



## TODAY'S SUGGESTED SCHEDULE

### TODAY'S BIBLE STORY

#### I Want It That Way

King Ahab and Naboth's Vineyard  
1 Kings 21:1-19, 27

### TODAY'S BOTTOM LINE

Wanting more and more  
can make you miserable.

### LARGE GROUP

- Four large posters of the following items, hand-drawn to match the Four Corners Slides:
  - Bike wheel
  - Handlebars
  - Bike seat
  - Bike bell

### STORY SUPPLIES

- Table
- Prop box
- Action figures to represent King Ahab, Queen Jezebel, Naboth, and Elijah (ideally using villains for Ahab and Jezebel and "good guys" for Naboth and Elijah)
- Envelope that says "TO: LEADERS" in thick marker
- Paper bag with a hole in the middle of the base just big enough that the Ahab action figure's head can poke through

### 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

**15**  
MIN

#### SOCIAL: Providing time for fun interaction

Early Arriver  
Opening Activity

### LARGE GROUP

**35**  
MIN

#### ANNOUNCEMENTS:

##### - BAPTISM CLASS

- Something important to us at MISSION is recognizing when people are growing in their faith and being transformed by the love of Jesus. One of the ways that we express that at MISSION is through Baptism. It is an outward expression of an inward change/commitment to following Jesus. Here is an example:
- **BAPTISM HIGHLIGHT VID - Meriah Levit**
- Every month, we host a class that focuses on taking the next step in your faith. Baptism is a step people take when they want to tell others they are serious about following Jesus. If you want to attend this class NEXT WEEK and learn more, let your SGL know.

#### MONTHLY WORSHIP LINEUP:

- Week 1 – The Best Is Yet To Come & The Blessing
- **Week 2 – Might Get Loud & Way Maker**
- Week 3 – There's Nothing That Our God Can't Do & Never Lost
- Week 4 – This Is Living & Graves Into Gardens

### SMALL GROUP

**25**  
MIN



WEEK  
**TWO**  
NOVEMBER 2021

LARGE GROUP  
**K-3**

**PRELUDE**      **SOCIAL**      **STORY**      **WORSHIP**      **GROUPS**      **HOME**

25 MINUTES

10 MINUTES

### TODAY'S BIBLE STORY

**I Want It That Way**  
King Ahab and Naboth's Vineyard  
1 Kings 21:1-19, 27

### TODAY'S BOTTOM LINE

Wanting more and more  
can make you miserable.

### MONTHLY MEMORY VERSE

Then he said to them, "Watch out! Be on your guard against wanting to have more and more things. Life is not made up of how much a person has."  
Luke 12:15, Nlrv

### MONTHLY LIFE APP

Contentment—Learning to be okay with what you have

### BASIC TRUTH

I can trust God no matter what.

## 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 KIDS ENTER.**

**SLIDE: THEME**

**OPTIONAL VIDEO (MEDIA PACKAGE): THEME LOOP**

## WORSHIP

Worship Leaders enter

**WORSHIP LEADER:**

**AUDIO: MIGHT GET LOUD**

**AUDIO: WAY MAKER**

Host enters.

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

**OPTIONAL VIDEO (MEDIA PACKAGE): THEME**

## OPENER

**HOST:** "Hi, everyone! I'm so happy to see you. It's another great day here at Mission. This month, we're discovering how we can live with contentment.

**SLIDE: LIFE APP**

**OPTIONAL VIDEO (MEDIA PACKAGE): THEME TRANSITION TO LIFE APP**

**"Contentment is learning to be okay with what you have.**

**SLIDE: THEME**

**OPTIONAL VIDEO (MEDIA PACKAGE): LIFE APP TRANSITION TO THEME**

"It's not always easy to choose to be content—especially when someone else has something that we want. But we know that God is always there to help us! When we take time to remember that God is with us and that He loves us, it helps us be okay no matter what goes on around us. It helps us roll with what we've got.

"Today's game is what we like to call an all-play. We call it that because it's a game we ALL get to play! If you look around the room, you'll notice there's a picture of a bicycle part in each corner of the room.



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*Point to the poster in each corner as you describe the four items.*

"We've got a bike wheel . . . handlebars . . . a seat . . . and a bell. When I say, 'Go,' you'll move to one of those four corners. I'll give everyone a chance to make the sound of whichever bike part you chose. Like the wheel . . . *(Click your tongue while rolling your hands in a wheel motion.)* . . . the handlebars . . . *(Make a squeaking sound while you pretend to turn handlebars back and forth.)* . . .

. . . a nice, cushy seat . . . *(Pretend to sit and make a "pffffff" sound like air escaping.)* . . . and finally, the bell. *(Pretend to ring a bike bell and make a "ding-ding" sound.)*

"Then, we'll flip through pictures of all four items on the screen. When it stops on an image, everyone who chose that bike part gets to keep going. Everyone else is out of the game and will sit down. We'll do a practice round first so everyone understands. And don't worry, in a practice round, nobody gets out!

"Are you ready? *(Pause for response.)* Everybody pick your corner!

*Kids move to the four corners.*

"All right, let me hear those bike sounds! *(Pause for response.)* Great job! Let's see what our winning corner is for this round.

**SLIDES: FOUR CORNERS SLIDES, IN RANDOM SEQUENCE (QUICKLY AT FIRST, THEN LANDING ON ONE OF THE FOUR SLIDES)**

"Okay, it looks like the spinner stopped on the [bike part]! If this were a real round, everyone else would have to sit down. But this was just a practice round. Does everyone understand the game now? *(Pause for response.)* Great! Okay, this time we'll play for real. Everybody pick your corner!

*Kids move to the four corners.*

"Bike sounds, please! *(Pause for response.)* Good. Let's spin!

**SLIDES: FOUR CORNERS SLIDES, IN RANDOM SEQUENCE (QUICKLY AT FIRST, THEN LANDING ON ONE OF THE FOUR SLIDES)**

*Play as many rounds as you need to until you have a winner (or a few winners).*

**SLIDE: THEME**  
**OPTIONAL VIDEO (MEDIA PACKAGE): THEME LOOP**

"That was so fun! Way to go, everyone!



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## BIBLE STORY

**SLIDE: THEME BACKGROUND**

*Storyteller enters.*

### SETTING UP THE STORY

**STORYTELLER:** “Hi, everyone! I’ve got a story from the Bible (*hold up Bible*) that shows us what contentment DOESN’T look like. It’s a story we should really pay attention to, because it shows us what can happen when we forget to be content with what we have.

“This took place after the time of King David and King Solomon, when many different kings ruled over God’s people. Some of these kings listened to God, but sadly, most of them did not. Unfortunately, King Ahab was one of the kings who didn’t follow God at all.

*Hold up the action figure representing King Ahab.*

“Ahab thought only of himself. He did exactly what he wanted, whenever he wanted. No one ever said NO to King Ahab—not even his wife, Queen Jezebel.”

*Hold up the action figure representing Queen Jezebel. Then set it back in the box.*

### GRAPE EXPECTATIONS

**STORYTELLER:** “One day, King Ahab decided that he wanted a vineyard. A vineyard is a field where people grow grapes.

*Hold up the action figure representing King Ahab. Hold up one arm to make him “point.”*

*(as Ahab)* “I want THAT vineyard, over there!”

*(to audience)* “But the vineyard Ahab wanted already belonged to someone else: a man named Naboth.

*Hold up the action figure representing Naboth. During this next section, hold up Ahab with one hand and Naboth with the other and move them as if they’re conversing.*

“Ahab told Naboth . . .

*(as Ahab)* “I want your vineyard! I want to use it for a vegetable garden. It MUST be mine!”

*(to audience)* “Ahab offered to trade a better vineyard for it or buy it from Naboth. But Naboth said, ‘No.’”

*Shake the Naboth action figure back and forth, like he’s shaking his head.*

“You see, this land belonged to Naboth’s family. It had been handed down to Naboth, and he wanted to keep it so his children and his children’s children could use it, too.”

*Set the Naboth action figure back in the box.*



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### A VERY BAD MOOD

**STORYTELLER:** "Ahab went home angry. *(as the Ahab action figure)* I am angry!

*(to audience)* "In fact, Ahab was so angry that he lay down on his bed and refused to eat anything.

*Make the Ahab action figure lay down.*

*(as the Ahab action figure)* "I refuse to eat anything!

*(to audience)* "Then Queen Jezebel came in.

*Hold up the Jezebel action figure. If possible, have her sit down next to Ahab.*

"Jezebel asked Ahab why he was in such a bad mood. Ahab told her that Naboth had refused to sell his vineyard. So Jezebel came up with a terrible plan. She told Ahab that she would get the vineyard for him. Jezebel wrote some letters to the leaders in Naboth's town.

*Hold up the Jezebel action figure and the "TO: LEADERS" envelope.*

"She told these leaders to make up some lies about Naboth, then have him killed. And you know what? *(Pause.)* The leaders did what she said!

*Put the Jezebel action figure and envelope down.*

"Can you believe that? How terrible! Naboth didn't do anything wrong, but he was killed because Ahab and Jezebel just HAD to have his vineyard."

### LISTEN UP!

**STORYTELLER:** "Listen to what happened next.

*Open the Bible to 1 Kings 21:15-16 (NIRV) and read.*

"Jezebel heard that Naboth had been killed. As soon as she heard it, she said to Ahab, 'Get up. Take over the vineyard of Naboth from Jezreel. It's the one he wouldn't sell to you. He isn't alive anymore. He's dead.' Ahab heard that Naboth was dead. So Ahab got up and went down to take over Naboth's vineyard.

*Hold up the Ahab action figure.*

*(to the Ahab action figure)* "All right, Ahab. It looks like you got what you wanted.

*(to audience)* "Except that one of God's prophets, Elijah, was close by.

*Hold up the Elijah action figure with your other hand.*

"God spoke to Elijah and gave him a message for Ahab. Elijah went to find Ahab and told him that what he had done was wrong.



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(as the Elijah action figure, to Ahab) "Ahab, what you have done is wrong!

(to audience) "For once, Ahab actually listened to a message from God. He tore his clothes and put on rough clothing. That's what people did back then to show everyone they were sad."

*Set the Elijah action figure back in the box. Pull out the paper bag with the hole, and put it over Ahab's head.*

### WRAPPING UP THE STORY

*Hold up the Ahab and Jezebel action figures.*

**STORYTELLER:** "King Ahab and Queen Jezebel had caused some terrible trouble—all because Ahab wanted Naboth's vineyard so badly. And things did NOT go well for the two of them in the end. They made themselves truly miserable.

*Put the Ahab and Jezebel action figures back in the box.*

"This is important for us to remember.

### SLIDE: BOTTOM LINE

**"Wanting more and more can make you miserable.**

"It's not that we can't ever want things or want things to be different than they are. But it can be a problem when we want TOO much of something or when we want more and more things. Even if we get what we want, it never feels like enough.

"Let's pray and ask God to help us be content instead of wanting more and more."

### SLIDE: THEME BACKGROUND

### PRAY

**STORYTELLER:** "Dear God, thank You so much for this story about King Ahab and Jezebel. It shows us how things can REALLY go wrong when we forget to be content. Sometimes, we feel like we want more and more and more . . . especially when we look around at what other people have. In those times, please show us how to be content and grateful for what we have. Help us to **[Basic Truth] trust You no matter what.** We love You, and we pray these things in Jesus' name. Amen."



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## CLOSER

*Host enters as Storyteller exits.*

**HOST:** "Wow. King Ahab REALLY wanted Naboth's vineyard. He wanted it so badly that he and Queen Jezebel were willing to do terrible things to get it!

"Sometimes, we think that if we could just get that new thing we want, we'll be happy. But that's just not true. We can only find real happiness and contentment in God . . . not stuff. It's not that you should never want things, or never want things to be different than they are. But when you want more and more and MORE things, it can make you feel awful in the end.

"Remember . . .

**SLIDE: BOTTOM LINE**

**"Wanting more and more can make you miserable.**

"Our memory verse for this month is something Jesus said, which we can find in Luke 12:15. Check it out.

**SLIDE: MEMORY VERSE**

*"Then he [Jesus] said to them, 'Watch out! Be on your guard against wanting to have more and more things. Life is not made up of how much a person has.' (Luke 12:15, NIV)*

"Jesus knew that there's so much more to this life than the stuff we have. The things that last are our memories . . . the times we spend with people we care about . . . and most of all, our relationship with God. Those are the things that are MOST important. If we can remember to focus on those things, then we'll be content and thankful.

"You'll get to talk about that some more in Small Group. In fact, you can head that way now!"

*Dismiss kids to their small groups.*

**AUDIO: PLAY HIGH-ENERGY MUSIC AS THE KIDS EXIT.**

**SLIDE: THEME**

**OPTIONAL VIDEO (MEDIA PACKAGE): THEME LOOP**