

GETTING READY

1. Welcome/Opener

What You Need:

- Host
- Three Small Group Leaders and three kids
- Bean Boozled Jelly Beans
- Clear plastic cups or containers
- Three packs of breath mints (prizes for each leader who plays)

Music and Sound Effects (SFX):

• Upbeat music to use as kids enter the room

Large Group Visuals:

• Theme 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.
- Download music from a resource such as iTunes[®] and have it ready to play.
- After purchasing Bean Boozled Jelly Beans, separate the jelly beans into like colors (reds with reds, for example) and put them in clear plastic cups or containers. Have them on stage, ready to play the game before the Host comes on stage.

2. Communicator Script

What You Need:

- Communicator
- Bible
- Printed Scrambled Bible Truth Slide; one for every small group
- Pencil; one for every small group

Large Group Visuals:

- One Big Story Intro (Video)
- Scrambled Bible Truth Slide
- Caesar Cypher
- Caesar Cypher #2
- Caesar Cypher #3
- Caesar Cypher #4
- Unscrambled Bible Truth Slide
- Pharaoh by the Nile
- Seven fat cows by the Nile
- Seven skinny cows with seven healthy cows by the Nile
- Seven skinny cows alone by the Nile
- Seven healthy heads of grain on one stem by the Nile
- Seven dried out heads of grain with the seven healthy heads of grain by the Nile
- Seven scrawny heads of grain on one stem alone by the Nile
- Seven healthy cows/seven healthy grains = 7 years
- Seven healthy cows/seven healthy grains = 7 years of PLENTY
- Seven skinny cows/seven withered grains = 7 years
- Seven skinny cows/seven withered grains = 7 years of FAMINE
- 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."
- As small group arrive to large group, hand each small group leader the printed Scrambled Bible Truth Slide and pencil for the beginning of the communicator script. This can be found in the file labeled "1909_LG_Assets_Preteen_W4."

3. Worship

What You Need:

- Never Gonna Stop
- Wide Open

Under Pressure

Bible Story: Under Pressure (Joseph Interprets Pharaoh's Dreams) • Genesis 41

Bottom Line: When the pressure is on, you can trust God is with you.

Key Question: What do you need to trust God with right now?

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

NIrV

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! Wow, are you about to be glad you showed up today! Let's get things started with a game that you'll be talking about for . . . well . . . at least until lunch! Here is what I need . . . I need three small group leaders—wait. Strike that. I need three BRAVE small group leaders. And I need each of those leaders to choose one kid from his or her group."

Host chooses three small group leaders and their three kids. They

come up on stage.

HOST: "So how many of you like jelly beans? Yeah, me too. How many of you have ever heard of the 'Bean Boozled' jelly beans? Each color jelly bean has two flavors . . . one good, one not so good. Maybe you're eating chocolate pudding . . . or maybe its canned dog food! You won't know until you bite in!"

"So, here is how it will work. Each team (a small group leader and kid) will choose a color. The kid volunteer will reach in and choose any jelly bean and hand it to the small group leader. Before they eat it, I will tell you the two

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choices that you might possibly get. Then the pressure is on . . . you need to eat it and hope for the best! We will then move on to the next team. The last team to endure wins.

This game will have a lot of humor. Provide commentary

throughout!

HOST: "(After the game) Well done! I have a prize for all the leaders who played."

Host hands them all breath mints.

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!"

HOST: "Now let's stand and worship together!"

Worship Leaders enter. Host exits.

Worship

WORSHIP LEADER: "It's awesome to see all of you! Stand to your feet and get ready. I'm ready to sing to God with everything I've got.

Communicator enters Worship Leaders exit.

COMMUNICATOR SCRIPT

INTRODUCTION

VIDEO: One Big Story Intro

COMMUNICATOR: "Hey everyone! Great to see you all. Let's get started with a message that we'll need later. Ready for it? Here you go!

CG: Scrambled Bible Truth Slide

"Got it? Pretty clear, right? Not exactly. Looks like we need some help. Does anyone know what a cipher is?"

Pause for responses.

"That's right! You know your stuff! A cipher is a tool that is used to unscramble a code. Let me show you an example. This is called a Caesar Cipher."

CG: Caesar Cipher

"There is an outer ring and an inner ring. Both move. Now, all you need is the key number. The key number tells you how many spaces the inner circle moved to the right. This will now reveal to you your new code. In this case, the key number is 3!

CG: Caesar Cipher slide #2 (inner circle one move right)

CG: Caesar Cipher slide #3 (inner circle another move right)

CG: Caesar Cipher slide #4 (inner circle another move right to final position)

"That's it! You can now unscramble the message! Just find the letter from the scrambled message on the *outer circle* and you will now know what letter it is supposed to be by looking at the *inner circle!* Small Groups, let's see who can unscramble it first! Go!"

Groups race to unscramble the message using the cipher on the screen. The first group to unscramble the message, write it on their paper, and bring it up to the Communicator wins.

"We have it! The message unscrambled says . . . "

CG: Unscrambled Bible Truth Slide

"Seven years of plenty turns equal years of empty. Hmmm . . . that doesn't make a whole lot of sense. Let's hope that it'll make more sense as we continue."

TENSION

COMMUNICATOR: "I noticed something while you were working to unscramble the message. Some of the groups worked really well under pressure! Is everyone like that normally? I don't know about you, but sometimes when things get a bit stressful, it is easy to start getting stressed out. When the pressure is on, it's like we can become different people. We freak out. We get frustrated at people. We think the world is going to fall apart! Anybody else feel that way sometimes? Yeah . . . me too! I wonder why that is. And I wonder, how we can figure out a better way to react when the pressure's on?"

TRUTH

COMMUNICATOR: "When we have questions like that, a great place to start is the Bible. Let's head there now. For the past few weeks, we've been learning more about a guy named what? (Pause for response) Right, Joseph! Last week when we left Joseph, he was in prison in Egypt. Joseph ended up in Egypt when his jealous brothers had originally sold him into slavery. He was falsely accused of doing something wrong and was thrown in prison. But God was with Joseph and gave him success while he was stuck in prison. He was even able to interpret

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dreams for two of Pharaoh's men. All Joseph asked was that the cupbearer would remember him and tell somebody about his innocence. But sadly the cupbearer forgot about Joseph, so he was stuck, alone in prison."

"Now, I have forgotten things before—where I put my car keys, to put the recycling out, even a birthday from time to time—but usually it doesn't take me too long for me to remember. The cupbearer, however, forgot about his promise to Joseph for the next TWO YEARS!"

"Check this out. (Read directly from Genesis 41:1) 'When two full years had passed, Pharaoh had a dream. In his dream, he was standing by the Nile River."

Before we go any further, let's talk about a dreams for a second. Throughout the Bible, we find people who have dreams like this. These weren't like the dreams we have at night, but these were more like visions or a way for a message to get communicated. The problem is that the message wasn't always clear. It often took somebody else to interpret or help give meaning to the message. Trying to figure out the messages could be very frustrating—like watching you all try to figure out the message from before."

"OK, back to our story. Pharaoh has a dream—a vision—where he's standing by the Nile River."

CG: Pharaoh by the Nile

"(Read directly from Genesis 41:2) 'Seven cows came up out of the river. They looked healthy and fat. They were eating some of the tall grass growing along the river."

CG: Seven fat cows by the Nile

"(Read directly from Genesis 41:3) 'After them, seven other cows came up out of the Nile. They looked ugly and skinny. They were standing beside the other cows on the riverbank."

CG: Seven skinny cows with seven healthy cows by the Nile

"(Read directly from Genesis 41:4) 'The ugly, skinny cows ate up the seven cows that looked healthy and fat. Then Pharaoh woke up."

CG: Seven skinny cows alone by the Nile

"Kind of a strange dream, right? So these seven scrawny cows eat up these seven healthy cows. Then Pharaoh wakes up . . . probably hungry for a burger I imagine. But then he falls asleep and has another dream, similar to the first."

"(Read directly from Genesis 41:5) 'He fell asleep again and had a second dream. In that dream, seven heads of grain were growing on one stem. They were healthy and good."

CG: Seven healthy heads of grain on one stem by the Nile

"(Read directly from Genesis 41:6) 'After them, seven other heads of grain came up. They were thin and dried up by the east wind."

CG: Seven dried out heads of grain with the seven healthy heads of grain by the Nile

"(Read directly from Genesis 41:7) 'The thin heads of grain swallowed up the seven healthy, full heads."'

CG: Seven scrawny heads of grain on one stem alone by the Nile

"Then Pharaoh woke up again. Strange dreams, huh? Pharaoh thought so too. In fact, when he woke up in the morning, he was really bothered. He called in all of his top wise men and interpreters in all of Egypt. None of them, however, could figure out what the two dreams meant."

CG: SEVEN YEARS OF PLENTY TURNS EQUAL YEARS OF EMPTY

"It definitely seems like our unscrambled message has something to do with what we just saw in Pharaoh's dream, right? I just can't quite get it . . ."

"Well, all of this talk about dreams and visions sparked a memory for the cupbearer. He was standing next to Pharaoh and got the nerve to speak up. (Read directly from Genesis 41:9) 'Now I remember that I've done something wrong!"

"The cupbearer went on to tell Pharaoh about the time he was in prison and he too had a dream that bothered him. But in the prison, there was this young Hebrew servant who was able to tell him what the dream meant and everything he said came true. It was Joseph. The cupbearer had forgotten him for over two years!"

"(Read directly from Genesis 41:14) 'So Pharaoh sent for Joseph. He was quickly brought out of the prison. Joseph shaved and changed his clothes. Then he came to Pharaoh."

"Joseph is now standing before the most powerful man in all of Egypt, maybe the world! Joseph explained that God is the One who gives the meaning, but that he would tell Pharaoh what this dream meant. So Pharaoh told him both dreams—fat cows being eaten by skinny cows and healthy heads of grain being eaten by withered heads of grain. Joseph spoke up."

"(Read directly from Genesis 41:25-26) "Both of Pharaoh's dreams have the same meaning. God has shown Pharaoh what he is about to do. The seven good cows are seven years. And the seven good heads of grain are seven years. Both dreams mean the same thing.""

CG: Seven healthy cows/seven healthy grains = 7 years

"(Read directly from Genesis 41:27) "The seven thin, ugly cows that came up later are seven years. So are the seven worthless heads of grain dried up by the east wind.""

CG: Seven skinny cows/seven withered grains = 7 years

"Joseph went on to explain further. He told Pharaoh how the land of Egypt would have seven years with plenty of food—crops would grow, the harvest would be unlike anything they had seen. The seven good cows and good grains were seven years of plenty. That was good news for Pharaoh."

CG: Seven healthy cows/seven healthy grains = 7 years of PLENTY

"But then Joseph went on to speak about seven bad years. The seven skinny cows and the seven withered grains were seven years of famine. These year of famine that would make people forget all about the seven good years. They'd face terrible hunger throughout the entire land."

CG: Seven skinny cows/seven withered grains = 7 years of FAMINE

"I see it now! Look at the message again . . . "

CG: SEVEN YEARS OF PLENTY TURNS EQUAL YEARS OF EMPTY

"I see it now! And I bet you do too!"

Break down the message with them and how it is the answer to

Pharaoh's dream.

"Well done! So seven years of plenty followed by seven years of empty or famine. But what was Pharaoh supposed to do with this? But Joseph kept speaking. (Read directly from Genesis 41:33) "So Pharaoh should look for a wise and understanding man. He should put him in charge of the land of Egypt." Joseph went on to tell Pharaoh how he needs to use the seven years of plenty to prepare for the seven years of famine. Start stockpiling grain now so that when the famine comes, Egypt will be ready."

"Want to know Pharaoh's response? Remember, Pharaoh is very powerful. If he doesn't like what he hears, even if it is true, he may easily throw Joseph back into prison . . . or worse!

"(Read directly from Gen 41:39-40) 'Then Pharaoh said to Joseph, "God has made all this known to you. No one is as wise and understanding as you are. You will be in charge of my palace. All my people must obey your orders. I will be greater than you only because I'm the one who sits on the throne.""

"Joseph goes from the prison to the palace all in a day! He is number two in all of Egypt! I'm sure he was probably very relieved to hear Pharaoh's response. Must have been quite a lot of pressure standing before Pharaoh like that. But because Joseph was willing trust God and give the interpretation, many people would eventually be saved from the famine, including his own family . . . but we'll save that for next week."

APPLICATION

COMMUNICATOR: "My guess is that most of us will not find ourselves standing before an all-powerful king expected to interpret strange cow dreams with the fate of an entire nation hanging in the balance. But I do think we find ourselves in times of pressure when it might be hard for us to remember that God is with us. Even Jesus faced incredible pressure as he stood before powerful leaders on trial in the last days of his life. And later on, his disciples faced incredible pressure as they shared the message of Jesus all throughout the known world."

"The pressure we experience may not be the same, but that doesn't mean we don't face pressures. Maybe we need to stand up for a friend who is being picked on and we know the results could go badly, but we know it is the right thing to do. Or maybe we have to be honest with someone about something that we REALLY would just like to pretend we didn't see and look the other way. These are pretty high-pressure moments. But when the pressure is on, we can trust that God is with us, no matter how it turns out in the end."

LANDING

COMMUNICATOR: "Is there something you have been avoiding just because it seems too difficult? Today as you go to groups, I want you to think about this question:"

CG: Key Question Slide

"What do you need to trust God with right now? We will all face situations that seem impossible, moments when the pressure is on and we're not sure if we have what it takes to do what's right. Thankfully we can trust God no matter what. As you think about those situations where you need to trust God, think about who you can talk to about them—maybe even your Small Group Leader! Before you all head to groups, let's take a moment to thank God that we can trust Him in every situation!"

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