



TODAY'S SUGGESTED SCHEDULE

TODAY'S BIBLE STORY

Say What You Need to Say Use Words Wisely Ephesians 4:29

TODAY'S KEY QUESTION

Why do your words matter?

TODAY'S BOTTOM LINE

Use your words wisely.

MONTHLY MEMORY VERSE

Suppose you can be trusted with something very little. Then you can also be trusted with something very large. Luke 16:10a, NIrV

MONTHLY LIFE APP

Responsibility—Showing you can be trusted with what is expected of you

BASIC TRUTH

I need to make the wise choice.

PRELUDE: Setting the tone for the experience

See the **Getting Ready** pages at the end of this document for a detailed description of what you'll need for today. In the **Prelude** folder of your curriculum, you'll find a variety of other resources to help you prepare.

SMALL GROUP



LARGE GROUP



ANNOUNCEMENTS: None

WORSHIP: Through It All Who You Say I Am

SMALL GROUP





PRELUDE	SOCIAL	STORY	WORSHIP	GROUPS	HOME
		25 MINUTES	10 MINUTES		

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LARGE GROUP

ENGAGE KIDS' HEARTS THROUGH A DYNAMIC AND INTERACTIVE BIBLE STORY, WORSHIP, AND PRAYER EXPERIENCE IN A LARGE GROUP SETTING.

AUDIO: PLAY HIGH-ENERGY MUSIC AS STUDENTS ENTER. SLIDE: THEME OPTIONAL VIDEO (MEDIA PACKAGE): THEME LOOP

Host enters . . .

OPTIONAL VIDEO (MEDIA PACKAGE): COUNTDOWN (30- OR 60-SECOND VERSION) OPTIONAL VIDEO (MEDIA PACKAGE): THEME

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: National Blueberry Pancake Day, National Kazoo Day, National Corn Chip Day, National Croissant Day, National Backward Day, National Hot Chocolate Day, movie openings (Peter Rabbit 2, Rumble), 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 firsttime guests to make them feel like they know what's happening. The stage should be prepared for the game as kids walk into the large group room.

OPENER

HOST: "Yo! What is up, everyone? Has anyone here ever heard of a game called Taboo? It's fairly simple to play—one player has a card with a word on it that they need to try to get their teammates to guess. However, on that card there is a list of words you're NOT allowed to say. For example, if the word was CAT, the words you wouldn't be able to say might include 'pet,' 'meow,' 'dog,' or 'litter box.' If your team guesses it within the time limit, you get a point! Today, in [Name of Environment], we want to play a similar game we like to call BATOO!

SLIDE: BATOO

"The rules for Batoo are exactly the same as Taboo. However, if your team can't guess the correct word OR you use one of the forbidden words, you get BUZZED."

AUDIO: BUZZER



"But again, the name of the game is BATOO. And for this variation, we've added a life-sized game piece to the mix that will kick you off the stage with ANY mistake. Please give a not so warm welcome to the grumpy, living game piece who doesn't take too kindly to misspoken words, BATOO!"

25 MINUTES

Adult volunteer dramatically enters stage wearing a single colored morph suit such as red or blue with matching t-shirt and shorts.

"To play the game, we'll split the room in half. Each half of the room will serve as one of our teams. Each team will send up one representative to play the game. Whether that representative is a kid or a small group leader is up to you."

Host directs room to split in half and brings up one volunteer from each team to the stage.

"These representatives will try to get you, as a team, to guess the word on their cards within a short, 15-second time limit. However, if our volunteers run out of time OR use a forbidden word on their game cards, BATOO will drag them offstage with this GIANT HOOK."

Adult volunteer brandishes a shepherd's hook to PLAYFULLY and GENTLY use if needed.

"If BATOO kicks you off the stage, your team will need to send up another representative. The team with the most points after five rounds wins! Any questions? (Pause for response.) Great! Let's get to it then!"

AUDIO: HIGH ENERGY GAME MUSIC

BATOO is played for five rounds. If BATOO kicks anyone off the stage, they should do this in a gentle and playful manner so that the one getting kicked off still wants to play!

"Fabulous work, everyone! I'll go on a limb and say it's plain to see some of you need to pick your words more wisely! Wouldn't you agree, BATOO? Let's give it up for all our volunteers including the grumpiest game piece to ever grace this stage, BATOO. While you're at it, go extra loud for our BATOO WINNERS! (Pause for response.) Again, thanks for playing. Now without any further ado, go crazy as we stand and get ready to worship our great God!

Host and adult volunteer exit as Worship Leader enters.

WORSHIP

Worship Leaders enter as Host exits.

WORSHIP LEADER: "I'm so happy to see all of you, and I'm so ready to sing and praise God with you. Let's lift up the name of Jesus with all that we have today. Let's make His praises loud. Come on!

AUDIO: Through It All

AUDIO: Who You Say I Am



APPLICATION

COMMUNICATOR: "We can't lose sight of Paul's words. Let's look at them one more time.

25 MINUTES

Open Bible to Ephesians 4:29 (NIrV) and read.

"'Don't let any evil talk come out of your mouths. Say only what will help to build others up and meet their needs. Then what you say will help those who listen.'"

"We must recognize our words are powerful. Words can build up others, break down walls of separation, and repair relationships. Everyone is at their best when we choose to honor God with the words we speak to others! This happens when we speak words that will build up and help the people around us!"

"It is NOT easy to avoid bad attitudes, mean words, or what Paul called 'evil talk.' However, remember that throughout Jesus' life, He used words of hope and truth. Never did He speak words of destruction or harm. His words pointed to what was true about God in a way that people could understand!"

"When we use our words wisely, others will know they can trust us. Use words that build others up and help them. Choose words that point others to God. Don't be afraid to say you're sorry because there may be days you will not choose building words. In addition, others may say words that hurt you and your loved ones. Be willing to forgive and still choose words that build others up even if you don't feel like it."

"Let's follow this important rule.

SLIDE: BOTTOM LINE

"Use your words wisely.

"When we speak wisely, other people will know they can trust us. So this week, let's use words that build others up and help them. Think carefully before you speak. Don't be afraid to say you're sorry when you mess up. And be willing to forgive someone else when THEY mess up. With God's help, you can do it!

Communicator leads group in a prayer related to what they just head. Communicator dismisses kids to Small Group.

Dismiss students to their small groups.

LANDING

COMMUNICATOR: "As you head to your Small Groups today, think about this:"

SLIDE: KEY QUESTION

"Why do your words matter? So many of you want to make a big impact on the world around you, and I LOVE that. One of the biggest ways you can bring meaning to those around you is by choosing your words carefully. You'll talk all about this when you get to Small Group. Before you leave, let's pray and ask God to help us use our words to help others. Let's pray."