

Large Group Leader Guide

Today's Suggested Schedule

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 minutes)

Social: Providing time for fun interaction

1. Opening Activity

Large Group (35 minutes)

Worship: Inviting people to respond to God

Story: Communicating God's truth in engaging ways

- Opener
- Worship ("Know You More" and "The Good Thing")
- Bible Story (sections about God's Big Story are listed as optional)
- Prayer

Small Group (25 minutes)

Groups: Creating a safe place to connect

1. If You Could Ask for Anything (K-1st grade), Wisdom Fast Pass (2nd-3rd grade), Bible Story Extension (4th-5th Grade)
2. Wisdomland Map (K-1st grade), Sticky Prayers (2nd-3rd grade), Take a Snapshot (4th-5th Grade)
3. Pat and Clap Verse (K-1st grade), God's Word and Wisdom (2nd-3rd grade), Verses to Take with You (4th-5th Grade)
4. Pray and Dismiss

Home: Prompting action beyond the experience

- Devotionals for Kids
- Parent Cue Card (print or email)
- [Parent Cue App](#) and [ParentCue.org](#)

✦ Need activities for a K-5th group? Check out the 2nd-3rd guide.



Today's Bible Story

Solomon Chooses Wisdom

1 Kings 3:4-15

Bottom Line

God can help you make the wise choice.

Memory Verse

"It is much better to get wisdom than gold. It is much better to choose understanding than silver."

Proverbs 16:16 NIV



Inclusive Pro Tips

Loud sounds, bright lights, and large groups can be overwhelming or overstimulating for some children. To create a more inclusive large group experience, consider offering adaptive tools like noise-canceling headphones, sunglasses, sensory-friendly items, or access to modified spaces.

25 MINUTES

Story

10 MINUTES

Worship

① Opener

AUDIO → Play high-energy music as kids enter.

SLIDE → Theme

Optional Video → Theme Loop

→ **Host enters.**

Optional Video → Countdown

Optional Video → Theme Intro

Optional Video → Theme Loop

HOST: “Welcome, Wisdomland Adventurers! Who’s ready for another amazing day at our theme park, Wisdomland? **(PAUSE FOR RESPONSES.)** That’s what I’m talking about!

“Wisdomland is all about having fun, making memories, and learning how to make wise choices—which God wants to help you do. This month, we’re discovering something better than any theme park ride or souvenir—God’s wisdom! If you could design any ride for a theme park, what would it be? **(PAUSE FOR RESPONSES.)**

“Today, we’re going to kick things off with our very own theme park challenge. But instead of riding roller coasters, we’re going to build one!

“Well ... not a real one. And your team can build a different ride than a roller coaster if you want to! But you and your team are going to compete in the ‘Wisdomland Ride Design Competition!’

“Here’s how it works: You’ll be in teams, and each team will get a pile of building supplies—cups, craft sticks, tape, and blocks. Your mission is to build the best, most creative ‘ride’ you can.

“You can call it anything you want—maybe ‘Trust Tower,’ ‘Kindness Coaster,’ or ‘Wisdom Whirl!’ But remember, every theme park ride has to be strong.

“Now let’s get into teams and get our supplies.

→ **Divide your group into smaller teams of 5-6. Give each group sufficient rolls of tape, craft sticks, cups, and blocks to build for 5-8 minutes.**

“Now, here’s the twist: as you build, I’ll shout out some challenges that will make the construction of your ride more difficult. For example, ‘Uh oh! You can’t talk. How can you build your ride now?’ When I give you a challenge, you’ll have to work together, think creatively, and maybe even ask other teams for advice. These volunteers and I will make sure you do the construction challenges!

25 MINUTES

Story

10 MINUTES

Worship

"When the time for building is over, we'll see which ride tower we'd like to have at our theme park. But there's a secret: everyone can ask for help or work together. Because here in Wisdomland, asking other people for help is always wise.

"Are you ready? **(PAUSE FOR RESPONSES.)** Let's count down: 3 ... 2 ... 1 ... BUILD!

AUDIO → Play fun, upbeat music

- **Host and volunteers walk around, encourage teams, and occasionally call out some construction challenges. (A FEW CONSTRUCTION CHALLENGES ARE LISTED BELOW.)**

Construction Challenges

- Try to build without using blocks for a minute! (Set the timer for a minute.)
- You can only build with one hand for one minute, starting now! (Set the timer for a minute.)
- The main builder on your team can't build for one minute. Decide who that is, and have them not touch things for a minute, starting now! (Set the timer for a minute.)
- You can't talk for a minute. How can you build your ride now? (Set the timer for a minute.)

- **After 5–8 minutes, cue teams to finish and stop building.**

"Wow! Look at these incredible rides! Let's walk around and look at them.

- **Give a few minutes for kids to walk around and look at each other's creations. Ask groups to share about their rides if they want to—the names of their rides, how a person would ride them, etc.**

"Let's give a big Wisdomland cheer for everyone! I want all of these rides at my theme park! They're so amazing! Great job, everyone!

"What made your team successful? **(PAUSE FOR A FEW RESPONSES.)** Did anyone have to ask for help? Did anyone learn something new about working together?

"Here's the best part: In life, just like in our game, the wisest people aren't always the fastest or the strongest—they're the ones who ask God and others for help!

"I saw some wild rides, lots of teamwork, and even a few 'construction emergencies'—but you all did such a great job. Give yourselves a big round of applause!

"Building the world's coolest rides was so fun! Let's do something else that's so fun too! Let's worship the God who gives us wisdom every day! Worship isn't just about singing; it's a way to say, 'Thank You' to God and remember that He's with us, right here in Wisdomland and everywhere we go."

25 MINUTES

Story

10 MINUTES

Worship

② Worship

→ **Worship Leaders enter as Host exits.**

WORSHIP LEADER: "Hey, everyone! Are you ready to sing and move and praise God together in song? **(PAUSE FOR BIG CHEERS.)** Awesome! We've got some fun songs today that help us remember how much God loves us and how He leads us with wisdom.

"The first song is called 'Know You More.' This song is all about wanting to get closer to God—that is the wisest thing we can do in life! And when we get to know God and His ways, we will learn what's right and wise. So let's make this song our prayer and sing it out together!

AUDIO → "Know You More" / track 1 from Focus

"Wow, that was awesome! Who's ready for one more?

"This next song is called 'The Good Thing.' It reminds us that God's wisdom is a good thing that God wants to give us! He loves us so much to want to give His wisdom to us! Let's sing this!

AUDIO → "The Good Thing" / track 1 from The Good Thing

"You all sound incredible! Before we move on, let's check out our Memory Verse for this month.

"We memorize certain verses each month to help us remember God's truth in our hearts!

→ **Host or Worship Leader moves to screen/board.**

"I will say it one time, and then you can repeat after me, line by line:

SLIDE → Memory Verse

It is much better to get wisdom than gold.

It is much better to choose understanding than silver. —Proverbs 16:16 NIV

WORSHIP LEADER: "Now, repeat after me! It is much better to get wisdom than gold.

KIDS: It is much better to get wisdom than gold.

WORSHIP LEADER: It is much better to choose understanding than silver.

KIDS: It is much better to choose understanding than silver.

WORSHIP LEADER: "Proverbs 16:16."

25 MINUTES

Story

10 MINUTES

Worship

KIDS: "Proverbs 16:16."

WORSHIP LEADER: "Let's do it one more time, even louder—like we're shouting from the top of the tallest Wisdomland tower! **(SAY THE VERSE AGAIN, WITH ENERGY!)**

It is much better to get wisdom than gold.

KIDS: It is much better to get wisdom than gold.

WORSHIP LEADER: It is much better to choose understanding than silver.

KIDS: It is much better to choose understanding than silver.

WORSHIP LEADER: "Proverbs 16:16."

KIDS: "Proverbs 16:16."

"Great job, you guys! God wants to give something so precious as His wisdom to us. He loves us so much! Let's go ahead and sit down and hear our true story from the Bible today."

③ Bible Story

SLIDE → Theme Background

→ **Storyteller enters as Worship Leaders exit.**

INTRODUCTION

→ **The table should be set up where it's visible to the audience. All five "Tour Spots of Solomon's Life" or tent cards, should be spread out on the table along with a spot for the opened Bible. The box with the rest of the props should be accessible to the Storyteller.**

STORYTELLER: "Hi, everybody! I'm so excited you're here today! I've got to tell you about something amazing that we're doing this year! We're going through the key stories of the Bible!

"One of the most important reasons God gave us the Bible is so that we can learn about who He is! So we're going to go through the Bible so we can learn about God!

GOD'S BIG STORY OPENER (OPTIONAL)

"We're going to go through God's Big Story together! **(GESTURE TO SLIDE.)**

SLIDE → God's Big Story

25 MINUTES

Story

10 MINUTES

Worship

"Each week, we'll look at a story from God's Big Story and add a picture of that story to our timeline, so we can see where we've been in the Bible as we journey along. **(GESTURE TO TIMELINE.)**

"Let me bring you up to speed on where we've been in God's Big Story so far!

"So you might remember that in the very beginning, God made everything! He made the world, the animals, people ... everything! God made the first people for the same reason He made all people—to be His close, close friends. But sadly, the first people God made chose to turn away from Him and sin. God wanted people to be close to Him, but they couldn't anymore! It was so sad.

"And awful things happened to the world too. Pain, sickness, and death entered into it.

"But God didn't want to leave things that way! So He put His rescue plan in motion right from the start!

"God was going to rescue everything through a family! God chose a man named Abraham and promised that his family would bless the whole world. Many years later, Abraham's great-grandson Joseph ended up in Egypt. After some hard times, God helped Joseph become a super-important leader there! Joseph saved his whole family by bringing them to Egypt. But hundreds of years passed. God grew and grew His people. A new Pharaoh, the king of Egypt, came along. He didn't know about Joseph. He saw how many of God's people there were, he got scared, and he started being mean to them.

"God's people cried out to God for help. He answered! He brought His people out of slavery into a beautiful home He had for them—the Promised Land! After some time living in the Promised Land, God's people wanted a king like the other nations around them.

"The first king, Saul, made lots of unwise choices. But the next king was named David. David wasn't perfect, but he loved God with his whole heart and tried to follow God. King David had a son named Solomon, and Solomon became king after David. And that's where we are in God's Big Story."

SETTING UP THE STORY

STORYTELLER: "We're moving right along through the Bible. This week, we're looking at the third king of God's people and a really wise thing he asked God. We're going to take a closer look at part of King Solomon's story!

→ **Pull the King Solomon action figure wearing the crown out of the prop box.**

"This is going to be our King Solomon today! And as we learn more about his story, we're going to go on a little tour where we'll stop at some

25 MINUTES

Story

10 MINUTES

Worship

important parts of King Solomon's story.

→ **Gesture to the tent cards on the table.**

"So Solomon didn't always feel wise or ready for the big job of being king. He was just a young man when his father, King David, died. Suddenly, Solomon was king of all Israel, of all of God's people. The people needed someone who would lead them well and keep the kingdom safe.

→ **Move the King Solomon figure in front of the "Dreamland" tent card. Lay the figure down like he's sleeping, maybe make some snoring noises.**

STORYTELLER: "Our first stop on our tour of King Solomon's life—Dreamland!

"Solomon knew he couldn't be a great king on his own. So he traveled to a special place called Gibeon to worship God and offer sacrifices. Solomon wanted God's help more than anything.

"That night, while Solomon slept, something incredible happened. God appeared to him in a dream!

→ **Open the Bible to 1 Kings 3:5 (NirV) and read.**

"Ask for anything you want me to give you."

GOD ASKS SOLOMON A BIG QUESTION

STORYTELLER: "Whoa! Imagine the God of the universe asking you that. Let's all freeze for a moment and pretend you're Solomon. Close your eyes. **(PAUSE)** What would you ask for—money, power, super-strength, a lifetime supply of churros? **(PAUSE FOR KIDS' GIGGLES AND ANSWERS.)**

"Solomon could have asked for anything—but here's what he said:

- **Storyteller pretends to be Solomon. Stand the Solomon figure up and move the figure to indicate talking.**
- **Open the Bible to 1 Kings 3:7, 9 (NirV) and read.**

"Lord, my God, you have now made me king. You have put me in the place of my father David. But I'm only a little child. I don't know how to carry out my duties. ... So give me a heart that understands. Then I can rule over your people. I can tell the difference between what is right and what is wrong."

"That was a wise request! Solomon asked for wisdom—not just for himself, but so he could help everyone in God's kingdom. And God was so impressed! This is how He responded:

→ **Open the Bible to 1 Kings 3:11-14 (NirV) and read.**

"You have asked for wisdom ... Because that is what you asked for, I will give it to you. I will give you a wise and understanding heart. ... And that is not all. I will give you what you have not asked for. I will give you wealth and honor. ... Obey my laws and commands, just as your father

25 MINUTES

Story

10 MINUTES

Worship

David did. Then I will let you live a long time."

"Solomon woke up, and he knew—God had really spoken to him. He hurried back to Jerusalem and gave thanks to God. Let's go to our next stop on our tour of Solomon's life—Decision Plaza!

- **Move the Solomon figure in front of the "Decision Plaza" tent card.**

"Now, Solomon didn't keep this wisdom God gave him to himself, and he didn't have to wait long to apply it. He started making wise choices as king.

- **Bring two female action figures and the tiny toy baby in front of the "Decision Plaza" tent card.**

THE DECISION

STORYTELLER: "One day, two women came to stand before King Solomon, both claiming to be the mother of the same baby. It was a very difficult problem—no one knew what to do! The people Solomon ruled over waited, hoping their new king could decide.

- **Move the female action figure #1 and then female action figure #2 during the following dialogue to indicate talking. Place the toy baby on the table between the two female action figures.**

WOMAN #1: "Please, King Solomon, this is my child!"

WOMAN #2: "No, he's my baby! She's not telling the truth!"

STORYTELLER: "Imagine being the king and having to decide something so important! Solomon remembered to ask God for wisdom. He looked at both women and then made a decision that surprised everyone.

STORYTELLER (AS SOLOMON): "Bring me a sword."

- **Bring up the toy sword from the prop box.**

STORYTELLER: "Now, don't worry—Solomon wasn't going to hurt the baby. He wanted to see how the real mother would respond."

STORYTELLER (AS SOLOMON): "Give half of the baby to each woman.

STORYTELLER: "One woman cried out:

WOMAN #1: "No! Please don't hurt him. Give her the baby—just let him live!"

WOMAN #2: "That's fine with me."

STORYTELLER: "Solomon knew instantly—the real mother was the one who wanted to save her child, no matter what."

STORYTELLER (AS SOLOMON): "Give the baby to the first woman. She is

25 MINUTES

Story

10 MINUTES

Worship

his mother."

STORYTELLER: "All of God's people heard about Solomon's decision, and they realized God had truly given him wisdom. From that day on, people respected Solomon and came to him with their biggest questions.

"Let's move to the next stop on this tour of King Solomon's life—Friendship Fields.

- **Move the Solomon figure to "Friendship Fields" tent card on the table and bring the Queen of Sheba female figure with the crown in front of the "Friendship Fields" tent card.**

STORYTELLER: "Solomon's wisdom became so famous that even the Queen of Sheba traveled from far away to ask him her hardest questions. She brought camels and treasure and asked Solomon all kinds of questions. Solomon answered every single one, and the Queen was amazed.

STORYTELLER (AS QUEEN OF SHEBA): "King Solomon, God has made you wise and kind. Your people are so blessed to get to hear your wisdom every day!"

"Let's go to our next stop on our tour of Solomon's life—Proverb Pavilion!

- **Move the Solomon figure to the next stop on the map—"Proverb Pavilion." Put the four index card "scrolls" in front of the tent card for "Proverb Pavilion."**

"Now, Solomon didn't keep this wisdom to himself. He shared God's wisdom with everyone. God made him so wise that some of his thoughts are collected in the book of Proverbs in our Bibles! Let's listen to a few:

- **Open the Bible to Proverbs 15:1 (NirV) and read.**

*A gentle answer turns anger away.
But mean words stir up anger.*

- **Open the Bible to Proverbs 3:5-6 (NirV) and read.**

*Trust in the Lord with all your heart.
Do not depend on your own understanding.
In all your ways obey him.
Then he will make your paths smooth and straight.*

- **Open the Bible to Proverbs 17:17 (NirV) and read.**

*A friend loves at all times.
They are there to help when trouble comes.*

STORYTELLER: "These proverbs are like signs on the path of life—helping us know which way to go and reminding us that God wants to help us live well every single day!

25 MINUTES

Story

10 MINUTES

Worship

→ **Move Solomon figure in front of the final tent card—"Exit Gate."**

THE SOURCE OF WISDOM

STORYTELLER: "Now travelers, as our tour comes to an end, let's talk about why this story really matters. Solomon wasn't the wisest because he was a king or because he was the smartest. He was wise because he asked God for help and then he did what God said!

"And this is super-sad, but near the end of Solomon's life, Solomon stopped asking God for wisdom and following it. And very bad things happened. But while Solomon followed God and asked God for wisdom, God gave it to him. That's the promise we have—God will give you His wisdom too, just like He gave it to Solomon. The only thing you need to do is ask God for it!

"Say this with me: 'You can ask God for wisdom!'

STORYTELLER and KIDS: "You can ask God for wisdom!"

STORYTELLER: "God wants to give us wisdom too! Maybe you face choices every day: Should I tell the truth, even if it's hard? Should I help a friend, even if I'm busy? Should I listen to my parents, even when I don't understand why?

"Sometimes, it feels like life is a big theme park with lots of signs pointing in different directions! The wisest thing we can do is stop and ask God to help us know the right path. And then a key part of wisdom is doing what God shows us. It's following where God leads.

"Do you know what's amazing? God promises He'll always give us wisdom when we ask. In the book of James, it says:

→ **Open the Bible to James 1:5 (NirV) and read.**

If any of you needs wisdom, you should ask God for it. He will give it to you. God gives freely to everyone.

"And then once God shows us what's wise, another key part is obeying those wise ways He's shown us. When we obey God's ways, we'll live well! And God wants us to live wisely and well!

WRAPPING UP THE STORY

STORYTELLER: "Let's play a quick game: When I say a choice, you shout: 'Ask God for wisdom!' if you think it's a good time to ask for help. For example, if you're having a fight with your brother or sister. **(PROMPT THE KIDS TO SAY: "ASK GOD FOR WISDOM!")**

KIDS: "Ask God for wisdom!"

STORYTELLER: "If you want to invite someone new to play but feel nervous." **(PAUSE FOR KIDS' RESPONSE.)**

KIDS: "Ask God for wisdom!"

25 MINUTES

Story

10 MINUTES

Worship

STORYTELLER: "You don't know if you should finish your homework or play video games."

KIDS: "Ask God for wisdom!"

STORYTELLER: "Great job! You know what to do—ask God for wisdom! And then do the wise thing God shows you."

"Every day, you can use wisdom to help your friends, make good choices, and show God's love. Let's say our Bottom Line."

SLIDE → Bottom Line

[BOTTOM LINE] "You can ask God for wisdom! Say that with me."

→ **Host enters and joins in.**

STORYTELLER, HOST, and KIDS: **[BOTTOM LINE]** "You can ask God for wisdom!"

GOD'S BIG STORY CLOSER (OPTIONAL)

STORYTELLER: "Let's take a look at the progress we made in God's Big Story this week!"

SLIDE → God's Big Story

"This week, we're a little bit past this picture where David was being anointed king. Solomon was David's son! **(GESTURE TO SLIDE.)** That's where we are in God's Big Story!"

"This week, we looked at King Solomon and how he wanted God's wisdom more than he wanted anything, and God was so happy about that! Sadly, toward the end of his life, Solomon strayed from God and His wisdom. But, even though Solomon strayed, God stayed faithful to His plan! God had made a promise that He was going to rescue the world, and He did not go back on that promise! Because years later, from Solomon's family, which was also David's family, would come Jesus! Jesus, the same Jesus, who would give His life to pay for our sins so we could be close friends with God again! Years later, God did just what He said He would do. He sent Jesus. And Jesus would rescue us all!"

"God had been working on His rescue plan to save us through every image of this timeline! **(GESTURE FROM THE BEGINNING OF YOUR TIMELINE ALL THE WAY TO THE LAST IMAGE YOU'VE PUT UP.)**

SLIDE → Week 3 Timeline Image

→ **If you're making a timeline of printed images on your wall, take this moment to place today's timeline image on the**

25 MINUTES

Story

10 MINUTES

Worship

clothesline.

"This week we talked about Solomon and his desire for wisdom!"

WHAT'S OUR PART IN THE STORY?

STORYTELLER: "When we think about Solomon, we can remember that God loves it when we ask for His wisdom.

"You might not be a king or queen, but every day you face choices - some big, some small. Maybe you have to decide how to respond to a friend, whether to do what's right even when it's hard, or how to handle your feelings when things don't go your way.

"Solomon could have asked God for anything, but he chose wisdom because he knew he needed God's help. The best part? That same promise is for us too! God loves it when we ask Him for help. He isn't bothered or too busy. He wants to give you the wisdom you need, whether you're at home, at school, or anywhere!

"Maybe you feel stuck sometimes. Maybe you worry you'll make the wrong choice, or you're not sure what's wise. That's okay! God is ready to listen whenever you call out. You can stop, pray, and trust that He'll lead you.

"Now, because of Jesus, God gives us His Spirit to help us make wise choices every day. And the Bible is full of wisdom to guide us—just like those signs at Wisdomland, showing the way. God wants to help you make wise choices! He's given you so many ways to help you see what's wise!

"So here's your challenge this week: Every time you have a decision—big or small—stop and pray, "God, will You give me wisdom?" You can even ask people who follow God for help, just like Solomon shared the wisdom God gave him with others. And then do what God shows you to do!

"Let's remember our **[BOTTOM LINE]** 'You can ask God for wisdom.'

"Let's say it together one more time!

STORYTELLER and KIDS: "You can ask God for wisdom!"

STORYTELLER: "And now, let's ask God for His wisdom in our lives and courage to do what He shows us!"

25 MINUTES

Story

10 MINUTES

Worship

③ Prayer

STORYTELLER or HOST: “God, thank You for giving Solomon wisdom when he asked. Thank You that You promise to give us wisdom when we ask for it too. Every day, we want to go through life with You and follow Your wisdom. Help us remember to stop and ask You for wisdom whenever we need it—when we’re happy, sad, confused, or even when we think we already know the answer. Teach us how to listen to You, and give us the courage to do what You show us. We trust You and we thank You for loving us so much. In Jesus’ name we pray. Amen.

Transition → Dismiss kids to their small groups.

AUDIO → Play high-energy music as the kids exit.

SLIDE → Theme

Optional Video (MEDIA PACKAGE) → Theme Loop

PLANNING

Getting Ready: Opener

What You Need

- ☐ Host
- ☐ Building supplies, enough for each team:
 - Cups
 - Craft sticks
 - Rolls of tape
 - Blocks
- ☐ Timer (phone, watch, or countdown video)
- ☐ Volunteers: 2-3 helpers to pass out supplies, monitor teams, and help with "Construction Challenge" prompts

Music and Sound Effects

- ☐ Upbeat music to use as kids enter the room
- ☐ Upbeat music to use as kids play the game

Large Group Visuals

- ☐ Theme Slide
- ☐ Memory Verse Slide

Optional Videos

- ☐ Theme Loop
- ☐ Countdown
- ☐ Theme Intro

What You Do:

- Prepare 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.
- Refer to week 1 to confirm that your church has appropriate licensing to perform or play music and sound effects in your kids' environments.
- *Optional: Download a countdown video from a royalty-free site. Load it into your presentation software and have it ready to play during the Opener. You could also keep time on a smartphone or watch.*
 - *Note: Some presentation software, such as ProPresenter, has a countdown clock built into the program that you can overlay on a still image.*
- 5-6 kids per team is an ideal size. Based on your group size, gather enough materials for each team to build for 5-8 minutes.

PLANNING

Getting Ready: Worship

What You Need

- ☐ Worship Leader(s)

Music and Sound Effects

- ☐ "Know You More" from Focus
- ☐ "The Good Thing" from The Good Thing

Optional Videos

Available for purchase.

- ☐ "Know You More" Dance Moves or Live Lyrics Video (available through Store.ThinkOrange.com)
- ☐ "The Good Thing" Dance Moves Video or Live Lyrics Video (available through Store.ThinkOrange.com)

What You Do:

Note: We've suggested worship songs from Amazing Kids Worship and Orange Kids Music. We've created these songs to be developmentally appropriate for elementary and preteen kids, incorporating simple, direct language, fun dance movements, and upbeat, current arrangements.

We've chosen these specific songs that amplify our teaching content for this month. We recommend that you use these songs as scripted, or combined with other popular worship songs that your kids know and love. Be sure to share the links to these songs with parents so they can stream them at home or in the car! Songs can be purchased at store. thinkorange.com or for free with APlay.

A Worship Leader and live instruments are recommended to sing along with the music tracks. Encourage children to be active during worship by incorporating the appropriate hand motions.

- Download all songs and have them ready to use.

Note: Make sure your church has obtained licensing rights to play or perform music. You can obtain a license to perform worship music from Christian Copyright Licensing International (www.ccli.com). It covers over 200,000 worship songs for congregational singing. You are responsible for including the copyright information on all songs reproduced under the Church Copyright License (including song lyrics projected onscreen). This includes the song title, writer credit(s), copyright notice, and your church's CCLI license number. You can include this information on one of the lyric slides, or you can create a separate slide detailing this information, but the copyright information must appear at least once for each song you play or perform. For example:

"Hallelujah" words and music by John Doe
©2000 Good Music Co.
CCLI License # 0000

- Dance Moves Videos and Live Lyrics Videos are available for many Orange Kids Music songs. For more information, visit Store.ThinkOrange.com.
- Visit the Orange Store for Music Scope and Cycle purchases. Check out the Ministry Leader Guide for more information.

PLANNING

Getting Ready: Bible Story

What You Need

- ☐ Host
- ☐ Bible
- ☐ Table
- ☐ 5 pieces of cardstock folded in half horizontally to make tent cards and labeled:
 - Dreamland
 - Decision Plaza
 - Proverb Pavilion
 - Friendship Fields
 - Exit Gate
- ☐ Male action figure for Solomon
 - With a construction paper crown taped on his head
 - Action figure sword for the baby story (or one cut out of cardstock covered in aluminum foil)
- ☐ Three female action figures (two for the "baby decision" story, one for Queen of Sheba with a construction paper crown taped on her head)
- ☐ Wooden peg figure swaddled in white felt to represent a baby (for "Solomon's decision" with the women), like these: <http://bit.ly/3IDBljH>
- ☐ Two blank index cards to make four miniature scrolls (for "Proverbs Pavilion")
- ☐ Prop box to hold all props

What You Need:

NOTE: We're so excited to be going through key stories of the Bible this year and learning more about its Author—God! It's God's Big Story! But to provide you with flexibility as you experience God's Big Story in your own unique setting, there's more than one way to use the following script!

If you want to follow "God's Big Story," read the following script straight through. Each week will build on the previous ones. But, if your church wants to teach a Large Group session on its own as a standalone, without connecting it to what has come before, there are two sections in the script below that are optional—"God's Big Story Opener" and "God's Big Story Closer."

Music and Sound Effects

- ☐ Upbeat music to use as kids exit the room

Optional Videos

- ☐ Theme Loop

Large Group Visuals

- ☐ Theme Background Slide
- ☐ Bottom Line Slide
- ☐ Theme Slide

Optional for God's Big Story

- ☐ Clothesline and clothespins for the timeline in your room
- ☐ God's Big Story Slide
- ☐ Week 3 Timeline Image Slide
- ☐ We recommend that you create a timeline in your Large Group room that you can add to throughout this curriculum year as we travel through the Bible. This can be a simple clothesline or a section of the wall where you can hang the printed timeline images in order, week by week. We'll provide a timeline image for each week of curriculum. The timeline image is listed as a slide, but can be printed. A [God's Big Story poster](#) is available as well in the Orange Store.

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.
- Confirm that your church has appropriate licensing to perform or play music and sound effects in your kids' environments (see above under Opener).
- Create the five tent cards by folding pieces of cardstock horizontally and writing these five "tour stops" on one side of the folded card with a thick black marker.
 - Dreamland
 - Decision Plaza
 - Proverb Pavilion
 - Friendship Fields
 - Exit Gate

PLANNING

Getting Ready: Bible Story

What You Need

- ☐ Host
- ☐ Bible
- ☐ Table
- ☐ 5 pieces of cardstock folded in half horizontally to make tent cards and labeled:
 - Dreamland
 - Decision Plaza
 - Proverb Pavilion
 - Friendship Fields
 - Exit Gate
- ☐ Male action figure for Solomon
 - With a construction paper crown taped on his head
 - Action figure sword for the baby story (or one cut out of cardstock covered in aluminum foil)
- ☐ Three female action figures (two for the "baby decision" story, one for Queen of Sheba with a construction paper crown taped on her head)
- ☐ Wooden peg figure swaddled in white felt to represent a baby (for "Solomon's decision" with the women), like these: <http://bit.ly/3IDBljH>
- ☐ Two blank index cards to make four miniture scrolls (for "Proverbs Pavilion")
- ☐ Prop box to hold all props

- Make the two construction paper crowns and tape them on the action figures. (One for King Solomon and one for Queen of Sheba)
- Cut out the white felt to the appropriate size to swaddle the wooden peg used to represent the baby.
- Cut the two index cards in half longways and curl the edges to make scrolls.
- Place the five tent cards across the table so they're visible to the audience.
- Place the rest of the props in the prop box.

Video Enhancements for Your Environment

Available in media files and APlay.

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):

→ StoryLab: Invite elementary kids to engage with inquisitive young hosts as they explore core biblical truths and stories in a STEAM-inspired setting.

For 252 Preteen (4TH AND 5TH GRADE):

→ The So & So Show: Guide preteens to explore questions of faith through a YouTube-style show full of humor and lots of zany fun.

Additional environment enhancements including:

- Motion graphics, including loops
- Themed transitions
- Countdown videos (30 seconds, 60 seconds, and 5 minutes)

APlay

Get the most out of your curriculum with APlay! JoinAPlay.com is an all-in-one media organization and presentation tool. Experience all of your Orange Curriculum media assets, now pre-built and fully customizable. No more sorting through multiple download folders.

APlay is free with your curriculum subscription and packed with features to help your weekly experience run smoother. APlay gives you more time to focus on what truly matters — more ministry, less media management with Apple TV-based media solutions.