

WEEK

ONE

APRIL 2022

SMALL GROUP

 PRELUDE
 SOCIAL
 STORY
 WORSHIP
 GROUPS
 HOME

 PROVIDING TIME FOR FUN INTERACTION 15 MINUTES

MADE TO CREATE

an activity that explores ideas through the process of drawing, building, designing, and problem-solving



OPENING ACTIVITY

WHAT YOU NEED: "Story Cubes" Activity Pages, coloring materials, scissors, tape

WHAT YOU DO:

- Give each kid a "Story Cubes" Activity Page and set out the coloring materials.
- Encourage the kids to color in the symbols on the dice faces.
- Invite the kids to come up with their own symbols for the two blank sides of the dice. (like emoji face emotions, arrows, letters, hashtags, punctuation, or simple line drawings)
- Set out the scissors and tape.
- Demonstrate how to cut out and assemble a cube, folding on the fold lines and taping the tabs together.
- Invite the kids to cut out and assemble their cubes.
- After the cubes are prepared, invite the group to sit in a circle.
- Instruct the kids to roll their cubes into the center of the circle.
- Line up the cubes.
- Challenge the group to come up with a story that involves the symbols shown on the cubes.
- As time allows, roll again and let kids make up new stories.
- If you have mostly older kids, invite a kid to roll their own cube and start a story then tag a friend to continue the story by rolling their cube and using that symbol to add to it.
- Play as long as time allows.

WHAT YOU SAY:

"Some stories we know by heart and can tell beginning, middle, and end. Some stories don't end the way we think they should and some stories are so confusing that we can't tell what's going on! Sometimes life feels like we're in a giant game of story cubes, and we're not sure how everything will end up. [Transition] Let's go hear about a family who thought their story was over, only to discover they were in the middle of it!"

Lead your group to the Large Group area.

TODAY'S BIBLE STORY

You Raise Me Up Lazarus Raised John 11:1-45

TODAY'S BOTTOM LINE

Whatever happens, remember how powerful God is.

MONTHLY MEMORY VERSE

In this world you will have trouble. But be encouraged! I have won the battle over the world. John 16:33b, NIrV

MONTHLY LIFE APP

Hope—Believing that something good can come out of something bad

BASIC TRUTH

I can trust God no matter what.



 PRELUDE
 SOCIAL
 STORY
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 GROUPS
 HOME

 CREATING A SAFE PLACE TO CONNECT 25 MINUTES

MADE TO IMAGINE

an activity that promotes empathy and facilitates concrete application through role-play and reenactment



WHO SAID THAT?

[TALK ABOUT GOD | BIBLE STORY REVIEW]

WHAT YOU NEED: "Who Said That? Characters" Activity Page cards, "Who Said That? Quotes" Activity Page strips, (optional) prizes

WHAT YOU DO:

- Give each kid a set of "Who Said That? Characters" cards.
- Instruct the kids to hold the character cards in their hands like playing cards.
- Place the "Who Said That? Quotes" in the middle of the circle.
- One by one, invite a kid to select a quote and read it to the group. (If you have early readers in your group, read the quote to them.)
- Invite the rest of the kids to look at their cards, choose which character they think said that quote, and toss the card in the circle.
- The answers are below. The Mary and Martha quotes will be tricky, but encourage kids to make their best guess.
 - I am the resurrection and the life. (Jesus)
 - Lord, if You had been here, my brother would not have died. (*Mary*)
 - But Lord, Lazarus has been in the tomb for four days. (Martha)
 - Lord, if he is sleeping, he will get better. (disciples)
 - See how much Jesus loved Lazarus! (Jews/family friends)
- Play the game, going through all the quotes, then give a small prize to each kid you have them.

WHAT YOU SAY:

"A lot of people in our Bible story had questions, like Martha and Mary. They both wondered why Jesus hadn't come sooner to heal Lazarus. Even the people at their house questioned why Jesus hadn't saved Lazarus. Jesus' own disciples and friends had questions, too, like, 'Why didn't Jesus act sooner to help His friend?' Did Jesus answer all their questions? (*Pause for responses no, not really.*)

"When Jesus raised Lazarus from the dead, He showed that God is more powerful than any question, any trouble, and even death. There is no question you can ask, no problem or hard situation you can have, that is bigger or stronger than God. **Whatever happens, remember how powerful God is.** God can show you how to have hope even in difficult times when you feel sad, scared, or angry."

[Make It Personal] (Share an age-appropriate time you had questions or experienced difficulty but found comfort in God's power. Maybe you read something in the Bible that God did and felt more peaceful or you remembered how God has worked in your life and the lives of those you love. If you've experienced grief over a loved one, or a child in your small group has, this might be a good time to sensitively discuss God's power over death and how that can bring us hope even when we are sad.)

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MADE TO MOVE

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

TODAY'S BIBLE STORY

You Raise Me Up

Lazarus Raised

John 11:1-45



TROUBLE!

[HEAR FROM GOD | MEMORY VERSE ACTIVITY] WHAT YOU NEED: Bibles, place markers, Easter egg

WHAT YOU DO:

• Help kids look up and "read" the memory verse using the Bible navigation tips below.

Finding verses with kindergartners: Guide children to open the Bibles to the marked page. Point to "John" at the top of the page as you say. "John." Then guide children to find the big number 16 on the page. Explain that this is the chapter number. Finally, guide them to look under the big 16 for the little 33. Explain that this is the verse number. Tell them to leave their finger on the verse as you read the verse aloud. Then lead everyone to say the verse together.

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the table of contents. Hold up a Bible opened to the table of contents to show the kids what the page looks like. When the kids find the table of contents, lead them to find "John" in the list under "New Testament." You can help by telling them that John starts with the letters J-O. When the kids find John, lead them to look at the page number beside the word. Explain that the number tells them on what page they can find John. Help the kids find the page. When they find John, explain that the big numbers on the page are the chapter numbers. Help them find chapter 16. Explain that the small numbers are verse numbers. Help them find verse 33 in chapter 16.

Finding verses with 1st graders: Guide them to open their Bibles to the front and find

- Use the conversation below to unpack the verse.
- Set the place markers in a circle, one for each kid, and guide the kids to sit on them.
- Give one kid the Easter egg.
- Lead kids to quickly pass it around the circle.
- As kids pass the egg, call out the verse word by word. "In . . . this . . . world . . . you . . . will . . . have TROUBLE!"
- When you say, "Trouble," guide kids to jump up, run to an open spot, and sit down. (Think "Musical Chairs" but without a missing seat.)
- Invite a kid to name a trouble they might have. (getting sick, losing a toy, having a pet die, or getting in a fight with a friend)
- After they name a trouble, compassionately say, "Jesus said, 'Be encouraged! I have won the battle over the world.'"
- Continue the game for several rounds. You can heighten anticipation by varying the amount of time you pause before saying, "Trouble!"

WHAT YOU SAY:

"In this verse, Jesus tells us that bad and sad things WILL happen to us. Someone we love might get sick, our friend might get mad at us, or we might have to move to a new school. But Jesus ALSO promises us that He has won



(TROUBLE!, CONTINUED)

the battle! That means that no matter WHAT happens, He is POWERFUL enough to make GOOD come from bad. He can help people get better, He can help us get along with our friends, and He can help us make new friends.

[Make It Personal] (Tell kids about a time God worked something seemingly bad in your life into something good, like getting a flat tire let you tell someone about Jesus or moving to a new place helped you make new friends.)

"When we know that Jesus is powerful enough to make good come from bad, we can take heart and be encouraged! We can have HOPE! So **whatever happens, remember how powerful God is!**"



PRELUDE	SOCIAL	STORY	WORSHIP	GROUPS	HOME
			CREATIN	NG A SAFE PLACE TO C 25 MINUTES	CONNECT
MADE TO REFLECT		PRAY AND DISMISS [PRAY TO GOD PRAYER ACTIVITY]			

(= 👸 =) WHAT YOU NEED: Story Cubes from "Opening Activity"

WHAT YOU DO:

- Give each kid the Story Cube they created.
- Instruct the kids to stand in a circle.
- Invite the kids to roll their cubes then set them in the center of the circle.
- Ask each kid to look at the symbol on their cube and tell the group what that symbol reminds them to pray for.
- Invite each kid to say, "Even when [what the cube reminds them of], I will remember how powerful God is."
- End with "Whatever happens, remember how powerful God is."
- Invite the kids to pray out loud around the circle.
- Close your group time in prayer.

WHAT YOU SAY:

"Dear God, thank You that You care about us and our lives. You are with us even when we are sad, upset, or confused. Your power can bring us hope, no matter what the situation is. Please show us how to hope in You. We love You, and we pray these things in Jesus' name. Amen."

As adults arrive to pick up, send home the Story Cubes and the "Who Said That? Characters" cards. Tell adults that their kids have an incredible story about God's power to tell them with the cards they're bringing home.

TODAY'S BIBLE STORY

an activity that creates space for personal processing and application

> You Raise Me Up Lazarus Raised John 11:1-45

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