

# **GETTING READY**

# 1. Opener/Closer

# What You Need:

- Host
- Camping/hiking gear for the Host
- One pre-assembled s'more
- Two long tables
- Two campfire props (either inflatable or cardboard stand-up)
- Two paper plates
- Six graham cracker squares
- Four jumbo marshmallows
- Four chocolate squares
- Seven small paper signs labeled #1-7 (see "What You Do")
- Wet wipes

# Music and Sound Effects (SFX):

- Upbeat music to use as kids enter and exit the room
- Bluegrass music (instrumental)

# Large Group Visuals:

- Theme Slide
- Trust Slide
- Blank Bottom Line Slide
- Bottom Line Slide
- Blank Memory Verse Slide
- Memory Verse Slide
- Double Decker S'more Slide

# What You Do:

- Set up the two tables at opposite sides of the room. Set up the two campfire props in the middle.
- Set up the two paper plates on one table. On the other table, set out the s'mores ingredients in this order, with the paper number signs next to each one: 1) two graham crackers, 2) two chocolate squares, 3) two marshmallows, 4) two graham crackers, 5) two chocolate squares, 6) two marshmallows, 7) two graham crackers.

# 2. Bible Story

# What You Need:

- Storyteller
- Bible
- Clothesline and hardware to hang it across your stage area
- Clothespins
- Biblical-looking costume for Jacob
- Bear or gorilla costume for Esau (you won't need the head—just the body)
- Biblical-looking long vest to put over the bear or gorilla costume
- Saucepan
- Square of brown faux fur fabric
- Large stone (large enough to be the size of a small pillow)
- LED flashlight that shines brightly

## 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."
- Hang the clothesline across the stage and hang the two costumes next to each other. You'll want to hang the clothesline and costumes at the right heights so that the Storyteller can stand behind each costume (as if he or she is wearing that costume) and still be seen and heard.

# 3. Worship

# What You Need:

- We Are Royals
- Who You Say I Am

# **Dream On**

Bible Story: Dream On (Jacob's Dream) • *Genesis 28:10-22 (Supporting: Genesis 25:19-34; 27)* Bottom Line: You can trust God no matter what.

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

Host enters, wearing camping/hiking gear.

Opener

HOST: "Hi, everyone! Welcome to [your environment's name ]! My name is [your name], and I'm so glad you came today. This month we're going on a trek. It's an adventure in trust.

"What IS trust? Let's take a look.

CG: Trust Slide Optional Video (Media Package): Theme Transition to Life App

"Trust is putting your confidence in someone you can depend on.

CG: Theme Slide Optional Video (Media Package): Life App Transition to Theme

"There are lots of people we depend on, right? Our parents and other people in our families, our teachers at school, and, of course, our awesome Small Group Leaders here at church!

"Trust can be a bit of an adventure, because sometimes we have to trust others when we can't see what's ahead. *(Put your hand above your eyes like you're looking into the distance.)* We can trust God like that, too. We can put our confidence in Him and believe that He knows the way. We'll talk about that some more in a minute. But first, let's play a fun camping game!

Hold up the pre-assembled s'more.

"Raise your hand if you've ever had a s'more before. Anyone? *(Pause for responses.)* Yes! They're amazing, right? They're so good, you always want 's'more.' Get it?

"Who can tell me what the three ingredients in a s'more are? (*Pause for responses.*) That's right! (Use your hands to demonstrate stacking the ingredients.) Graham cracker on the bottom, then chocolate, then toasted marshmallow goodness, then another graham cracker. Sounds delicious, right?

"Well, get ready for me to blow your mind. Are you ready? Okay. Have you ever had a DOUBLE-DECKER s'more? It starts out like normal . . . graham cracker, chocolate, marshmallow, graham cracker. But then it gets even better! On that top graham cracker, you add ANOTHER chocolate square, ANOTHER marshmallow, and ANOTHER graham cracker. Voila! It's a double decker s'more!

## CG: Double Decker S'more Slide

"That's what we're making today! Let me get three volunteers from two different small groups to be our contestants. Raise your hand if you want to play.

Choose three kids from two different groups (six kids total). Make sure they're raising their hands to "opt in." Have them stand next to the table with the paper plates, opposite from the table with the s'mores supplies.

"All right, contestants. You'll work together as a team to build your own double decker s'more. (Point to the screen.)

Demonstrate the action as you describe it.

"The first person from each team will run and jump over the campfire, grab ingredient one from the table over there, run back, jump over the campfire again, and high-five the next team member. The next team member will do the exact same thing and grab ingredient two. Then it's the next person's turn, and so on. The ingredients must be picked up in order, and you can only grab one ingredient at a time. Once you have all the ingredients, you'll build your double decker s'more. (*Point to the plates on the table next to the contestants.*) The first team to build a double decker s'more that stands on its own wins!

"All right. Contestants, are you ready? Great! Let's count them down. Three . . . two . . . one . . . GO!

### SFX: Bluegrass music (instrumental)

Lead the audience in cheering for the kids as they play the game. Coach the contestants if they need help. If they can't get the finished s'mores to stand up, you can call the game and declare both teams as winners.

Dismiss the contestants. Give them wet wipes to clean their hands,

if needed.

"That was so awesome! Give these teams a hand as they head back to their seats. They did a great job trusting each other, didn't they? All of you can stand up now, because it's time for us to sing and worship God!"

#### 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 WORSHIP LEADER: "Oh, I love it! What fun. Hi, friends! Get up on your feet, because it's time to worship.

Storyteller enters as Worship Leaders exit.

VIDEO: One Big Story Intro CG: Blank Bottom Line Slide

### SETTING UP THE STORY

STORYTELLER: "Hi, everyone! Our story today is from the book of Genesis. (Hold up Bible.) Genesis is the very first book in the Old Testament of the Bible.

"Last week we talked about a promise God had made to a man named Abraham. God promised to grow Abraham's family into a great nation. He told Abraham that all people would be blessed through him. Even though Abraham and his wife Sarah were very old, and they had to wait many years, God eventually gave them a son. That son was named Isaac.

"When Isaac grew up, God gave him and his wife, Rebekah, twin boys. Their names were Jacob . . .

Stand behind the Jacob costume.

"... and Esau."

Stand behind the Esau costume.

#### A BAD TRADE

STORYTELLER: (*Standing behind the Esau costume*) "Esau was the oldest of the two boys. He was a wild man. He was covered with hair . . . as you can see. He was tall and big and strong, and definitely not the kind of guy you want to mess with. You know what I mean?

### Stand behind the Jacob costume.

"Jacob, on the other hand, was pretty smart . . . and even a little sneaky. He used his brain to outsmart people rather than using his muscles.

"One day, Jacob made a trade with his brother Esau.

Stand behind the Esau costume.

"Esau came running in from the open country. He was SO hungry! He asked Jacob for some stew.

Stand behind the Jacob costume and pick up the saucepan.

"Jacob let Esau eat some of his stew . . . in exchange for Esau's rights as the firstborn son. This meant Jacob would one day lead the family and get the most money and land."

## STEALING THE BLESSING

STORYTELLER: "Now, do you remember the name of Jacob and Esau's mom? (*Pause for response.*) Rebekah. Rebekah had chosen Jacob (gesture to the Jacob costume in front of you) as her favorite son. As their dad Isaac grew older, his eyesight began to fail and he couldn't see very well.

Stand behind the Esau costume.

"Isaac asked Esau to bring him a tasty meal. He promised to give Esau a special blessing afterward.

"Rebekah overheard them and went to find Jacob.

Stand behind the Jacob costume.

"She told him to bring two young goats. She told him she would cook the goats for Isaac, so he would give his blessing to Jacob instead of Esau.

Stand behind the Esau

Stand behind the Esau costume.

"As you know, Esau was a hairy guy.

Stand behind the Jacob costume.

"But Jacob had very smooth skin with not a lot of hair. So Rebekah came up with a sneaky plan. She prepared the meal, and then she tied pieces of rough, hairy goatskin over Jacob's hands.

Pick up the saucepan and the piece of brown faux fur fabric.

"Jacob pretended to be Esau and took the meal to his father. It worked. Jacob fooled Isaac. Isaac gave his special blessing to Jacob.

Put down the fabric. Stand behind the Esau costume (still holding

the saucepan).

"Later Esau arrived with a meal for his father, but it was too late. Isaac had already given his blessing to Jacob.

"Now, let me just ask you: If you were Esau, how would you feel? (*Pause for responses.*) Yep. I'm pretty sure he wasn't very happy."

## WHEN GOD SHOWS UP

Stand behind the Jacob costume.

STORYTELLER: "Twice now, Jacob had tricked Esau. Esau definitely wanted to get revenge. Rebekah told Jacob to run away and stay with her brother Laban in Harran, until Esau's anger calmed down.

"Isaac had given his blessing to Jacob. That meant the big promise God had made to Abraham would now go to Jacob instead of Esau. God would make a great nation of Jacob's children, grandchildren, and great-grandchildren.

Pick up the large stone and walk to the front of the stage.

"But Jacob had already done so many wrong things. He must have wondered whether God would really be with him and help him. He picked up a smooth stone, lay down, and placed the stone beneath his head like a pillow. (If possible, lie down for a brief moment to demonstrate.)

### LIGHTS: Dim (if possible)

"Jacob had a dream of a grand staircase rising before him. It rested on the ground, but it swept high up into the sky, all the way to heaven.

Use the flashlight to outline a staircase shape.

"Brilliant angels of God climbed up and down the stairway in a blaze of light. God Himself stood beside the steps.

"God said these words.

Open the Bible to Genesis 28:13-15 (NIrV) and read.

"I am the LORD. I am the God of your grandfather Abraham and the God of Isaac. I will give you and your children after you the land you are lying on. They will be like the dust of the earth that can't be counted... All nations on earth will be blessed because of you and your children after you. I am with you. I will watch over you everywhere you go. And I will bring you back to this land."

"Jacob woke up. He realized that God's big promise to his grandfather Abraham had now been passed along to him!"

## LIGHTS: Back up

## WRAPPING UP THE STORY

STORYTELLER: "Early in the morning, Jacob took the stone he had used as a pillow and placed it where he had seen the stairway in his dream. (Set the stone on the stage.) He wanted to keep the stone there to remind him of how God was with him. He even changed the name of the place from Luz to Bethel, which means 'House of God.'

"Then Jacob made a promise. He said this:

Open the Bible to Genesis 28:20-21 (NIrV) and read.

"May God be with me. May he watch over me on this journey I'm taking. May he give me food to eat and clothes to wear. May he do as he has promised so that I can return safely to my father's home. Then you, Lord, will be my God.

"Jacob set off again for Harran. Though he had failed before and would fail again, he knew that he could trust God to be faithful. He saw how God's big promise to Abraham had now been passed along to him. He knew that [Basic Truth] he could trust God no matter what.

"That's true for you and me, too. *[Basic Truth]* We can trust God no matter what. We can believe that God has a good plan for our lives—even though we can't always see it for ourselves.

### CG: Bottom Line Slide

[Bottom Line] "You can trust God no matter what. Say that with me.

KIDS and STORYTELLER: [Bottom Line] "You can trust God no matter what."

STORYTELLER: "Let's pray and thank God for being so good to us."

### CG: Blank Bottom Line Slide

Pray

STORYTELLER: "God, thank You for always being with us. Thank You for loving us. Even though sometimes we make mistakes like Jacob did, You promise to love us anyway. We really can trust You no matter what! Help us to put our confidence in You and remember that You have a good plan for our lives. We love You, and we pray these things in Jesus' name, amen."

Host enters as Storyteller exits.

Closer

HOST: (Point toward the Jacob costume.) "Jacob was the son of Isaac and the grandson of Abraham.

#### CG: Today's Story Image

"Through the amazing dream he had that night, Jacob learned that He could always trust God. After all, God had already promised to make his grandfather Abraham into a great nation. Now, God had promised Jacob that he'd have more children than he would ever be able to count.

"We know God kept His promise, because after God changed Jacob's name to Israel, his family became a great nation: the Israelites!

#### CG: Timeline

"God also promised Jacob that the whole world would be blessed because of his family. Hundreds of years later, one of Jacob's relatives gave His life to pay for the sins of the whole world. It was Jesus, God's Son!

#### CG: Blank Bottom Line Slide

"It's so good to know that *[Basic Truth]* we can trust God no matter what. We can trust Him when we feel confused or afraid. We can trust Him when something happens that we didn't expect. We can trust Him and believe that He has a good plan for our lives.

"Remember this:

#### CG: Bottom Line Slide

[Bottom Line] "You can trust God no matter what.

#### CG: Blank Memory Verse Slide

"Our memory verse for this month is Proverbs 3:5. Do you think you can learn it? (*Pause for response.*) Let's take a look.

#### CG: Memory Verse Slide

"Trust in the LORD with all your heart. Do not depend on your own understanding, Proverbs 3:5 (NIrV).

"Wow—that's so great for us to remember! We can trust God instead of worrying. Even when we don't understand something that happens in life, we can believe that God is in control.

"It's time for you to head to Small Group now and talk some more about what it means to trust God. I'll see you later!"

Dismiss kids to their small groups.

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