



GETTING READY

1. Welcome/Opener

What You Need:

- Host
- Table
- Tablecloth
- Small tool box
- Assortment of tools
 - Hacksaw
 - Prybar
 - Mallet
 - Monkey wrench
 - Level
 - Plunger
 - Tape measure
 - Safety glasses
 - Needle nose pliers
 - Dust mask

Music and Sound Effects (SFX):

- Upbeat music to use as kids enter the room
- Upbeat game music

Large Group Visuals:

- Theme Slide
- “Name That Tool” 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.
- Host should enter stage carrying a small tool box with a couple tools inside different than what's on the table. These tools will be used for the DIY set up.
- Set up a table center stage. Place the large assortment of tools on the table scattered randomly. Place the table cloth over the tools so the audience cannot see what is underneath.
- *NOTE:* For week three, each Small Group will need several large pieces of cardboard to build their Cardboard House. There should be enough cardboard for each house to have a roof, floor, and three walls. As soon as possible, contact your nearest large retail store such as Walmart, Lowes, or Home Depot to save their cardboard boxes for you. Ask people in your church to save any large boxes they may get throughout the month.

2. Communicator Script

What You Need:

- Communicator
- Bible
- Five kid volunteers (two for the Introduction section, three for the Truth section)
- Two hard-hats, each a different color
- Two five-gallon buckets
- Sand
- Plastic lunch baggies
- Four cones or masking tape
- Plastic king's crown
- One dozen doughnuts (imitation)
- One doughnut hole(imitation)

Music and Sound Effects (SFX):

- Upbeat music to use as kids exit the room.
- Upbeat game music during the race

Large Group Visuals (downloadable from the website):

- Key Question Slide

What You Do:

- In front of your stage (or somewhere in the room), mark out a race course with the cones or masking tape. This can be a straight-line sprint or around the entire perimeter.
- Fill each bucket with a few cups of sand to give them some weight. You will need these buckets next week as well.
- Collect the props for the story and have them ready for the Communicator to bring on stage.
- *NOTE:* You will need a video of this race for next week. You can have a volunteer record it for you on their phone and send it to you.

3. Worship

What You Need:

- Alive Again
- Good Grace

Mercy Mercy Me

Bible Story: Mercy Mercy Me (Unmerciful Servant) • *Matthew 18:21-35*

Key Question: Why does forgiveness matter?

Bottom Line: Forgive others because God forgives you.

Memory Verse: *Put up with one another. Forgive one another if you are holding something against someone. Forgive, just as the Lord forgave you.* Colossians 3:13 (NirV)

Life App: Forgiveness—Deciding that someone who has wronged you doesn't have to pay

Basic Truth: I should treat others the way I want to be treated.

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*

Worship 1: ALIVE AGAIN

Host enters.

Welcome

Host has lots of energy as he or she welcomes everyone to [Name of Environment]. Host is relatable and inviting. Host discusses recent/upcoming events: March Madness, World Team Table Tennis Championships, Spring Break, Texas Independence Day, Read Across America Day, National Pig Day, National Banana Cream Pie Day, National Oreo Cookie Day, National Cereal Day, movie openings like Onward, Mulan, 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, hey everybody! I love what I am seeing this morning. Normally, I only see eager smiles! But this morning I am seeing the thrill that comes with accomplishment! And you know what . . . you SHOULD be excited! Not only did you make it to the best place around, [Name of Environment], but you also got out of bed. YES! Some of you brushed your

teeth? YES! You ate a delicious and hopefully healthy breakfast. YES! You dressed in some awesome threads! YES! And you are rocking some awesome kicks! YES! YOU DID IT! It's wasn't your dog dressing you or your baby brother brushing your teeth. You decided you would DO IT YOURSELF! Everybody, raise your right hand in the air and pat yourself on the back for a job well done! *(Pause for response.)*"

"In fact, everybody has come from a long, loooong line of people who said they wouldn't pass the job on to someone else. NO! A quick glance on Pinterest and your mom opted to make a complicated hot pink drip cake for your birthday. It doesn't matter the cake actually looked like a magical unicorn got sick on the cake platter. Nope! She did it herself! Your grandfather needed a new shelf. He didn't call the carpenter. So your grandpa took out his hammer, nails, and a bit of hard work and constructed a shelf . . . even though it looks more like a skateboard ramp because he refused to use a straight-edge level. It doesn't matter. He did it all himself!"

"And THAT is exactly what I'm all about. Why have someone else do it when you can DO IT YOURSELF! However, before you can effectively tackle any D.I.Y. project, you MUST first know your way around the tool shop. For example, what is this and what does it do? *(Pause for response.)*"

Host pulls out a hacksaw from the toolbox and shows the audience.

HOST: "Or what about this? *(Pause for response.)*"

Host pulls out a pry bar from the toolbox and shows the audience.

HOST: "Does anybody feel like you know your way around the tool shop? *(Pause for response.)* And would any of you also want to play NAME THAT TOOL? *(Pause for response.)* AWESOME!"

CG: "Name That Tool" Slide

Host selects four boy and four girl volunteers. Host directs the guys to one side of the stage and the girls to the other.

HOST: "This will be a classic boys versus girls challenge. Each team will line up in a single file line facing the center of the stage. When it is your turn, I will call out the name of a tool. The tool will be on this table *(Referencing)*. If you are the first

to grab the correct tool, your team gets a point! The team with the most points at the end will be our NAME THAT TOOL Champion! Any questions? *(Pause for response.)* Great! Then let's tool around!"

SFX: Upbeat game music

HOST: "The very first item to find is a mallet! Ready? GO!"

Host allows the first guy and girl to rush to the table to hold up the mallet. First one to hold up the mallet wins the point for their team. The mallet should remain on the table even though it has already been used. This continues until everyone has had at least one turn. If needed, make the last turn worth two points to break any potential tie. Other common tools could include monkey wrench, level, plunger, tape measure, carpenter's square, putty knife (plastic), safety glasses, needle-nose pliers, and dust mask.

HOST: "Great job to all of our volunteers. Clearly, you all know your tools and are well equipped to take on any D.I.Y. project. However, there is one group leading the pack in terms of their knowledge of D.I.Y device terminology. Give it up for our winning group, the *[Name of winning group]*!"

"While I pick up my tools and get off this stage, let's go ahead and stand up. Get ready to worship our amazing God!"

Host collects tools and exits. Worship Leader enters stage.

Worship 2: GOOD GRACE

Communicator enters as Worship Leaders exit.

COMMUNICATOR SCRIPT

INTRODUCTION

COMMUNICATOR: “Hey, everybody! Hope you are having a fantastic day! You know, when I was younger, I loved to run. I could run while playing sports or chasing others in tag or for no other reason than I wanted to run. Who else likes to run? *(Pause for response.)* Would any of you who like to run be up for running a quick race? *(Pause for response.)* Awesome!”

Communicator selects two individuals who would enjoy such a competition. Place different colored hard hats on their heads.

COMMUNICATOR: “Thanks so much for volunteering to race. What I’ve done is marked out a track in this room marked with cones. Both of you must run two laps. The first one to complete the laps will win. Any questions? *(Pause for response.)* Great! Oh—and one last thing.”

Communicator selects one of the two individuals to wear a heavy sandbag vest. The goal is to have the kid who is not wearing the sandbag vest to win. The sandbag should slow down the one wearing it.

COMMUNICATOR: “You *(to the selected volunteer)* must wear this vest while you race. It’s a bit heavy, but hopefully it won’t slow you down too much. Now is everybody ready? *(Pause for response.)* Awesome. OH! I almost forgot.”

Communicator again picks on the kid wearing the sandbag vest. Communicator gives kid wearing the sandbag vest two five-gallon buckets to carry. Communicator could put a little sand in the buckets to give them a little weight.

COMMUNICATOR: “I also need you *(to the selected volunteer)* carry both of these while you race. The buckets are a little heavy, but you’ll be fine. Now, are both of you ready? Then let’s get to racing!”

SFX: *Upbeat Game Music*

Communicator instructs someone to record the race with a phone to use the following week. Everyone cheers both racers around the track. Once a kid completes two laps around the room, stop the race.

COMMUNICATOR: “Great job to both our racers. Thanks so much for coming up here to race in front of everybody. Let’s give them a round of applause as they head back to their seats.”

TENSION

COMMUNICATOR: “By a show of hands, how many of you would say this race was fair? *(Pause for response.)* Well, of course this race wasn’t fair! One racer was weighed down with sandbags and buckets, while the other was free of sandbags to run as quickly as they could! Not fair at all!”

“Having to carry sandbags on a run reminds me of what can happen to us when we’re full of unforgiveness. What if choosing NOT to forgive can slow us down or negatively affect us in life, sort of like running a footrace carrying heavy buckets?”

“Many of us in this room have experienced what it’s like when someone hurts us. Every one of us will face moments in life where we are hurt by friends, family members, bullies, acquaintances, strangers, and the list goes on. Some of the pain will be minor, but other times it will hurt. That hurt will feel like we’re wearing a giant weighted vest. In all those situations, we’ll be forced to make the decision on whether or not to forgive them.”

“Now let’s be honest for second here. Some situations are easy to forgive like when your brother loses your favorite pair of socks. However, in other situations you’ll find it much more difficult—like if

a friend embarrasses you in front of all your friends. You might want to hold on to that anger for a long time, but what if choosing to hold onto that burden and grudge is similar to holding onto sandbags in a race? Sure, it might not prevent you from racing, but it will prevent you from being your best and living the way God wants us to live?”

“That’s a tough question. And tough questions like that are a great reason to head to the Bible and find out if Jesus has anything to say about it. Thankfully, a few of the people who hung out with Jesus or hung out with people who followed Jesus wrote down all sorts of moments from Jesus life that might help us with this. Let’s take a look at one of those now.”

TRUTH

COMMUNICATOR: “Long ago, Jesus’ closest friends were called the disciples. They traveled with Jesus and watched who He interacted with. They listened to His words and saw His miracles in real time. One of those friends was a fisherman named Peter. Among Jesus’ friends, Peter was the one who would often speak without thinking. Nothing Peter did was half way. When he got it right, he really got it right. But when he got it wrong, well, let’s just say that Peter really messed up.”

“Peter had lots of questions for Jesus. One such question was on the subject of forgiveness. We find it in the book of Matthew, chapter 18. Peter came to Jesus and asked, *(Read directly from Matthew 18:21) ‘Lord, how many times should I forgive my brother or sister who sins against me? Up to seven times?’ (NirV)*. It was an interesting question to ask. During this time, people would often go to special teachers known as rabbis to ask hard questions and get answers. The rabbis taught that people should forgive others who had offended them three times. Peter must have been proud of himself because seven sounded like a large number, compared to the traditional three. Clearly he was being generous with forgiveness when he asked Jesus if they should forgive others seven times instead of three times.”

“Jesus’ response was incredible and unexpected. He didn’t affirm Peter’s guess of seven times or even correct him to say three times. Instead, Jesus responded and said, *(Read directly from Matthew 18:22) ‘I tell you, not seven times, but 77 times,’ (NirV)*. Whoa, that’s a lot more than expected . . . then Jesus told a parable to explain His response, as He often did . . . let’s get a visual on the story.”

“I need some help from three volunteers. Anybody want to help? *(Pause for response.)*”

Communicator brings three volunteers to the stage as host enters stage to direct their actions. Communicator instructs the three volunteers to stage at the back of the stage until they are needed.

COMMUNICATOR: “Here we have our three main characters in the parable or story Jesus told. You three will hang back until I need each of you. The story starts with a wealthy king.”

Communicator selects one of the volunteers to represent the king. Communicator places a crown on their head and hands them a dozen doughnuts.

COMMUNICATOR: “Because we don’t have bags of gold lying around, I want these doughnuts to represent a small portion of the king’s wealth. Jesus told Peter, *(Read directly from Matthew 18:23, NirV) ‘The kingdom of heaven is like a king who wanted to collect all the money his servants owed him. As the king began to do it, a man who owed him 10,000 bags of gold was brought to him.’* So imagine the king had loaned one of his servants 10,000 bags of gold or for our purposes today, a dozen doughnuts.”

Communicator directs second volunteer to stand next to the king. The king volunteer hands the servant all the doughnuts.

COMMUNICATOR: “In our story, the servant spent the money on whatever he needed . . . camels, sheep, and maybe a new pottery making kit. But the money was all used up. In our case, the doughnuts disappeared.”

Communicator gives the servant volunteer a doughnut to eat on stage and takes the rest of the doughnutss away from the servant volunteer.

COMMUNICATOR: “Jesus explained that the man was unable to pay back everything he took when the king attempted to collect the debt. The money was spent. During this time, there were serious consequences for those who could not pay back what was borrowed. The person who lent the money could force their entire family to work until the debt was paid, they could be thrown into prison, or the whole family could be sold into slavery. And as a result, the king ordered the servant’s entire family to be sold into slavery to pay back what was owed.”

“The servant was upset because he knew the consequences! In fact, the servant was so panicked that he fell to his knees. Check out what Jesus said next, *(Read directly from Matthew 18:26-27) ‘Then the servant fell on his knees in front of him. “Give me time,” he begged. “I’ll pay everything back.” His master felt sorry for him. He forgave him what he owed and let him go,’ (NirV).* If you picture the scene, the servant got on his knees and begged for extra time.”

Communicator instructs servant volunteer to get on knees to look like they are begging for mercy.

COMMUNICATOR: “In the parable Jesus was telling, the king showed mercy, cancelled the debt, and sent the servant on his way. Wow! Good for the king.”

Communicator sends the king to the back of the stage and directs the third volunteer to stand next to the second volunteer. Communicator hands the second volunteer a single donut hole.

COMMUNICATOR: “As soon as the servant was free to leave the king, he marched up to another servant who owed him money. Jesus continued, *(Read directly from Matthew 18:28) ‘But then that servant went out and found one of the other*

servants who owed him 100 silver coins. He grabbed him and began to choke him. "Pay back what you owe me!" he said, (NIRV). The first servant was loaned 10,000 bags of gold from the king . . . or a dozen doughnuts. This HUGE debt was forgiven. The servant in turn lent money to another servant. It was not a dozen doughnuts worth. Not even close to a dozen doughnuts. Rather it was more like a single donut hole worth."

Communicator instructs first servant to hand the doughnut hole to the second servant.

COMMUNICATOR: "After the original servant had his debt erased, he marched up to another servant who borrowed a doughnut hole or 100 silver coins and forcefully demanded the debt to be paid. The other servant dropped to his knees and begged for mercy, much like the first servant did before the king."

Communicator instructs second servant to drop to knees to look like they are begging for mercy.

COMMUNICATOR: "The first servant did not forgive the debt. Instead, he threw the second servant in prison until the entire debt could be paid. Others who witnessed this rushed to tell the king everything they had seen, which greatly upset him. The king called the first servant to stand before him one more time."

Communicator instructs the third servant to stand at the back of the stage and moves the king next to the second servant.

COMMUNICATOR: "The king said, *(Read directly from Matthew 18:32-33, NIRV).* "You evil servant," he said. "I forgave all that you owed me because you begged me to. Shouldn't you have had mercy on the other servant just as I had mercy on you?" The king was so disappointed, he handed the first servant over to the jailers until he paid back all dozen doughnuts or . . . 10,000 bags of gold that he had borrowed. Let's give a round of applause for our three volunteers as they head back to their seats."

Communicator dismisses kids back to their seats and continues.

APPLICATION

COMMUNICATOR: "This is a powerful story told that made a powerful statement. It all started when Peter asked Jesus how many times we should forgive. And instead of giving him a simple answer, Jesus told a story. Through this story, we

can see that God desires for all of us to forgive. Jesus' desires us to forgive so much that He said, *(Read directly from Matthew 18:35) 'This is how my Father in heaven will treat each of you unless you forgive your brother or sister from your heart,' (NirV)*. In other words, God puts no limits on forgiveness. And neither should we."

"God is much like the king in the story who forgave a really big debt. When He sent Jesus to give His life on the cross for our sins, it gave all of us a path to being forgiven by God . . . regardless of how bad we've messed up. Our response to God's forgiveness shouldn't be by holding onto grudges when someone calls you a mean name. It shouldn't be by getting really angry toward someone who embarrassed you. Rather, we should follow God's example to forgive others."

"Nobody is saying you should forgive because you're 'supposed to.' It is your CHOICE to forgive others in the same way God forgives all of us. And if we're all honest, we realize this is not always easy. When we choose to forgive even though it's hard, we need God's help."

Communicator puts on sandbag vest and picks up buckets.

COMMUNICATOR: "Forgiving others doesn't mean all your problems are fixed or the relationship can go back to how it was before. But you can let go of how you feel about that person and not carry the grudge around anymore. Offering forgiveness allows you to move on *(taking off vest and putting down buckets)* and not allow the grudge to impact your relationships in the future."

LANDING

COMMUNICATOR: "Like we said, it is a choice to forgive others. Nobody can force you to genuinely forgive. We want you to think about a question as you head to Small Group today."

CG: Key Question Slide

COMMUNICATOR: "**Why does forgiveness matter?** Why is it important to let go of the grudges you're holding against others. Knowing the answer to this question will help you make the wise choice when it comes to how you treat the people in your life. You'll talk more about this in Small Group. Before you head to groups, let's pray and thank God for His amazing forgiveness! Let's pray."

Communicator leads group in a prayer related to what they just heard.

Communicator dismisses kids to Small Group.

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