

TODAY'S SUGGESTED SCHEDULE

TODAY'S BIBLE STORY

Cities in Dust Israel Captures Jericho Joshua 5:13–6:20

TODAY'S KEY QUESTION

When have you needed a plan?

TODAY'S BOTTOM LINE

God's plan is the best plan.

MONTHLY MEMORY VERSE

I remain confident of this: I will see the goodness of the Lord in the land of the living. Psalm 27:13, NIV

MONTHLY LIFE APP

Confidence—Learning to see yourself the way God sees you

BASIC TRUTH

I can trust God no matter what.

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:

 MONTHLY CHALLENGE - CONFIIDENCE
Each grade share stories every week with your leaders of YOU showing confidence

WORSHIP:

- THROUGH IT ALL
- THERE'S NOTHING THAT OUR GOD CAN'T DO

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

WORSHIP

Worship Leaders enter.

WORSHIP LEADER: "I'm so ready to sing God's praises with all of you! I want to do what God wants me to do every day.

AUDIO: THROUGH IT ALL AUDIO: THERE'S NOTHING THAT OUR GOD CAN'T DO

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 *Mission*. Host is relatable and inviting. Host can talk about something that happened culturally throughout the week like a big sports game, 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! So good to see you here today! We are about to get things started with a twist on a favorite classic! I need three volunteers who think they can name some tunes!"

Chooses three volunteers.



"Alright, you are going to hum a tune for all to hear. Now, if you (*pointing to audience*) think you know what it is, stand up as quickly as you can and I will call on you and see if you got it right. Sounds pretty straight forward, right? Okay. (*About to begin*) Wait! I forgot. We're going to use these little guys!"

Host pulls out new, plastic harmonicas.

"Anyone can *hum* a tune. Let's hear how you sound on these! So I'm going to give each of you a tune to play on the harmonica. You can't say any words or give any hints. Only play. If anyone out here in the audience thinks they know it, STAND up and I'll call on you. Then we'll move on to our next player with a new song. Let's see how many we can get right!"

If someone can't get a song right, have the next person try the same song.

List of songs: "Wheels on the Bus," "Twinkle Twinkle Little Star," "This Little Light of Mine," "Jesus Loves Me," "Baby Shark," "Take Me Out to the Ballgame," "Mary Had a Little Lamb," "You Are My Sunshine," "Itsy-Bitsy Spider," etc.

(After the game) Okay, well done! [Worship Leader's name] better be careful or they might be out of a job! Speaking of, let's stand up and let's worship together!"



COMMUNICATOR SCRIPT (STORY)

SLIDE: THEME BACKGROUND

Communicator enters as Worship Leaders exit.

INTRODUCTION

COMMUNICATOR: "Good to see you all. Question for you as we get started: how many of you like hiking? Have you ever been out on a local trail or done some urban hiking around a city? What are some of the places you like to go hiking?"

Pause for responses.

"Well, if you've ever been to a county or state park, you've probably seen something similar to this."

SLIDE: PARK TRAIL MAP

"Now, depending upon where you are and how many trails there are, sometimes these can be fairly complicated. There might be different color routes, different numbered stops, and intersecting paths. Sometimes what you see on the sign doesn't look like it matches up with what you are seeing in real life with your eyes."

"For instance, let's say that you know that you're supposed to be doing a big loop. In your mind, all you need to do is keep walking in the same direction and eventually you'll come out on the other side. But then you see a sign telling you to head in what seems like the opposite direction. You wonder: should you follow the sign that doesn't seem to make much sense or do you just cut through the woods, which seems to be a lot faster? I mean, that has to be where the trail meets back up."

"But what you can't see with your eyes is if you keeping going in the same direction, you'll end up at a big ravine. The sign is pointing you in a direction that will save you from a dangerous cliff. The maps and signs are there so that you can follow them and know that you won't get stuck. Even when it looks like you might know a better way."

TENSION

COMMUNICATOR: "Sometimes we get directions or instructions that don't make sense to us. Maybe we think our way is better or simpler. We wonder if our idea is better. We might even be confident that our idea will work, so we wonder if we should just do our own thing rather than what our teacher, parent, or coach is asking us to do. If you haven't faced something like that yet, I can promise you, you will. And when that happens, you'll have a choice to make. How should your respond when what you're being told just doesn't make sense? Great question."

TRUTH

COMMUNICATOR: "To help us answer that question, we're heading back to the Old Testament of our Bible, back to a time before the Israelites were living in the land that God had promised to give to them. Back when Moses was leading God's people. Here's what happened. For forty years God's people had been stuck outside of the promised land. They wandered around the wilderness because they hadn't trusted God. But now a new generation stood ready to move into their new land. The only problem was that the land was already occupied, and it didn't look like the Canaanites who lived there had any interest in leaving any time soon. But God had told their new leader, Joshua, to cross over into the land to face some of the Canaanites at a city called Jericho."



SLIDE: JERICHO #1

"That's right. Jericho was a big, strong fortified city. From the outside, you can be certain it looked like NOTHING could ever get in or out. Let's check this out in the Book of Joshua."

Open the Bible to Joshua 6:1 (NIrV) and read.

"'The gates of Jericho were shut tight and guarded closely because of the Israelites. No one went out. No one came in.'"

"This thing was locked down! Okay, so maybe they were supposed to leave it alone, right? But look at the very next verse.

Open the Bible to Joshua 6:2 (NIrV) and read.

"'Then the Lord said to Joshua, "I have handed Jericho over to you. I have also handed over to you its king and its fighting men."'"

"Joshua and his army were supposed to take this city (*looking at the screen*). But how? You know what, let's bring out [Host's name] to help us."

Communicator calls for Host. Host comes out.

HOST: "What's up?"

COMMUNICATOR: "We're talking about this story from Joshua, and I know you are a pretty amazing artist . . . so I thought I would ask for your help. Let me catch you up to speed. See this walled city? (*Point to screen*) This is Jericho. The Israelites were supposed to go in there and take it over, but as you can see, it was pretty much impenetrable. I thought you could help us brainstorm a little bit."

HOST: Sure! (Take tablet from Communicator) I have an idea!"

Host pretends to draw on tablet and then "throws" the image to the screen.

SLIDE: JERICHO #2

HOST: "A siege ramp. Done. City conquered. See you later. (Starts to leave)"

COMMUNICATOR: "Hold up, that is a good idea. I mean, siege ramps were fairly common. Build a ramp tall enough to go over the walls, but that was not how they did it."

HOST: "It wasn't? Okay, must be this then—"

Host pretends to draw on the tablet and then "throws" the image to the screen.

SLIDE: JERICHO #3



25 MINUTES

HOST: "Battering ram. Broken front door. In your kitchen in seconds eating the leftovers from the refrigerator. Boom. Defeated."

COMMUNICATOR: "Another good idea . . . but that wasn't it either."

HOST: "Ah, a little non-traditional? They'll never see this coming!"

Host pretends to draw on tablet and then "throws" the image to the screen.

SLIDE: JERICHO #4

HOST: "Rope ladders! Climb over and touchdown."

COMMUNICATOR: "Okay, it feels like we may be getting further from the truth here . . ."

Host pretends to draw on tablet and then "throws" the image to the screen.

SLIDE: SLIDE: JERICHO #5

HOST: "Catapults?"

Host pretends to draw on tablet and then "throws" the image to the screen.

SLIDE: SLIDE: JERICHO #6

HOST: "Sling shots?"

COMMUNICATOR: "Sling shots against city walls?"

Host pretends to draw on tablet and then "throws" the image to the screen.

SLIDE: JERICHO #7

HOST: (Definitively) "Helicopter dropping a giant boulder the size of the city! Genius! I'll just see myself out."

COMMUNICATOR: "Well, the number of things wrong with this last scenario are too many to even begin to explain right now. But let's just say, that's not how it happened."

HOST: "Seriously? What could be left? What other way could you take down a giant walled city like this if it didn't involve boulder-slinging helicopters?

Communicator takes tablet from Host and pretends to draw on tablet and then "throws" the image to the screen.

SLIDE: JERICHO #8



HOST: "(Staring at the screen in confusion) Are those . . . trumpets?"

COMMUNICATOR: "Yep."

HOST: "Okay, I've never thought of a trumpet as a weapon . . . but I have been to a middle school band concert, so I'm starting to kind of see it now."

COMMUNICATOR: "No, it's not like that. Let's check out the rest of the story.

Open Bible to Joshua 6:2-5 (NIrV) and read.

"'Then the Lord said to Joshua, "I have handed Jericho over to you. I have also handed over to you its king and its fighting men. March around the city once with all your fighting men. In fact, do it for six days. Have seven priests get trumpets made out of rams' horns. They must carry them in front of the ark. On the seventh day, march around the city seven times. Tell the priests to blow the trumpets as you march. You will hear them blow a long blast on the trumpets. When you do, tell the whole army to give a loud shout. The wall of the city will fall down. Then the whole army will march up to the city. Everyone will go straight in."'"

"This is kind of wild, right? God commanded Joshua and his men to march around the city for six days and then on the seventh day to march around seven more times, all the while the priests were blowing trumpets. On the final day, when they gave the final long trumpet blast, the army would give a shout and the walls would fall."

"This was not in any of the plans we drew up. Marching and trumpets."

"But you know what? It happened just as God said. (Act it out with the Host, grabbing a few kids to march with them) The Israelites marched around the city for six days and then on the seventh day they marched around the city seven times. On the seventh time around, the priests gave a long blast (trumpet noise with mouth) and . . ."

Open Bible to Joshua 6:20 (NIrV) and read.

"'The priests blew the trumpets. As soon as the army heard the sound, they gave a loud shout. Then the wall fell down. Everyone charged straight in. So they took the city.'"

Host takes tablet and pretends to draw and then "throws" the image to the screen.

SLIDE: JERICHO #9

COMMUNICATOR: "Nice squiggly lines."

HOST: "And the walls came a-tumblin' down."

COMMUNICATOR: "Everybody thank [Host's name] for helping me out!"

Host exits.



APPLICATION

COMMUNICATOR: "You know, I have to imagine some of those men had to question whether what they were doing was the best way. Seven days of marching around the walls of Jericho would get old fast. They must have wondered, 'Marching and trumpets? Why don't we try catapults or battering rams?' This certainly seemed like a strange way to defeat a city. But an important thing to remember is that this was God's plan, not theirs. God was the one who was giving them the land, and they needed to trust that God would make good on the promise, even if it wasn't quite what they expected."

"There are times in life when we can feel like we're lost and we start to question if we're making the wise choice about how we're living. We live during a time when it's so easy to hear all sorts of opinions and advice about what might be best for us. So what do we do? Well, we start by trusting that God's plan is the best plan for us."

"But that might bring up another question: 'How do I know God's plan? God doesn't usually speak to us like He did to Joshua.' That may be true, but we have truth found in the Bible, and God promises that His Spirit is with us. God uses His Spirit both to guide our lives and to show us His ways. On top of that, God brings wise people into our lives to help us figure out the wisest choice possible and take the next steps in our journey, kind of like those map signs on the trail. All of these can help point us in the right direction."

LANDING

COMMUNICATOR: "Today as you go to groups, this about this:"

SLIDE: KEY QUESTION

"When have you needed a plan? Was it when you started something new like a class project or a hobby? Maybe it was a plan how to handle when were you sick or faced something unexpected. Whatever it was, think about what you did and how you discovered the best plan. You'll talk more about this with your Small Group, but before you head out, let's talk to God and thank Him that His plan for us is always best. Let's pray."

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

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