

# **GETTING READY**

# 1. Opener/Closer

# What You Need:

- Host
- Ping-pong balls; one numbered set for each small group (see "What You Do")
- Buckets; one for each small group
- One larger bucket
- Tape to make a "throw line" on the floor in front of the stage
- Host's phone

# Music and Sound Effects (SFX):

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

# Large Group Visuals:

- Theme Slide
- Obedience Slide
- Blank Bottom Line Slide
- Bottom Line Slide

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

- Theme Loop
- Countdown (30- or 60-second version)
- Theme
- Theme Transition to Life App

Life App Transition to Theme

# What You Do:

- A 252 Media Package is available for purchase to go along with each curriculum tier. These graphic motion loops are included in the package. For more information, visit Store. Think Orange.com.
- Write numbers on the ping-pong balls—all with #1 for the first Leader's group, #2 for the second Leader's group, etc. Provide enough ping-pong balls for each group so that each kid can throw three or four times.
- Place the larger bucket on the stage. Tape a throw line on the floor (across the whole room) so groups will know where to stand when they throw their balls toward the big bucket. You might want to make a curved line so all groups will be equidistant from the bucket.

# 2. Bible Story

# What You Need:

- Storyteller
- Bible
- Table
- Box of props including:
  - Action figures to represent Adam and Eve (these could be Barbie<sup>®</sup> dolls, superhero figures, etc.)
  - Plastic jointed snake toy
  - o Miniature (or artificial) tree
  - Piece of fruit (real, if possible)

#### Music and Sound Effects (SFX):

- "Hallelujah" from Handel's Messiah (from 0:07-0:15); see note below about times
- "Fanfare for the Common Man" by Copland (from 0:21-0:34); see note below about times
- "Morning Mood" by Grieg (from 0:00-0:10); see note below about times
- "The Four Seasons: Summer" by Vivaldi (from 0:00-0:06); see note below about times
- "Adagio for Strings by Barber (0:00-0:30); see note below about times

#### Large Group Visuals:

- One Big Story Intro Video
- Blank Bottom Line Slide
- Bottom Line 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."
- Download the weekly SFX and have them ready to use.
- Download music from a resource such as iTunes<sup>®</sup> and have it ready to play.
- Set the start and end times for the audio cues. You can do this in iTunes by going to Edit > Song Info > Options.
- Note that there are lots of different versions of these classical pieces, each with slightly different timing.
  Be sure to set the start and end times to fit your specific audio tracks, which may or may not exactly match what is scripted here.

# 3. Worship

# What You Need:

- Every Beat
- Through It All

# This Used to Be My Playground

Bible Story: This Used to Be My Playground (The Fall) • *Genesis 3:1-24* Bottom Line: Trust and obey even when you think your way is better.

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's 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: Theme Slide** 

Optional Video (Media Package): Theme Loop

Host is on stage, welcoming the kids as they enter.

#### Opener

HOST: "Hi, everyone! My name is [your name], and I'm so happy to welcome you here at Mission Control. I'm excited that you're here with us today!

"Astronauts have to obey Mission Control if they want to have a safe and successful launch. They have to follow the flight plan.

"You and I should do that, too, and follow the directions from people who take care of us. It's important to choose obedience.

**CG:** Obedience Slide

"Obedience is trusting who's in charge by doing what you're asked to do.

**CG: Theme Slide** 

"My favorite way to practice obedience is pretty simple. I love to follow directions while playing a GAME! Today's game is called 'Meteor Shower.'

"These are your meteors—ping-pong balls!

Hold up a ping-pong ball so the kids can see the number on it.

"As you can see, each meteor has a number on it. That number is for your small group. [Leader's name], your group is group one, [Leader's name]'s group, you're group two.

Give each Leader a bucket of balls with their group number written

on them.

"All of you come up here to the throw line.

Have the groups come up to the tapeline. Make sure each group

stays together.

"When I say 'Go,' ALL of you will throw your meteors at the same time. The goal is to throw them into this bucket up here. (Point to the bucket on stage.) You can keep throwing until you've thrown ALL of the meteors in your team's bucket. You just can't cross over the line, okay?

"When it's all over, I'll count how many of each team's meteors end up in the bucket. The group with the most meteors in the bucket wins!

"Okay, who's ready for a Meteor Shower? Everyone get a meteor in your hand and we'll begin. On your marks, get set, GO!

### SFX: High-energy music

Cheer for the groups as they throw. After they've thrown all of their "meteors," go to the bucket on stage. Count how many meteors from each team made it into the bucket.

"You all were amazing! Let's take 60 seconds and get all of these meteors back into the buckets. Then it'll be time for us to sing and worship God together."

Set a 60-second timer on your phone.

Guide the kids to gather up the balls and put them back in the buckets. (It doesn't matter that they get the numbers back where they came from; just focus on getting the room cleaned up quickly.)

SFX: High-energy music

Optional Video (Media Package): Countdown (60-second version)

#### **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 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 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!

#### **Every Beat**

**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!

# Through It All

**WORSHIP LEADER: PRAY** 

Communicator enters as Worship Leaders exit.

CG: Blank Bottom Line Slide

# **SETTING UP THE STORY**

STORYTELLER: "Hi, everyone! Let me ask you a question. If you had a theme song, what would it be? (Pause for response.) I think mine would be . . . (give a personalized answer).

"I thought it would be fun if we gave a theme song to the people in our story today. Let's begin at the very beginning of the Bible in the book of Genesis. (Hold up Bible.) In the beginning, there was nothing—like absolutely nothing. But God was there.

SFX: "Hallelujah" from Handel's Messiah (from 0:07-0:15)

Nod your head along with the music.

"God made light. He made sky and water, plants, fish, and animals. God saw that everything He had made was good."

SFX: "Hallelujah" from Handel's Messiah (from 0:07-0:15)

Nod your head along with the music.

#### THE FIRST PEOPLE

STORYTELLER: "Then God made the first people: Adam and Eve. He shaped the dirt into a person—Adam. He breathed life into Adam's lungs to make him come alive.

SFX: "Fanfare for the Common Man" by Copland (from 0:21-0:34)

Pick up the "Adam" action figure from the box and set it on the

table.

"God gave Adam one rule.

Open the Bible to Genesis 2:16-17 (NIrV) and read.

"He said: "You may eat fruit from any tree in the garden. But you must not eat the fruit from the tree of the knowledge of good and evil."

Pick up the miniature (or artificial) tree from the box and set it on

the table.

"If you do, you will certainly die."

Open the Bible to Genesis 2:18 (NIrV) and read.

"Then God said: "It is not good for the man to be alone. I will make a helper who is just right for him."

"So God took one of Adam's ribs and formed the first woman: Eve.

SFX: "Morning Mood" by Grieg (from 0:00-0:10)

Pick up the "Eve" action figure from the box and set it on the table.

"God looked at the people He created and saw that they were very good. He had created Adam and Eve in His image, and He loved them very much."

**SNEAKY SNAKE** 

STORYTELLER: "There was one animal that was more clever than any of the others God had made—the serpent.

SFX: "The Four Seasons: Summer" by Vivaldi (from 0:00-0:06)

Hold up the plastic jointed snake toy and make it "slither" in the air.

"That sneaky serpent slithered over to Eve . . .

SFX: "The Four Seasons: Summer" by Vivaldi (from 0:00-0:06)

Make the snake "slither" next to Eve.

". . . and they had a conversation that would change the world forever. Listen to this.

Open the Bible to Genesis 3:1-5 (NIrV) and read.

"The serpent said to the woman, "Did God really say, 'You must not eat fruit from any tree in the garden'? The woman said to the serpent, "We may eat fruit from the trees in the garden. But God did say, 'You must not eat the fruit from the tree in the middle of the garden. Do not even touch it. If you do, you will die.'"

"You will certainly not die," the serpent said to the woman. "God knows that when you eat fruit from that tree, you will know things you have never known before. Like God, you will be able to tell the difference between good and evil."

"That serpent was SO sneaky! It tried to convince Eve that she should disobey God and eat the fruit—even though God had told her and Adam not to.

"Imagine being Eve in that moment.

SFX: "Morning Mood" by Grieg (from 0:00-0:10)

Pick up the piece of fruit from the box and set it next to the Eve

action figure.

"Eve knew wasn't supposed to touch the fruit, but she decided it looked pretty great. She decided to believe what the serpent had told her about how the fruit would make her wise like God. So she took some of the fruit and ate it.

SFX: "The Four Seasons: Summer" by Vivaldi (from 0:00-0:06)

"She also gave some to Adam, . . .

SFX: Play "The Four Seasons: Summer" by Vivaldi (from 0:00-0:06)

"... and HE ate it. Then both of them knew things they had never known before. For the first time ever, they knew what it was like to feel guilty and ashamed. They realized they were naked, so they sewed together fig leaves and made clothes for themselves."

#### **HE'S COMING—HIDE!**

STORYTELLER: "Then Adam and Eve heard God walking in the garden, during the coolest part of the day.

SFX: "Hallelujah" from Handel's Messiah (from 0:07-0:15)

"But actually, Adam and Eve didn't really feel like singing 'Hallelujah.' It was more like this.

SFX: "Adagio for Strings" by Barber (0:00-0:30)

"They felt terrible about what they had done wrong. They tried to hide from God among the trees of the garden.

Move the Adam and Eve action figures behind the tree.

"God asked Adam: "Where are you?" (Genesis 3:9, NIrV)

Open the Bible to Genesis 3:10 (NIrV) and read.

"Adam said: I heard you in the garden. . . . I was afraid . . . So I hid.

Open the Bible to Genesis 3:11b (NIrV) and read.

"God asked him: "Have you eaten fruit from the tree I commanded you not to eat from?"

Hold up the Adam and Eve action figures.

"Adam tried to blame Eve. He told God:

Open the Bible to Genesis 3:12 (NIrV) and read.

"It's the fault of the woman you put here with me. She gave me some fruit from the tree. And I ate it.

Hold up Eve and the snake.

"Guess what Eve did. She tried to blame the serpent! She said:

Open the Bible to Genesis 3:13 (NIrV) and read.

"The serpent tricked me. That's why I ate the fruit.

"Adam and Eve had chosen to listen to the sneaky serpent's voice instead of trusting God. They had broken God's only rule—a rule that was meant to keep them safe.

"Even though God still loved them, Adam and Eve had broken their perfect relationship with Him. So God said they had to leave the garden."

Put the characters and props back into the box. Walk in front of the

table to wrap up the story.

#### WRAPPING UP THE STORY

STORYTELLER: "Adam and Eve had chosen their own path instead of obeying God. Because of that choice, sin entered into the world—and their own hearts.

"Now they had to struggle in the heat and dust to grow the food that had come so easily in the garden. Because of Adam and Eve's choice, sin spread through their children's children and grandchildren . . . until people's hearts everywhere were filled with ugliness instead of loving and obeying God. Only a miracle from God could change His people on the inside.

"Adam and Eve knew God's instructions, but they thought they knew better. If we're not careful, we can end up doing the same thing. So let's remember this.

#### **CG: Bottom Line Slide**

[Bottom Line] "Trust and obey even when you think your way is better.

"Let's pray and ask God to help us choose His way."

#### CG: Blank Bottom Line Slide

#### **Pray**

STORYTELLER: "God, we know that Your plan is always best. Please help us to [Basic Truth] make the wise choice—to obey You and to obey the people You've put in charge of us. Help us to choose to obey even when we might think our way is better. Help us to learn to trust You and live Your way every day. We love You, and we ask these things in Jesus' name, amen."

Host enters as Storyteller exits.

#### Closer

HOST: "When Adam and Eve ate that fruit, they broke the one rule God had given them. They thought their way was better, but what they did brought sin into the world. When we don't obey the people in charge—and especially when we don't obey God—there are always consequences.

CG: Today's Story Image (optional)

Optional: Place Today's Story Image on your wall timeline.

"Sin entering the world was a HUGE consequence. Sin created a giant gap between us and God and made it impossible for us to have a relationship with Him.

# **CG: Timeline (optional)**

"But God had a plan all along to bring His people back to Him. And that plan was Jesus. Jesus died to pay for all the sins of the world. He died so that it would be possible for us to have a relationship with God. And He came back to life to show that He has power over death itself!

#### CG: Blank Bottom Line Slide

"There are lots of people in your life who are in charge: parents, teachers, coaches, and Small Group Leaders. Those people have been around longer than you have. They probably know more than you do. And they want what's best for you! So it's important to trust them and do what they say.

#### **CG: Bottom Line Slide**

"Remember this: [Bottom Line] Trust and obey even when you think your way is better.

"That's not easy, but we can do it with God's help. You can head to Small Group now and talk some more about what it means to trust and obey!"

Dismiss kids to their small groups.

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

**CG: Theme Slide** 

Optional Video (Media Package): Theme Loop