



## Elementary Leader Guide

August 3 –The Clubhouse 1<sup>st</sup>-3<sup>rd</sup>

**Monthly Theme:** I Am Designed for a Purpose

**Today's "Big Deal" Theme Tie:** I Can Look Around

**Bible Story Reference:** Joseph Sent to Egypt (Genesis 37)

*\*Previews of all videos listed below can be found on the Teacher Resource Page in the corresponding digital media folder.*

## Arrival & Small Groups

Upon arrival children will go to their designated pod based on their grade level for small group connections time. Each “pod” will have a leader waiting for them to begin connections conversations to start the morning.

**Small Group Leaders:** Introduce yourself to families you don't know and use this time to welcome kids as they arrive.

Use these questions to help you get to know kids as they arrive. Ministry happens best through relationships. By spending this time with kids at the beginning, you will be able to make stronger connections as you begin teaching about how God knows them!

- *What was the best part of your week?*
- *What is one of your favorite games to play?*
- *Would you rather have pancakes or waffles for breakfast? What toppings would you put on it?*
- *If you had all the money in the world, who would you buy a present for and what would you buy?*
- *If you could only smell one thing for the rest of your life, what would it be?*

## Countdown Video/ Leader Welcome:

*\*Tweens arrive as countdown video begins.*

**Script:** When I say, "Adventure," you say, "Awaits." "Adventure!" (Awaits!) Adventure (Awaits!) "Adventure!" (Awaits!) My name is \_\_\_\_\_, and I cannot wait to see what kind of adventures are waiting for us as we learn this month about how we are designed by God for a purpose. We are going to have so much fun together! If you are ready for adventure, say, "Let's go!" (Let's go!)

## Theme Song/Offering/Worship Song:

Between songs remind children of the purpose for giving an offering. Give them examples of ways the offering contributes to the church and community. Ask students if they know how else our giving reaches out. Then remind them that during the next worship song they can bring their offering forward and drop it into the basket.

*\*Tweens Leave After Worship Song*

## Stage Game:

### **Supplies:**

"Gone Fishing" printable 1 per group  
Kiddie pool 1 per group  
Pit balls (several) 1 per group  
Scissors (adult-use only) 1 per group  
Table 1 per group

**Leader Prep:** Print and cut out two copies of the "Gone Fishing" printable. Place the paper fish at the bottom of the kiddie pool, cover the fish with pit balls, and place the pool on the table.

### **Game Rules:**

1. Invite one player from each team to gather around the kiddie pool.
2. Select three players to stand around the pool.
3. Instruct players to use one hand to dig through the pool to find all five of their team's paper fish.
4. Announce that the first team to find all five fish is the winner.
5. Play a second time with the other three players.
6. Place one fish of each winning team's color in the pool and allow the two winners to compete to find their fish first, becoming the ultimate winner.

**Script:** All right, adventurers! Let's get things started with a game! Everyone, say, "Gone Fishing!" (*Gone Fishing!*) For today's game, one player from each Color Team will join me here on the stage. You will gather around this "pond" and go fishing. (*Invite players to the front.*) Adventurers may only use one hand to "fish" in the "water." How many hands? (*One!*) In the water are five fish of each team color. How many fish? (*Five!*)

While you are fishing, do your best to keep the water in the pond. You can place each of your fish you find on the floor. The first team to find all its team's fish and bring them to me is the winner. First, the Red, Yellow, and Orange Teams will play. Then, the Blue, Green, and Purple Teams will play. After that, the I will place back in the pool one color fish from each of the winning teams. Those two players will race to be the first to find their fish, making an ultimate winner!

While your team members are "fishing," make sure you are cheering them on! Players, are you ready? (*Yes!*) Teams, are you ready to cheer on your teammates? (*Yes!*) OK! Red, Yellow, and Orange players, go fishing!

(*Encourage kids to cheer as the game is played. Once a player has found all five fish, start the second round. After the final round, begin the Script below.*)

We have a winner! Let's all cheer for the \_\_\_\_ Team! (*Allow response.*) Great job, players. Let's cheer for all our players as they return to their seats. (*Allow time.*)

Great job, adventurers! In that game, your purpose was to find all five fish or to cheer on your team. Today, we are going to learn about how God designed us for a purpose. Say, "Who, me?" (*Who, me?*) Yes, you! All of you! We were all created by God for His purpose. As we adventure on today, we are going to learn more about what it means to be designed for a purpose! Let me hear you say, "I am designed for a purpose!" (*I am designed for a purpose!*)

Let's watch a video about today's Simple Truth: I am designed for a purpose. Count down with me, and say, "Adventure Awaits" to get our video started. 3-2-1! (*Adventure Awaits!*)

Play Main Idea Video.

**Script:** Wow! Kenzie really worked for that "Tether Ball Badge"! Let me hear you say, "Super-Mega-Power-Spike!" (*Super-Mega-Power-Spike!*) We also heard about today's Main Idea: **I can look around.** We can look around at what God is doing all around us and know that God

designed us for a purpose. Repeat after me: “I can look around!” (*I can look around!*) “I am designed for a purpose!” (*I am designed for a purpose!*)

## Object Lesson:

### Supplies:

Bible 1 per group

Drone (optional) 1 per group

**Script:** When you go on a hiking adventure, you can only see the path that’s right in front of you. Everything else is blocked by trees or mountains, or just too far away to see the whole trail. We can look around, but probably won’t be able to see everything that lies ahead.

A drone can show us the bigger picture. It can fly above us and show us all kinds of things that we cannot see. Check out this video of a drone flying over a big space! (*Include drone footage of your church or community here, if using.*)

Show Object Lesson Video.

**Script:** Everyone, say, “Ooo!” (*Ooo!*) Say, “Ahh!” (*Ahh!*) It is so cool to use a drone to look around!

When we follow God, we only have small view of what is happening in our lives right now, but God sees *everything!* What does God see? (*Everything!*) With God, we can remember that He sees the big picture, and He always has a purpose and a plan for us. We can trust that His plans for us are good. He sees *everything* and knows exactly what is happening in our world and our lives.

We can look around and remember that God is with us, God is working, and God has a purpose for us! Say, “I can look around!” (*I can look around!*) We can look around and know that God created and designed us for a purpose. It will be such an adventure as we see what He is doing! Say, “I am designed for a purpose!” (*I am designed for a purpose!*)

## Bible Story Video:

**Script:** Point to your eyes, and say, “I’m looking!” (*I’m looking!*) Point to your ears, and say, “I’m listening!” (*I’m listening!*) Keep looking and listening because it is time for today’s Bible story! (*Open the Bible.*) The Bible is God’s true message to us about Himself. Today, our Bible story comes from the book of Genesis, which is in the first part of the Bible called the *Old Testament*.

Everyone, say, “Old Testament!” (*Old Testament*) We are going to hear about a man named Joseph. If you are ready to hear about Joseph’s adventure, say, “I’m ready!” (*I’m ready!*)

Play Bible Story Video.

## Make the Connection:

**Script:** Wow, Joseph had quite the adventure. He had some amazing dreams from God, but then some hard and unexpected things happened in his life. Do you think Joseph might have felt confused or unsure in that moment? (*Allow response.*) Joseph may not have known why things were happening the way they were, but God knew the big picture. Joseph’s story reminds us that we can look around and trust that God has a purpose for our lives. Say, “**I can look around!**” (*I can look around!*)

(*Circle two*) Like Joseph, things happen in our lives that can leave us feeling upset, hurt, or confused. Our world is filled with brokenness. Everyone, say, “Brokenness.” (*Brokenness*) When we look around, we may see the broken and confusing things that happen. This brokenness is caused by sin. Sin is when we do what we think is best instead of following what God says is best. The Bible tells us that everyone has sinned, and sin separates us from God. Sin is what led Joseph’s brothers to sell him into slavery. But just because we sin and our world is broken, that does not mean God is not working to make His perfect plan happen.

(*Circle three*) Say, “Jesus!” (*Jesus!*) The good news is that God loves us so much, He had a perfect plan to rescue us from the punishment we deserve because of sin! He sent His Son, Jesus, to rescue us from brokenness and separation from Him. Jesus lived a perfect life and never sinned. He died on a cross to take the punishment for our sin and came back to life on the third day after His death. Jesus showed that He is more powerful than both sin and death. He is the true King of everyone and everything! We can admit to God that we sin, ask Him for forgiveness, and turn away from sin. We can believe that Jesus is the One who can forgive us and then trust and follow Him. Then, we can have a relationship with God forever! God helps us live out His purpose for our lives.

(*Circle one*) Everyone, say, “God’s design!” (*God’s design!*) When we trust in God, we can see His design for us. God made the world and people for a purpose—to know, love, and follow Him. If you have any questions about trusting God and following Jesus, talk with me or your Team Leader. We are here to help you know more about who God is and that He has a purpose for your life.

Even when we trust and follow God, we can still run into trouble, like Joseph did. No matter what is happening, we can look around and remember that God has a purpose for us. Say, “**I can look around!**” (*I can look around!*) No matter what happens, we can know the truth that God designed us for a purpose. He designed us to love and follow Him and share His love with others as we point them to Him. Nothing can stop God’s purpose, plans, or His love for us! Say, “I am designed for a purpose!” (*I am designed for a purpose!*)

## Team Game:

Kids will play a reaction-time game, trying to grab a cup before other players.

**Big Goal:** Remember the Bible story and that we can look around and trust God.

**Leader Prep:** Set out supplies.

### **Supplies:**

Cups (several) 1 per group

Stopwatch or timer 1 per group

**Script:** We are going to play a game called “Head, Shoulders, Knees, Egypt!” Head, shoulders, knees, what? (*Egypt!*) Egypt is the place where Joseph went after his brothers sold him. Find a friend, grab a cup, and then move around the room so you and your teammate have enough space to place the cup on the floor between you and you can both take a step back without bumping into anyone. (*Allow time.*)

Great job! I will call out different words, and you will follow the prompt. If I say, “Head,” you will put both your hands on your head. If I say, “Shoulders,” you will put both your hands on your shoulders. If I say, “Knees,” you will put both your hands on your knees. But when I say, “Egypt,” you will try to be the first person to grab the cup between you and your friend. Each time you grab the cup first, give yourself a point! Let’s see who has the fastest reaction time!

*(Play multiple rounds. Instruct kids to change teammates after a few rounds.)*

**Keep It Going:** Consider playing elimination, where winners continue to play new challengers and losers cheer on those still playing.

**Script:** You had some super-fast responses and reactions! You knew what to do and you did it. In our Bible story, Joseph knew God had a purpose for his life but the things that happened were probably a bit of a surprise. Yet, even when Joseph was sold and sent to Egypt, God was in control, and His plan and purpose was still happening. We can look around and know that, no

matter what is going on, God designed us for a purpose. Say, “I am designed for a purpose!” (*I am designed for a purpose!*)

## Theme Verse Video:

### Theme Verse Motions:

We are his workmanship, (*Make both your hands into fists. Hit one fist on top of the other, and then switch and hit the other fist.*)

created in Christ Jesus for good works (*Clasp your hands together in front of your body.*)

which God prepared ahead of time (*Place your arms at a 90-degree angle with your right arm pointing up, then lower and lay your right arm on your left.*)

for us to do. (*Point your thumbs toward your chest.*)

Ephesians 2:10 (*Hold your hands out like a book.*)

**Script:** It is so exciting to know that God designed each of us for a purpose! Let’s continue our adventure by learning our Theme verse together. Get ready to learn the Theme verse with me!

Play Theme Verse Video.

**Script:** Fantastic! Turn to your neighbor, and say, “Look around!” (*Look around*) Now point at yourself and say, “**I can look around!**” (***I can look around!***) Like our Theme verse says, you can look around and know that you are designed by God for a purpose—for good works that He has prepared for you to do!

## Theme Song:

**Script:** We are all designed by God on purpose and for a purpose. Following God is such an adventure because, every day, we can remember that He is working around us, in us, and through us. So let’s stand up and sing our Theme song “Adventure Awaits!”

Play Theme Song Video.

## Small Groups:

\*Big Deal/Key Verse Review & Prayer Requests/Prayer Time

Finish up time in your small group pod by reviewing the Theme for the month, the verse and the “Big Deal” for today’s lesson. Ask for prayer requests, pray and wrap up.

## Pick Up Time:

*During this time children may wait around the room while videos play on the screen. There must be a leader at the door to receive parents and a second leader checking tags as they exit the room.*



## Elementary Leader Guide

August 10 –**The Clubhouse 1<sup>st</sup>-3<sup>rd</sup>**

**Monthly Theme:** I Am Designed for a Purpose

**Today’s “Big Deal” Theme Tie:** I Can Look Out

**Bible Story Reference:** Joseph in Prison (Genesis 39—40)

*\*Previews of all videos listed below can be found on the Teacher Resource Page in the corresponding digital media folder.*

## Arrival & Small Groups

Upon arrival children will go to their designated pod based on their grade level for small group connections time. Each “pod” will have a leader waiting for them to begin connections conversations to start the morning.

**Small Group Leaders:** Introduce yourself to families you don’t know and use this time to welcome kids as they arrive.

Use these questions to help you get to know kids as they arrive. Ministry happens best through relationships. By spending this time with kids at the beginning, you will be able to make stronger connections as you begin teaching about how God knows them!

- *What was the best part of your week?*



- *What is one of your favorite subject in school?*
- *If you were listening to nature sounds, would you rather listen to rain sounds or animal sounds?*
- *What is something daring or adventurous you might want to try some day?*
- *If you could shrink down and be teeny tiny, what everyday objects would you want to use to make a house?*

## Countdown Video/ Leader Welcome:

*\*Tweens arrive as countdown video begins.*

**Script:** Hello, adventurers! My name is \_\_\_\_\_, and it is great to see you today! I can't wait to see what adventure awaits us today. On the count of 3 say, "Adventure Awaits!" 1-2-3! (*Adventure Awaits!*)

## Theme Song/Offering/Worship Song:

Between songs remind children of the purpose for giving an offering. Give them examples of ways the offering contributes to the church and community. Ask students if they know how else our giving reaches out. Then remind them that during the next worship song they can bring their offering forward and drop it into the basket.

*\*Tweens Leave After Worship Song*

## Stage Game:

### **Game Rules:**

1. Instruct kids to choose one hand motion per round: claws up like a bear, fingers wiggling and arms moving up and down to represent a campfire, or pretend to row a canoe.
2. Display a slide.
3. Direct kids whose motion matches the on-screen motion to move to one side of the room. Direct kids whose motions do not match the on-screen motion to move to the other side.
4. Play seven rounds. Encourage kids to keep track of how many rounds they win.

**Script:** Adventurers, if you are ready to play a game today, say, "Let's play" (*Let's play!*) Everyone, stand up for our game "Bear, Campfire, Canoe." (*Allow kids to stand.*) You will all

choose a motion. You can be a bear with your claws up. Let me see your best bear! (*Allow time.*) You can be a campfire by wiggling your fingers and moving your arms up and down. Let me see your best campfire! (*Allow time.*) Or you can pretend to row a canoe. Let me see your best rowing! (*Allow time.*)

Looks like you are ready! I will count down from three. Once I start counting, you will choose a motion and start doing that motion. Once you choose, you cannot change! At the end of my countdown, you will see a picture on the screen of a bear, a campfire, or a canoe. If your motion matches the motion for the image on the screen, you will move to the left side of the room. (*Point to the left side of the room.*) If you did *not* match the motion for the image on the screen, move to the right side of the room. (*Point to the right side of the room.*) We will play several rounds, and each round you will have the chance to choose a different motion. Be sure to keep up with how many motions you get right as we play.

Ready? Go ahead and pick your first motion: bear, campfire, or canoe. (*Count slowly*) 3-2-1!

Stage Game Slide 1.

**Script:** Bear! The screen shows a bear, if you also chose bear, head to the left side of the room. Everyone else, to the right. (*Allow time.*) Great job!

Next round, here we go, pick another motion. (*Count slowly*) 3-2-1!

Stage Game Slide 2.

**Script:** Canoe! Who is rowing down the river in your canoe? If you chose canoe, move to the left side. (*Allow time.*) Awesome!

New motions in (*count slowly*) 3-2-1!

Stage Game Slide 3.

**Script:** Canoe, again! Tricky, tricky! If you matched with the canoe, head to the right. If not, head over to the left side. (*Allow time.*) Let's keep playing!

Here we go again! Make your choices in (*count slowly*) 3-2-1!

Stage Game Slide 4.

**Script:** Oh! A nice warm campfire! If you were not wiggling like a campfire, make sure to move to the right side. *(Allow time.)* Are you keeping track with how many motions you have matched so far?

It's time for the next round! *(Count slowly)* 3-2-1!

Stage Game Slide 5.

**Script:** Look! It's a bear. If you were doing the bear motion, move to the left side. *(Allow time.)* You are playing so well!

Let's play again! Are you going to stick with the same motion or choose another one? Ready? *(Count slowly)* 3-2-1!

Stage Game Slide 6.

**Script:** Look at that spiffy canoe! Go to the left side if you are rowing in a canoe. *(Allow time.)* Sweet!

All right, adventures, last round. Make your choices! *(Count slowly)* 3-2-1!

Stage Game Slide 7.

**Script:** Campfire! Everyone, head back to your seats. *(Allow time.)*

Great job, adventurers! Show me on your hands how many times you won. You all did an amazing job! When you are off on an adventure—like one involving campfire and canoes, but hopefully no bears—the purpose is to have fun. Today we will talk about how we have a purpose too. God designed each of us *on* purpose and *for* a purpose. Let me hear you say, “I am designed for a purpose!” *(I am designed for a purpose!)*

A fun adventure kids get can have is the adventure of going to camp! Say, “That sounds fun!” *(That sounds fun!)* It sure does! Let's check out a video of a girl named Kenzie, who is having her own fun adventure at camp. Say, “Let's go!” *(Let's go!)*

Main Idea Video.

**Script:** Hanging out around campfire sounds like so much fun. But just like Kenzie learned, it is important to look out and be aware so we can be safe. When it comes to life, it is also important that we look out. Say, “**I can look out!**” (*I can look out!*) God designed us for a purpose, but sometimes we are faced with tough choices. We are not always sure about what we should do. But we can look out for those choices and choose to follow God rather than what other people say or even what we may want to do instead. Repeat after me: **I can look out!**” (*I can look out!*) “I am designed for a purpose!” (*I am designed for a purpose!*)

## Object Lesson:

### **Supplies:**

Bible 1 per group

**Script:** Sometimes when you are hiking on a trail, you might see signs telling you how far away things are or which direction you are supposed to go. These signs can be super helpful, but another kind of sign is even more important—warning signs! I will show you a trail sign, and you call out what the sign is warning us about. Ready?

Show Object Lesson Slide 1.

**Script:** That’s right! This sign is warning that the trail ahead is closed. What about this one?

Show Object Lesson Slide 2.

**Script:** Good job! This sign is warning that snakes might be on the trail. Let’s see one more.

Show Object Lesson Slide 3.

**Script:** Right This sign is warning that bears might be around. Great job!

These signs might warn you that dangerous animals are around or about unsafe or closed paths. When we come across those signs, we can trust that the signs tell the truth and are helpful. As we see those signs, we can then be on the lookout for the dangers they warn us about. Just like these signs can warn adventurers, God wants us to look out when we are faced with tough choices. We can trust the plans and direction God has for us in the Bible. God

designed us with a purpose, and He will help us when we are faced with tough choices! Say, “I can look out!” (*I can look out!*)

## Bible Story Video:

**Script:** (*Open the Bible.*) The Bible is God’s true message to us about Himself. Today’s Bible story comes from the book of Genesis. Everyone, say, “Genesis!” (*Genesis!*) Genesis is the first book of the Bible. Today’s story focuses on a man named Joseph. A man named who? (*Joseph!*) Joseph’s story is a real adventure full of ups and downs and lefts and rights. Say, “Adventure Awaits!” to get our Bible story started. 3-2-1! (*Adventure Awaits!*)

Play Bible Story Video.

## Make the Connection:

**Script:** Wow, what an adventure! Joseph encountered different situations that could have caused him doubt God’s plan. Joseph was on the lookout when he was faced with tough choices, but he stayed focused on God. Like Joseph, we are designed by God for a purpose. Say, “I am designed for a purpose!” (*I am designed for a purpose!*) We can also look out and be aware of temptations to doubt God and go our own way rather than following God’s way. Say, “I can look out!” (*I can look out!*)

Let’s think about why it is sometimes difficult for us to trust and follow God’s plan and purpose.

(*Circle one*) Everyone, say, “God’s design!” (*God’s design!*) When God made the world, He made everything perfect. He designed people to love, trust, and follow His amazing plan and purpose for their lives. Joseph did his best to follow God’s design for his life. Even though Joseph knew God had a purpose for him, Joseph still faced the temptation to go a different way.

(*Circle two*) Everyone, say, “Brokenness!” (*Brokenness!*) Because of sin, our world is broken. Sin is doing what we think is best instead of following what God says is best. Joseph had some tough choices to make. Though we saw him make the right choice, Joseph was not always perfect. How do we know that? The Bible tells us that everyone has sinned! Our sin separates us from God and leaves us in a broken world where it can be difficult to follow God when we are faced with tough choices. No matter how hard we try, we cannot fix our brokenness on our own. Our sin deserves punishment, and we need to be rescued.

(*Circle three*) But there is good news! Say, “Good news!” (*Good news!*) The good news is that, even though our sin separates us from God, God still loves His people. Ask, “How much? (*How*

*much?*) God loves us so much that He sent us His Son, Jesus. Jesus never sinned and perfectly lived out God's purpose for His life. Jesus died on a cross, taking the punishment we deserved for our sin. He came back to life, showing that He is more powerful than sin and death. He showed that nothing can stop God's purpose, plan, and love!

We can ask God to forgive our sins, help us to turn away from them, and follow Him. Doing this shows that we believe Jesus is the only way to have a relationship with God. Jesus rescues us from sin! Like Joseph, when we follow God, we can look out when we face tough choices that may try and distract us from God's purpose. He designed us to love and follow Him and help others do the same. Say, **"I can look out!"** (*I can look out!*) Even when we trust and follow God, we still do not always make the best choice when we are faced with a tough choice. But God always helps us to look out, ask Him for forgiveness, and turn back to trusting Him and His purpose and plan.

If you have questions or want to know more about trusting and follow Jesus and discovering God's purpose for your life, talk with me or your Team Leader.

## Team Game:

Kids will work in teams to flip cups right side up or upside down.

**Big Goal:** Know God is with us in life's ups and downs.

**Leader Prep:** Set out cups in the playing area (the more cups, the longer the game lasts). Half of the cups should be right side up, and the other half should be upside down. Consider using cones or tape to mark off boundaries for a playing area.

### **Supplies:**

Plastic cups (several) 1 per group

Stopwatch or timer 1 per group

Cones or masking or painter's taper (several; optional) 1 per group

**Script:** Everyone, say, "Ups and Downs!" (*Ups and Downs!*) That's the name of our game, which is all about ups and downs. We will have everyone be on one of two teams—Team Ups or Team Downs. (*Form two teams.*) Ups, your job is to turn all the cups so they are right side up. Which way are you turning the cups? (*Up!*) Downs, you are turning all of the cups so they are upside down. Which direction? (*Down!*) Here are the rules: 1. You can only touch the cups with one hand; 2. Once you have turned one cup, you have to move on to a different one; 3. You cannot guard cups. The team with the most cups facing in its direction wins. Ready to play? Let's go!

*(Play multiple rounds, varying the time between 30 and 60 seconds in each round.)*

**Keep It Going:** Change teams and how the game is played, such as use a non-dominant hands, jump rather than walk, play relay style where only one person at a time from each team can turn the cups, and so forth.

**Script:** What was that game called? (*Ups and Downs!*) “Ups and Downs” is right! In life we are going to have times of ups when things seem to be going great and times of downs when things are difficult, and we have to make some tough choices. But the good news is that God is with us through the ups and the downs. Like God was with Joseph when he was in prison, God will always be with us no matter what we are going through.

## Theme Verse Video:

### **Theme Verse Motions:**

We are his workmanship, (*Make both your hands into fists. Hit one fist on top of the other, and then switch and hit the other fist.*)

created in Christ Jesus for good works (*Clasp your hands together in front of your body.*)

which God prepared ahead of time (*Place your arms at a 90-degree angle with your right arm pointing up, then lower and lay your right arm on your left.*)

for us to do. (*Point your thumbs toward your chest.*)

Ephesians 2:10 (*Hold your hands out like a book.*)

**Script:** We have a Theme verse that will help us remember that God designed us for a purpose. We can look out and keep our eyes on His incredible plan. Let’s learn our Theme verse together.

Play Theme Verse Video.

**Script:** Way to go! Say, “**I can look out!**” (***I can look out!***) This Bible verse tells us that God has already prepared good work for us to do. God designed us for a purpose—to love and follow Him and help others love and follow Him too. We can look out when we have tough choices to make and remember to keep following God and His purpose for our lives.

## Theme Song:

**Script:** We are all designed for a purpose. When we trust and follow God, He has an amazing adventure in store! Let’s stand up and learn our Theme song “Adventure Awaits!”

Play Theme Song Video.

## Small Groups:

**\*Big Deal/Key Verse Review & Prayer Requests/Prayer Time**

Finish up time in your small group pod by reviewing the Theme for the month, the verse and the “Big Deal” for today’s lesson. Ask for prayer requests, pray and wrap up.

## Pick Up Time:

*During this time children may wait around the room while videos play on the screen. There must be a leader at the door to receive parents and a second leader checking tags as they exit the room.*



## Elementary Leader Guide

August 17 –**The Clubhouse 1<sup>st</sup>-3<sup>rd</sup>**

**Monthly Theme:** I Am Designed for a Purpose

**Today’s “Big Deal” Theme Tie:** I Can Look Up

**Bible Story Reference:** Joseph Interpreted Dreams (Genesis 39—41)

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**Small Group Leaders:** Introduce yourself to families you don't know and use this time to welcome kids as they arrive.

Use these questions to help you get to know kids as they arrive. Ministry happens best through relationships. By spending this time with kids at the beginning, you will be able to make stronger connections as you begin teaching about how God knows them!

- *What was the best part of your week?*
- *Who is someone you look up to? Why do you look up to them?*
- *What are some movies or shows you enjoy watching and why do you like them?*
- *Animals are all over the world. If you could travel to any place and have any animal that lived there as a pet, where would you go and why?*
- *If you could live in a city in the clouds or an underwater city, which would you choose and what do you think it would be like?*

## Countdown Video/ Leader Welcome:

*\*Tweens arrive as countdown video begins.*

**Script:** Hello, adventurers! My name is \_\_\_\_ (your name), and I am so glad you are here with us today. I can't wait to see what adventure awaits us! On the count of three, shout, "Adventure Awaits"! 1-2-3! (Adventure Awaits!)

## Theme Song/Offering/Worship Song:

Between songs remind children of the purpose for giving an offering. Give them examples of ways the offering contributes to the church and community. Ask students if they know how else our giving reaches out. Then remind them that during the next worship song they can bring their offering forward and drop it into the basket.

*\*Tweens Leave After Worship Song*

## Stage Game:

### **Supplies:**

Cups 6 per group

Spoons 6 per group

Bag of large marshmallows 1 per group  
Table 2 per group

**Leader Prep:** Set out supplies. Place the marshmallows and spoons on a table on one end of the stage, and the cups on the other table at the opposite end of the stage.

**Game Rules:**

1. Invite one kid from each Color Team to join the host on stage.
2. Distribute one spoon to each player.
3. Instruct kids to balance the marshmallow on the spoon from one side of the stage to their team cup on the opposite side of the stage.
4. Guide kids to go back to the beginning and try again if their marshmallows drop.
5. Congratulate the first team with five marshmallows in its cup as the winner.

**Script:** Everyone, say, “Don’t drop the s’mores!” (*Don’t drop the s’mores!*) In today’s game, one player from each Color Team will join me on the stage. These players will need to get five of these marshmallows from this side into their team’s cup on the other end, but they can’t *just* use their hands. Everyone, say, “Use the spoon!” (*Use the spoon!*) Team members must use the spoons to scoop up one marshmallow at a time and walk it to their cups without dropping it. If their marshmallow drops, they must come back and try again. Are you ready to see which team doesn’t drop the s’mores? (*Invite one kid from each Color Team to the stage to play, and give each child a spoon.*)

**Keep it Going:** Play again with new players, but this round, guide players to hold the spoons in their mouths!

**Script:** All right, adventurers, are you ready? Team members in the audience, are you ready to cheer on your team? This game begins in 3-2-1, Go! Look at them scooping up the marshmallows! Careful! Don’t drop the s’more! Get it into your team’s cup! It is going to be close! \_\_\_\_ (*Color Team*) is in the lead! Let me here you cheer for your Color Team! Keep up the good work! \_\_\_\_ (*Color Team*) only needs one more marshmallow! And the \_\_\_\_ (*Color Team*) won! Everyone, say, “Good job, \_\_\_\_ Team!” (*Good job, \_\_\_\_ Team!*) Thank you, adventurers, you can head back to your seat.

Our friends did a great job of getting the marshmallows from one side of the stage to the other. You can’t make s’mores without marshmallows. Creating s’mores is one of my favorite things about camping. I love designing my perfect s’more with graham crackers, chocolate, and marshmallows together. Today we are going to learn about another amazing design—God’s

design. God designed us for a purpose. Let me hear you say, “I am designed for a purpose.” (*I am designed for a purpose.*)

Today is going to be an amazing day, adventurers! We are going to learn about how we can pay attention the incredibly good things God has designed for us to do. Let’s say, “Adventure Awaits!” in 3-2-1! (*Adventure Awaits!*)

Play Main Idea Video.

**Script:** Wow! Launching a rocket looks like so much fun. This month we are learning the Simple truth that we are designed for a purpose. And part of how we live out our purpose is by looking up—to God. When we are unsure about which way to go or what choice to make, we can pray and ask God for help. We can look to Him and trust in His plan for us. Everyone say, “**I can look up!**” (*I can look up!*)

## Object Lesson:

### Supplies:

Bible 1 per group

Headlamp 1 per group

**Script:** This is a headlamp. Adventurers use headlamps when exploring dark places, like caves, or when camping or hiking at night. These headlamps are helpful, but they only light up the things right in front of us. Headlamps aren’t powerful enough to show everything around us, but they give just enough light for what is in front of us. Like the light from a headlamp, God shows us what we need, one step at a time. God has a great adventure planned for our lives—one that honors Him and points other people to Him—but the details of that plan come one step at a time, not all at once. Even when we can’t see all of God’s plan for us, God is still there. We can trust follow Him, one step at a time. Everyone, say, “**I can look up!**” (*I can look up!*) No matter what is happening or what we are going through, we can look up, trust, and follow God and His purpose for our lives.

## Bible Story Video:

**Script:** (*Open the Bible.*) Let’s learn more about God’s plan for us from the Bible. The Bible is God’s true message to us about Himself. Today, our Bible story comes from the book of Genesis. Say, “Genesis!” (*Genesis*) Genesis is the first book of the Bible, in the Old Testament.

Our story today, is about a man named Joseph. God had a special plan for Joseph's life, but it didn't turn out exactly the way we would expect. Joseph's life was a crazy adventure. Let's adventure onward and learn more about God's plan for Joseph.

Play Bible Story Video.

## Make the Connection:

**Script:** Joseph is a great example of someone who didn't know everything about God's plan for him, but Joseph trusted in God anyway! Even with all the distractions, everyone around Joseph saw that God was with him and working through him. Joseph was able to trust in God's plan. Because of that trust, Joseph rose to a position of great authority and was able to help many people. We can have that kind of faith and trust in God too!

(Circle three). Everyone, say, "Good news!" (*Good news!*) The *gospel* is sometimes called the good news of Jesus. God planned for Jesus to be the Savior of the world. To do that, Jesus came to earth as a baby, and He lived a perfect life and never sinned. Then, Jesus died on a cross, taking the punishment we deserve for our sin. *Sin* is doing what we think is best instead of following what God says is best. After Jesus died on the cross, He came back to life, showing He is more powerful than sin and death. Jesus made the way for people who trust and follow Him to be rescued from sin and have a relationship with God forever.

When we admit to God that we are sinners, believe that Jesus is God's Son who lived a sin-free life and died on the cross for our sins, and turn from our sin to follow Jesus, He saves us and rescues us from sin. When we believe in God and trust in His Son and His plan, amazing things can happen. God can work through us like how He worked through Joseph to show others God's love.

(Circle one) Showing others God's love is part of God's design for us. Everyone, say, "God's design!" (*God's design!*) God is perfect, and His plans are perfect, but we can't always see God's full plan in our lives. Sometimes we can only see a small part of the big plan, and that's OK. Like the plan God had for Joseph, God has a great adventure planned for our lives too! This plan is one that honors Him and points others to Him, but the details of that plan come one step at a time, not all at once. God is ruler and creator of all things, and all things work for His purpose, for His glory, and in His timing.

(Circle two) It's hard to wait. It's hard not to be able to see the big plan. It's especially hard when God's plans don't always go the way we expect them to. Say, "Brokenness!"

*(Brokenness!)* We live in a broken world because of sin, and we are broken because of our sin. We have all sinned, and our sin and brokenness can distract us from God's plan. God's plans for Joseph didn't always go the way Joseph expected. The sin around Joseph caused him to be sold into slavery and even put into prison, but that didn't stop Joseph from doing what God called him to do. Even when difficult things happened in Joseph's life, he trusted God and God's plan for his life. Even when difficult and unexpected things happen in our lives, we can trust God's plan for our lives.

When we turn from sin, believe in God, and trust in His plan, we can know that everything will work out for God's glory and for our good!

## Team Game:

Kids will try to get their friends to draw specific pictures without telling them what to draw.

**Big Goal:** Kids will be reminded that it's OK not to know God's full plan for our lives.

**Leader Prep:** Gather supplies.

**Supplies:**

Blank paper (several) 1 per group

Crayons or markers (Several) 1 per group

**Script:** Say, "Mystery Art." (*Mystery art!*) Today, we are going to take turns describing an object to our friends. Our friends will try to draw the object from our descriptions and correctly guess the object. For example, if I tell you the object is a flower, you could tell your friends to draw a straight line, draw a circle at the top of that line, and then draw five circles around the first circle you drew, but you could not tell them to draw petals or leaves. Do you think you are up to discovering the mystery art pieces? Let's try! (*Choose a kid to be the first art describer.*)

**Mystery Art Objects:**

*Cupcake*

*Tree*

*House*

*Ladybug*

*Boat*

*Stick person*

*Smiley face*

*Butterfly*

Pizza

Kid's choice

**Keep It Going:** Play the game backward! Suggest kids draw a picture, and have their friends guess what object they are drawing. Invite kids to draw with their eyes closed for an extra challenge.

**Script:** You all did a great job helping to solve our art mysteries! Which did you think was harder, giving the instructions on what to draw or drawing and guessing the object? *(Allow kids to answer.)* Our lives are always going to be full of mysteries. We will never know God's full plan for our life, but we can always trust Him. He created us for a purpose, and His plan will always be the best plan.

## Theme Verse Video:

### Theme Verse Motions:

We are his workmanship, *(Make both your hands into fists. Hit one fist on top of the other, and then switch and hit the other fist.)*

created in Christ Jesus for good works *(Clasp your hands together in front of your body.)*

which God prepared ahead of time *(Place your arms at a 90-degree angle with your right arm pointing up, then lower and lay your right arm on your left.)*

for us to do. *(Point your thumbs toward your chest.)*

Ephesians 2:10 *(Hold your hands out like a book.)*

**Script:** Hello, adventurers! Repeat after me: "I am designed for a purpose!" *(I am designed for a purpose!)* Let's continue our adventure toward learning more about our purpose today by standing and saying the Theme verse together!

Play Theme Verse Video.

**Script:** This verse tells us that we are God's *workmanship*. This means we were created and designed by God! It also tells us that God has prepared good works for us to do. We are designed with a purpose!

## Theme Song:

**Script:** We are designed by God for a purpose—to worship God and tell others about Him. Let's all stand and worship our amazing Creator together.

Play Theme Song Video.

## Small Groups:

**\*Big Deal/Key Verse Review & Prayer Requests/Prayer Time**

Finish up time in your small group pod by reviewing the Theme for the month, the verse and the “Big Deal” for today’s lesson. Ask for prayer requests, pray and wrap up.

## Pick Up Time:

*During this time children may wait around the room while videos play on the screen. There must be a leader at the door to receive parents and a second leader checking tags as the exit the room.*



## Elementary Leader Guide

August 24 –The Clubhouse 1<sup>st</sup>-3<sup>rd</sup>

**Monthly Theme:** I Am Designed for a Purpose

**Today’s “Big Deal” Theme Tie:** I Can Look Back

**Bible Story Reference:** Joseph and His Brothers (Genesis 42—50)

*\*Previews of all videos listed below can be found on the Teacher Resource Page in the corresponding digital media folder.*

## Arrival & Small Groups

Upon arrival children will go to their designated pod based on their grade level for small group connections time. Each “pod” will have a leader waiting for them to begin connections conversations to start the morning.

**Small Group Leaders:** Introduce yourself to families you don’t know and use this time to welcome kids as they arrive.

Use these questions to help you get to know kids as they arrive. Ministry happens best through relationships. By spending this time with kids at the beginning, you will be able to make stronger connections as you begin teaching about how God knows them!

- *What was the best part of your week?*
- *What part of the day do you like best—morning, afternoon, or night? What do you like to do during that time?*
- *Would you rather eat chips and queso (cheese dip) or chips and salsa?*
- *If you could drive a boat or an airplane, which would you pick and why?*
- *What would you ask animals if they could talk?*

## Countdown Video/ Leader Welcome:

*\*Tweens arrive as countdown video begins.*

**Script:** Hello, adventurers! My name is \_\_\_\_\_ (your name), and I am so glad to be on this adventure with you today. I cannot wait to see what amazing adventures God has in store for us! Say, “Adventure Awaits!” (Adventure Awaits!) One more time, “Adventure Awaits!” (Adventure Awaits!)

## Theme Song/Offering/Worship Song:

Between songs remind children of the purpose for giving an offering. Give them examples of ways the offering contributes to the church and community. Ask students if they know how else our giving reaches out. Then remind them that during the next worship song they can bring their offering forward and drop it into the basket.



*\*Tweens Leave After Worship Song*

## Stage Game:

### Game Rules:

1. Call on one player from each team to join you at the front of the room.
2. Display the name of an item on the screen.
3. Instruct team members in the audience to hold up the item, and their representative will hurry to grab the item. Whoever brings the item back to the front first wins a point.
4. Return the items back to their original owner after each round.
5. Play multiple rounds. At the end of 10 rounds, the team with the most points wins.

**Script:** Adventurers, say, “Adventure Pack!” (*Adventure Pack*) Today, we are going to play a game where we pack our adventure bag. To play this game, I need one friend from each Color Team to join me at the front of the room and be your Color Team’s representative. (*Choose one kid from each team join you at the front of the room.*) The object of this game is to get the on-screen items to your team representative first so that your team can “pack” your adventure bag. Anyone in the audience who has that item can hold it up in the air, then your team member representative will run to you, grab the item, and bring it back to the front. Your adult leaders can help!

The biggest rule—everyone, say, “Biggest rule!” (*Biggest rule!*) The biggest rule is that we cannot throw items—we must *hand* the items to our teammates, got it? The players who brings the item to the front first wins a point. The representative has to hold up the item and show it to me to win the point. After each round, all of the items go back to their original owner. At the end of 10 rounds, the team with the most points wins. Are you ready to pack our adventure bag?

All right! Let’s see what we need to pack first.

Show Stage Game Slide 1.

**Script:** Something soft! If you have something soft, hold it up for your teammate to grab. Great job, \_\_\_\_ (*fastest team*) Team! Take the items back to your teammates. Next item!

Show Stage Game Slide 2.

**Script:** Something Red! Quick, find something red? \_\_\_\_ (*fastest team*), you won that round.  
**Next!**

Show Stage Game Slide 3.

**Script:** A left shoe! Why just the left? Oh, way to go, \_\_\_\_ (*fastest team*) Team! Put your shoes back on your feet.

Show Stage Game Slide 4.

**Script:** Now, who can bring us three writing tools? Who has pencils, highlighters, or pens? Good job, \_\_\_\_ (*fastest team*) Team! Next item!

Show Stage Game Slide 5.

**Script:** Something smaller than your pinky! Fast, fast, fast! \_\_\_\_ (*fastest team*) won that round!

Show Stage Game Slide 6.

**Script:** Next, we have an adult! Which team can bring an adult to the front the fastest? Wow, \_\_\_\_ (*fastest team*) Team, great job!

Show Stage Game Slide 6.

**Script:** Now, something that goes on your head! Who brought a hat, headband, or hair-tie? \_\_\_\_ (*fastest team*) Team did! Next item!

Show Stage Game Slide 7.

**Script:** Something blue. Anyone have blue socks on? Great job, \_\_\_\_ (*fastest team*) Team. Two rounds left!

Show Stage Game Slide 8.

**Script:** The next item is something with words or letters on it! Does your hat say something? Is there a logo on your shoes? Man, \_\_\_\_ (*fastest team*) Team, that was quick! Last round.

Show Stage Game Slide 9.

**Script:** Who can bring us a Bible? Good job, \_\_\_\_ (*fastest team*) Team! And good job, \_\_\_\_ (*winning team*) Team! OK, everyone! Take the items, and head back to your seat.

**Script:** Let me hear you clap and say, “Let’s go! Let’s go! Let’s GOOOOOOO!” (*Let’s go! Let’s go! Let’s GOOOOOOO!*) When we clap and cheer like that, it shows we have spirit! Let’s watch a video about a girl at camp named Kenzie, who has a *lot* of camp spirit! Get our video started by saying, “Let’s go!” (*Let’s go!*)

Play Main Idea Video.

**Script:** That is so cool that Kenzie could look back and celebrate the great things she got to do with her friends. We can also look back and celebrate the great things God has done in our lives. Say, “**I can look back!**” (*I can look back!*) Looking back and seeing what God has done reminds us that we are designed for a purpose and that God is always working in amazing ways. Say, “I am designed for a purpose!” (*I am designed for a purpose!*)

## Object Lesson:

### Supplies:

Bible 1 per group

Bag of trail mix 1 per group

**Script:** When on an adventure, it’s always good to carry a snack. Trail mix is a great adventure snack that can be made with lots of different ingredients—sunflower seeds, granola, nuts, and even chocolate! Did you know that each of those different parts of trail mix has a purpose? Some ingredients have protein, which helps to give strength and endurance, while others have sugar, which helps give energy. Each part of trail mix has a purpose—you just have to look for it. Say, “**I can look back!**” (*I can look back!*) When we look back, we can see the amazing ways God has worked through our lives. God has a plan and purpose for everything. When we look back and see what He has done, we can feel encouraged about the present and the future.

## Bible Story Video:

**Script:** (*Open the Bible.*) Let’s open the Bible and learn together. The Bible is God’s true message to us about himself. Today, our Bible story comes from the book of Genesis in the Old Testament. Everyone, say, “Old Testament!” (*Old Testament!*) The Old Testament is the first

section of the Bible, and Genesis is the first book in the Bible. Today, we will look at the story of a man named Joseph. As we will see, Joseph's life was one crazy adventure! Let's check it out.

Play Bible Story Video.

## Make the Connection:

**Script:** Joseph's life was full of adventure! From angry brothers and being sold into slavery, to becoming the man in charge of all the grain in Egypt. Joseph forgave his brothers for what they did to him in the past. He could look back and see that this was all part of God's design.

*(Circle one)* Everyone, say, "God's design!" (*God's design!*) God's design for our life is perfect. The Bible tells us that in the beginning God created everything, and it was good. From the first day, God had a plan for the world, for Joseph's life, for my life, and for your life. God designed us all to worship Him and to be with Him, but something separates us from God.

*(Circle two)* Everyone, say, "Brokenness!" (*Brokenness!*) We live in a broken world, and we are all broken and separated from God by our sin. *Sin* is doing what *we* think is best instead of following what *God* says is best. The Bible tells us that everyone has sinned. A sin could be thinking, *I don't like that girl*, telling your mom that you cleaned your room when you really just shoved everything in the closet, or even pushing your brother or sister when you got mad at them. Everyone sins, and our sin separates us from God and keeps us from living the way He designed.

In today's story, Joseph could have chosen *not* to forgive his brothers. It seemed like he had every right to stay angry! Joseph's brothers were really unkind, and they hurt Joseph. But when Joseph looked back, he could see that God had *always* been at work, even when bad things happened in his life. Say, "**I can look back!**" (*I can look back!*) Like Joseph, we can look back and see the amazing things God has done.

*(Circle three)* Joseph didn't stay mad at his brothers. He forgave them and recognized that God had a bigger plan in store than Joseph understood all those years ago. God has a big plan in store for us, too. Everyone, say, "Jesus!" (*Jesus!*) God offers to rescue us from sin and forgive us through Jesus! God sent His Son, Jesus, to live a perfect life, then die on a cross to take the punishment for our sin. Jesus died to offer us forgiveness.

When we respond to this truth and admit to God that we are sinners, believe that Jesus is God's Son who lived a sin-free life and died on the cross for our sins, and turn from our sin to love and

follow Jesus, we can be saved and rescued from sin. We will have a forever relationship with God! If you want to see how God has been working in your life or if you have questions about God's forgiveness, come talk to one of the leaders or another trusted adult.

No matter what good or difficult things happen, we can look back and see God working in our lives. He created us and designed us for a purpose. Say, "I am designed for a purpose!" (*I am designed for a purpose!*)

## Team Game:

Kids will try to cross a square without bumping into any of their friends.

**Big Goal:** Kids will be reminded to continually look back to see the good things God has done.

**Leader Prep:** Create a square playing area with cones or tape.

### **Supplies:**

Cones or tape (several) 1 per group

**Script:** Everyone, say, "Crisscross Crossing!" (*Crisscross Crossing!*) To play this game, we need to stand around the four sides of this square. Spread out evenly in 5-4-3-2-1! Well done! The goal of this game is to quickly make it to the other side of the square without bumping into any of your friends. But there is a catch! Everyone, say, "What's the catch?" (*What's the catch?*) Everyone is moving to the other side of the square at the same time, and you have to move across the square in a special way. I will give you directions each round, asking you to cross in fun ways. You may have to cross while skipping, walking backward, or while moving in slow motion. Are you ready to crisscross?

### *Ways to Move Across the Square:*

*Skipping*

*Walking backward*

*Moving in slow motion*

*Bunny hopping*

*Sideways shuffling*

*One-foot hopping*

*Marching*

*Speed walking*

You all did a great job crossing the square. How were you able to avoid bumping into your friends while you crossed the square? *(Allow kids time to answer.)* Yeah, you had to use your eyes and look out to try to avoid bumping your friends. Just like you had to continually look out for your friends, we can continually look back at what God has done in our lives.

## Theme Verse Video:

### **Theme Verse Motions:**

We are his workmanship, *(Make both your hands into fists. Hit one fist on top of the other, and then switch and hit the other fist.)*

created in Christ Jesus for good works *(Clasp your hands together in front of your body.)*

which God prepared ahead of time *(Place your arms at a 90-degree angle with your right arm pointing up, then lower and lay your right arm on your left.)*

for us to do. *(Point your thumbs toward your chest.)*

Ephesians 2:10 *(Hold your hands out like a book.)*

**Script:** All right, adventurers, let's continue forward together. Our next adventure is learning our Theme verse. Off your seat, and on your feet as we use our motions and voices to learn the verse.

Play Theme Verse Video.

**Script:** This verse shows us that God designed us for a purpose. It tells us that we were created to do good works that are a part of God's plan. His plan is always there, even if we can't see it until we look back.

## Theme Song:

**Script:** God designed us for a purpose, and His plan is for us to do good works that honor Him and point others to Him. Let's sing a song about God's amazing purpose for our lives!

Play Theme Verse Video.

## Small Groups:

\*Big Deal/Key Verse Review & Prayer Requests/Prayer Time

Finish up time in your small group pod by reviewing the Theme for the month, the verse and the “Big Deal” for today’s lesson. Ask for prayer requests, pray and wrap up.

## Pick Up Time:

*During this time children may wait around the room while videos play on the screen. There must be a leader at the door to receive parents and a second leader checking tags as the exit the room.*



## Elementary Leader Guide

August 31 –The Clubhouse 1<sup>st</sup>-3<sup>rd</sup>

**Monthly Theme:** I Am Designed for a Purpose

**Today’s “Big Deal” Theme Tie:** God Makes You New

**Bible Story Reference:** New Life in Jesus (Colossians 3)

*\*Previews of all videos listed below can be found on the Teacher Resource Page in the corresponding digital media folder.*

## Arrival & Small Groups

Upon arrival children will go to their designated pod based on their grade level for small group connections time. Each “pod” will have a leader waiting for them to begin connections conversations to start the morning.

**Small Group Leaders:** Introduce yourself to families you don’t know and use this time to welcome kids as they arrive.

Use these questions to help you get to know kids as they arrive. Ministry happens best through relationships. By spending this time with kids at the beginning, you will be able to make stronger connections as you begin teaching about how God knows them!

- *What was the best part of your week?*
- *What is something you like to do in school and why?*
- *Would you rather only be able to whisper or only be able to shout? Why?*
- *What is one thing you would love to never have to do again for the rest of your life?*
- *If you could pick a toy, stuffed animal, or video game character to come to life for a day, which would it be and what would you do together?*

## Countdown Video/ Leader Welcome:

*\*Twins arrive as countdown video begins.*

**Script:** Helloworld, friends! If you're ready for a game-changing kind of day, let me hear you say, "Oh, yeah!" (*Oh, yeah!*) My name is \_\_\_\_\_, and I'm pumped because—you guessed it—today is Game Changer! Let's get started with an awesome game!

## Theme Song/Offering/Worship Song:

Between songs remind children of the purpose for giving an offering. Give them examples of ways the offering contributes to the church and community. Ask students if they know how else our giving reaches out. Then remind them that during the next worship song they can bring their offering forward and drop it into the basket.

*\*Twins Leave After Worship Song*

## Stage Game:

**Leader Prep:** Mark each of the corners so kids can easily see corners 1, 2, 3, and 4, if desired.

### **Game Rules:**

1. Instruct kids to run to a designated spot or corner in the room, labeled 1, 2, 3, or 4.
2. Begin the video countdown, and then a number will display on the screen. Kids in that corner will do the silly action in the video, like do five jumping jacks or spin around three times.
3. Allow kids to re-choose corners for their next round.
4. Continue playing until the final round where kids in the corner called will now be the winners.



**Script:** Let's play one of my favorite games—"Four Corners"! In this game, you will choose between how many corners? (*Four!*) That's right! You'll run to one of our four corners and wait to see if your corner is called. If it is, get ready because you will be given a silly action! After these actions are completed, everyone will find a new corner! We'll do this a few times. On the very last round, kids in the corner that is called will be our Game Changer Game winners! Woo-hoo! This is going to be awesome! Let's play in 3-2-1! Everybody, find your corner!

**Keep It Going:** Challenge the kids whose corner is called to sit out after they do their silly action.

Show Stage Game Video 1.

**Script:** I love that game! It was so fun! How did you choose which corner you were going to in each round? Did you have a strategy? Did you follow a friend? Did you just randomly run around and stop at the closest corner when time ran out? In life, sometimes it can feel like we're just running around randomly, not really sure what we are doing or why we are doing it. Today, we are learning that each of us is designed for a purpose. God has a purpose and a plan for each of you. Let's keep going to learn what that might be!

**Script:** God designing us for a purpose is a Game Changer! Let's watch the Game Changer Game Show to see what the contestants will have to do today! Yell, "Game Changer" to start the video in 3-2-1! (*Game Changer!*)

Play Main Idea Video.

**Script:** That was awesome! I'm excited to keep learning with you about how God makes us new. Everybody, say, "New life!" (*New life!*) Awesome! When we trust in Jesus, we are made new! That is really good, game-changing news!

## Object Lesson:

### **Supplies:**

Recycle bin with symbol 1 per group  
Bible 1 per group

**Script:** This is a symbol that we might see in different places or on different objects. When you see this symbol, it means *recycle*. Let me hear you say, “Recycle!” (*Recycle!*) We can recycle cans, paper, and other things so they can be made into something totally new.

God designed each of us for a purpose—to *glorify*, or to highly praise, Him. On our own, our sin keeps us from doing this well. When we love and follow Jesus, He makes us new, so we can live in a new way—a new way that shows other people just how awesome God is! God loves us so much that He doesn’t want us to stay like we are—broken by sin. He has a different and very good plan for each of us. **God makes you new**, and He designed you for a purpose!

I’m going to ask you, “God makes *who* new?” Then you respond back with, “**God makes you new!**” and point to a friend! “God makes *who* new?” (**God makes you new!**) Awesome! We’ll do that a few more times today, so make sure you’re always ready!

## Bible Story Video:

**Script:** Today, we are reading from the Bible, God’s true message to us about Himself. In our Bible story today, a man named Paul wrote a letter to people in a place called Colossae (koh LAHS sih). Everyone, say, “Colossae”! (*Colossae!*) In this letter, Paul talked about God’s purpose for our lives. Let’s hear our Bible story in 3-2-1!

Play Bible Story Video.

## Make the Connection:

**Script:** (*Open the Bible.*) Wow! Isn’t it cool that God created the world and everything in it? Isn’t it even cooler how that same God created us too? God cares for us and designs us for a specific purpose. Like we saw in our Bible story, when we love and follow Jesus, we become a part of God’s special people. This means we are holy and loved by Him—not because of anything we do on our own but because of what Jesus did for us.

Because of sin, our lives are broken without Jesus. We make choices that hurt others, hurt us, and hurt God. Even when we try our very best, we still can’t live perfectly. God loved us so much that He didn’t want to leave us in our brokenness! He made a way for us to have new life—through Jesus! Jesus took the punishment that we deserve by dying in our place. But Jesus didn’t stay dead! He beat sin and death and rose again! We have new life in Him!

When we trust and follow Jesus, He makes us new. Ask, “What does that mean?” (*What does that mean?*) Being made new means that we are different. God forgives our sin and heals our

brokenness. He helps us live in a new way, living out the purpose God designed us for us—to honor Him and show people His love. We are designed for a purpose, and that purpose is to glorify God! What a game-changing way to live! God makes *who* new? (***God makes you new!***) Let's watch this video to learn more about how Jesus changes the game for us!

Life with Jesus leads us to live out the purpose God designed us for. He makes us new so we can enjoy Him, point others to Him, and show people His love. If you want to know more about this new life, find me or your Team Leader. We would love to talk with you more about how you can have new life in Jesus! Now, you know what I think we have just enough time for? One more game! Let's go!

## **Team Game:**

Kids will hop through a path of hula hoops, attempting to beat multiple players from the other team in “Rock, Paper, Scissors.”

**Big Goal:** Remember that God gives us a new way to live.

**Leader Prep:** Gather and set out hula hoops in a winding line.

### **Supplies:**

Hula Hoops (20–25 per group) 1 per group

**Script:** Do we have any “Rock, Paper, Scissors” champs in here?! (*Allow kids to answer.*) Oh, good! Today, you are going to put those skills to the test—buuuuut with a little bit of a twist!

Does everyone see this winding path of hula hoops?! We will form two teams, and the teams will line up at opposite ends of the path. On “Go,” the first player on each team will hop on two feet down the winding path, without skipping any hula hoops. Hop on how many feet? (*Two feet!*) When the two players meet on the winding path, they must play “Rock, Paper, Scissors.” The winning player gets to keep hopping, but the losing player must go to the back of his line. The next player on his team will immediately start hopping to meet the other team as quickly as possible. Those two players will then play “Rock, Paper, Scissors.” We'll keep playing until one player makes it to the other side! If you think you can handle that, yell, “Oh, yeah!” (*Oh, yeah!*)

**Keep It Going:** Play multiple rounds, giving teams a point each time they win a round.

That is one of my favorite games! So many times, I thought someone was going to win, and then someone from the other team won the round of “Rock, Paper, Scissors,” and everything started back over.

**Script:** Life is kind of like that. Sometimes it can feel like we are doing well in life—maybe we have made some good friends or school is awesome—but then something happens that stops us and sets us back. It can be discouraging when tough things happen or when our own sin leads to brokenness and hurt. When we remember that we are designed for a purpose, we can keep going, knowing that we are not alone, and that new life is found in Jesus!

## Theme Verse Video:

### Theme Verse Motions:

For the wages of sin (*Hold your left palm face up and slide right hand over it in a back-and-forth motion as a sign for money.*)

is death, (*Make an X with your arms in front of your chest.*)

but the gift of God (*Hold both your palms up, and extend your arms forward.*)

is eternal life (*Throw your hands in the air, and jump around.*)

in Christ Jesus our Lord. (*Touch each palm with the middle finger of the opposite hand.*)

Romans 6:23 (*Bring your hands together to make a Bible.*)

**Script:** Let's learn our Game Changer Theme verse! We're learning this together because it comes from the Bible—God's Word! The Bible is God's true message to us about Himself. It is true and important. God tells us to know His Word so we can know how to live. This verse shows us what new life with God is like! Let's begin in 3-2-1!

Play Theme Verse Video.

**Script:** Forever life with God is a gift that we're given when we trust and follow Jesus! That new and forever life starts right when we decide to follow Him. God has designed each of us for a purpose—to love Him more and to help others do the same. What a gift!

## Theme Song:

**Script:** Let's praise God for designing us for a purpose and making us new! New life in Jesus is worth singing about! Thank Him for changing the game for us as you worship.

Play Theme Song Video.

## Small Groups:

\*Big Deal/Key Verse Review & Prayer Requests/Prayer Time

Finish up time in your small group pod by reviewing the Theme for the month, the verse and the “Big Deal” for today’s lesson. Ask for prayer requests, pray and wrap up.

## Pick Up Time:

*During this time children may wait around the room while videos play on the screen. There must be a leader at the door to receive parents and a second leader checking tags as they exit the room.*