



GETTING READY

1. Welcome/Opener

What You Need:

- Host
- Piping components cut in half long ways—pool noodles, PVC pipes
- Marbles (pool noodles) or Golf balls (PVC pipes)
- One bucket for each participating group

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
- Super Mario Bros™ Video Game Screen Shot
- Plumbing Brothers 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, Super Mario Brothers, from a search engine of your choice. Prepare the slides and have them ready to use.
- To play Plumbing Brothers, you will need to cut sections of PVC pipe or pool noodles in half long ways for various lengths (12"+). If you use pool noodles, you'll need to use marbles. If you only use PVC pipes, you can use golf balls.

2. Communicator Script

What You Need:

- Communicator
- Bible
- Prop box
- Mario Brothers masks on sticks (See What You Do)

Music and Sound Effects (SFX):

- Upbeat music to use as kids exit the room

Large Group Visuals:

- Key Question Slide
- Image of original gray Nintendo DS

What You Do:

- Search “Original Nintendo DS Image” to locate a photo of the original gray Nintendo DS from a search engine of your choice. Prepare the slides and have them ready to use.
- Search for the following faces on the search engine of your choice: Goomba, Mario, Princess Peach, Luigi, Bowser. Print out the images and cut them out to create masks. Attach the masks to wooden dowels or rulers. Place all of the masks in a prop box and have them on stage ready for the communicator to use during the story.

3. Worship

What You Need:

- We Are Royals
- Who You Say I Am

Kind & Generous

Bible Story: Kind & Generous (Good Samaritan) • Luke 10:25-37

Bottom Line: Be kind to everyone.

Key Question: How can you be kind even when it's hard?

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 should treat others the way I want to be treated.

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: "Hey, hey! So if you've been around the past few weeks, you know that this summer we're paying homage to the likes of Asteroids, Joust, Pac-Man, and even Centipede. I thought long and hard about which game to honor today—which game REALLY epitomizes the love and respect I have for arcade cabinets and vintage video games alike. I realized that there's no better choice to close out the month than those two brothers we all know and love . . ."

CG: Visual image of Super Mario Bros.

" . . . Mario and Luigi, the Mario Brothers. It could be argued that no franchise has stood the test of time quite like the Mario Bros. The controls are tight, the levels are instantly recognizable, and the characters themselves are iconic. Anyone know what Mario and Luigi do for a living? Right, they're plumbers! When the first Mario Bros game was made, most of the levels were designed to have an underground aesthetic, and so Shigeru Miyamoto, the creator of Mario Brothers, decided that Mario and Luigi should be plumbers to match the world that they had been placed in. The rest, as they say, is history."

“Why in the world am I telling you all this? To lead into a retro-themed, video game inspired, game called PLUMBING BROTHERS.

CG: Plumbing Brothers Title Slide

“Anybody want to play a game? *(Pause for response)* To play this game, I actually need every single person in this room!”

“Let’s have everyone get into his or her Small Group. Your Small Group will be your team. Each team has a bucket with a variety of objects. We’ve got halved PVC pipes, some bisected pool noodles, and some pieces of tubing. There is one for each person in your group to hold. In each of your buckets, you will find a single marble.”

“Your job is to line up in a straight-line shoulder to shoulder with your piping outstretched. You must be able to roll your marble down the line of piping and have it drop into your bucket. The marble can’t touch anything other than your pipes. AND your marble can’t hit the ground. The marble must touch EVERY SINGLE ONE of the pipes that your small group is holding before it lands in your bucket. That means you and your teammates will have to make a path—a plumbing system, if you will—that you will hold up to guide the marble into the bucket. If the marble drops off of your plumbing rig, you’ll have to start over from the very beginning. The same is true if anyone in your small group touches the marble with any part of his or her body or clothing. The first team to successfully get their marble to drop into their bucket will be the PLUMBING BROTHERS winner! Everyone clear on the rules? *(Pause for response)* Alright, then . . . on your mark, get set . . . GAME ON!”

SFX: High-energy game music

Host facilitates plumbing mayhem. If your group is too large to allow everyone to play, consider bringing a group of guys and girls to the stage for a guys vs girls PLUMBING BROTHERS competition. To make sure everyone understands how to play the game, give everyone a practice round. Once a group has completed the task after the practice round, they are the winners. To increase difficulty, move the bucket a distance from the group to move them to move.

“Everybody freeze! That is a wrap. We have a clear PLUMBING BROTHERS winner! Fantastic job, everyone, but an even better job to our winning group! You all have bright careers in pipe-and-plumbing maintenance ahead of you! Let’s have a round of applause to our winners. *(Pause for response)*

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 tells a story about a time he/she did not choose to be kind. Communicator can use the following example or use it for inspiration.

COMMUNICATOR: “Hey everyone! Welcome back. I want to remind everyone this morning I wasn’t always this old. Nope! There was a time I was your age long ago. And when I was about your age, the Nintendo DS was all the rage. Now, I’m sure there are some of you out there who don’t even know what the original DS looked like—after all, we’re in the age of the Nintendo Switch now, and even the 3DS is almost a decade old at this point! For context, here’s what I’m talking about.”

CG: original gray Nintendo DS image

“Boxy, chunky, weighed about as much as a SUV . . . it looks like a relic of the past now, but trust me: they were all the rage. My friends and I all had one, and after school we would link them up and play some really intense games of Mario Kart.”

“As you all know, Mario Kart can be an intense game—racing down the tracks, throwing green shells and bananas to slow people down, vying to be the fastest and the most skilled. My friends and I took this game

VERY SERIOUSLY. Winners would have bragging rights until the next time we played, so you couldn't slack unless you wanted to hear about it all through lunch. One fateful day after the last bell had rung, my friends and I were sitting in the gym waiting for our parents to come pick us up, and we had just started up the game . . . when a new kid walked over to our group."

"This kid was new in school and didn't have a lot of friends yet. He came over to us and held up his DS and asked if he could get in on a round of Mario Kart. Now, we already had eight players ready to go, and bragging rights were on the line . . . if this kid wanted to play, one of us was going to have to give up his/her slot and sit this one out. Were we willing to take a step back and give this new kid, who none of us knew, the chance to play with us?"

"In this moment, we had a choice. We could tell the kid 'NO,' or one of us could have stepped aside to give the new kid a chance. Did we let the new guy play? *(Pause for response)* Ultimately, we did not let the new kid play! Why not? Nobody wanted to give up his or her spot for someone we didn't know."

TENSION

COMMUNICATOR: "That poor kid; he just wanted to find a friend. Unfortunately, this was not my finest moment. When given the choice to show kindness to someone else, I opted out. For whatever reason it's super easy to show kindness to people I know and like, but when it came to this new kid, showing kindness was the last thing I wanted to do."

"I've got a sneaky feeling you're like me. Offering kindness to those we know and love like our family or friends is no problem. We want to see them happy, and extending a helping hand is like second nature. But what about when it's someone you don't know? When someone outside your immediate circle needs a chance to fit in or needs some assistance, is it easier or harder to show that same kindness you show to the people close to you. If we are being honest, most times it is harder to show that same kindness."

"In the moments of life when it's hard to show kindness, why do we often skip the opportunity? And is that something we should really be doing? Who exactly do we need to be showing kindness to? Those are some tough questions. Thankfully, Jesus wasn't shy about how He felt about this topic. The writers of the Gospels recorded what Jesus said and did when it came to showing kindness. Let's head to one of those moments now."

TRUTH

COMMUNICATOR: "At this point in Jesus' life, he had already earned a reputation as someone who did incredible acts of kindness like feeding 5,000 people with a young boy's lunch. In addition, people heard Him teach spiritual truths in the form of stories called parables. Crowds formed wherever He went. However, not everyone in the audience was a big fan of Jesus. Some wanted to test Jesus because they were skeptical of what they had seen and heard."

"This is exactly what happened on this occasion. A man who was an expert in the Old Testament Laws tested Jesus with a hard question. He asked, *(Read directly from Luke 10:25b)* "What must I do to receive eternal life?" Jesus responds by asking the expert what he thought. So the man continued by saying, *(Read directly from Luke 10:27)* "Love the Lord your God with all your heart and with all your soul. Love him with all your strength and with all your mind. And Love your neighbor as you love yourself." Jesus agreed with his response."

"However, the man was not done with his questioning. He leaned in a little closer and asked. *(Read directly from (Luke 10:29, NIV)* "And who is my neighbor?"

“In other words, the expert of the law wanted to know who he should consider a neighbor and, therefore, should receive his kindness.”

“This is where Jesus does something awesome. Instead of answering the man directly, Jesus tells a story or parable. For today’s purposes, we wanted to retell this parable known as the Good Samaritan with a Mario and Luigi twist. So listen carefully to see if you can pick up on Jesus’ answer.”

*Pull out prop box with Mario Bros Characters on sticks.
Communicator (or Host) should put them up to their face
whenever that character is mentioned.*

“Once upon a time, a certain mustached plumber by the name of Mario was making his way through the Mushroom Kingdom on his lonesome. He had been traveling a long while—all the way from Toad Town, in fact!—and was tired and ready to be home. However, as he was making his way along the path, he was jumped by a pack of Goombas, the mean mushroom creatures! They took him by surprise and really laid the hurt on; they took all of his coins and power-ups and left him there by the side of the road! Without any mushrooms or fire flowers, Mario was helpless! He lay there on the side of the path, hoping someone would come by to lend him aid.”

“Mario was alone.”

“And after a while, lo and behold, who would come down the path but Princess Peach, Mario’s ally and ruler of the Mushroom Kingdom! Mario called out to her as she walked his way, and Peach took notice. She clearly saw Mario needed some help . . . but she only paused to move to the other side of the road. Then she kept on walking! She saw Mario’s distress and turned her head, continuing on her way to the castle. Maybe she didn’t want to get her princess dress dirty.”

“Once again, Mario was alone.”

“Some time later, another traveler came down the path. Mario shouted for help, looking down the way to see who was headed his direction. To his surprise, it was his brother, Luigi! Mario waved his arms as much as he could and asked for assistance from his brother. As Luigi approached, he clearly saw Mario but had a disgusted look on his face . . . the same look Mario gets when hears a toilet to unclog. To his shock, his brother too walked right on by! Oh, the humanity! First the princess, now his own brother?! Mario watched in dismay as Luigi sauntered down the path to the castle, never giving Mario a second thought.”

“Once again, Mario was alone.”

“Even more time passed, and Mario had all but given up hope . . . but then . . . thundering footsteps plodded down the road. The earth shook and the trees quavered as none other than the great Bowser stepped into view! Bowser, Mario’s mortal foe, his greatest enemy, scourge of the Mushroom Kingdom, saw Mario lying there helpless by the side of the road . . . and the great, spiky Koopa King did the unthinkable. Bowser knelt down beside Mario and helped him to his feet. He carried Mario all the way to the castle, gave him a few spare coins to make up for those that had been taken from him, and even gave him a power-up mushroom to put a little pep in his step. As Bowser left, he said he’d offer more assistance upon his return if needed.”

“Mario’s friends had turned up their noses at him, but his enemy took the time and put in the effort to help him out in his time of need.”

“Answer this incredibly obvious question for me. Which of the three people who passed by was a neighbor to Mario? (*Pause for response*) That’s correct! Bowser! The one who showed mercy!”

“Now clearly Jesus didn’t tell the parable about Mario and his friends. Rather it was a Jewish man who was beaten and robbed. Two religious Jewish men, a priest and a Levite, saw the man in need but did nothing to help. Rather, Jesus told the story with a Samaritan helping the Jewish man. There was a deep hatred between Jews and Samaritans. In fact, the Samaritan would have been the last person anyone in the audience would have guessed to have shown love.”

APPLICATION

COMMUNICATOR: “This parable is an amazing story told to make a very clear point. To the people standing before Jesus, the neighbors to love and show kindness towards are people of Jewish heritage. They would have assumed they’re to love those who looked like them, talked like them, worshipped like them, and dressed like them. However, Jesus’ example shattered their understanding. The expert of the law had been looking for ways to show kindness to the least number of people. But Jesus’ story made it clear: love and kindness should expand far beyond people in their own community.”

“I love this parable because its message is for us as well. It’s easy to choose kindness for those who belong in our circle of friends and family. But Jesus is pointing out that kindness should be for a much larger circle. God wants us to be kind to every single person we meet. Does this include the people who act crazy at the city pool? Yep! Does this include the kids at our school we don’t really like? Yep! Does it include kids who look different than you? Yep!”

“I’m not trying to make this sound like it supposed to be easy. I realize this is a difficult and even scary idea . . . but this is exactly what God asks of us. You should show people kindness not just when they’re kind to you and not because they talk, think, or behave the way you do. But because God showed kindness to everyone when He sent Jesus to die for our sins.

Kindness is a fruit of the Spirit. When we trust Jesus as our Savior, the Holy Spirit lives inside us and helps up Power Up in some amazing ways. We’ve already talked about love, joy, peace, and patience . . . but kindness is important, too! But we don’t have to find a way to be kind all on our own. God can help us through His Holy Spirit.”

LANDING

COMMUNICATOR: “But still, what does this look like today? As we wrap up our time before Small Group, think about this question . . .”

CG: Key Question Slide

“**How can you be kind even when it’s hard?** What does this look like played out next month on your vacation? How can this be applied when school starts? These are tough questions to answer and even harder to live out. Thankfully, you have a Small Group Leader and some amazing friends to help you figure it out. Before you head to groups, let’s pray and thank God for His kindness to us through Jesus and ask Him to help us show kindness to the people in our lives. Let’s pray.”

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