

PROVIDING TIME FOR FUN INTERACTION
15 MINUTES

MADE TO CONNECT

an activity that invites kids to share and collaborate with others while growing their understanding



Before kids arrive, take a few moments to pray for them. Pray specifically for the kids who are currently in situations of dishonesty. Ask God to give them the courage to face the lies they've told, tell the full truth, and ask for forgiveness. Ask God to give those kids the strength and humility to rebuild the trust they've lost. For other kids, pray that God would use today's content and conversation

to encourage them not just to be honest, but to work toward honesty in everything they do.

TODAY'S BIBLE STORY

A Matter of Trust

Naaman and Elisha's Servant
2 Kings 5

TODAY'S BOTTOM LINE

When you're not truthful,
you lose trust.

MONTHLY MEMORY VERSE

Anyone who lives
without blame walks safely.
But anyone who takes a
crooked path will get caught.
Proverbs 10:9, NIV

MONTHLY LIFE APP

Integrity—Choosing to be truthful
in whatever you say and do

BASIC TRUTH

I need to make the wise choice.

1. EARLY ARRIVER IDEA

WHAT YOU NEED: Deck of cards

WHAT YOU DO:

- This is just an ice-breaker activity.
- Use a deck of cards for each group.
- Place the entire deck face up in the middle of the group.
- Direct one child at a time to pick a card up in order by number, starting with ACE, TWO... TEN, Jack, Queen, King (the suit does not matter).
- Have each child place the card in a pile in front of one of the leaders.
- When kids pick up the numbers TWO, FIVE, EIGHT, JACK, or KING, have them answer the following questions based on the card they picked up
 - a. TWO: What was the funniest or most surprising thing about this past week?
 - b. FIVE: What was your favorite meal this past week?
 - c. EIGHT: Did you learn anything new this week? What did you learn?
 - d. JACK: What is your favorite thing about this school year so far?
 - e. KING: What do you miss most about last school year?
- Since the deck has 52 cards and 4 suits, it should be allow each group to have the chance to ask 20 questions.

MADE TO PLAY

an activity that encourages learning through following guidelines and/or working as a group



2. TELL THE TRUTH

[LIVE FOR GOD | APPLICATION ACTIVITY]

WHAT YOU NEED: "Tell the Truth Gameboard" and "Tell the Truth Scenarios" (Activity Pages), **dice, game pieces**

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WHAT YOU DO:

- Help kids get into teams of two or three.
- Set the "Tell the Truth Gameboard" on the floor and guide teams to gather around it.
- Give each team a token to place at START.
- Lead teams to take turns spinning the spinner and moving their token the nearest space that matches the color they spun.
- If the token lands on a space with "Tell the Truth!", read a scenario from "Tell the Truth Scenarios" and guide the team to answer. (Give them a brief moment to confer with each other.)
- If they answer correctly, lead them to move their token forward two spaces.
- If they answer incorrectly, guide them to go back one space.
- Continue play until every team reaches FINISH.

WHAT YOU SAY:

"God wants you to tell the truth, because **when you're not truthful, you lose trust**. But when you ARE truthful, you gain trust! You gain God's trust, and you gain people's trust. So, tell the truth and do what you say you're going to do. Be a person of integrity so that people will know they can trust you! Because **when you're not truthful, you lose trust.**"

MADE TO MOVE

an activity that increases the oxygen in the brain and taps into the energy in the body



3. WALK IN INTEGRITY

[HEAR FROM GOD | MEMORY VERSE ACTIVITY]

WHAT YOU NEED: Nothing

WHAT YOU DO:

- **Leader: Read Proverbs 10:9 to the group at least 3 times, having them repeat part of it back to you.**

- Unpack the phrase “anyone who takes a crooked path will get caught,” emphasizing that when we’re not truthful, God knows it. Eventually, people will know it, too.
- Guide kids to line up **ELBOW** to **ELBOW** at one end of your **space** while you stand at the opposite end.
- Turn your back to the kids and begin slowly reciting the verse.
- While your back is turned, kids take baby steps toward you.
- At random times, quickly turn to face the kids.
- When you do, they must freeze. If you catch a kid moving, they go back to the start.
- Play until a few kids make it all the way to you.

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WHAT YOU SAY:

“Taking a crooked path means that you’re not truthful with your life, with what you say and do. And when you’re not truthful, you’ll eventually get caught. How will you get caught? *(God knows the truth, so he knows when I’m not truthful. When I don’t tell the truth, people find out, and I get in trouble.)* Yes, God knows everything, so He knows whether or not you’re truthful. And when you lie to people, they’ll find out, too. One problem with lying is that **when you’re not truthful, you lose trust**. God is always trustworthy. He thinks it’s important for us to be trustworthy, too. So, remember to tell the truth, because **when you’re not truthful, you lose trust**.”

MADE TO REFLECT

an activity that creates space
for personal processing
and application



4. PRAY AND DISMISS [PRAY TO GOD | PRAYER ACTIVITY]

WHAT YOU NEED: No supplies needed

WHAT YOU DO:

- Lead the kids in the following call and response prayer below.

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WHAT YOU SAY:

"Dear God, thank You for always being truthful. *(Kids repeat.)* Help me to be truthful *(kids repeat)*, in all I say and do. *(Kids repeat.)* So others will trust me. *(Kids repeat.)* Amen.

"Remember, living with integrity is impossible on our own. We need God's help for sure. And the good news is, God hears us when we pray, and He is with us always. So this week, let's choose to be truthful knowing that **when you're not truthful, you lose trust.**"

TODAY'S BOTTOM LINE

**When you're not truthful,
you lose trust.**

As adults arrive to pick up, encourage kids to tell them about the button game and how it felt to have to lie or to be the one being lied to as they played the game. Remind kids as they leave to choose integrity so they can BUILD not BREAK trust.

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