

K-5TH

Large Group

August–Week 4

## TODAY'S SCHEDULE

### PRE-SERVICE

GAME 15 MIN

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### LARGE GROUP [33 MIN]

OPENING GAME 10 MIN

WORSHIP 5 MIN

STORY VIDEO 13 MIN

BOTTOM LINE

WHAT'S OUR PART IN THE STORY

SALVATION MOMENT 5 MIN

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### SMALL GROUP [30-35 min]

APPLICATION 1 12 MIN

APPLICATION 2 12 MIN

CLOSING PRAYER 6 MIN

THIS MONTH



## Today's Bible Story

Ruth

Ruth 1

Supporting: Ruth 2-4

## Bottom Line

God can give you  
courage when you don't  
know what's next.

## Memory Verse

"When I'm afraid, I put  
my trust in you"  
Psalm 56:3



## PRE-SERVICE GAME

### What You Need

- ☐ No supplies

### What You Do

Welcome kids to the group with a high five or fist bump.  
Direct the kids to stand in the center of your group space.

Say, “We’re going to play a game called ‘Would You Rather?’ I’ll read a question with two choices. If you pick the first choice, you’ll go to this side of the room (point clearly to the side of the room). If you pick the second choice, you’ll go to that side of the room (point to the opposite side). Ready?”

Start off with a practice round.

→ Would you rather eat pizza or hot dogs for the rest of the week?

One by one, ask one of the “Would You Rather?” questions below. As you read each option, point to the side of the room to indicate which side of the room kids are to travel to. Allow time for kids to move to their side.

Invite a few kids to share why they chose what they did.

Would You Rather?

→ Would you rather move to a brand-new country OR stay in your hometown forever?

→ Would you rather have to start a new school OR be the new kid on a sports team?

→ Would you rather go on an adventure without knowing the destination OR stay home where it’s safe?

→ Would you rather have to eat a meal you’ve never tried before OR only eat the same food for a whole year?

→ Would you rather go on a roller coaster blindfolded OR not ride it at all?

→ Would you rather have to do a big school presentation without preparation OR take a surprise test?

“That was so fun! Guessing the challenges was tough, but you nailed it!

[TRANSITION] That reminds me of our true story from the Bible today. We’re going to hear about some really brave spies. They weren’t brave because they were the strongest, but because they knew God was and He was with them. So they trusted God with their big, brave mission. Let’s go!”



## LARGE GROUP

### OPENING GAME

#### What You Need

- ☐ Masking tape or colored painter's tape, one roll for each Large Group
- ☐ 3 simple signs taped on the floor that read "Mountain Peak," "Shady Oasis," "Whispering Woods"—to create "Landmark" spot markers
- ☐ Optional: 3 cones to tape the simple Landmark signs

### WORSHIP

### STORY VIDEO

### SALVATION MOMENT

#### What You Need

- ☐ Salvation cards
- ☐ Salvation sheet

### What You Do

HOST: "Hey there, adventurers! Welcome back to our 'On the Move' headquarters! Are you ready to explore some new paths today? (WAIT FOR CHEERS.) Fantastic!

"In today's game, 'Choose Your Path Adventure Walk,' we're all going to be brave travelers! See these paths on the floor? (POINT TO TAPED PATHS THAT LEAD TO THE THREE LANDMARK SPOTS.) And see these cool Landmark Spots?

→ Point to the three landmark markers—"Mountain Peak," "Shady Oasis," and "Whispering Woods."

"Here's how it works: Everyone is going to start here at our 'Crossroads!'

→ Gather kids in a central starting spot.

"When the music starts, I'll call out a Landmark. You need to choose a path and travel along it—you can walk, skip, hop, whatever feels like an adventure—until you reach that Landmark! When the music stops, freeze at your Landmark! Then we'll get a new destination! Ready to choose your path? "Okay, travelers! First Landmark is . . . the Mountain Peak!

Music, please!

AUDIO -> Play high-energy music

→ Play the music in short bursts, approx. 20-30 seconds.

→ Kids choose paths and move to the "Mountain Peak" landmark. Host encourages different travel styles. (STOP MUSIC.)

"Freeze! Great job reaching the Mountain Peak! Now, from the Mountain Peak, your next destination is . . . the Shady Oasis! Music!

AUDIO -> Play high-energy music

Kids travel back to the Crossroads and choose new paths to the "Shady Oasis." Repeat 2-3 more times, using different landmarks and encouraging kids to try different paths.



## LARGE GROUP

### OPENING GAME

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### WORSHIP

### STORY VIDEO

### SALVATION MOMENT

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(AFTER THE LAST ROUND) "Amazing job, pathfinders! You bravely chose your way and kept moving, even when you didn't know exactly what each path would be like! That's a lot like life sometimes—we don't always know what's next on our journey.

"And that leads us to our big idea for today: [BOTTOM LINE] God can give you courage when you don't know what's next.

Let's say that all together:  
[BOTTOM LINE] God can give you courage when you don't know what's next!"

HOST and KIDS: [BOTTOM LINE] "God can give you courage when you don't know what's next." "He truly can! Now, let's get our hearts ready to worship the God who guides us on every unknown path!"



## SMALL GROUP

### APPLICATION 1

#### What You Need

☐ Bible Marked at Psalm

56:3

☐ Music

## What You Do

Divide kids into two teams.

Instruct each team to line up behind a start line.

Move Together One at a time, a kid from each team is to run to the basket, pick one card, and bring it back to their team.

Once all the cards are collected, the teams are to work together to put the story cards in the correct order. The first team to place the cards in order correctly wins!

#### Story Sequence

→ There was a famine in Bethlehem, so Naomi and her family moved to Moab.

→ While they were in Moab, Naomi's husband and two sons died, leaving her with her daughters-in-law, Ruth and Orpah.

→ Naomi decided to return to Bethlehem after hearing that God had provided food there.

→ Orpah went back home to her family, but Ruth refused to leave Naomi, saying: "Where you go, I'll go. Your people will be my people. Your God will be my God." (Ruth 1:16, NIV)

→ To help provide food, Ruth went to gather grain in a field that happened to belong to a man named Boaz.

→ Boaz showed kindness to Ruth! He told his workers to leave extra grain for her and made sure she was safe.

→ Boaz had a special relationship to Naomi's family—he was someone who could protect Naomi's family. He was a family protector! So he later married Ruth.

→ Ruth and Boaz had a son named Obed, who became the grandfather of King David. Jesus was later born into this same family line!

"Great teamwork, everyone! Ruth had a big choice to make. She chose to leave her home and follow her mother-in-law Naomi to a place she'd never been. She didn't have a job, she didn't know anyone, and she had NO idea what would happen next. The only thing she did know was that God was trustworthy. She had no idea what was going to happen in her life, but she wanted to follow Him. "She told Naomi: 'Your people will be my people. Your God will be my God.' (RUTH 1:16, NIV) What a bold, BRAVE, promise! Ruth meant it. And God was so honored by her trust in Him! God took care of everything she needed—He made sure she had food, was safe, and even provided a family protector in Boaz. And guess what? God did something even more amazing! God wove Ruth into Jesus' family tree! Ruth was Jesus great-great-many-times-great grandmother! God was so honored by Ruth's trust in Him that He wrote her into His great rescue plan for the whole world!"



## SMALL GROUP

### APPLICATION 2

#### What You Need

☐ “Unknown Scenarios”

Activity Page

☐ Paper

☐ Marker

☐ Painter’s Tape

#### What You Do

Before you begin, use the marker to write “Courage” on one piece of paper and “Fear” on another.

Tape the signs on opposite sides of the room.

→ Set the signs on the floor if taping them on the wall isn’t an option.

Gather the kids in the center of your group space.

One at a time, read a scenario from the “Unknown Scenarios” ActivityPage.

Ask kids: “If this happened to you, how would you usually react—with courage or with fear?”

Instruct the kids to move to the sign that matches their answer.

After each scenario, pause and ask:

→ “What would make it easier to choose courage in that situation?”

→ “How could you ask God for help since He wants to give you courage?”

→ Continue until every scenario has been read.

→ End by reminding the kids: “God gives us courage through the Holy Spirit. We never face anything alone!”

“You know, trying something new can feel a little scary, right? Has anyone ever felt nervous about trying something new? (INVITE RESPONSES.) How about a time you felt afraid but chose courage anyway? (INVITE RESPONSES.)

“But we don’t have to try and be courageous all by ourselves! When we follow Jesus, God Himself moves inside of us through His Holy Spirit. He is closer than close! So He goes with us every step of our lives. He is the strongest, and biggest, and most powerful, and He is always working for good. When we trust and believe that He goes with us, He can give us the courage to face what’s in front of us when we don’t know what’s next. God is the strongest and He goes with us everywhere! And that can help us be brave!

“So the next time you’re at a courage crossroads, remember this: [BOTTOM LINE] God can give you courage when you don’t know what’s next. You never face anything alone!”



## **SMALL GROUP**

### **CLOSING PRAYER**

#### **What You Need**

☐ **No supplies needed**

### **What You Do**

#### **Close out in prayer:**

“God, thank You that we can talk to You anytime, anywhere, about anything. You are always listening because You care so deeply for us!

Sometimes, we don’t know what’s going to happen next. When we feel nervous, confused, or even afraid, help us trust that You are with us, You are the strongest, and we can be brave because we go everywhere with You! We love You so much. We pray these things in Jesus’ name. Amen.



# GETTING READY

## What You Need

- ☐ ...
- ☐ ...
- ☐ ....

PRE-SERVICE GAME

**LARGE GROUP**

**OPENER GAME**

**WORSHIP**

**SALVATION MOMENT**

**SMALL GROUP**

**APPLICATION 1**

**APPLICATION 2**

**CLOSE OUT IN PRAYER**