

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 KEY QUESTION

What can you do when you find yourself wanting more and more?

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, NIrV

HOST SUPPLIES

- Four Helmets
- Four pairs of goggles
- 10 beach or foam balls
- Four rides for volunteers (scooters, plasma cars, big wheel, tricycle, etc)
- Prize for winner (Optional)

STORY SUPPLIES

• Variety of match box cars on a table to display them

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



SOCIAL: Providing time for fun interaction Just for Fun Opening Activity

LARGE GROUP



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



	Roll with what you've got	E	B	week TWO November 2021	large group PRETEEN
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MONTHLY LIFE APP

Contentment—Learning to be okay with what you have

BASIC TRUTH

I can trust God no matter what.

LARGE GROUP

25 MINUTES

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

10 MINUTES

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

WELCOME

Host has lots of energy as he or she welcomes everyone to [Name of Environment]. 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, holiday (National Scrabble Day, Marine Corps Birthday, National Vanilla Cupcake Day, National Sundae Day, Veterans Day, World Kindness Day, National Family PJ Day), 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.

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OPENER

HOST: "Yo! What's up, everyone? Let's have a show of hands. How many of you have ever gone for a ride on a bike, scooter, Plasma Car, Big Wheel, or anything that rolls without a motor? (*Pause for response*) Most of us have! Has anybody ever gone for a ride and needed to dodge flying objects like rain, bugs, or trash? (*Pause for response*) There's a few who know what I'm talking about. Today we need several volunteers who would like to test their riding skills in a game we like to call DUCK, DUCK CYCLE! Anybody want to play?"

SLIDE: GAME TITLE

Host brings up two teams of two volunteers each.

"To play DUCK, DUCK CYCLE, each volunteer will pick their ride of choice and roll between two rows of people. While they ride, the two rows of people will be tossing objects for our cyclists to avoid or duck. The winner

will be determined by the individual who can avoid the flying objects and is hit the LEAST number of times. Any questions? (*Pause for response*) Great! Let's play DUCK, DUCK CYCLE!"

AUDIO: UPBEAT GAME MUSIC

Host splits the large group space into two groups lined up in two parallel lines. The gap between the two lines should be as wide as your space allows. Host assigns scooters to volunteers and gives each bicycle helmets/goggles. Small Group Leaders help Host pass out beach balls or foam balls for lines to toss as the volunteers roll past. Host allows kids to roll between the two lines one at a time while tracking the number of times the volunteers get hit with a ball. As game ends, Small Group Leader collect all the flying objects to avoid further distraction.

"That was awesome! All of our riders demonstrated great skill and agility riding their bikes while dodging objects, but our winner did an even GREATER job dodging and ducking the flying objects. WAHOO! Give it up for our DUCK DUCK CYCLE CHAMPION, [name of winner]! Before they head back to their seats, let's give them awards!"

Host distributes awards and sends volunteers back to their seats.



COMMUNICATOR SCRIPT (STORY)

SLIDE: THEME BACKGROUND

Communicator enters

INTRODUCTION

COMMUNICATOR: "Hey, everybody! When I look out at this audience today, I am reminded that God has made us all very differently. Your hobbies and interests are going to be a little different than the person next to you. While one likes to draw, another loves to wrestle. While one collects unicorns, the other collects toasters . . . what? It could happen!"

Communicator takes a moment to share a personal collection he or she collects.

"Speaking of collecting, when I was younger, I collected these circular cardboard milk caps called POGS! I would play a simple game with others to try to flip the POGS right-side up using a heavier circular disc called a 'slammer.' I know it sounds weird and really old, BUT this game slaps, if you know what I mean. Back in the day, I accumulated a massive collection of POGS. How about you? Does anybody have a collection of cards, trinkets, or anything? (*Pause for response*) Cool! What do you collect?"

Communicator polls the audience to find out what they collect. Optional: search the internet and find images to match the following collections.

"Nice! Those sound like great collections! Did you know there are people out there who take collecting to a totally different level? I like to call them super collectors. These are the individuals who amass huge quantities of objects."

"For example, on airplanes, they provide baggies, also known as barf bags, in case you get sick while on the flight. Most people have no need for this resource and largely goes unnoticed in the seat pocket. However, there's a man who owns over 6,200 barf bags from various airlines! To clarify, the bags are unused."

"Another impressive collection goes to three sisters in Florida who own over 6,000 pairs of shoes! How crazy is that? One sister could wear a new pair of shoes each day for 16 years and still not wear all their shoes!"

"Or how about video games? There is a man in Texas who has accumulated over 20,000 video games. Can you imagine how long it would take to play each game? Way, way too long! You could play a different game every day for 54 years and still not play all the games in this collection."

"Finally, there is a man in California who has an impressive comic book collection. It all started with a Spiderman comic, and he never looked back. The collection now totals over 101,000 comic books!"

TENSION

COMMUNICATOR: "Those are some impressive collections. You might be asking yourself, though, how in the world does a person collect THAT many video games or shoes or comic books or barf bags? And the answer is simple, actually. It's the same way I accumulated a mass of POGS (or other personal collection), and my buddy collected his baseball cards. You keep telling yourself you need just one more. You never have enough. So you get that one more."



"Every single one of us, myself included, do this! We may have a closet full of shoes, but when they drop that new kick, we don't just want it . . . we NEED it! Our drawer may be PACKED full of Nerf guns, but the minute the new, MORE POWERFUL Nerf gun is released, we go bananas! Each year on our birthday or Christmas, we ask for more no matter how much we already have. Not because we don't have enough, but because we've told ourselves we need just one more."

"I think it is important to say owning things is not bad. Collecting items like Pokemon cards, unicorns, or toasters is not wrong! But at what point do we say we have enough? When do we look all the things we own and say, 'I have enough' or 'I don't need anymore'? Or does this never happen? Do we grow up acquiring and accumulating to no end? And what does it matter anyway? What are the consequences to wanting more and more to add to your collections?"

"These are important questions. Thinking about them is definitely worth out time. A great place to start when it comes to questions like this is the Bible. In the Bible we find all sorts of wisdom that can help us understand God's plan for life—including how we can find contentment. Let's head to one of those stories now."

TRUTH

COMMUNICATOR: "Our story is found in the Old Testament about a guy named Ahab. He was the eighth king to rule over the northern kingdom of Israel after the nation split in two. Like the kings before him, Ahab had power, money, and lots of possessions. If his wealth could be visualized with match box cars, it might look like this."

Communicator rolls out as many match box cars and as many types as possible to one side of the stage.

"This would have been a small sampling of his wealth. Life was pretty good for the king with one exception. He was evil—like really evil. In fact, the Bible says Ahab did more evil in the eyes of God than any other king before him! Ahab worshipped false gods and led the rest of the nation to do the same. He built altars to these false gods across the nation! If there was anything to be done to provoke the one true God, this guy likely did it! He thought only of himself and did exactly as he wanted."

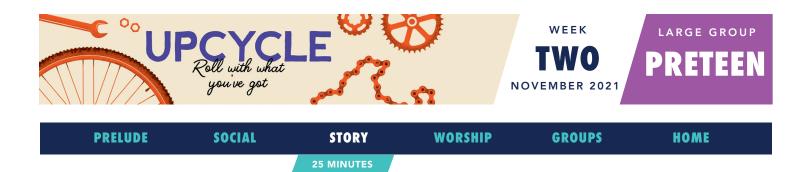
"Meanwhile, there was a man named Naboth. His family had owned a vineyard for generations in fertile valley known as Jezreel. Springs in the area provided a constant supply of water, which were perfect for growing fruits like grapes or olives. This was a sweet set up for Naboth and a great place to call home. His plan was to pass the land down to future generations of his own family. If Naboth's vineyard would be visualized with a ride, it might look like this."

Communicator rolls out one *car*. Communicator continues to reference the *car* when talking about Naboth's vineyard.

"Obviously, Naboth's wealth could not compare to the abundance of the king's resources, but Naboth was content with his vineyard in the valley. Because of its close proximity to the palace, King Ahab knew of Naboth's vineyard well. King Ahab said,"

Open the Bible to 1 Kings 21:2 (NIrV) and read.

"'Let me have your vineyard. It's close to my palace. I want to use it for a vegetable garden. I'll trade you a better vineyard for it. Or, if you prefer, I'll pay you what it's worth.'"



"Ahab envisioned growing his personal vegetable garden and approached Naboth about buying the land—which had been in Naboth's family for generations. Naboth replied,"

Open the Bible to 1 Kings 21:3 (NirV) and read.

"'May the Lord keep me from giving you the land my family handed down to me.'"

"In other words, he told the king it wasn't going to happen!"

"Ahab was a king! And like most kings, Ahab was used to getting his way and getting what he wanted *(referencing bike collection)*. When Naboth rejected the offer, Ahab went home and pouted! Literally! He laid angrily on his bed and refused to eat!"

"King Ahab had a wife named Jezebel. She matched his evil with her own level of malevolence. Jezebel found the king sulking in bed. When she found out the cause, Jezebel drew up a sinister plan to get the vineyard for King Ahab."

"Jezebel wrote letters in the name of the king to the leaders and elders in Naboth's town. The letter gave them specific instructions to bring false charges against Naboth. The letter read,"

Open the Bible to 1 Kings 21:9b-10 (NIrV) and read.

"'Announce a day when people are supposed to go without eating. Have Naboth sit in an important place among the people. But put two worthless and evil men in seats across from him. Have them bring charges that he has cursed God and the king. Then take him out of the city. Kill him by throwing stones at him.'"

Awful, right? The town leaders did just as they were instructed. Naboth was killed. When word reached the palace the job was complete, King Ahab hustled to the vineyard to claim it as his own."

Communicator walks over the "Naboth's" car and moves it with all the other cars "belonging" to King Ahab.

"During this time, one of the ways God communicated to His people was through prophets. These messengers spoke God's truth, and many times shared difficult messages. While King Ahab ruled, God spoke through the prophet Elijah. As Ahab was in the newly claimed vineyard, God sent Elijah to give the king a message. God instructed Elijah to say,"

Open the Bible to 1 Kings 21:19b, 23 (NIrV) and read.

"'The Lord says, "Haven't you murdered a man? Haven't you taken over his property?" Then tell Ahab, The Lord says, "Dogs licked up Naboth's blood. In that same place dogs will lick up your blood. Yes, I said your blood!" . . . "Dogs will eat up Jezebel near the wall of Jezreel."'"

"For once, Ahab listened to a message from God. Upon hearing this, Ahab was so upset he tore his clothing, put on uncomfortable clothing, and skipped meals. The king was miserable!"

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APPLICATION

COMMUNICATOR: "This story is not happy and uplifting. It's a story of selfishness and injustice. King Ahab was wealthy and was without need, but he really wanted Naboth's vineyard! When Naboth refused to sell his family vineyard to the king, Jezebel had him killed! Obviously, Naboth's murder was wrong and completely unacceptable. His death highlighted the evil found in Jezebel and King Ahab! This couple had made themselves miserable by wanting and taking more and more, and in the end, both of them paid for it!"

"It is ok to want things. But Ahab wanted the vineyard so badly that it made him miserable! This story is an extreme situation, but if we reflect on our lives, I'm guessing we could all come up with several examples of times we were upset because we wanted one more thing! Looking forward to getting something new isn't bad. It can give us something to work toward or look forward to. But when you want more and more and more and more, it can make you feel like Ahab—miserable. Maybe adding one more bike to your fleet (*referencing the stage props*) is not the answer."

"You know, Jesus was speaking to a crowd once and said,"

Open the Bible to Luke 12:15 (NIrV) and read.

"'Watch out! Be on your guard against wanting more and more things. Life is not made up of how much a person has.'"

"Jesus recognized true satisfaction is not found in things! Rather, our satisfaction and contentment are found in God! The things we own and possess are temporary while our relationship with God is forever. When we reflect on all that God has provided for us, it will sow seeds of contentment. Living a life reflecting on what you do not have and ignoring God's blessings will leave you like Ahab—miserable."

LANDING

COMMUNICATOR: "Think about how this might impact your own life. As we head to our groups, think about this."

SLIDE: KEY QUESTION

"What can you do when you find yourself wanting more and more? When you are unable to get the item you really want, it can impact your feelings and emotions. It has the potential to make you bitter and even jealous. Today we will dive a little deeper into this topic with our Small Group Leaders! Let's pray to thank God for all we do have and ask for help learning to be content."

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