TODAY'S SUGGESTED SCHEDULE

TODAY'S BIBLE STORY

A Matter of Trust Naaman and Elisha's Servant 2 Kings 5

TODAY'S KEY QUESTION

Why is it important for people to trust you?

TODAY'S BOTTOM LINE

When you're not truthful, you lose trust.

MONTHLY MEMORY VERSE

"Anyone who lives without blame walks away safely. But anyone who takes a crooked path will get caught." Proverbs 10:9, NIrV

MONTHLY VIRTUE

Integrity—Choosing to be truthful in whatever you say and do

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

15 MIN **SOCIAL: Providing time for fun interaction**Just for Fun
Opening Activity

LARGE GROUP

35 MIN

STORY: Communicating God's truth in engaging ways WORSHIP: Inviting people to respond to God

Welcome/Opener

Worship ("Over and Over" from Everything to Me, "Sing Your Praise" from My Life for You, and "Trust You with My Heart" from This Love) Bible Story (Communicator Script) Key Question Prayer

SMALL GROUP



GROUPS: Creating a safe place to connect

Application Activity: Take a Snapshot Bible Story Review: Bible Story Extension and Discussion Questions Memory Verse Activity: Verses to Take with You Prayer Activity: Make it Personal with Prayer

HOME: Prompting action beyond the experience

Parent Cue Card (print or email)
Devotionals for Kids
Parent Cue App

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

25 MINUTES

10 MINUTES

TODAY'S BIBLE STORY

A Matter of Trust Naaman and Elisha's Servant 2 Kings 5

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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
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 (MLB World Series, Ryder Cup), 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. Host enters unenthused and down.

OPENER

HOST: "Hi everyone. (*sigh*) I'm really glad and (*sigh*) . . . excited you opted to join [Name of Environment] today. When we gather together, we strive to learn and (*sigh*) . . . have fun.

Host pauses to gather himself/herself and finds some energy.

"I'm sorry everybody! It's just been one of THOSE mornings where everything seems to be going wrong! I went to the car and the clicker wasn't working. How do you unlock the car when the clicker isn't working?! When I washed off the windshield, the driver-side wiper left massive water streaks in my line of sight. I CAN'T SEE THROUGH WATER STREAKS! Then I got stuck behind somebody EXTREMELY slow and caused me to get stuck at EVERY SINGLE TRAFFIC LIGHT between home and the church! It was THE WORST!

"But we're here now! And I'm so pleased that each of you are here because if there's anything that can pull you out of a bad mood from getting stuck behind a slowpoke and hitting all the traffic lights, it's a GAME played with you, my friends! Let's play a game we like to call 'Red Light, Green Bump.'

25 MINUTES

10 MINUTES

SLIDE: "RED LIGHT, GREEN BUMP" TITLE SLIDE

"Who wants to play?"

Host selects four volunteers, hands them each a swimming inner tube, and positions them at the starting line.

"To play our game, it will be very similar to the classic childhood game red light, green light. In our game, racers are permitted to run toward me when I yell green light and turn my back to them. But they must STOP when I yell red light and face the racers. If racers fail to stop, they must return to the start. The first racer to reach me wins all the 'Red Light, Green Bump' GLORY!

"However, there are some key differences in our version! Each racer will be required to wear a pool inner tube around their waist. Everyone will notice a narrow lane for our race. Racers MUST stay inside the boundaries of the lanes. If someone steps out or gets bumped out, they must return to the start. Finally, we are adding one more element to this race: a turtle!

Volunteer moves to the front of the starting line wearing an inner tube and a turtle costume.

"This turtle will move slowly. This turtle does not have to stop on red lights. In fact, this turtle doesn't have to follow any of the rules. It's . . . a turtle! However, the rest of our racers DO need to follow the rules and play the game truthfully. If you bump into the turtle, you must return to the starting line. If you give the turtle a dirty look, they have the power to send you back to the starting line. In fact, the turtle has the power to send you back to the starting line for any reason! It may not be fair but . . . that's life. Any questions? (Allow response) Great! Let's play!"

Host facilitates 'Red Light, Green Bump.' Communicator should intentionally get in the way of the racers and occasionally bump them (gently) out of bounds. The game should be fun and lighthearted. Once a racer reaches Host, the game is over.

AUDIO: UPBEAT GAME MUSIC

"Wow! Incredible job to all of our racers! The effort and enthusiasm were definitely present! Plus, I never expected to feel so satisfied from helping you prepare for getting stuck behind a turtle! In the chaos of this race, we did have one racer who proved to be faster than the rest! Please join me in giving a warm round of applause to the 'Red Light, Green Bump' CHAMPION! (Allow response) And while we are clapping, let's keep it going as I take my inner tubes backstage and [Name of Worship Leader] comes out to lead us in worship! Let's get ready to sing and worship God together!"

Host exits as Worship Leader enters.



10 MINUTES

WORSHIP

Worship Leaders enter as Host exits.

WORSHIP LEADER: "We always have a good time here at [name of your environment]. I'm so glad to be here with all of you! We get to worship our God Who is faithful. **[Basic Truth]** We can trust God no matter what. Over and over and over and over again, our God is good. Let's sing to God today with all we've got.

AUDIO: "OVER AND OVER" / TRACK 8 FROM EVERYTHING TO ME
OPTIONAL VIDEO: "OVER AND OVER" LIVE LYRICS OR DANCE MOVES MUSIC VIDEO

"Yes, over and over again, God is good. God never, ever changes. That's good news! Before we continue in worship, let's watch this.

OPTIONAL VIDEO (MEDIA PACKAGE): LIVE LOUD VIDEO FROM GET REEL

"Last week we taught you a song called 'Sing Your Praise.' This song encourages my heart to praise God with everything I've got. If we are here . . . if we're breathing . . . we have a reason to worship God. God's goodness fills us with joy and makes us want to live each day with integrity. Let's have some fun singing this one. Come on!

AUDIO: "SING YOUR PRAISE" / TRACK 2 FROM MY LIFE FOR YOU
OPTIONAL VIDEO: "SING YOUR PRAISE" LIVE LYRICS OR DANCE MOVES MUSIC VIDEO

"It's so good to sing praise to our God! As David wrote in Psalm 22:26: 'Those who seek the Lord will praise him. May their hearts be filled with new hope!' (NIrV) We can trust God with all of our heart, soul, mind, and strength. Sing this with me."

AUDIO: "TRUST YOU WITH MY HEART" / TRACK 9 FROM THIS LOVE
OPTIONAL VIDEO: "TRUST YOU WITH MY HEART" LIVE LYRICS OR DANCE MOVES MUSIC VIDEO

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

25 MINUTES

COMMUNICATOR SCRIPT (STORY)

SLIDE: THEME BACKGROUND

Communicator enters as Worship Leaders exit.

Communicator highlights a funny moment from the game 'Red Light, Green Bump.'

INTRODUCTION

COMMUNICATOR: "Hey! It's so good to see everyone today. Earlier, we were able to watch players compete in 'Red Light, Green Bump,' and the game was WAY more intense than I was expecting.

"Speaking of intense, I would love to do a quick activity with two of our Small Group Leaders called 'Two Truths and a Lie.' Maybe some of you have played before. For the game, both of our volunteers will tell you three statements about their lives. Two statements will be true, and one statement will be a lie. You must determine which statements are truthful and which is a lie. Make sense? Awesome. Let's bring up our volunteers.

Communicator brings up two to four volunteers as time permits. One at a time, volunteers say three statements about themselves. After each Small Group Leader speaks, Communicator polls the audience to determine which statement they believe to be false.

"Great job to all of you who tried to guess which statements were untrue. Plus, a huge thanks to our Small Group Leaders for not only participating in our activities but for being such trustworthy leaders in the lives of our kids. We appreciate you!"

Small Group Leaders return to their seats.

TENSION

COMMUNICATOR: "I've played the game 'Two Truths and a Lie' countless times over the years. It's a fun activity to get to know each other while also trying to figure out what really happened and what's made up! Some individuals are better at coming up with believable deceptions than others, which makes the game even more interesting.

"The funny thing is: in 'Two Truths and a Lie,' you're rewarded if you can deceive your audience. That's really not how it's supposed to go in life though, huh? Most of the time, if you're caught in a lie, you end up facing the consequences of not telling the truth. Though the specific consequences may vary, one consequence is a given: a loss of trust.

"When you say you'll show up to your friend's big game but don't, you'll lose trust with your friend. When someone turns in a research paper but copies the work from someone else on the internet, they'll lose trust with their teacher. If you tell your mom you're not sure what happened to all the potato chips but she finds the empty bag under your bed . . . yep, you'll lose trust with your mom.

"I realize I'm probably not saying anything you don't already know. But I am curious as to why us humans can struggle with telling the truth when we KNOW we'll lose the trust of those around us if we get caught? Is it because we underestimate the consequences? Do we just not care about the consequences? Do we not really care for the people on the other end of our dishonesty?





25 MINUTES

"Wow. Those are big questions! And the truth is, this is something all of us will struggle with. More than likely we'll each have moments in our lives when we can choose to be truthful or not. So what do we do about it? How can we get better at choosing to be truthful and live with integrity?

"Thankfully, we have a source of truth: the Bible. Remember, the Bible was written by all sorts of people who experienced the truth of God in their lives. God inspired them to write down these moments so people could know more about God and how God wants them to live. These stories from thousands of years ago are still true today. Let's check out one of them now."

TRUTH

COMMUNICATOR: "Our story for today is found in the Old Testament book of 2 Kings. The book of 2 Kings shares the ups and downs of God's people when they were ruled by kings. To help me tell this story, I need three leaders to come to the stage.

Communicator guides the three leaders to the stage with two pre-selected leaders prepared to get slimed.

"Northeast of Israel was a nation called Aram. This nation was rarely on good terms with God's people. The commander of the army of Aram was named Naaman.

Communicator directs the first leader to the slime zone.

"For our purposes, this leader will represent Naaman. Everybody say, 'What's up, Naaman?' (Allow response) Commander Naaman was a well-respected leader who'd seen many victories on the battlefield. But Naaman had a big problem.

"At this time, there was a much-feared skin disease. We're not exactly sure what it was, but it was bad. This disease was painful and embarrassing and oftentimes there was no cure. And guess who had this skin disease? That's right! Naaman had the disease, and no one could help him! To give everyone a visual of this skin disease, I've got a bucket of slime to pour over Naaman here."

Communicator dramatically pours bucket of slime on the head of the first Naaman volunteer.

"At the time, Naaman's wife had a servant from Israel who knew the One True God. She suggested Naaman visit a prophet named Elisha who she believed could cure the skin disease. Without any other options, Naaman took her advice and journeyed to an enemy nation, Israel. The Bible says the commander rolled up to Elisha's house in style with his horses and chariots.

Communicator directs the second leader to the slime zone.

"This leader will serve as the prophet Elisha. Everybody say, 'Hey hey Elisha!' (*Allow response*) As soon as Naaman arrived, the prophet knew how to help. Elisha didn't come out of his house, but he sent a messenger to give Naaman specific instructions to travel to the Jordan River and bathe in the water seven times. Although Naaman had hesitations, he traveled to the river and followed the instructions.

Communicator uses a water gun or spray bottle to spray the second Naaman volunteer seven times in the slime zone. Communicator hands volunteer a towel.



25 MINUTES

"And you know what? It worked! Naaman was restored to health and recognized the God of Israel as the One True God! Then Naaman returned to Elisha's house offering gifts—silver and clothing! However, Elisha refused the gifts by saying,

Open the Bible to 2 Kings 5:16 (NIrV) and read.

"'I serve the Lord. You can be sure that he lives. And you can be just as sure that I won't accept a gift from you."

"Even though Naaman insisted, Elisha refused the gifts. Although Naaman wanted to thank Elisha for his help, the prophet was not interested in any kind of payment or gifts for something God did. With that, Naaman jumped into his chariot and rode away from the house. Enter Gehazi.

Communicator directs the third volunteer representing Gehazi to enter the slime zone.

"One of Elisha's servants was a man named Gehazi. When Naaman offered Elisha gifts like silver and new clothing, Gehazi got excited at the prospect of the household receiving such a gift! When Elisha rejected the gift, Gehazi decided to do something deceitful. Check it out,

Open the Bible to 2 Kings 5:20b (NIrV) and read.

"'My master was too easy on Naaman from Aram. He should have accepted the gift Naaman brought. I'm going to run after him. I'm going to get something from him. And that's just as sure as the Lord is alive.'

"So that's exactly what Gehazi did!

"Once he chased down Naaman, Gehazi told the commander a lie—a big lie. Gehazi told him Elisha requested two changes of clothing and 75 pounds of silver! Naaman was more than happy to accommodate the request—in fact, he doubled the amount of silver Gehazi was asking for! After receiving the goods, Gehazi returned back to Elisha's house and stashed the silver and clothing there.

"When he came before Elisha, Elisha asked Gehazi where he'd been, to which Gehazi lied again by saying that he'd never left! However, God revealed to Elisha that the servant chased down Naaman and lied! As a result of his deceitfulness, Elisha explained the consequences!

Open the Bible to 2 Kings 5:27 (NIrV) and read.

"'You and your children after you will have Naaman's skin disease forever."

"And sure enough, Gehazi ended up with the terrible skin disease instead of enjoying the gifts from Naaman."

Communicator dramatically pours a bucket of slime on the head of the Gehazi volunteer. Communicator dismisses volunteers off stage to get cleaned up.

APPLICATION

COMMUNICATOR: "This is such an interesting story. On the one hand, we were able to see Elisha demonstrate God's power and care as God healed Naaman of a horrible disease. Elisha had no relationship with the commander, who came from a rival territory, and yet, the prophet chose to help.



PRETEEN

PRELUDE SOCIAL STORY WORSHIP GROUPS HOME

25 MINUTES

"On the other hand, we can witness the lies and unraveling of Gehazi's story. The servant saw an opportunity to dishonestly accept gifts intended for someone else. Then Gehazi implied money could be exchanged for God's free gift of healing. When Gehazi was caught in his dishonesty, he tried to cover up the error with more dishonesty. But in the end, Gehazi faced a serious consequence. Not only did he lose the trust of Elisha, but Gehazi received the dreaded skin disease, which included a life of pain.

"Obviously, this story is not implying we'll receive a terrible skin disease if we're untruthful. But it does demonstrate that lies carry consequences. I realize that it's not always easy to be truthful, but it's still easier than dealing with the problems that lying creates. For example, when you choose to copy words from Wikipedia for a research paper and not cite it as a source. Like when your parents ask if you studied for your spelling test and you say yes but all you've done is play video games.

"If you decide to be untruthful, you might be able to get by for a short while. But eventually, the person you lied to will discover the truth. And in that moment, you'll lose trust. Thankfully, we have an amazing example of one Person who fully embraced living honestly with integrity—Jesus! We should look to Him and follow the way He lived. His actions and the way He treated others was always with truth—even when it was difficult."

LANDING

COMMUNICATOR: "I realize it's not always easy to be honest and truthful. Sometimes telling the truth can lead to consequences as well. However, it's never wrong to do the right thing. And Jesus demonstrated with His words and actions the importance of being truthful. In moments of difficulty, lean on God. Ask God for strength and courage to live with integrity! As we get ready to head to small groups today, we want you to think about this.

SLIDE: KEY QUESTION

"Why is it important for people to trust you? When you're interacting with others in scouts or in math class or at home, why should they believe your words? It's something to chew on. If you have no idea, no worries at all. Your Small Group Leaders are here today to help us answer this question and better understand this story. Before we head to groups, let's pray together to ask God for strength and courage to live with integrity!"

SLIDE: THEME BACKGROUND

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 THE KIDS EXIT.

SLIDE: THEME

OPTIONAL VIDEO (MEDIA PACKAGE): THEME LOOP

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

GETTING READY

HERE'S EVERYTHING YOU NEED TO KNOW TO GET READY FOR THIS WEEK

STORY: COMMUNICATING GOD'S TRUTH IN ENGAGING WAYS (25 MINUTES)

WORSHIP: INVITING PEOPLE TO RESPOND TO GOD (10 MINUTES)

1. WELCOME/OPENER

WHAT YOU NEED:

- Host
- Communicator (or other adult volunteer)
- Floor tape
- Five inner tubes
- Four kid volunteers
- Turtle costume

MUSIC AND SOUND EFFECTS:

- High-energy music to use as kids enter the room
- Fun, upbeat music for the game

LARGE GROUP VISUALS:

- Theme Slide
- "Red Light, Green Bump" Title Slide

OPTIONAL VIDEOS (AVAILABLE FOR PURCHASE THROUGH THE 252 MEDIA PACKAGE):

- Theme Loop
- Countdown
- Theme

WHAT YOU DO:

- Download and print this week's tech sheet for everyone helping with Large Group.
- Download the slides or optional videos and have them ready to use. If you do not have screen capabilities, you have Orange's permission to enlarge and print the slides on paper.
- Download music from a resource such as iTunes® or Amazon Music® and have it ready to play. If your church has a license agreement with a streaming service, please refer to the legal coverage of the license
- A 252 Media Package is available for purchase to

- go along with each curriculum tier. These graphic motion loops are included in the package. For more information, visit Store. Think Orange.com.
- To play 'Red Light, Green Bump,' you'll need to place the floor tape in two parallel lines to create the racing lane. It shouldn't be too wide. Part of the fun will be seeing the volunteers step out of bounds because the lane is narrow. The five inner tubes should be preinflated before kids arrive. The communicator or other adult volunteer playing the role of the turtle should be ready to go before the game starts. If you choose, the volunteer could be dressed in a turtle costume similar to this one: https://bit.ly/43IIRIT or just wearing a t-shirt like this one: https://bit.ly/3X6awrP

2. WORSHIP

WHAT YOU NEED:

Worship Leader(s)

MUSIC AND SOUND EFFECTS:

- · "Over and Over" from Everything to Me
- "Sing Your Praise" from My Life for You (In Get Reel there is a Live Loud video you can show to help teach and encourage worship in our everyday lives. Consider using this segment before doing "Sing Your Praise.")
- "Trust You with My Heart" from This Love

OPTIONAL VIDEOS (AVAILABLE FOR PURCHASE):

- "Over and Over" Live Lyrics or Dance Moves Music Video (available through Store.ThinkOrange.com)
- Live Loud Video from Get Reel (available through the 252 Media Package)
- "Sing Your Praise" Live Lyrics Video (available through Store.ThinkOrange.com) or Dance Moves Music Video (available through Store.ThinkOrange.com or the 252 Media Package)
- "Trust You with My Heart" Live Lyrics or Dance Moves Music Video (available through Store. Think Orange.com)

WHAT YOU DO:

- Download all songs and have them ready to use.
- Dance Moves Music Videos and Live Lyrics Videos are

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PRELUDE SOCIAL STORY WORSHIP GROUPS HOME

GETTING READY

HERE'S EVERYTHING YOU NEED TO KNOW TO GET READY FOR THIS WEEK

available for many Orange Kids Music songs. For more information, visit Store.ThinkOrange.com.

 A 252 Media Package is available for purchase to go along with each curriculum tier. The *Live Loud* faith skills video and the Dance Moves Music Video for the monthly worship song are included in the package. For more information, visit Store. Think Orange. com.

3. COMMUNICATOR SCRIPT (STORY)

WHAT YOU NEED:

- Communicator
- Bible
- Pre-selected volunteers (See What You Do)
- Large tarp
- Kiddie pool
- Spray bottle
- Towels
- Two sets of goggles
- Two ponchos
- Change of clothes (if needed)
- Two five-gallon buckets
- Ingredients to make slime
 - Jell-O packets
 - Flour
 - Baby shampoo
 - Green food coloring
 - Water

MUSIC AND SOUND EFFECTS:

High-energy music to use as kids exit the room

LARGE GROUP VISUALS:

- Theme Background Slide
- · Key Question Slide

WHAT YOU DO:

- Download the slides and have them ready to use. If you do not have screen capabilities, you have Orange's permission to enlarge and print the slides on paper.
- Download music from a resource such as iTunes® or Amazon Music® and have it ready to play. If your church has a license agreement with a streaming

- service, please refer to the legal coverage of the license.
- Volunteers: call volunteers earlier in the week to ask them to play the roles of Gehazi and Naaman. Make sure they understand that part of playing these roles includes getting slimed. Have them bring a change of clothes and have plenty of towels and a private place for them to change. Have an extra set of clothes in case they forget to bring their own for whatever reason.
- Before kids arrive, the slime should be mixed in fivegallon buckets. To make the slime, use your favorite search engine for "slime recipe" or "Nickelodeon slime recipe."
- Consider placing the tarp on the stage before kids arrive. At the back of the stage, place the table with the slime, spray bottle, towels, and kiddie pool. When the Communicator begins to tell the story from 2 Kings, they should move the kiddie pool to the center of the large tarp. Volunteers participating in the slime should remove their socks and shoes before stepping into the kiddie pool. Towels should be readily available to give to volunteers after they are slimed.

VIDEO ENHANCEMENTS FOR YOUR ENVIRONMENT

AVAILABLE FOR ADDITIONAL PURCHASE AT STORE.THINKORANGE.COM.

FEATURE PRESENTATION: Everything you need to pull off a dynamic video storytelling experience, including video Bible presentations to complement 252 Kids and 252 Preteen curriculum.

Our Large Group scripts are interchangeable with these videos so you can plug and play the way you need to each week.

For 252 Kids (kindergarten through 3rd grade):

 In StoryLab, two inquisitive young Hosts invite kids to engage with the month's Virtue, setting up a simple and direct telling of the Bible story by a professional Storyteller.

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GETTING READY

HERE'S EVERYTHING YOU NEED TO KNOW TO GET READY FOR THIS WEEK

For 252 Preteen (4th and 5th grade):

 In The So & So Show, two Hosts and a Communicator walk you through a contemporary and comedic presentation of the Bible story. This YouTube-style show sets up the story and also connects it to the weekly Key Question for preteens.

GET REEL: Videos and graphics to enhance your 252 Kids and 252 Preteen curriculum environments. Four videos each month will help kids learn basic faith skills. Use them in your FX, Large Group, or as a promotional piece to show in your adult services:

Discovery—Listen to God's words (HEAR)
Dear God—Dialogue with God (PRAY)
One Thing—Articulate your faith (TALK)
Live Loud—Worship with your life (LIVE)

ADDITIONAL ENVIRONMENT ENHANCEMENTS INCLUDING:

- Graphic motion loops
- Themed audio transitions
- Virtue and monthly widget promo videos (M.C. Haggis)
- Countdown videos (30 seconds, 60 seconds, and 5 minutes)
- Music videos for original songs that highlight each Virtue
- Retro Reel video to play on your fifth Sunday