



GETTING READY

1. Welcome/Opener

What You Need:

- Host
- Supplies for Frogger Course (See “What You Do”)

Music and Sound Effects (SFX):

- Upbeat music to use as kids enter the room

Large Group Visuals:

- Theme Slide
- Frogger Video Game Screen Shot

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

- Theme Loop Video
- Countdown Video
- Theme Video

What You Do:

- Search for a screen shot of the classic video game, *Frogger*, from a search engine of your choice. Download the image and create a slide. Have it loaded into your presentation software and ready to use.
- Since this is the last week of the month, consider going all out with a life-size Frogger course that the kids can all participate in using all of the volunteers to run the course. Frogger is made up of two environments: crossing a street while avoiding vehicles, and crossing a river using lily pads and logs to jump on. For the vehicles, you could have leaders walking back and forth horizontally (off set from one another) holding gym mats. For the river, you could use pillows, papers, etc. One idea would be to get several oversized pool noodles and thread through with rope to create a long tube that leaders can pull

back and forth to create movement to jump. Have fun with it! Anything can be an obstacle. Just make sure it is safe.

2. Communicator Script

What You Need:

- Communicator
- Bible

Music and Sound Effects (SFX):

- Upbeat music to use as kids exit the room

Large Group Visuals:

- Bible Story Images 1-9
 - Horse image
 - Horse with giant steering wheel image
 - Horse with oversized bit and bridle image
 - Horse with normal size bit and bridle image
 - Overhead shot of a cruise ship image
 - Overhead shot of a cruise ship with a rudder as big as the ship in the water image
 - Cruise ship with actual rudder image
 - A small spark image
 - A raging forest fire image
- Key Question Slide

What You Do:

- Download the slides and have them ready to use. If you do not have CG capabilities, you have Orange's permission to enlarge and print the slides on paper.
- During the Introduction, the Communicator will be using gestures and nonsense words to communicate her point. She should be careful in how this bit comes off so as not to offend or seem like they are mocking anyone (this should not resemble sign language).

3. Worship

What You Need:

- Never Gonna Stop
- Wide Open

More Than Words

Bible Story: More Than Words (Taming of the Tongue) • James 3:3-10

Bottom Line: God gives you the power to have self-control.

Key Question: What can happen when you lose control?

Memory Verse: *God began a good work in you. And I am sure that he will carry it on until it is completed. That will be on the day Christ Jesus returns.* Philippians 1:6, NIV

Life App: Life App—What God is doing in you to change the world around you

Basic Truth: I need to make the wise choice.

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 Video (Media Package): Theme Loop

Optional Video (Media Package): Countdown

Optional Video (Media Package): Theme

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 (Spider-Man: Far From Home, The Lion King), a viral video on YouTube, or July holidays (Canada Day, Independence Day, Chocolate Day, Cow Appreciation Day, National Cheesecake 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: “What’s going on, everyone?! Such a good day in store for you. And that day starts with our last . . . sniff, sniff . . . yes, our last throwback video game adventure. And what tour of retro video games would be complete without a stop at the classic amphibian-endangering adventure . . . yes, you guessed it, *Frogger!*”

CG: Visual image of *Frogger*

HOST: “Now some of you think Crossy Road was a creative idea, but it all started back with *Frogger*. Frog’s got to get across the street. How he got there I’m not sure, but there are semi-trucks and cars and raging rivers . . . it is full of peril, I tell you! Well, we thought we would end the month and our ode to arcade games with an all-play . . . that’s right! This week, EVERYONE gets to run the *Frogger* course!”

“Now, before we start, there is a key to success in *Frogger*. It is not to just go as blazing fast as you possibly can. No. The key is to be in control. To pause . . . pause . . . wait . . . then GO! Then wait . . . wait . . . pause . . . and GO! It is something you have to practice over and over again if you want to make it through. Alright, let me show you the course.”

Have volunteers/helpers take their positions and explain the course to everyone. Show the clear start and finish, and keep everyone organized. If time allows, some may like to run it more than once.

HOST: *(After the game)* “Amazing! Who would have known that a life-sized *Frogger* course would be so much fun? *(Beat)* Okay, we all knew a life-sized *Frogger* course would be so fun, but that really was incredible. You’re ready for the arcade! Great job, everyone. Now let’s stand and worship together!”

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.

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 enters Worship Leaders exit.

COMMUNICATOR SCRIPT

Communicator enters Worship Leaders exit. Communicator does not use any words but only communicates through charade motions (not sign language), as if this is totally normal.

Introduction

COMMUNICATOR: *(WAVES – SMILE that YOU are HERE today)*

Communicator goes on an entire charades story. It is okay that nobody knows what it is about. After a while, the Host wanders out on stage, highly confused.

Host stands back and watches before finally breaking the silence.

HOST: “Okay, am I the only one that is just a little bit confused right now? It was so quiet out here that I came out to make sure everyone was okay. *(Looking at Communicator who is still “charading”)* and clearly everyone is NOT okay.”

(To Communicator) “Did you lose your voice? A bet? Did you get jinxed and I just need to say your name? Is it a person? A place? A thing?”

Communicator breaks the silence, but the words are nonsense. They do not need to be the words in the script for the Communicator.

COMMUNICATOR: “Slarry boots and cats.”

HOST: “Eh . . . come again?”

COMMUNICATOR: “Slarry boots and cats. I handing pictures pretty macaroni doodle dandy.”

Host walks around back of the Communicator as if looking for a control panel.

HOST: “Well, you haven’t been taken over by robots, so that’s not it.”

COMMUNICATOR: “Ha Ha Chuckles! Hot air balloons to the sky again!”

HOST: “Ha Ha Chuckles? Who says that?”

COMMUNICATOR: “Barkley Barking tree for me.”

HOST: “Okay . . . have I touched down on another planet? Can you take me to your leader, please? This is bonkers . . . and that’s a lot coming from me!”

Communicator leaves unexpectedly without warning.

HOST: *(Improving)* “Oh no. This is my greatest fear. I’m in charge. Well actually my greatest fear involves a shark with feet at the grocery store in the breakfast cereal aisle, but this is a close second. Umm . . . let’s see . . . *(trying really hard)* So I just got into town and, boy, are my arms tired! No, flew into town . . . oh man . . .”

Communicator enters as if nothing has happened.

COMMUNICATOR: “Hey, everyone! Great to see you all today!”

HOST: “You’re okay! (*Running over and embracing the Communicator*) Be warned—there is some insane look alike of you on the loose. Not pretty, man . . . not pretty! I better go find him before he gets too far!”

Host runs offstage quickly before Communicator can stop him.

COMMUNICATOR: “Actually, that was me . . . and I was just making a point. When I first came out, what was I doing?”

Pause for response.

“That’s right, I was just using a bunch of random motions that didn’t really mean anything. And then what did I do?”

Pause for response.

“Exactly! I then used a bunch of words that didn’t really mean anything. I mean, they meant something . . . ‘macaroni doodle dandy’ . . . but they didn’t really say anything to you.”

TENSION

COMMUNICATOR: “No doubt about it. Words matter. But not just any words . . . the *right* words matter. Words have power. Words have an impact. Words can have a lasting effect.”

“But here’s the thing, I think on some level every one of us would say that our words matter and have power, right? But if that’s really the case, why do we sometimes use our words without thinking?”

TRUTH

COMMUNICATOR: “That’s a good question. You know, one of the most powerful teachings about words comes from something that Jesus’ own brother, James, wrote. It was part of a letter that’s now part of the New Testament in the Bible. That’s right, Mary and Joseph had other children, so Jesus had siblings. How would you like to grow up with Jesus as a brother? You think YOUR siblings are perfect! Ha!”

“Anyhow, James wrote this letter to early Christians who had been scattered because people were treating them unfairly because they believed in Jesus. He was teaching them how to live as a follower of Jesus even when things were difficult. And one of the ways he encouraged Christians was in how they use their words. Let’s check it out!”

“(Read directly from James 3:3-4 NIV) ‘We put a small piece of metal in the mouth of a horse to make it obey us. We can control the whole animal with it. And how about ships? They are very big. They are driven along by strong winds. But they are steered by a very small rudder. It makes them go where the captain wants to go.’”

“Does it seem strange to anyone else that James is talking about horses and ships? Well, let’s see if we can break it down and see what he is talking about. So, let’s start with a horse.”

CG: Bible Story Image 1

“I don’t know if you have ever been around a horse, but, wow, are they strong! They are majestic, powerful creatures. It can be pretty scary to get on the back of them. But thankfully, when you do get on the back of them, you find one of these.”

CG: Bible Story Image 2

“Right? That’s how it works? No? Who knows how it works? How do you control a horse?”

Allow volunteer to explain how a bit works.

“Right! The horse is controlled by a bit. Must be a massive bit, like this!”

CG: Bible Story Image 3

“No? Wait? Are you saying that a horse this size can be controlled by a piece of metal THIS size?”

CG: Bible Story Image 4

“That’s crazy. Okay, but how about the ship? So I’ve been on some pretty large boats before . . .”

CG: Bible Story Image 5

“. . . like this one. Okay, some of these are getting out of hand. Basketball courts and pools . . . on a boat! Anyway, how do you turn a ship like this?”

Allow volunteer to explain how a rudder works.

“Okay, so if a rudder is going to turn a ship, that rudder is going to have to be massive . . . like at least the same size as the ship, right?”

CG: Bible Story Image 6

“What? That’s not right? How in the world would it ever turn a ship like that? What does a rudder on an actual ship look like?”

CG: Bible Story Image 7

“You’re kidding! That little thing there controls that massive ship? That’s insane! And that is exactly James’ point. Check out what he says next.”

“(Read directly from James 3:5a NIV) ‘In the same way, the tongue is a small part of a person’s body. But it talks big.’”

“And then James immediately goes into another illustration . . .”

“(Read directly from James 3:5b NIV) ‘Think about how a small spark can set a big forest on fire.’”

“James says *this* . . .”

CG: Bible Story Image 8

“Can cause this . . .”

CG: Bible Story Image 9

“So what do all three examples have in common?”

Pause for response.

“That’s right! All three are small things that control or impact a large thing. And James says that is what our tongue is, and by ‘tongue’ he means the words we say with that tongue. A bit has the power to control a horse. A rudder has the power to control a ship. A spark has the power to set a fire. And the tongue has the power to control a person how a person thinks, feels, and acts.”

“Now, how many of you have ever gone to the circus and seen the lion tamers?”

Pause for responses.

“It is amazing what they are able to get those animals to do! James says something about this, too. *(Read directly from James 3:7-8a NIV) ‘People have tamed all kinds of wild animals, birds, reptiles and sea creatures. And they still tame them. But no one can tame the tongue.’”*

“Getting a lion to jump through a hula hoop set on fire might be easier than keeping yourself from saying that hurtful word to your brother or sister! Teaching six elephants to simultaneously raise their feet in the air might be simpler than resisting texting that message to that kid who is annoying you.”

“But James isn’t done. He ends with one more illustration. See, just before I came out here, you were all standing and singing these beautiful songs of worship to God. With your mouth, you were praising God. That is an awesome thing to do. Look at what James says, though. *(Read directly from James 3:9-10 NIV) ‘With our tongues we praise our Lord and Father. With our tongues we curse people. We do it even though people have been created to be like God. Praise and cursing come out of the same mouth. My brothers and sisters, it shouldn’t be this way.’”*

“Did you catch that? With the same mouth that we praise God we can then turn and use our words to hurt others. Imagine that there is this water fountain that you like to drink from. Every day you drink from this

fountain, and it gives you nice, cold, refreshing water. But one day I tell you that there has been a mix-up with the pipes, and a few times a day now, that water fountain will dispense the dirty sink water. Would you still drink from it? No way! Because that is not the way it is supposed to be!”

“And that is exactly what James says! From the same mouth we praise God and we hurt others. This doesn’t make sense . . . like a water fountain that gives out dirty sink water!”

APPLICATION

COMMUNICATOR: “At the start, we saw that words matter. I was having a very hard time communicating with you without them. But then we saw that the RIGHT words matter. Here’s the truth: God has given us an incredible gift in words. We can help one another with the words we speak. We can encourage a friend who is down. We can put a smile on someone’s face with a compliment. But we can also use words to destroy and tear down.”

“Words can control us or we can control our words. But we don’t have to do it alone. Self-control is a fruit of the Spirit that God gives to us. Of course, self-control isn’t just about our words, but it certainly does include them. The more we allow God to work in us and live through us, the more we will find that He can help us take control of our words, like the bit and the horse or the rudder and the ship. And we’ll also find that the mouth that praises God is also the mouth that blesses and encourages others.”

“But sometimes, just like the *Frogger* game, we have to STOP. PAUSE . . . and think about what we are about to say. And in those moments, we can allow God to work in us and help us to control our words before we spark a fire that gets out of control.”

LANDING

COMMUNICATOR: “That brings us to the question of the day.”

CG: Key Question Slide

“What can happen when you lose control?” When you don’t stop, pause, and think about what you’re about to say, what does it do to your relationships with your friends and family? How does it make you feel? It’s important for us to realize that our words do have power. And how we use them has consequences. Let’s pray and ask God to help us choose self-control when it comes to our words. Let’s thank Him for being always with us and willing to help! 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.

Optional Video (Media Package): Theme Loop