hands, how many of you like to make things? Maybe you like to paint or sculpt objects out of clay. Others of you might be into woodworking or sewing or crafting. Anyone? Cool . . . I see those hands! The rest of you might not be too into making things with your hands, but chances are you've had to make a poster or diorama for school at some point. Well, when you make something, you show off something all of us have in common: God made us in His image. When we make things, we reflect God's creativity and others get to see how He made us unique individuals.

"We're taking the month of March to celebrate how God *made* us! And to do that, each week we'll feature a Maker's Challenge, which will give us a shot at using our skills to make something amazing. For today's Maker's Challenge, I need three volunteers. Who thinks they have what it takes to create something great?"

Host chooses three volunteers and stands each of them in front of an easel.

"Alright, how many of you have ever completed one of those pictures where half of the image is drawn and you have to draw in the other half? Great! On these easels are images just like that."

"On the count of three, you'll flip over your poster board with half of a picture on it. It is your job to finish the other half. You will need to REFLECT what you see to the other half, but there's a catch: you only have 10 seconds to look at the completed half before you have to fold it backwards and keep it hidden. Once you fold it,

you may NOT look at it until we reveal it at the end. Make sense? You have all of these supplies to work with. And you have [number] minutes to create. Are you ready? 1 . . . 2 . . . 3. Flip over your image and take 10 seconds to look at what you're up against."

SFX: Upbeat music during the Game

Reveal finished half to each volunteer. After 10 seconds, have them fold the finished side behind. They can begin their work.

While they are finishing the other half, the Host can provide commentary while everyone watches.

After a set number of minutes, call time and reveal the full pictures one at a time. If voting for the best one, give a prize. Otherwise, give prizes to all volunteers.

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!

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!

Who You Say I Am

WORSHIP LEADER: *PRAY*

Communicator enters as Worship Leaders exit.

CG: *Blank Bottom Line Slide*

COMMUNICATOR SCRIPT

INTRODUCTION

Communicator enters carrying rolled up blueprints.

COMMUNICATOR: “Hey everybody! So, does anyone know what I have here?”

Pause for responses.

“Yeah! These are blueprints. Who knows what blueprints are used for?”

Pause for responses.

“Nailed it! Before a construction company constructs a building, an architect draws up a very detailed plan of what that building will look like. That way, builders aren’t just trying to figure things out as they go. Can you even imagine the blueprints that were needed for these crazy buildings?”

Communicator clicks through several pictures of architectural masterpieces and comments about the design and details.

CG: *Fantastic Architecture Images*

“Aren’t those incredible? Now, think about it. To be able to create those masterpieces, what can you tell me about an architect without even meeting them?”

Pause for responses. Guide them to talking about how creative or how detailed the architect must have been.

“You don’t just slap something like that together and call it good. If you are going to create something like that, it takes an incredible amount of care and detail; you need some skills in math and physics. Not to mention that you also have to be totally committed to what you’re making.”

TENSION

COMMUNICATOR: “I don’t know about you, but if I walked past one of those buildings, I would certainly stop to notice it. They’re unique, and they stand out from the rest of the buildings in the area . . . the rest of the buildings in the WORLD! But does that work for other things? What about plants? Or natural landscapes? I can see that happening with unique animals in remote parts of the world.

But what about you and me? We live in a huge world with seven billion people walking around—many of whom are pretty similar to each other. And you might start to wonder, am I really that unique? What sort of care and detail were part of how we were created?”

TRUTH

COMMUNICATOR: “That’s a big question. And when we have big questions like that, we should check out what the writers of the Bible have to say about them. So let’s check it out! For this question, we might want to start at the beginning. And I mean the BEGINNING! In Genesis, we read that in the beginning (*pause to see if anyone can finish it*) . . . God created. What did He create? That’s right! The heavens and the earth. God made the world and everything in it—the land, sky, and sea . . . and filled them with an incredible variety of

creatures—all sorts of birds in the sky, sea creatures and land creatures. And after all that, God makes his crowning achievement . . . his masterpiece . . . his architectural marvel . . . do you know what it was?”

Pause for responses.

“That’s right, people! Check this out. (*Open Bible and read Genesis 1:26-27 NIV*) ‘Then God said, “Let us make human beings so that they are like us. Let them rule over the fish in the seas and the birds in the sky. Let them rule over the livestock and all the wild animals. And let them rule over all the creatures that move along the ground.” So God created human beings in his own likeness. He created them to be like himself. He created them as male and female.’”

“‘God created human beings in his own likeness.’ That is a pretty big idea right there. Let’s break it down like this . . .”

Communicator unrolls large blueprint of human being.

“When it came to creating humans, God didn’t say He was going to make them like the birds . . . although the wings would be kind of cool at times. He didn’t say he was going to make them like the plants . . . although, if I could grow apples, I feel like that could be a useful skill. All those things were made according to their kinds. But when God created humans, the blueprint He used was Himself. Now I can see that might sound a bit confusing, so let me explain.”

“I am NOT saying we are God. I am NOT even saying we are like GOD in every possible way. What I AM saying is that God made humans to reflect what He is like. Just like how many times an architect will say something about him or herself though what he or she creates, God wanted to say something about Himself through how He created humans. But it isn’t about our physical features. So, what is it about?”

Writing on the human blueprint.

“One of the first ways we are like God is our ability to CREATE.

Write the word CREATE inside the human outline.

“How many of you love to build or draw or sculpt or sing or dance or play an instrument? Do you know where that comes from? You like to create because you are reflecting God, who created everything we see with such variety and detail. Think about how many different colors and textures and smells and sounds fill the world. You create because God creates . . . and you are like Him.”

“Another way that we are like God is our ability to RELATE.

Write the word RELATE inside the human outline.

“One of the things that makes us unique in the creation is our ability to form deep relationships with others—like our Architect designed us for it! We get this from God, who, all throughout the Bible enters into relationship with the people He has created. We learn to love others by the way God loves others. You relate because God relates . . . and you are like Him.”

“Another way we are like God is our ability to RULE.”

Write the word RULE inside the human outline.

“Now this one might seem a little strange, but let’s look back at the Bible again. After creating humans in His image, look what it says next . . . (*Open Bible and read Genesis 1:28 NIV*) ‘God blessed them. He said to

them, “Have children so that there will be many of you. Fill the earth and bring it under your control. Rule over the fish in the seas and the birds in the sky. Rule over every living creature that moves along the ground.””

“One of the first things that God asks humans to do after He creates them is to rule. Now we can sometimes read that word with a negative tone, like a wicked king who is coming in and taking over. But that’s not what is going on here. See, God is the original and ultimate King. All throughout the Bible, the writers talk about how God rules the world. But when God creates people, He does something amazing! He asks them to rule . . . in other words, God gives people the job to do what He does . . . to be in charge of creation. To manage it. To care for it. To protect it. God commanded humans to reflect the way He rules and rule the world.”

“Now sadly, as we read on in the story of the Bible, humans eventually have a hard time even ruling themselves and things get messy because of it. So God eventually sends another King—Jesus—into the world to set things right. But it is important for us to see that, in the beginning, the Master Architect created humans with incredible detail and purpose. He didn’t just ‘throw together’ humans and call it good. God knew exactly what He was doing.”

APPLICATION

COMMUNICATOR: “And He knew exactly what He was doing when He created you. Sure we may make mistakes . . . we may even do things that are wrong. But that doesn’t change how or why God created you. Just like one of those amazing buildings I showed you earlier. Just because they get a broken window or covered in dust and grime . . . it doesn’t change the reason they were created. You were made to reflect who God is to the world, and God wants to do that through all of the ways He made you so unique. Our hope is that this month you will discover some things about yourself and the way God made you so that you can use what you learn to show others what God is like.”

LANDING

COMMUNICATOR: “Today as you head to Small Group, think about this blueprint a little more. Think about some of the ways that that God created YOU in His image, with this question:

CG: Key Question Slide

“What do you think it means to be made in God’s image?”

Why do you think this matters? And how does this affect the way you live—or the way you see yourself and others? God made us unique and wonderful, and each one of us has a special role in the world. You’ll talk more about that in Small Group, but before you head off, let’s pray.”

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

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