

# Unstuck: Don't give up

WEEK  
**FIVE**

MAY 2020

GRADES  
**2-3**

SMALL GROUP

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

# 252 KIDS

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**PRELUDE**

**SOCIAL**

**STORY**

**WORSHIP**

**GROUPS**

**HOME**

## BIBLE STORY

**I Need to Know**  
Philip and the  
Man from Ethiopia  
Acts 8:26-40

## MEMORY VERSE

Let us not become tired of doing  
good. At the right time we will  
gather a crop if we don't give up.  
Galatians 6:9, NIV

## LIFE APP

Determination—Deciding  
it's worth it to finish  
what you started

## BOTTOM LINE

Keep going even  
when you have questions.

## BASIC TRUTH

I need to make the wise choice.

### PRELUDE: Setting the tone for the experience

For Leaders Only  
Create the Environment  
Monthly Overview

**15**  
MIN

### SOCIAL: Providing time for fun interaction

Early Arrivers  
So Puzzled

**25**  
MIN

### STORY: Communicating God's truth in engaging ways

Opener  
Bible Story  
Worship  
Prayer  
Closer

**10**  
MIN

### WORSHIP: Inviting people to respond to God

"Every Beat" from *Every Beat*  
"We Believe" from *Kidmin Worship Vol. 4*

**25**  
MIN

### GROUPS: Creating a safe place to connect

Hopscotch Holdup  
Determination Dialogue  
Cup o' Memory  
Prayer

### HOME: Prompting action beyond the experience

GodTime  
Parent Cue

## GETTING READY

**SOCIAL: PROVIDING TIME FOR FUN INTERACTION**

CHOOSE ONE OR BOTH OF THESE ACTIVITIES.

**EARLY ARRIVER IDEA**

*Made to Play:* an activity that encourages learning through following guidelines and working as a group

**WHAT YOU NEED:**

- An offering container

**SO PUZZLED**

*Made to Explore:* an activity that extends learning through hands on experimentation and discovery

**WHAT YOU NEED:**

- Two or three puzzles
  - At least one puzzle should have larger pieces, and it should be one that doesn't need to be returned to its owner. Kids will be writing on the pieces during the prayer activity.
  - Before setting out the puzzles, remove a couple pieces from each one or mix up a few of the pieces (take two pieces from one puzzle and put them with another puzzle and vice versa).

**GROUPS: CREATING A SAFE PLACE TO CONNECT**

CHOOSE AS MANY OF THESE ACTIVITIES AS YOU LIKE.

\* If you don't have time to do all these activities, be sure to do activity #2.

**1. HOPSCOTCH HOLDUP**

[TALK ABOUT GOD | BIBLE STORY REVIEW]

*Made to Move:* an activity that increases the oxygen in the brain and taps into the energy in the body

**WHAT YOU NEED:**

- 20 pieces of construction paper
- Markers
- Two dice
- Painter's tape

**\* 2. DETERMINATION DIALOGUE**

[LIVE FOR GOD | APPLICATION ACTIVITY]

*Made to Connect:* an activity that invites kids to share with others and build on their understanding

**WHAT YOU NEED:**

- Print the "Determination Dialogue" Activity Page; one for each kid
- Markers
- Bibles

**3. CUP O' MEMORY**

[HEAR FROM GOD | MEMORY VERSE ACTIVITY]

*Made to Explore:* an activity that extends learning through hands on experimentation and discovery

**WHAT YOU NEED:**

- Eight plastic cups
- Pitcher(s) of water; enough water to fill all eight cups to the brim
- Two ping-pong balls
- Tarp or plastic tablecloth
- Paper towels
- Bibles
- Video guide for game visual instructions (or search "puddle jumper game") <http://bit.ly/2Rlit6l>

**PRAYER**

[PRAY TO GOD | PRAYER ACTIVITY]

*Made to Reflect:* an activity that creates space for personal understanding and application

**WHAT YOU NEED:**

- Larger puzzle pieces from one of the "So Puzzled" activity puzzles; one piece for each kid
- Pens or thin markers; one for each kid
  - Kids will be writing on the back of the puzzle pieces, so you may need pens or permanent markers depending on the surface of your puzzle pieces.

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WEEK  
**FIVE**

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SMALL GROUP

PRELUDE

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HOME

## GETTING READY, CONTINUED

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### ADDITIONAL RESOURCES:

- Make copies on cardstock or email this week's GodTime and Parent Cue cards.
- Tell parents about our additional family resources: **Studio252.tv** and the **Parent Cue app**.

## BIBLE STORY

**I Need to Know**  
Philip and the  
Man from Ethiopia  
Acts 8:26-40



## PLAY

an activity that encourages learning through following guidelines and working as a group

## MEMORY VERSE

**Let us not become tired of doing good. At the right time we will gather a crop if we don't give up.**  
Galatians 6:9, NIV

## LIFE APP

**Determination—Deciding it's worth it to finish what you started**

## BOTTOM LINE

**Keep going even when you have questions.**

## BASIC TRUTH

**I need to make the wise choice.**

Welcome kids and spend time engaging in conversation and catching up. Get ready to experience today's story.

*Before kids arrive, take a few moments to pray for them. Pray for the questions that might arise through today's content. Ask God to guide you as you help kids navigate their questions without promising the existence of answers. Pray especially for older kids who might be discouraged by questions without answers. Ultimately, pray that God would encourage kids to push through their questions and not to let questions get them down!*

### 1. EARLY ARRIVER IDEA

**WHAT YOU NEED:** Offering container

#### WHAT YOU DO:

- As your few arrive, show them where to place their offerings.
- Invite them to play a game of "I Spy."
- Choose one kid to be the "spy" or "it," and encourage them to choose an object that they (and everyone else in the group) can see.
- After the object is chosen, they say, "I spy with my little eye something ..." and then insert a hint about the object they've chosen.
  - The hint could be what color it is or what letter the object starts with.
- Give the rest of the group five or so chances to guess. If they don't get it right, instruct "it" to reveal what the object is!
- As they guess, help kids navigate taking turns, making sure everyone gets a chance to participate somehow.
- Continue to play until everyone has had a turn or as long as time and interest allow.
- As you play, ask the question: If you could ask any kind of expert a question, what kind of expert would you ask, and what would your question be?

## BIBLE STORY

**I Need to Know**  
Philip and the  
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Acts 8:26-40



## EXPLORE

an activity that extends learning through hands on experimentation and discovery

## MEMORY VERSE

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Galatians 6:9, NIV

## LIFE APP

**Determination—Deciding it's worth it to finish what you started**

## BOTTOM LINE

**Keep going even when you have questions.**

## BASIC TRUTH

**I need to make the wise choice.**

## 2. SO PUZZLED

**WHAT YOU NEED:** Prepared puzzles

### WHAT YOU DO:

- Set out the puzzles that are missing pieces or have mixed-up pieces.
- Encourage kids to work together to put together all of the puzzles.
- Prompt them with questions such as:
  - Are any of puzzles missing a piece?
  - Do you think someone else in the room might have your missing piece by chance?
- Make sure to provide the missing puzzle pieces (or reveal the places where they are hidden) so kids can complete the puzzles.

### WHAT YOU SAY:

"Well, did anyone else feel like that was nearly impossible without the missing pieces? What were you thinking when you realized something wasn't quite right? *(Allow time for responses.)* You know, I've come to realize that sometimes life looks a bit questionable, just like these puzzles did without the right pieces! **[Transition] Today in Large Group, we're going to learn about a man who had some of his own questions. Let's go find out if he got answers to complete his picture!"**

*Lead your group to the Large Group area.*

PRELUDE

SOCIAL

STORY

WORSHIP

**GROUPS**

HOME

25 MINUTES

## TALK ABOUT GOD BIBLE STORY REVIEW

### BIBLE STORY

#### I Need to Know

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Man from Ethiopia  
Acts 8:26-40

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### LIFE APP

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## MOVE

an activity that increases the oxygen in the brain and  
taps into the energy in the body

### 1. HOPSCOTCH HOLDUP

**WHAT YOU NEED:** Construction paper, markers, painter's tape, dice

#### WHAT YOU DO:

- Enlist kids' help in setting up the activity:
  - Use the construction paper and tape to create two hopscotch paths.
  - For both paths, draw a question mark on three different pages.
- Divide your group into two teams, and instruct them to line up behind the two hopscotch paths.
- Give the first person in each line a die.
- The first person in line rolls the die, which will tell them how many spaces they should hop. (The spots with two squares next to each other count as two spaces.)
- Whenever kids land on a "?" spot, ask them a story review question (below).
- During each kid's turn, they continue rolling the die until they reach the end of the hopscotch path.
- Then it's the next kid's turn.
- Whichever team gets all members through the path first wins!
- If you run out of questions, repeat the questions below or make up some of your own!

#### Review Questions:

1. Who appeared to Philip in the middle of him telling people about Jesus? (*an angel of the Lord*)
2. What did the angel tell him to do? (*to leave and go to the desert road that led to Gaza*)
3. Who did Philip encounter while traveling on the desert road? (*an Ethiopian official*)
4. What was the man doing? (*he had traveled to worship God in the temple and was trying to read Scripture*)
5. What did God tell Philip to do? (*go to the chariot*)
6. And what did Philip do after he realized the Ethiopian official needed help understanding the Scripture? (*he told the man about Jesus*)
7. What big decision did the Ethiopian official make after learning all about Jesus? (*he got baptized*)
8. What happened to Philip after the man was baptized? (*God's Spirit took him away so he could continue telling people about Jesus*)

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

25 MINUTES

## TALK ABOUT GOD BIBLE STORY REVIEW



## MOVE

an activity that increases the oxygen in the brain and taps into the energy in the body

### WHAT YOU SAY:

"Showing determination can be difficult when you have some questions holding you up, can't it? The Ethiopian official could have easily gotten frustrated when he wasn't understanding the words that were written about God. Have you ever had a question you just couldn't seem to understand? What did you do? *(Allow time for responses.)*

"Instead of letting his question hold him back, the man from Ethiopia let Philip help him learn more about who Jesus was. And you guys know the end of the story. His determination led to a pretty amazing outcome! I wonder what epic story could be on the other side of our determination? Let today's story be a reminder that you can **keep going even when you have questions.**"



**LIVE  
FOR GOD**  
APPLICATION  
ACTIVITY



## CONNECT

an activity that invites kids to share with others and build on their understanding

### BIBLE STORY

**I Need to Know**

Philip and the Man from Ethiopia  
Acts 8:26-40

### MEMORY VERSE

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Galatians 6:9, NIRV

### LIFE APP

**Determination—Deciding it's worth it to finish what you started**

### BOTTOM LINE

Keep going even when you have questions.

### BASIC TRUTH

I need to make the wise choice.

### \* 2. DETERMINATION DIALOGUE

**WHAT YOU NEED:** "Determination Dialogue" Activity Pages, Bibles, markers

**WHAT YOU DO:**

- Give each kid an Activity Page and marker.
- Read the instructions for Day 1, and give kids a few minutes to complete that day. (Make sure they finish only the first day.)
- Encourage each kid in the group to share their entry with the group.
- Explain that for a few days this week, they will have something to do to help them learn to **keep going even when you have questions.**
  - Point out that the sheet doesn't include EVERY day of the week, so everyone should be able to finish, even if they have a busy week.
- For added fun, encourage kids to bring their completed pages back next week for a small prize or piece of candy!

**WHAT YOU SAY:**

"Has having a question ever made it challenging for you to get something done? Maybe you had a question on a math test or a question about what ingredient to use when making macaroni and cheese? (*Allow time for responses.*) One thing is for sure: it's okay to have questions! Instead of letting our questions frustrate us, what should we do? (*Allow for responses, such as ask adults we trust, pray for answers, look in the Bible or devotional books, etc.*)

**[Make It Personal] (Share a time when you had a question and asked God for help. How did He provide help? Did you have a friend or mentor who was farther along in their faith to help you? Make sure kids understand that not all questions have answers, but that's okay, too!)**

"God wants to have a relationship with us. That means we can talk to Him and **keep going even when you have questions.**"

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

25 MINUTES

## HEAR FROM GOD MEMORY VERSE ACTIVITY



## EXPLORE

an activity that extends learning through hands on experimentation and discovery

### BIBLE STORY

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### 3. CUP O' MEMORY

**WHAT YOU NEED:** Plastic cups, pitchers of water, ping-pong balls, paper towels, tarp or plastic tablecloth, Bibles

#### WHAT YOU DO:

- Read the memory verse aloud together as a group and if anyone has it fully memorized, let them show off their memorization skills!
- Divide the group into two teams.
- Instruct the teams to line up behind the tarp.
- Line up four plastic cups full (to the brim) of water in front of each group.
- Put a ping-pong ball on top of the water in the cup that is closest to the first person in line.
- The first kid must blow the ping-pong ball to the next cup as if the ball is "jumping puddles" from cup to cup. (You may want to demonstrate this.)
- Each time the "blower" gets the ball to a new cup, the team must say a word of the verse.
- Once the ball reaches the fourth cup, the "blower" grabs the ball and puts it back in the first cup. Then the team switches "blowers" and keeps the memory verse and game going.
- Continue to play until one of the teams has recited the entire memory verse.
- Play a few rounds as time allows, in order to give everyone a chance to participate.

#### WHAT YOU SAY:

"Our cups may not be as full of water as they were at the beginning of this game, but your brains are definitely full of this month's memory verse. I'm so impressed that you all were able to remember and recite it out loud as you played! Our game today reminded me that it can be easy to get tired of whatever job God has placed before us, especially if we don't have the full picture of what He sees. This week, remember that no matter what is thrown your way, you can **keep going even when you have questions.**"

PRELUDE

SOCIAL

STORY

WORSHIP

**GROUPS**

HOME

25 MINUTES

## PRAY TO GOD PRAYER ACTIVITY



## REFLECT

an activity that creates space for personal understanding and application

### BIBLE STORY

#### I Need to Know

Philip and the  
Man from Ethiopia  
Acts 8:26-40

### MEMORY VERSE

**Let us not become tired of doing good. At the right time we will gather a crop if we don't give up.**  
Galatians 6:9, NIRV

### LIFE APP

**Determination—Deciding it's worth it to finish what you started**

### BOTTOM LINE

**Keep going even when you have questions.**

### BASIC TRUTH

**I need to make the wise choice.**

### PRAY AND DISMISS

**WHAT YOU NEED:** Puzzle pieces from the "So Puzzled" activity; pens or thin markers

#### WHAT YOU DO:

- Give each kid one puzzle piece and a pen or thin marker.
- Ask them to write an encouraging phrase on the back of their puzzle piece—something that will help them stay determined this week.
- Prompt them with examples such as: "You've got this!" "Keep going!" "You seriously rock!" or "Don't quit!"
- Encourage kids to keep their puzzle piece with them all week long to remind them that they can stay determined even when they have questions or when they may not see the whole picture.

#### WHAT YOU SAY:

"God, we are so thankful that You welcome our questions! Thank You that no question is too big or too small for You and You enjoy having conversations with us. I know there are times when we can easily get discouraged when we don't have the full picture that You see. We can get stuck on things we don't understand. Help us remember this week that because You are a good God and have sent Your Holy Spirit to guide us, we can keep going even when we have questions."

As adults arrive to pick up, ask your kids to display the puzzle piece and to read the phrase they wrote. Remind kids as they leave, no matter how big or small the question may be, you can **keep going even when you have questions.**