



GETTING READY

1. Welcome/Opener

What You Need:

- Host
- Seven to ten volunteers
- Seven to ten blindfolds
- Crêpe paper roll

Music and Sound Effects (SFX):

- Upbeat music to use as kids enter the room

Large Group Visuals:

- Theme Slide

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

- Theme Loop Video
- Countdown Video
- Theme 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.
- The game will involve everybody with some kids as the snake and everybody else as the obstacles. You can also add additional obstacles if you'd like. Use crêpe paper or something similar to quickly lay out a course for the "snake" to follow.

2. Communicator Script

What You Need:

- Communicator
- Two kid volunteers
- Bible
- Cards with matches on them (printable)
 - A. Peanut butter
 - B. Jelly
 - A. Mac
 - B. Cheese
 - A. Salt
 - B. Pepper
 - A. Thunder
 - B. Lightning
 - A. Rock
 - B. Roll
 - A. Star
 - B. Stripes
 - A. Shoes
 - B. Socks
 - A. Fish
 - B. Chips
- Host
- Prop Box Containing the Following:
 - Ship captain hat
 - Hat that says “Joseph”
 - Big gold star sticker
 - Set of big keys
 - Clipboard
 - “Boss” Sign with tape
 - Big blond wig
 - Standardized test and pencil
 - Handcuffs
 - Microphone
 - Police officer hat
 - Baker’s hat
 - Chalice or wine glass
 - Light bulb
 - Plastic axe or sword
 - Toast

Large Group Visuals:

- One Big Story Intro (Video)
- Key Question Slide
- Match Card (Printable)

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

- Theme Loop Video
- Countdown Video
- Theme 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.
- 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 Large Group Visuals Assets for Week 3. On cardstock, print the "Match Cards Printable" pages from the PDF. Arrange them in an "A" stack and a "B" stack. Be sure to shuffle them so that they do not line up with their actual match but are mismatched.
- Collect/create the props needed for the Communicator Script. Have them in a box for the Host to bring on stage.
- *Note:* the Communicator/Host interaction should be fun. They will probably want to run through this a few times to be sure the timing works.

3. Worship

What You Need:

- Alive Again
- Real Love

Steel Bars

Bible Story: Steel Bars (Joseph in Jail) • Genesis 40

Bottom Line: When life doesn't make sense, you can trust God is with you.

Key Question: When is it hard to trust God?

Memory Verse: *Trust in the Lord with all your heart. Do not depend on your own understanding. Proverbs 3:5, NIV*

Life App: Trust—Putting your confidence in someone you can depend on

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*

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 holidays (Labor Day, Cheese Pizza Day, National Cheeseburger Day, Elephant Appreciation Day, Hobbit Day, etc.), a big sports game (College Football and NFL seasons start, MLB regular season is finishing up), movie opening, 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.

Opener

HOST: "Hey, everyone! So good to see you here today! I don't know about you, but when I'm out on an adventure, there is one thing that I do NOT like to cross my path. Snakes. Who's with me? *(Pause for response.)* I thought so! Yuck, right?! They just squirm right onto the path . . . they're so fast . . . the worst. Well, our game today is inspired by those snakes you might meet out in the wild on an adventure. I'm going to need about seven (to ten) volunteers, but don't worry . . . all of you will get to be involved!"

Host brings up seven volunteers and gives them each a blindfold.

HOST: “Alright, you seven are going to be the snake. So you’re going to stand in a line facing the person in front and put your hands on their shoulders. But here is the thing—only the person in the back can see. That’s right! In a moment, the rest of you will put blindfolds on. Now, everybody else in the room is going to stand up and be an obstacle on the obstacle course. Once you choose a spot, stay there! I’ll use this crêpe paper to quickly make a path. The entire ‘snake’ needs to follow the path through the whole course, listening to the back of the snake, since he/she is the only person who can see. Make sense? Alright, let’s get set up!”

Have the first six people put their blindfolds on. Everybody else in the room stands and takes his or her place as an obstacle. Host rolls out the crêpe paper to create a winding course throughout the room. Have the snake work their way through the course, cheering them along. If time allows, have another “snake” try the course. NOTE: For added competition, you can time the two “snakes” the fastest team can get a prize of some sort for their small group.

HOST: “(After the game) That was some amazing teamwork! You had to trust your leader, and you did it. Now let’s stand and worship together!”

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: “Hello, friends! I am so ready to sing and celebrate with all of you. Stand to your feet and get your voice ready to sing.

Communicator enters Worship Leaders exit.

COMMUNICATOR SCRIPT

INTRODUCTION

VIDEO: One Big Story Intro

COMMUNICATOR: “Well, good morning, everyone! Hey, I need two volunteers to help me out.”

Bring up two volunteers. Hand each volunteer a stack of the oversized cards (one gets the A stack and the other the B stack).

“Alright, so I have some things here that I think each of you will recognize—some pretty famous combinations or duos. Check this out.”

Reveal one from each stack that the volunteer is holding. The combination will not make sense, but play it up like it does. (e.g. “Peanut butter and lightning—now that’s what I’m talking about.”) Work through all the cards this way. There will be confusion.

(After all the cards) “Give it up for our volunteers!”

Volunteers sit.

“Now, some of you look a bit confused. I might even sense some annoyance from some of you. That’s because we have an expectation of how these are supposed to go together. But when you get Thunder and Chips? Or Fish and Socks? They just don’t make sense. For these, it’s easy to make them work together. Like this.”

Sort through the cards and make an actual match.

“Those make way more sense, right?”

TENSION

COMMUNICATOR: “Sometimes this is how our lives feel. Think about it. Have you ever had moments like this in life? Where normally something makes sense and then all of the sudden something happens and . . . well, it doesn’t make sense anymore? Maybe you’re usually really good at this sport, but you got hurt and now you’re unable to play anymore. Or you’re usually ace a certain subject at school, but you need to learn a new concept and it doesn’t come as easily to you. What you knew—what you expected to happen—changed. And now, life isn’t making as much sense as it used to. Have you ever felt that way? I know I have. And when it happens, we start to question everything—including what we think about trusting God.

TRUTH

COMMUNICATOR: “When we have those questions or feel that way, the first place we should head to find some answer is the Bible. The writers of the Bible included some amazing moments where people experienced these types moments in their own lives and how God helped them along the way, including a person we started talking about last week: Joseph. Just to recap so we all remember, Joseph is part of the family God promised Abraham. Joseph had 11 brothers, but his dad, Jacob, made it very clear that Joseph was his favorite. His brothers got so jealous that they hatched a plan to get rid of him once and for all. Although they

had planned to kill Joseph, the plan changed and they decided to sell him to traders that were headed to Egypt. Joseph was then sold into the house of Pharaoh's official, a man named Potiphar."

"But even in the foreign land of Egypt—a LONG way from home—Joseph was not alone because God was with him."

Host enters carrying a box of props.

COMMUNICATOR: "Hey, [Host's name]. What's going on?"

HOST: "Well, this is one of my favorite stories, so I thought I would help you tell it."

COMMUNICATOR: "OK. Perfect. Thanks!"

Host stands behind the Communicator with the box of props. Host will be decorating the Communicator as he or she tells the story.

COMMUNICATOR: "As I was saying, Joseph was sold into the house of a man named Potiphar, who was the captain of the guard . . ."

Host puts ship captain hat on Communicator.

COMMUNICATOR: "Not sure he was that kind of captain, as there probably weren't any boats in the middle of the desert, but whatever. So, Joseph . . ."

Host replaces captain hat with a hat that says "Joseph."

COMMUNICATOR: ". . . Joseph lived in Potiphar's house. And since God was with Joseph, God gave Joseph great success."

Host puts a gold star sticker on Communicator's shirt.

COMMUNICATOR: "Potiphar [Captain's hat] saw that the Lord was with Joseph and that Joseph was successful in everything he did. This made Potiphar very happy."

Host reaches around and forces Communicator's face into a smile.

COMMUNICATOR: "He put Joseph [Joseph hat] in charge of his house and trusted Joseph to care for everything he owned."

Host hands Communicator a clipboard. He also puts a new sign on Joseph's hat that says "Boss."

COMMUNICATOR: “From that time on, the Lord blessed Potiphar’s family and household because of Joseph. Joseph did a great job, and Potiphar didn’t have a care in the world.”

COMMUNICATOR: “Pretty soon, Potiphar’s wife took notice of Joseph.”

Host puts big blond wig on Communicator.

COMMUNICATOR: “She noticed how successful Joseph was and began to test him.”

Host hands Communicator a standardized test and pencil.

COMMUNICATOR: “Not quite that kind of a test. No, but Potiphar’s wife did make things very difficult for Joseph. Day after day, she tested him. But Joseph refused to betray his master. This made Potiphar’s wife angry.”

Host reaches around and manipulates Communicator’s face to look angry (mouth, eyebrows).

COMMUNICATOR: “In her anger, Potiphar’s wife went to her husband and accused Joseph of doing something horrible that he did not do. Potiphar [*captain hat*] was enraged! He called Joseph in [*Joseph hat*]. He took away Joseph’s position [*Host pulls “Boss” sign off hat*] and had him thrown in prison.”

Host puts one handcuff on Communicator and lets it hang.

COMMUNICATOR: “Even though Joseph had done nothing wrong, he found himself alone . . . again.”

Host reaches around and puts a microphone in front of Communicator’s mouth but the Host sings Celine Dion’s “All by myself . . . don’t want to be all by myself anymore.”

COMMUNICATOR: “Wow. Anyway, we are told that even though Joseph was in prison, the Lord was with him. And just like in Potiphar’s house, the head of the jail . . .”

Host puts police officer hat on Communicator.

COMMUNICATOR: “. . . Saw that God was with Joseph and showed kindness to him. He put him in charge of the prison where Joseph was staying.”

Host puts a pair of keys in Communicator’s hand and switches hat to Joseph.

COMMUNICATOR: “Joseph cared for all of the prisoners, and the Lord was with him, giving him success in everything he did.”

COMMUNICATOR: “Sometime later, the prison got two new prisoners. The first was the king’s baker.”

Host puts a baker’s hat on the Communicator.

COMMUNICATOR: “The second prisoner was a cupbearer—the person responsible for tasting the king’s drinks to make sure they are safe.”

Host puts a chalice in the Communicator’s hand.

COMMUNICATOR: “Since Joseph [*Joseph hat*] was in charge of the prison, even though he was still a prisoner, he was also put in charge of the baker and the cupbearer.”

“One night, both the baker and cupbearer had awful dreams. Now this isn’t like the kind of dream you have because you ate pizza too late at night. These dreams were more like visions about things that would actually come true.”

“Joseph noticed the next morning that the baker [*baker hat*] and the cupbearer [*chalice*] were very sad.”

Host reaches around and makes Communicator’s face sad.

COMMUNICATOR: “They told Joseph, ‘We both had dreams, but there is nobody that can tell us what they mean.’”

“Joseph [*Joseph hat*] had an idea.”

Host holds a light bulb over Communicator’s head.

COMMUNICATOR: “God had been giving Joseph success in everything . . . maybe God could tell Joseph what the dreams meant. So, he asked about the dreams.”

“The cupbearer [*chalice*] told his dream first. He told of three branches on a vine that grew clusters of grapes. In the dream, the cupbearer then squeezed the grapes into Pharaoh’s cup, and he then put the cup into Pharaoh’s hand.”

COMMUNICATOR: “Joseph [*Joseph hat*] told him the interpretation. He said that the three branches are three days, and that in three days, Pharaoh would give the cupbearer his job back. He was getting out of prison!”

“Joseph asked one thing. He said to the cupbearer, ‘When everything is going well for you, REMEMBER ME! Please speak to Pharaoh and tell him about me and how I am innocent but I’m stuck in this prison!’”

COMMUNICATOR: “Now the baker [*baker hat*] saw that the cupbearer’s dream had a positive ending, so he also told Joseph his dream. He told of three baskets of bread on his head, and how birds were eating the bread out of the baskets.”

“Joseph [*Joseph hat*] told him the interpretation as well. He said that the three baskets were also three days. But rather than getting out in three days, the baker would be executed in three days!

Host reaches around and hands the Communicator a plastic axe.

COMMUNICATOR: “Too soon. Well, three days later, Joseph’s interpretations came true. The cupbearer was restored to his previous position and well, the baker was . . .”

Host puts a toaster in Communicator’s hands.

COMMUNICATOR: “Huh? Oh . . . I get it . . . toast. The baker was toast. Nice.”

“Now the third day happened to be Pharaoh’s birthday, and the cupbearer [*chalice*] was once again standing next to Pharaoh serving him his drink. Now remember how Joseph had asked one simple thing from the cupbearer? He asked that he would remember Joseph and tell someone to let him go. Well, sadly, the cupbearer didn’t keep his promise. In fact, he completely forgot about Joseph. So, there was Joseph, all alone again.”

“Can you all thank [*Host’s name*] for helping me tell the story?”

Hosts packs up props and heads backstage.

COMMUNICATOR: “What a tough moment for Joseph. Sure, the guards showed him kindness in prison, but he was still a prisoner. And when it looked like he would finally get out, he was completely forgotten and left alone. Joseph must have been really confused. But one thing we have to remember is that God is always at work, even if we can’t see it. And God had been working in Joseph’s life, too, and as we’ll find out in a couple of weeks, He certainly wasn’t done with Joseph yet.”

APPLICATION

COMMUNICATOR: “Let’s be honest for a moment. This story is tough. Some of us might find ourselves thinking, ‘If God was really with him, shouldn’t only good things have happened to him?’ That’s a really good question, and it’s a pretty hard question, too, and I don’t know the answer. But I do know that there are times where bad stuff happens in life. Parents get divorced, friends move away, people pass away. There are times when God allows us feel pain and heartbreak and loss. He let Joseph suffer. He let Jesus, His only Son, feel pain more than we could ever imagine. And Jesus didn’t do anything wrong His whole life!”

“We won’t always know WHY these things happen, and they certainly won’t always make sense. But here’s the thing. When bad things happen, we may be tempted to stop trusting God. But the truth is this is when we need to trust God the most, because what doesn’t make sense to us makes sense to God. And He promises to be with us, no matter what is happening in our lives.”

LANDING

COMMUNICATOR: “As you head to Small Group today, I’d love for you to think about this.”

CG: Key Question Slide

“When is it hard to trust God?” Each of us will answer that question differently, but it’s still important that we answer it. When we know the times when it will be difficult for us to keep trusting God, we can be sure to talk to wise friends and family to help us work through it. And your Small Group is a great place to start. Let’s pray before you head to groups.”

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