

K-5TH

LARGE & SMALL GROUPS

OCT-WEEK 3

## 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

1 Kings 3:4-5  
Supporting: Proverbs 15:1;  
3:5-6; 17:17

### Bottom Line

You can ask God for wisdom.

### Memory Verse

"It is much better to get wisdom  
than gold. It is much better to  
choose understanding than  
silver." Proverbs 16:16 NIV

## PRE-SERVICE GAME

### “Get to Know You”

#### What You Need

- ☐ Beach Ball

#### What You Do

Welcome kids with a high five, fist bump, or a wave as they arrive.

1. Invite the kids to stand in a circle.
2. Select one kid to toss the beach ball to someone else.
3. When a kid catches it, ask them a “Get to Know You” question.
4. After answering, instruct the kid to toss the ball to someone new.
5. Read another question aloud to the kid who has caught the beach ball.
6. Continue until every kid has had a turn to answer a question!

#### Get to Know You Questions

1. What’s your favorite flavor of ice cream?
2. If you could have any superpower, what would it be?
3. What’s your favorite part of an amusement park? The food, rides, or something else?
4. If you could have any animal as a pet— even a wild one— what would you pick?
5. What’s your favorite thing to do on a rainy day?
6. If you opened your own restaurant, what kind of food would you serve?
7. What’s the funniest thing that’s ever happened to you?
8. If you could switch places with a character from a book or movie, who would it be?
9. What’s your dream vacation?
10. What’s your favorite color?

## LARGE GROUP

### OPENING GAME

#### “Wisdomland Ride Design Competition”

What You Need

- ☐ Ride Building Supplies

### WORSHIP

### STORY VIDEO

### SALVATION MOMENT

What You Need

- ☐ Salvation cards
- ☐ Salvation sheet

## What You Do

“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!

→ Work together as a group to make up a short cheer for “That was awesome! At Wisdomland, making decisions is part of every adventure. And you know what? God goes through every moment with you and He wants to help you make wise choices. That’s what we’re learning all month!

## LARGE GROUP

### OPENING GAME (CONT.)

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."

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#### What You Need

- ☐ Salvation cards
- ☐ Salvation sheet

## SMALL GROUP

### APPLICATION 1

#### “Sticky Prayers”

##### What You Need

- ☐ “Sticky Prayers” Activity Page
- ☐ Blank Stickers
- ☐ Markers

## What You Do

1. Sit on the floor or around a table.
2. Give every kid a “Sticky Prayers” Activity Page and nine blank stickers.
3. Set out the markers.

### Imagine Together:

1. Ask: “When is a time you’ve needed help making a wise choice?”  
→ Encourage kids to think about real-life situations like a conversation with a friend, a time they felt angry, or when they were unsure what to do.
2. Say, “We’ve been discovering all month long that true wisdom comes from God! He is the wisest, and He wants to give us wisdom so we can go through life well. Each of the prayers on your page are ways we can talk to God when we need His wisdom.”
3. Point out the nine situations and feelings at the bottom of the page.
4. Direct the kids to write (or draw) each situation on their sticky notes.
5. Lead the kids to take each sticky note and place it on top of the nine prayer prompts on the page.

## What You Say

“Awesome job with these Sticky Prayers, friends! These are real moments when we can stop, talk to God, and say: ‘God, will You give me wisdom?’ Maybe you need help figuring out what to say to a friend who’s sad. Or how to do the right thing, even when no one’s watching. These are all moments when we should lean in to God’s presence with us and ask God for help! “

## SMALL GROUP

### APPLICATION 2

#### “Pat & Clap Verse”

What You Need

☐ No Supplies

### What You Do

1. Gather the kids in a circle.
2. Say, “Today we’re going to use movement to help us remember our Memory Verse, Proverbs 16:16!”
3. Read the verse using the Bible (or invite a strong reader to help!).
4. Repeat the verse together several times.
5. Discuss any words that might be unfamiliar to the kids.

Move Together: Teach the verse motions. → For NlrV, they are:

- It is (CLAP, CLAP)
- much better (PAT, PAT)
- to get (STOMP, STOMP)
- wisdom (SPIN AROUND)
- than gold (CLAP, CLAP)
- it is (PAT, PAT)
- much better (STOMP, STOMP)
- to choose (CLAP, CLAP)
- understanding (SPIN AROUND)
- than silver (PAT, PAT)
- Proverbs 16:16 (NlrV)

## SMALL GROUP

### CLOSING PRAYER

What You Need

- ☐ 3rd-5th index cards & pens\*

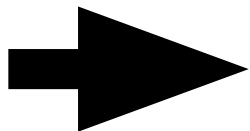
### What You Do

“Dear God, thank You for being the source of ALL wisdom! Thank You that You gave us the Bible because You want us to be wise. And also thank You for putting people in our lives who follow You because you want us to be wise. Help us to be like David and to focus our lives on our friendship with You. We want to be close to You and wise like You are! Teach us to listen to You and the people who know You well. We love You, God, and we pray these things in Jesus’ name. Amen.”

**\*3rd-5th write down a prayer request and place in the prayer box.**

# GETTING READY

What You Need



## PRE-SERVICE GAME

☐ **Beach Ball**

## OPENER GAME

☐ **Ride Building Supplies**

## SALVATION MOMENT

☐ **Salvation cards**

☐ **Salvation sheet**

## APPLICATION 1

☐ **“Sticky Prayers” Activity Page**

☐ **Blank Stickers**

☐ **Markers**

## APPLICATION 2

☐ **No Supplies**

## CLOSE OUT IN PRAYER

☐ **3rd-5th graders - index cards and pens**