

GETTING READY

1. Welcome/Opener

What You Need:

- Host
 - Four kid volunteers

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
- Reverse Charade Slides

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.
- For the Reverse Charade cards, the space-themed charade game, select words from the suggestions below. The charade words should either be on the screens or on a large cue card or piece of cardboard. If you choose to use a large cue card, use a separate piece for each word. Use a thick marker to write on the cue cards. If you choose the screens, place one charade prompt on a different slide. Whichever option you go with, it is important the volunteers on the stage cannot see the screens or the cue cards.

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 Suggested words are: Rocket, Moon walk, Astronaut, Sun, Telescope, Mars rover, Planet, Orbit, and Comet

2. Communicator Script

What You Need:

- Communicator
- Bible
- Host
- Bible costume for Host

Music and Sound Effects (SFX):

- Upbeat music to use as kids exit the room
- Rainstorm SFX

Large Group Visuals:

- One Big Story Intro Video
- Blank Key Question Slide
- 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.
- The One Big Story Intro Video is available with the monthly download. You can find it in the "Prelude" folder under "Monthly Planning."
- Host should be dressed in biblical attire out of sight. As the Communicator begins teaching the truth portion, Host should quickly come on stage to say his or her lines. Host should speak to the audience as if audience is "Noah" instead of speaking at the Communicator.

3. Worship

What You Need:

- Alive Again
- Real Love

Rain

Bible Story: Rain (Noah) • Genesis 6-8
Key Question: What is the hardest thing about following somebody?
Bottom Line: Trust and obey even when others don't.
Memory Verse: The way we show our love is to obey God's commands. He commands you to lead a life of love. That's what you have heard from the beginning. 2 John 6 (NIrV)
Life App: Obedience—Trusting who is in charge by doing what you're asked to do
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: Mission Control 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 discusses recent/upcoming events: Summer X Games, World Police and Fire Games, US Open, National Tell a Joke Day, National Potato Day, National Radio Day, movie opening (<u>Artemis Fowl</u>, <u>The Angry</u> <u>Birds Movie 2</u>, <u>Playmobil</u>), 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. The stage should be prepared for the game as kids walk into the large group room.

Opener

HOST: "What's up, galactic geeks and cosmic freaks? I hope you all had an excellent week—I know I have! But I've been thinking about this whole space thing, and it got me thinking about solving problems, making improvements, and imagining innovations in space technology. I mean, it's incredible to think that people not only imagined that they could put someone on the moon but that they actually did it!"

"And people are still figuring out ways to improve and figure out how to make what looks to be impossible, possible! Well, when you're trying to create something new or solve a problem, most of the time all you need to do is follow one simple rule! That rule is: think OUTSIDE the box! All the great thinkers and problem solvers did things a LITTLE differently to achieve the best results!"

"Today, let's test your ability to think outside the box by taking a game that I'm sure you're all familiar with and mixing it up a little. How many of you know how to play charades? (*Pause for response.*) Of course you do! Now, take almost everything you know about charades and THROW IT OUT THE WINDOW! Today, we're playing REVERSE CHARADES, and I'll need four out-of-the-box thinking volunteers to join me on the stage!"

Host selects four volunteers and brings them on the stage. Consider bringing up two boys and two girls for a boys vs. girls challenge.

HOST: "As I'm sure all of you know, when you're playing regular ol' boring garden-variety charades, the person on stage would be trying to get the rest of the room to guess a secret word or phrase by acting it out with his or her body, using no words or sounds. In REVERSE CHARADES, we'll be doing the opposite: ALL of you in the audience will be silently acting out the word or phrase at the SAME TIME, and our volunteers up here will be trying to guess it one at a time!"

"To make it more fun, let's put our volunteers on stage in teams of two. We want to see which team can guess the most correctly. I'll put a word up on the screen—let's say the word is cat. When the word is on the screen, all of you in the audience will SILENTLY do your best cat impression. Let's try it now!"

Host prompts audience to act out a cat without using any sounds.

HOST: "Great job! With the amount of you that just licked the back of your hands, I'm going to temporarily institute a 'no hand-shaking' rule. But I digress! If everyone understands how to play, then let's get this show on the road!"

SFX: High-energy game music

Optional CG: Reverse Charades Cards

Host has teams take turns guessing what the audience is acting out. See sample list below. Feel free to add to the list. Once a winning team has been identified, award them a space themed candy prize (Optional).

HOST: "And that's it! Great job, everyone—give yourselves a pat on the back, and as our volunteers return to their seats, give them a pat on the back, too! You all made an excellent effort thinking outside the box! Let's all stand up and welcome *[Name of Worship Leader]* to the stage!"

Mission Annoucements.....

Host dismisses volunteers. Host exits, and Worship Leader enters.

Worship

Communicator enters as Worship Leaders exit.

COMMUNICATOR SCRIPT

INTRODUCTION VIDEO: One Big Story Intro CG: Blank Key Question Slide

Communicator tells a story about a time they or someone they know went along with the crowd instead of doing what was right. Communicator can use the following example or use it for inspiration or turn it into a hypothetical situation.

COMMUNICATOR: "Hey, hey everyone. You know, it's funny how quickly things can snowball when you refuse to simply say 'no.' Take, for example, when I was in middle school, Pokémon cards were all the rage. Everyone was collecting and trading and battling, all the time, every day. We all had our own modest collections, but there was one kid in class who had collected every card, and when I say 'every card' I mean EVERY. CARD. He had every single one of the holographic cards, the rare cards . . . he even had cards in different languages, and he steadfastly REFUSED to trade with anyone!

"My friends and I were understandably jealous. One day when we were at lunch, my friends came up with a plan—when the Pokémon Master kid left his backpack at the table to go to the bathroom, we would sneak out a few of the cards to add to our personal collections. The group felt it wouldn't really cause anyone any harm because he had EVERY CARD!

"Now, I knew this was a bad idea. Stealing is obviously wrong, and if we got caught we could end up in trouble with the teacher—not to mention our parents—AND this kid would be really, REALLY mad at us. I watched as all my friends snuck over to his backpack and discretely took one or two cards. Before long, they all looked at me, egging me on to join their thievery. Before I knew it, I found my greedy little fist quietly and quickly reaching into his bag for one of his holographic cards. I bet you can guess what happened next—yep, right as I was grabbing one of the cards, the kid returned from the bathroom and caught me red-handed. I got in a LOT of trouble with the school AND with the kid AND with my parents! Because I couldn't say no and stand up for what I knew was right, I paid DEARLY.

TENSION

COMMUNICATOR: "I think we all could agree following the crowd is too easy sometimes. It's easy to do whatever everybody else is doing, even if we don't want to do it. For some, it's even easy to follow the crowd even when we know what they're doing isn't right. Think with me for just a second. If everybody you like to hang around with plays a specific video game online together, there is a great chance they can convince you to join them, even if you don't like the game.

"The same is true for things you know are wrong, too. When all of your friends start talking bad about someone else, there is a solid chance you will tell the group your negative thoughts as well. When everyone in your class is passing around an answer key to a test to cheat, there is an increased chance that you'll look it over or maybe even write down the answers on your arm.

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"Why is this? Why is it so easy to go along with whatever everyone else is doing rather than what we want . . . or what we know is right? Maybe it's because we all want to be liked by those around us. Maybe we don't want to be rejected by our peers. Regardless, many times, we feel an obligation to do whatever the crowd is doing. But we don't have to fall into this trap. There's a better way.

"And the best place to find that better way is in the pages of the Bible. The people who wrote the Bible included some amazing stories about times when God asked people to stand out from the crowd and do something that wouldn't make them too popular with those around them. Like our story today."

TRUTH

COMMUNICATOR: "A little bit of time had passed since Adam and Eve were cast out of the Garden of Eden, and the number of humans on Earth multiplied! However, despite being created by God in His image, most of the people on Earth had forgotten all about God. People did what they wanted to do without thinking about God or anyone else, for that matter. They continued to go against God's plan, and instead of spreading His love, they were disobedient and evil. I'd imagine the people weren't really . . . pleasant to be around."

Host enters in Biblical garb, possibly with a fake beard.

HOST: "Myeh! My name's Dirk and I double dip in my queso so I don't have to share!"

COMMUNICATOR: "That's horrible, Dirk."

HOST: "Well . . . I'm a horrible person! Myeh!"

Host exits.

COMMUNICATOR: "The people of Earth were pretty rotten. They were cruel to each other, needlessly mean, and just generally wicked. There were exceptions, though—I'm sure you've all heard of a dude named Noah! Noah and his family were devout believers in God and His power, and they resisted the temptations of the wicked people around them."

Host enters.

HOST: "Myeh! Hey, Noah! We're gonna go down the lane and TP Old Man Harrison's tent! Why? Because it's hilarious! You in? (*Pause for response*) No? Figures; you're so lame, Noah! Myeh!"

Host exits.

COMMUNICATOR: "This wickedness didn't go unnoticed. Check this out from the Book of Genesis. (*Read directly from Genesis 6:5*), '*The Lord saw how bad the sins of everyone on earth had become. They only thought about evil things.*' The exception was Noah, who had found favor in God's eyes. Noah followed God instead of following the crowd. God had definitely noticed."

"One day, God spoke to Noah and told him what He planned to do: God was basically starting over—one big event to wipe out everything on earth except Noah and his family. Noah was, understandably, a little confused and maybe a little scared! But God had a plan, and He wanted Noah to follow His instructions: God told Noah to build a boat. And not just any boat! It was to be 450 feet long, 75 feet wide and 45 feet high! I don't want to bore you with all the math, but God was asking Noah to build a boat that was LONGER THAN A FOOTBALL FIELD and taller than a FOUR STORY BUILDING! And He wanted Noah to build this boat IN THE MIDDLE OF THE DESERT.

"But God wasn't done: not only did He want Noah to build this huge boat, but He wanted Noah to take with Him two of EVERY animal—yes, EVERY animal—and gather them up in the boat. All things considered, God was asking Noah for a LOT. But did Noah hesitate or question God's plan? (*Pause for response*) Of course not! This is how it's recorded in Genesis, (*Read directly from Genesis 6:22*) 'Noah did everything just as God commanded him.' Noah took down all of God's instructions and set to work! He and his sons and his wife began construction on this preposterously huge boat straightaway!

"This massive structure was probably built miles from any water. There is no doubt in my mind Noah's neighbors would have thought he was crazy, and there's a good chance they would have had something to say about it.

Host ente

HOST: "Myeh! Hey there, Noah! Whatcha working on? Looks like a boat! You're aware that boats need WATER, right? I mean, I'm just making sure—people are starting to say you've got a screw loose, and you'll need all the screws you can get to put your boat together! Ha ha ha! Seriously though, Noah, nobody else is building a boat. Why don't you put down your hammer and join us? Myeh!"

Host exits.

COMMUNICATOR: "If the neighbors attempted to slow him down, it didn't work. Noah must have pushed aside any doubters and naysayers to complete his work."

Host enters.

HOST: "Myeh! What's up, Noah? I decided to take a break from making mean faces at babies and the elderly to get you to join us. You know, you're working too hard for something that serves no point without water. On second thought, I'm uninviting you to join us. Instead, I'm going to make faces at YOU now! *(Pull a couple of funny faces)* Myeh! Myeeeeh!"

Host exits.

COMMUNICATOR: "After a long, long . . . agonizingly long amount of time working tirelessly . . . the boat was finally done. Noah and his family set to work gathering two of every animal, just as God asked. Imagine what the neighbors would have thought when all the animals passed through.

"After a lot of hard work and determination, God's plans for Noah were complete. Noah and his family joined their collection of animals on the ark and . . . God did exactly what He said He was going to do. He sent a huge flood to wipe out everything."

SFX: Rainstorm

COMMUNICATOR: "It rained and rained and rained—for FORTY DAYS, water poured over the earth, wiping out everything in its path. But Noah and his family were safe on their boat. They weathered the storm and, after a good long while, the rains stopped.

SFX: Fade out Rainstorm

And a while after that, the earth dried out. Noah and his family stepped off of the ark, setting foot on dry land for what felt like the first time in ages. I love what Noah did next. It says, *(Read directly from Genesis 8:20) 'Then Noah built an altar to honor the Lord.'*"

"After all Noah had gone through, he still made time to worship God."

APPLICATION

COMMUNICATOR: "The entire world around Noah was broken and running far from God. Nobody trusted God or following His ways. It's easy to assume Noah was just like everyone else who was making God sad. However, Noah was different. Noah did EVERYTHING just as God instructed! As a result, God chose Noah and his family to help Him start over. Noah trusted and obeyed.

"Following the great flood, God made a promise to Noah and his family that he'd never again flood the entire earth. God put a rainbow in the sky and explained that the rainbow would serve as a sign of God's covenant, a forever promise with the whole world. God can be trusted no matter what because He keeps His promises. God kept another promise with us when He sent his Son, Jesus, to be the savior of the world. When we place our faith in Jesus, God promises to forgive you for all the rules you've broken or will ever break.

"Trusting and obeying leaders in our life is not easy, especially when others around us choose their own path instead of obeying their parents, coaches, and teachers. That's why Noah is a great example for all of us today. When we go against the crowd and do what's right, we can avoid danger and trouble! When we obey, we can show others in charge that we respect them. We can even be an example to others for what it looks like to make the wise choice and trust and obey.

LANDING

COMMUNICATOR: "As we head to small group, think about all the leaders you have in your life—at school, at home, on your team, after school, at church. All of us are surrounded by people working to positively influence us. As you think about those people, ask yourself this question . . ."

CG: Key Question Slide

COMMUNICATOR: "What is the hardest thing about following somebody? Think about it. There's not really a 'right answer' is there? Each of us might answer that question a bit differently. But it's something we

need to think about if we want to be a person who stands out from the crowd. You'll talk more about all that in Small Group. Before you head out, let's pray and thank God for being so trustworthy and keeping His promise to us."

Communicator leads group in a prayer related to what they just

heard. Communicator dismisses kids to Small Group. SFX: Play high-energy music as the kids exit. Optional Video (Media Package): Theme Loop