



GETTING READY

1. Opener/Closer

What You Need:

- Host
- Masking or gaffer's tape
- Two large buckets filled with an equal amount of ball pit balls (or you could use the ping-pong balls from Week 2)
- 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:

- Divide the room in half with a tapeline on the floor.
- Put an equal number of ball pit balls (or ping pong balls) into the two buckets.

2. Bible Story

What You Need:

- Storyteller
- Bible

Music and Sound Effects (SFX):

- SFX: Voiceovers #1-7
- SFX: Traveling sounds
- SFX: Crickets
- SFX: Baby giggles

Large Group Visuals:

- Blank Bottom Line Slide
- Bottom Line Slide
- One Big Story Intro Video

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.
- Download the weekly SFX and have them ready to use.
- The One Big Story Intro Video is available with the monthly download. You can find it in the "Prelude" folder under "Monthly Planning."

3. Worship

What You Need:

- Unshakable Love
- Wide Open

Live to Tell

Bible Story: Live to Tell (Abraham to Isaac) • *Genesis 12–21*

Bottom Line: Trust and obey even if you don't know how it will work out.

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 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*

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

Opener

HOST: "Hi, everyone! My name is [your name] and I'm super excited that you're here today! All month we've been talking about obedience.

CG: *Obedience Slide*

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

CG: *Theme Slide*

"Obedience is an important part of our training here at Mission Control. You've got to follow directions if you want to have a successful space flight!

"To kick things off today, I want to show you something I picked up on the moon: a 'moon rock'!

Hold up a ball pit ball.

"Have you ever seen a moon rock before? (*Pause for responses.*) Yeah, me neither! This may not be a REAL moon rock, but let's pretend it is so we can play a cool game I like to call 'Moon Rock'!

Point to the tapeline going across the room.

“Do you see that big line dividing the room in half? We’ll have two teams for this game, and whoever is on your side of the line is on your team. In just a minute, we’ll dump a whole bucket of these moon rocks onto your side of the room. Your goal is to try to get those moon rocks off of your side of the room and onto the other side. The other team will be trying to do the exact same thing. So you need to throw them, toss them, or roll them across the line, but you can’t cross the line. Whichever team has the fewest moon rocks on their side when time runs out will be the winner.

“Are you ready to begin? All right, let’s bring out the moon rocks. But no throwing yet.

Two volunteers bring out the buckets of balls. They dump one bucket on each side of the room.

“Here we go, everyone. Ready, set, ‘Moon Rock!’

Set a timer on your phone for 30 seconds.

SFX: High-energy music

Optional Video (Media Package): Countdown (30-second version)

Cheer for the kids as they compete. Give them a 10-second countdown, and then call time.

“That was amazing! And what a close game! It’s time to clean up and find out which side is the winner. *(Point to one side.)* This team, please put all the moon rocks on your side into [volunteer’s name]’s bucket. *(Point to the other side.)* This team, please put all the moon rocks on your side into [volunteer’s name]’s bucket. You may begin.

Encourage the kids to help gather all the balls from their side into their assigned bucket.

(Looking at the two buckets) “Wow! It was a close match, but there are fewer moon rocks in [volunteer’s name]’s bucket, which means that [team] has won today’s match! Great job, both teams.

Volunteers exit with the buckets of balls.

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 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!

Unshakable Love

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

Storyteller enters as Worship Leaders exit.

VIDEO: One Big Story Intro

CG: Blank Bottom Line Slide

SETTING UP THE STORY

STORYTELLER: “Hi, everybody! (*Hold up Bible.*) Today’s story is found in the book of Genesis, which is the very first book of the Old Testament.

“Our story today is about a man named Abram and his wife Sarai. Later they were known as Abraham and Sarah, but at the beginning of our story, they were Abram and Sarai.

“Abram and Sarai lived in a place called Haran, with Abram’s nephew named Lot. Abram and Sarai had many servants and herders, but they had no children.”

YOU’VE GOT TO MOVE IT, MOVE IT

STORYTELLER: “One day, God spoke to Abram.”

SFX: Voiceover #1 (“Abram.”)

VOICEOVER #1: “Abram.”

STORYTELLER: *(Look up.)* “Whoa! *(To audience)* Did you hear that?”

SFX: Voiceover #1 (“Abram.”)

VOICEOVER #1: “Abram.”

STORYTELLER: “Listen to what God said to Abram in Genesis 12.” *(Hold up Bible.)*

SFX: Voiceover #2 (Genesis 12:1)

VOICEOVER #2: *“Go from your country, your people and your father’s family. Go to the land I will show you” (Genesis 12:1 NIV).*

STORYTELLER: “Can you imagine that? God told Abram to leave everything he knew and go to a totally new place!

“God also made an amazing promise to Abram. Listen to this.” *(Hold up Bible.)*

SFX: Voiceover #3 (Genesis 12:2-3)

VOICEOVER #3: *“I will make you into a great nation. And I will bless you. I will make your name great. You will be a blessing to others. . . . All nations on earth will be blessed because of you” (Genesis 12:2-3 NIV).*

STORYTELLER: “Wow! God said He would make Abram into a great nation of people that would be a blessing to ALL people on earth! Though Abram had no children, God was promising him enough kids and grandkids to fill an entire COUNTRY. What an amazing promise!

“Abram trusted God, so he left, and he brought Sarai and Lot along with him.”

ROAD TRIP

SFX: Traveling sounds

STORYTELLER: “Abram and his family traveled for a very, very long time. And they didn’t have a plane, a car, or even a bike to ride. No—Abram’s family traveled on foot for hundreds of miles until they reached the land God had prepared for them.

SFX: Fade out traveling sounds

“But here’s the really interesting thing. Even though Abram had done what God had told him to do, he and Sarai still didn’t have a child . . . for years and years!

“Once again, God spoke.”

SFX: Voiceover #1 (“Abram.”)

VOICEOVER #1: “Abram.”

STORYTELLER: “God said this to Abram.” (*Hold up Bible.*)

SFX: Voiceover #4 (Genesis 13:14-15)

VOICEOVER #4: “*Look around from where you are. Look north and south, east and west. I will give you all the land you see. I will give it forever to you and your family who comes after you*” (Genesis 13:14-15 NIV).

STORYTELLER: “God had made a promise to give Abram all the land he could see. God said He would give it to Abram and his family. But the years continued to pass. Abram continued to follow God, but God’s promise still seemed so far away. Abram and Sarai must have wondered if they would ever have a child.

SFX: Crickets

LIGHTS: Dim (if possible)

“But that wasn’t the end of the story. One night, God spoke to Abram again.”

SFX: Fade out crickets

SFX: Voiceover #1 (“Abram.”)

VOICEOVER #1: “Abram.”

STORYTELLER: “This is what God said to him.” (*Hold up Bible.*)

SFX: Voiceover #5 (Genesis 15:5)

VOICEOVER #5: “*Look up at the sky. Count the stars, if you can. . . . That is how many children you will have*” (Genesis 15:5 NIV).

STORYTELLER: “Amazing! God told Abram that he would have as many children born into his family as there were stars in the sky.

“God even changed Abram’s name to Abraham, which means ‘father of many,’ and Sarai became Sarah, which means ‘princess.’”

MYSTERIOUS TRAVELERS

STORYTELLER: “At last, one day, God appeared with two other travelers at Abraham’s tent—near a large group of trees.”

SFX: Voiceover #6 (“Abraham.”)

VOICEOVER #6: “Abraham.”

STORYTELLER: “One of the travelers told Abraham:

SFX: Voiceover #7 (Genesis 18:10)

VOICEOVER #7: *“I will surely return to you about this time next year. Your wife Sarah will have a son” (Genesis 18:10 NIV).*

STORYTELLER: “Sarah was listening to what the traveler said. And do you know what she did? She started laughing! She laughed because she thought she was too old to have a baby. But God said to Abraham: *“Is anything too hard for me?” (Genesis 18:14 NIV)*

“Even though Abraham and Sarah were old enough to be great-great grandparents, Sarah DID have a baby about a year later.

SFX: Baby giggles

“They called the baby Isaac, which means ‘laughter.’”

WRAPPING UP THE STORY

STORYTELLER: “For many long years, Abraham had followed and trusted God even though he had no idea how God would fulfill his amazing promise. But in the end, every one of God’s words came true! God kept His promise by giving Abraham and Sarah a baby boy who filled their hearts with joy.

“Here’s what Abraham knew. He knew that he could trust God. He obeyed what God told him to do even when he didn’t know how it would all work out.

“We can do that, too. And that’s what we need to remember today.

CG: Bottom Line Slide

[Bottom Line] “Trust and obey even if you don’t know how it will work out.

CG: Bottom Line Slide

“That’s not always easy, is it? We definitely need God’s help to trust and obey. Let’s pray and talk to Him about that now.”

CG: Blank Bottom Line Slide

Pray

STORYTELLER: “Dear God, thank You for making such a BIG promise to Abraham and Sarah—and keeping it! You always keep Your promises. Stories like these help us remember that *[Basic Truth]* we can trust You no matter what. Help us to trust and obey when we’re not sure how things will work out and to remember that You always have a good plan for our lives. We love You, and we ask these things in Jesus’ name, amen.”

Host enters as Storyteller exits.

Closer

HOST: “If you think about it, God told Abraham to do something that might have felt a little scary. He told Abraham to leave where he was living and go. Abraham didn’t know where he would end up, but he trusted God to show him the way.

CG: Today’s Story Image (optional)

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

“Abraham trusted God no matter what. When God promised him that all the nations on earth would be blessed because of him, Abraham believed God.

CG: Timeline (optional)

“And thousands of years later, one of Abraham’s great-great-great-great-great—and so on—relatives, Joseph, would be the earthly father of Jesus. ALL of the nations on earth were blessed because of what Jesus did for us!

CG: Blank Bottom Line Slide

“When you feel worried or afraid, remember that God will guide you just like He guided Abraham. He’s surrounded you with people who can guide you, too, like your parents, your relatives, your teachers, your coaches, and your Small Group Leaders.

CG: Bottom Line Slide

“Remember: *[Bottom Line]* Trust and obey even if you don’t know how it will work out.

[Basic Truth] “You can trust God no matter what. He can see the future, and He is bigger and stronger than anything you could ever be afraid of. God is in control, and He has a good plan!

“Speaking of plans, you can plan on having an awesome time back in Small Group as you talk some more about what it means to trust and obey. I’ll see you later!”

Dismiss kids to their small groups.

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

CG: Theme Slide

Optional Video (Media Package): Theme Loop

