



GETTING READY

1. Welcome/Opener

What You Need:

- Host
- Two kid volunteers
- Buckets
- Playground balls

Music and Sound Effects (SFX):

- Upbeat music to use as kids enter the room
- Upbeat music to use during the game

Large Group Visuals:

- Theme Slide
- Snake/Centipede Video Game Screen Shot
- Battle Centipede Title Slide

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

- Theme Loop Video
- Countdown Video
- Theme Video

What You Do:

- Locate a screen shot of the classic video game, Centipede, from a search engine of your choice. Prepare the slides and have them ready to use.
- To play Battle Centipede, you will need to place buckets around the room with a number of plastic, playground balls. If you have a large group and can accommodate multiple groups, place fewer buckets in the room than groups so the “centipedes” will be forced to interact with each other.

2. Communicator Script

What You Need:

- Communicator
- Bible
- Marshmallows (largest size)
- Enough marshmallows for everyone in the room (see What You Do)
- Wooden skewers

- Four kid volunteers

Music and Sound Effects (SFX):

- Upbeat music to use as kids exit the room

Large Group Visuals:

- Key Question Slide

What You Do:

- Place three large marshmallows on the wooden skewers. Using a sharpie, give one a female face to represent Mary. Give the other two marshmallows faces for Simeon and Joseph. Place a medium size marshmallow on a wooden skewer. Using a sharpie, give it a baby face to represent baby Jesus.
- Communicator will play the Marshmallow game as part of large group. Every kid will have the opportunity to receive two marshmallows if they are able to wait until the end of Large Group to eat the first marshmallow the communicator gives the during the Introduction. Distribute bags of marshmallows to Small Group Leaders to speed up the process of handing them out to the kids.

3. Worship

What You Need:

- Never Gonna Stop
- Wide Open

Right Here Waiting

Bible Story: Right Here Waiting (Simeon at the Temple) • Luke 2:22-35

Bottom Line: When you need to wait, ask God for patience.

Key Question: What do you do when you have to wait?

Memory Verse: *The fruit the Holy Spirit produces is love, joy and peace. It is being patient, kind and good. It is being faithful and gentle and having control of oneself.* Galatians 5:22-23a, NIV **Life App:** Life App—What God is doing in you to change the world around you

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.

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 sporting event, movie opening (Avengers 4, Aladdin), a viral video on YouTube®, or holiday (Mother’s Day, International Tuba Day, Star Wars Day, Cinco de Mayo, Memorial Day), 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: “Greetings, one and all. Let’s start this morning by doing something a little painful. We are going to THINK! I know, I know . . . it’s summertime, and this is no time to use the ol’ noodle. But the thinking we’re doing today involves one my favorite subjects . . . VIDEO GAMES! Think about your favorite game to play right now—even if it’s just a game you play on your tablet or device. *(Pause)* Is everybody thinking about his or her favorite? *(Pause for response)* Let’s hear from a couple of you.”

Host calls on a couple kids to hear their favorite games.

“Those sound like great games. Now, whether you’re thinking about Minecraft™, MARIO KART™, or Madden™, I’d venture to say the game in your brain uses some seriously advanced technology! It’s in part what makes the game some awesome.”

“Now video games didn’t start with VR or online gaming networks or incredibly detailed graphics. Nah

. . . they started with something . . . shall we say more basic. But they were still awesome. Classic game designers really proved that you could make something wildly entertaining out of . . . well, pretty much nothing. Case in point: Centipede and it's cousin, Snake.”

CG: Visual image of Centipede and/or Snake

“The concept is very simple: you play as a centipede—or snake—that must eat to become bigger. However, the bigger you get, the more likely it is that you're going to run into either an obstacle or yourself. When that happens, it's GAME OVER. This simple game was so huge that it was one of the first games ever to be put onto a cell phone . . . and this was BEFORE cellphones were smart phones!”

“Today, I'd like to pay loving homage to the game that has stood the test of time . . . I call it BATTLE CENTIPEDE.”

CG: Battle Centipede Title Slide

“I need two volunteers to start and for EVERYONE else to spread ALL around the room, sitting down. Those sitting down will need to space out at least an arm's length away from the next sitting person. Anyone want to volunteer? *(Pause for response)*”

Host selects two volunteers and brings them to the front. Host directs the rest of the group to spread around the room sitting down. If you have a large group of kids, consider starting the game with three to five volunteers.

“The two of you are going to be the heads of our two centipedes. Stationed around the room we have buckets containing playground balls. Grab one of these playground balls and run it to someone sitting in the audience. When you hand him or her the ball, he or she will grab onto your shoulders. You and that person will return to a bucket, conga-line-style, to grab another ball. When you have your new ball, you and your teammate will take it to a THIRD person in the room. He or she will grab onto the back of your centipede, you'll go back to another bucket to get a new ball and another person to add to your centipede, and so on and so forth.”

“Once everyone in the room has become part of one of the centipedes, the game is over, and whichever team has the LONGEST centipede is the winner! Make sense to everyone? *(Pause for response)* Excellent! Then let's play BATTLE CENTIPEDE!

SFX: High-energy game music

Host facilitates centipede shenanigans. To insure kid's safety, have all the centipedes walk throughout the game. Once everyone is a part of a centipede, stop the game and have all the centipedes line up to determine the winning group.

“Fantastic! Well-played, to all of our battling centipedes! However, we can only have one BATTLE CENTIPEDE champion! Let's give them a big round of applause! *(Pause for response)* Everyone pat yourself on the back and find someone from the other centipede to shake hands with.”

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!

Never Gonna Stop

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!”

Wide Open

WORSHIP LEADER: *PRAY*

Communicator enters as Worship Leaders exit.

CG: Blank Bottom Line Slide

COMMUNICATOR SCRIPT

Introduction

COMMUNICATOR: “What’s up everybody? Question for you. What is your favorite sweet treat? It could be something wrapped, something baked, something frozen . . . you get the idea. Something sweet that your taste buds just can’t live without.”

Communicator calls on several kids to hear their favorite sweet treat.

“Wow. Some of you have great taste. One of my favorites would easily be a marshmallow. By show of hands, how many people in this room like marshmallows? *(Pause for response)* For those of you raising your hands, you’re in for a treat today. For those of you NOT raising your hands, I’m pretty sure you haven’t REALLY considered how fantastic marshmallows are.”

Communicator pulls out a handful of marshmallows to pique the interest of the kids as he/she begins describing the marshmallow characteristics.

“Seriously! They’re absolutely delectable by themselves! A jet-puffed sugary treat, the perfect size to get your sugar fix and appease that sweet tooth. They’re soft and fluffy and light and practically melt in your mouth! They’re good for any season, too—s’mores around the campfire in the fall, Rice Krispy Treats on the beach in the summer, popcorn balls at Christmas time . . . sticky and gooey and just absolutely delicious. Is anybody else’s mouthwatering besides mine?”

“Well, I’ve got a surprise for all of you in the room today: I’ve brought marshmallows for EACH AND EVERY ONE OF YOU. That’s right! Each of you gets the opportunity to partake in one of my favorite sweet treats on this glorious Sunday! I’ll pass them out in just a second, but there is a catch—I’m going to give everyone ONE marshmallow right now, and you’re free to eat it if you’d like. Dive right into that sweet, sugary goodness like there’s no tomorrow!”

“HOWEVER . . . if you can hold off on eating your marshmallow and wait ‘til the end of the *[Name of Environment]* large group . . . I will give you a SECOND marshmallow. That’s right! You’re absolutely, 100% free to chow down as soon as I give you your marshmallow, BUT if you can hold off and show us your mallow at the end, we’ll DOUBLE your takeaway. Sound good? *(Pause for response)*”

Communicator gets Small Group Leaders to pass out marshmallows to all kids interested. Communicator should be sure to keep one for him or herself.

TENSION

COMMUNICATOR: “Everyone have a marshmallow? Great! Let’s keep going. So, one thing I’ve learned over the years is that waiting is not easy! Waiting for your birthday to arrive seems to take forever! Christmas is the slowest holiday to arrive every year! The last few weeks of school before summer arrives move at a snail’s pace. You know what I mean?!”

“Even as you sit in this room, you are having to wait. Normally, waiting for your Small Group time isn’t too painful, BUT today might be different because of the marshmallows. I’m the one that posed the challenge, and even still, I’m salivating thinking about biting into this pillowy, marshmallow goodness!”

“Waiting is a normal and extremely common practice in life, but we tend to be TERRIBLE at it! We get frustrated when we have to wait in traffic, anxious when we’re waiting those last few days before the baseball tournament, angsty when we’re only one week away from vacation, downright frantic when we’re waiting for the clock to tick down those last few minutes to recess . . . there’s so much WAITING in the day-to-day that you’d think we’d be used to it by now, but we’re NOT! Waiting is the worst. I wonder if we can even get better at it?”

“Great question. Did you know that many people written about in the Bible had to wait? They waited to get to the place God promised them. Others waited to have a child or be rescued. And everyone was waiting for the Savior of the world, Jesus, to come. And that’s actually where we start today. But first, can I have four volunteers come to the stage, please?”

TRUTH

Communicator brings four volunteers to the stage and hands each volunteer a marshmallow skewer. Marshmallows need a smiling face on them. Communicator moves the volunteers around the stage to illustrate the events in the story.

COMMUNICATOR: “After Jesus died on a cross, came back to life and ascended into heaven, Jesus sent the Holy Spirit down to work in the lives of the believers. But God’s Spirit was at work long before when it hovered over the waters of the newly formed earth. God’s Spirit was active in men like David and Gideon. And later, before Jesus was born, God’s Spirit spoke to a man named Simeon. Luke wrote about Simeon in the Gospel of Luke, the third book of the New Testament in the Bible.”

Communicator moves volunteer with Simeon marshmallow puppet forward to stage right.

“Simeon was a faithful man who was dedicated to the ways of God. Simeon spent time in the temple listening to the promises of God as the teachers spoke. He made it a point to regularly talk to God and, at the same time, listen to God.”

“At one point, Simeon received a message from God. He clearly heard he would not die before meeting the Messiah or the Savior. Keep in mind, the nation of Israel had for centuries been hearing prophets talk about how God would send help in the form of a King or Messiah. However, no one knew who the Messiah was or what this King would look like or even when He’d arrive. So for Simeon to receive word from God that he’d meet the Messiah before he died would have been not only special but also exciting. However, God did not let Simeon know when he’d meet the Messiah. So Simeon had to wait . . . a long time. But the waiting didn’t discourage him . . . Simeon held on to the hope that one day it would happen.”

Communicator moves the Mary and Joseph puppets forward to stage right.

“Around this time, Mary who was engaged to a man named Joseph, a carpenter—many of you have probably heard their story before—received word from an angel that she was going to have a baby. But the baby she was carrying was not a normal baby. Rather, the child was the Son of God . . . the coming Messiah.”

Communicator moves the baby Jesus marshmallow puppet forward to stage right with the Mary and Joseph puppets.

“Once the baby was born, Mary and Joseph traveled to the temple in Jerusalem to dedicate this baby to God. At the same time, Simeon is at the temple . . . still waiting to see the Messiah. I think you might see where this is going, but let’s keep going.”

Communicator moves Mary, Joseph, and Jesus puppets to center stage from stage right. Communicator moves Simeon to center stage from stage left.

“When Mary and Joseph arrived with their baby in arm, Simeon spotted the child and his heart leapt. After waiting for such a long time, he knew without a doubt it was the Messiah—God’s Son. The wait was over! So check out what Simeon does next! Luke records, *(Read directly from Luke 2:28-32 NIV) ‘Simeon took Jesus in his arms and praised God. He said, “Lord, you are the King over all. Now let me, your servant, go in peace. That is what you promised. My eyes have seen your salvation. You have prepared it in the sight of all nations. It is a light to be given to the Gentiles. It will be the glory of your people Israel.”’*”

Communicator directs the Simeon puppet and the Jesus puppet to stand side by side.

“After waiting for God to fulfill His promise to Simeon, everything changed. Simeon held the baby that would change the world . . . set things right between God and people. Simeon met the Messiah, the Savior of Man, the Son of God, and he had personally held Him in his arms.”

“As Mary and Joseph stood back and listened to Simeon’s words, they marveled. No doubt they recognized his words could have only come from God.”

Communicator thanks volunteers, take puppets, and has volunteers go back to their seats.

APPLICATION

COMMUNICATOR: “Simeon must have been a phenomenally patient person. For God to tell you that you’ll get to experience something truly unbelievable but not know when could have been incredibly nerve-racking. However, Simeon didn’t seem to lose faith or even his patience. He trusted the promise would be fulfilled and continued his devotion to God. Though some of the words God had given him were difficult, every moment of his patient waiting had paid off.”

“Let’s be honest. Patience can be hard for us. Whether it’s a toy, a video game, or a frozen pizza, we want everything right now. So many times, right now is not possible. It can take minutes, hours, days, or even years. But patience is actually a Fruit of the Spirit, like we’ve seen already this summer through love, joy, and peace. Patience is something that we can find with the help of God’s Holy Spirit.”

“But even though we receive this through the Holy Spirit, like any fruit has to grow before it’s good to eat, patience needs time to grow in you. In fact, sometimes just talking to God is all you need to help you slow down and wait.”

LANDING

COMMUNICATOR: “Speaking of waiting, some of you managed to patiently wait and not eat your marshmallow the entire large group. Thanks for your patience. Like Simeon, you will be rewarded as you leave this room with . . . another marshmallow. Before that happens, here’s a question to think about . . .”

CG: Key Question Slide

“**What do you do when you have to wait?** Are you one to get upset and start messing around? Or do you wait with patience? Really think about it and be honest with yourself. In Small Group, you’ll get a chance to talk

more about it and come up with some ideas to help you wait. One of the best things you can do when feel like you can't wait is to pray and ask God for help. How about we do that now! Let's pray together."

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.

Optional Video (Media Package): Theme Loop