

K-5TH

LARGE & SMALL GROUPS

NOV.-WEEK 2

TODAY'S SCHEDULE

PRE-SERVICE

GAME 15 MIN

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

SMALL GROUP [30-35 min]

APPLICATION 1 12 MIN

APPLICATION 2 12 MIN

CLOSING PRAYER 6 MIN

THIS MONTH



Today's Bible Story

Jonah Jonah 1-3

Bottom Line

God knows what's best.

Memory Verse

Those who trust in the Lord will receive new strength. They will fly as high as eagles. They will run and not get tired. They will walk and not grow weak.
Isaiah 40:31 (NirV)

PRE-SERVICE GAME

“IMAGINE CHARADES”

What You Need

- Index Cards - one for each kid
- Pens or Pencils - one for each kid

What You Do

Welcome kids by name as they arrive with a high five, fist bump, or a wave!

1. Give each kid one index card and a pencil.
2. Say, “Think of a place you love to go to or something fun you love to do! You’re going to write or draw it on your card. Just one idea per card!” → Provide examples to get them started, like “The beach,” “a cousin’s house,” “playing on the playground,” or “reading a book.”
3. Collect all the cards, place them in a pile, and mix them up.

Imagine Together

1. Instruct the kids to sit in a circle.
2. Mix up the index cards face down, and put them in a pile in the middle of the circle.
3. Explain how to play:
 - One kid will draw a card.
 - Without speaking, they’ll act out what they think is on the card.
 - Everyone else will try to guess what they’re doing or where they are!
4. Continue until everyone who wants to act has had a turn, or as time allows.

What You Say

“It’s fun to imagine all the places we can go and things we can do. Was it tricky acting out something that wasn’t your idea? Some of the things we acted out might have felt easy, or even tricky! Especially when you’re acting out something someone else came up with. Some of you had to guess, get creative, or just give it your best shot.

“Today, in our true story from the Bible, we’ll learn about a guy named Jonah who didn’t want to do what God asked him to do. He had his own idea of what was best. But guess what? God always knows what’s best! Not just for Jonah, but for the people around him—and for us too! Let’s go find out more!”

LARGE GROUP

OPENING GAME

“GO FISH”

What You Need

- Ten fish on colorful cardstock with one section of the Memory Verse on each of the fish, numbered:
 1. Those who trust
 2. in the LORD
 3. will receive new strength.
 4. They will fly
 5. as high as eagles.
 6. They will run
 7. and not get tired.
 8. They will walk
 9. and not grow weak.
 10. Isaiah 40:31
- Place the fish around the stage.

WORSHIP

STORY VIDEO

SALVATION MOMENT

What You Need

- Salvation cards
- Salvation sheet

What You Do

HOST:

“Hello, everyone! Welcome! I’m so glad that you came today. This month, we’re digging into Bedrock by building confidence in God block by block. Placing our trust and confidence in God is something that we learn by doing it! We all need practice. And in today’s story, we’ll meet a guy who REALLY needed some practice. In fact, instead of trusting God, he ran away and found himself in a fishy situation.

“Now, before we launch into our story, we’re going to warm up with a fishing game! “Have any of you ever gone fishing? If you’ve gone fishing, raise your hand! (PAUSE FOR RESPONSES.)

“Great! Well, whether or not you’ve been fishing before, I need two volunteers who would like to try their hand at fishing. And I need two more volunteers who would like to help line up the fish after they are caught!

→ Select four volunteers and bring them up on stage. (PREFERABLY, SELECT VOLUNTEERS WITH MORE ADVANCED READING SKILLS.) Give the first two magnetic fishing rods.

“Great. Now, you two are fishermen. And you two are going to put our fish in order! See, there are ten special fish scattered around the stage. Each of these fish has one part of our Memory Verse! The verse is Isaiah 40:31! That’s the verse we’re trying to get in our heads and hearts this month. There are numbers on the fish, in case you need help putting them in order!

“Your job is to put the fish in order by clipping them to the line on this background so that we can see the whole Memory Verse! “Use your fishing rod to pick up the fish. “Okay, fishermen, are you ready? (PAUSE FOR RESPONSES.)

“Fish liner-uppers, are you ready? (PAUSE FOR RESPONSES.) “Then it’s time ... to GO FISH!

(CONT.)

OPENING GAME (CONT.)

What You Say

“You all did a fantastic job of catching fish and lining them up! Let’s all read our Memory Verse together. (READ THE MEMORY VERSE FROM THE CARDBOARD FISH, OR READ IT FROM THE SLIDE.) “You can trust God, no matter what.

So let’s show God our love and trust as we sing some worship songs. On your feet, everyone! Let’s worship God!”

WORSHIP

STORY VIDEO

SALVATION MOMENT

What You Need

- Salvation cards
- Salvation sheet

SMALL GROUP

APPLICATION 1

“JUMP IF YOU...”

What You Need

- No supplies needed

What You Do

1. Invite the kids to stand in a big circle.
2. Explain how to play: → Say, “I’m going to say a sentence that starts with, ‘Jump in the middle if you ...’ If the sentence is true for you, take a big jump into the middle of the circle, then jump back to your spot.”
3. Demonstrate by reading the first statement.
4. Read the statements slowly, one by one, and give the kids time to respond.
5. After the final statement, invite the kids to sit down, and discuss.

Jump in the Middle If You ...

- Have brown eyes
- Like broccoli
- Have a brother
- Like chocolate ice cream
- Like roller coasters
- Love to read
- Like to eat tacos
- Don’t like sour candy
- Have a younger sister
- Love math the most
- Are wearing red
- Are at church today

What You Say

“Some of these things—like what you’re wearing or what ice cream you like—are things people can see or hear about you. But other things about you are more personal, like how you feel when you’re nervous, or who you pray for at night.

“We have to ask each other to find out those things about each other. BUT God knows it all! He knows every little thing about you—even the number of hairs on your head! (LUKE 12:7)

“God knows every little thing about you! And there’s something else God knows about you—He knows every little thing that is going on in your life!

“He knows if there is a mean kid whom you are trying to be kind to. He knows that you’re nervous about your spelling test. He knows that you’re trying to do your math work instead of playing video games. God knows when you’re happy or sad, when you need help, or when you’re trying really hard to make a good choice.

(CONT.)

SMALL GROUP

APPLICATION 1 (CONT.)

“God is your closest, closest friend. He knows everything about you, and He loves you so much! And He goes through every bit of life with you. So talk to Him about everything!”

“In everything you are facing in your life, He wants to guide you to goodness. God is good and His ways are good.

“That means He’s the best One to lead us. When you’re not sure what to do, or when things feel too big or confusing, you can stop and pray to your friend who is right with you, ‘God, I trust You. Show me what’s best.’ God is with you, so take a deep breath and follow Him wherever He leads you! Do whatever He tells you to do. Because God is always guiding you to goodness. God knows what’s best.”

SMALL GROUP

APPLICATION 2

“LETS GO FISHING”

What You Need

- Print “Jonah Story Cards” Activity Page on cardstock and cut apart, one set for each Small Group
- Prepared fishing poles from “Opening Game” one for each Small Group
- Blue paper (create water-like surface)

What You Do

1. Scatter the “Jonah Story Cards” on top of the blue pond on the floor.
2. Explain that the kids will take turns using the prepared fishing pole to “fish” for one card from the pond.
3. After all the cards have been “caught,” turn them face-up and work together to put them in Bible Story order. (The Bible Story order is included in the prompts below.)
4. Review each card using the prompts below.

Make It Personal

-> *Tell your few about an age-appropriate time as a kid when you thought you knew what was best, but like Jonah, you learned that God’s way was better. How was God’s way better?*

Jonah Story Card Prompts:

→ **GO to NINEVEH** sign: God told Jonah to go to Nineveh. Why? (GOD WANTED JONAH TO TELL THE PEOPLE TO STOP DOING WRONG THINGS.)

→ **BOAT**: What did Jonah do instead? (HE GOT ON A BOAT GOING THE OPPOSITE WAY.)

→ **PILLOW**: What happened while Jonah was below deck and fell asleep? (GOD SENT A BIG STORM!)

→ **CALM SEA**: How did the storm stop? (JONAH WAS THROWN OVERBOARD, AND GOD CALMED THE SEA.)

→ **BIG FISH**: How long was Jonah inside the fish? (THREE DAYS AND THREE NIGHTS.)

→ **PRAYER HANDS**: What did Jonah do in the fish? (HE PRAYED TO GOD FOR HELP.)

→ **SANDY BEACH**: What happened next? (GOD MADE THE FISH SPIT JONAH OUT.)

→ **NINEVEH with THUMBS-UP**: What did Jonah do now? (GOD ASKED HIM AGAIN TO GO TO NINEVEH, AND JONAH WENT. THE PEOPLE OF NINEVEH LISTENED!)

(CONT.)

SMALL GROUP

APPLICATION 2 (CONT.)

“LETS GO FISHING”

What You Say

Wow, Jonah went through A LOT—from running away to being swallowed by a big fish! Jonah didn't trust God at first. He thought he knew better than God! Instead of trusting and putting his confidence in God and in God's ways, Jonah decided he was going to go his own way.

“God wanted Jonah to go to Nineveh and tell the people there to follow God's ways! God wanted to give an entire group of people the chance to live better if they just turned from their ways. And God wanted to give Jonah a chance to share that message with them. But Jonah didn't want to do that. He thought the Ninevites were too mean to receive God's kindness.

“We can be like Jonah too. Sometimes, we think we know better than God. But God never gave up on Jonah. God gave Jonah a second chance, and Jonah decided to follow God's ways! And because Jonah did what God wanted, an entire city of people lived better lives! “Sometimes we don't understand why God wants us to do something. Maybe it feels scary or hard—like talking to someone new, telling the truth, or choosing to be kind. But here's what we can always remember: God knows what's best. Do you know why? Because God is GOOD.

He is kind, He is loving, He is truthful. God is good, and that means His ways are good! “When we tell the truth, it shows that we are honest people. When we are kind to someone, it shows them God's love. When we follow God's ways, it is good and it spreads goodness! That's why God wants us to follow Him and His ways—even when it's hard.

“Sometimes we might feel unsure about following God and His ways like Jonah, but remember, friends, God knows what's best. He is always working for something good! We can trust Him every time!”

SMALL GROUP

PRAY AND DISMISS

What You Need

- 3rd-5th Graders - Index Cards & Pens**

What You Do

1. Gather the kids together in a circle.
2. Invite kids to close their eyes and think about something they might not want to do, even though they know it's the right thing and God's way.
 - Share examples like being kind to someone who isn't kind, telling the truth, helping a sibling, doing something that feels scary.
3. Say, "Now let's all take a quiet moment to talk to God about it! You can ask God to help you trust Him."
4. Give the kids 30 seconds of silent prayer time.
5. Close in prayer.

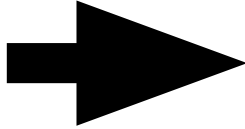
Prayer

"Dear God, we are so grateful that You are always good and we can trust You and follow Your ways no matter what! Sometimes it's hard to do what's right. Sometimes we want to run away from things we don't like or don't understand. Help us to trust that You are good, and You know what's best. Help us to stop and pray when we feel afraid or unsure. Help us to trust You and obey. We love You, and we pray these things in Jesus' name. Amen!"

**3rd-5th- write down your prayer request on a index card and place inside the prayer box.*

GETTING READY

What You Need



PRE-SERVICE GAME

- Index Cards - one for every kid
- Pencils or Pens - one for every kid

OPENER GAME

- Cut out ten fish on colorful cardstock. Write one section of the Memory Verse on each of the fish. Be sure to number each fish (it will help with verse assembly for pre-readers):
 1. Those who trust
 2. in the LORD
 3. will receive new strength.
 4. They will fly
 5. as high as eagles.
 6. They will run
 7. and not get tired.
 8. They will walk
 9. and not grow weak.
 10. Isaiah 40:31
 - Use the double-sided tape to attach a magnet to the back of each fish. Place the fish around the stage.
- During the game, two volunteers will use magnetic fishing rods to catch the fish, and two volunteers will arrange the fish in order on the whiteboard to complete the verse.

SALVATION MOMENT

- Salvation cards
- Salvation sheet

APPLICATION 1

- No supplies needed

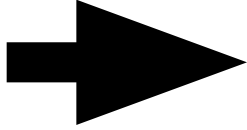
APPLICATION 2

- Print “Jonah Story Cards” Activity Page on cardstock and cut apart, one set for each Small Group
- Yardstick or 12-inch dowel stick, one for each Small Group
- Prepared fishing poles from “Opening Game”
- Yarn, one 8-inch piece for each Small Group
- Magnets (like these: <http://bit.ly/4lijPiG>), one for each Small Group
- Large paperclips, eight for each Small Group
- Tape, one roll for each Small Group
- Blue towel or blue paper (to create a water-like surface

(CONT.)

GETTING READY (CONT.)

What You Need



- Before Group time:**
 - Put a large paperclip in the middle of each “Jonah Story Card.”
 - Tape or tie a magnet to the end of the fishing pole’s yarn line.

CLOSE OUT IN PRAYER

- 3rd-5th Graders - Index Cards & Pens**