

TODAY'S SUGGESTED SCHEDULE

TODAY'S BIBLE STORY

A Matter of Trust

Naaman and Elisha's Servant
2 Kings 5

TODAY'S BOTTOM LINE

When you're not truthful,
you lose trust.

MONTHLY MEMORY VERSE

Anyone who lives
without blame walks safely.
But anyone who takes a
crooked path will get caught.
Proverbs 10:9, NIV

MONTHLY LIFE APP

Integrity—Choosing to be truthful
in whatever you say and do

BASIC TRUTH

I need to make the wise choice.

PRELUDE: Setting the tone for the experience

See the **Getting Ready** pages at the end of this document for a detailed description of what you'll need for today.

In the **Prelude** folder of your curriculum, you'll find a variety of other resources to help you prepare.

SMALL GROUP

15
MIN

SOCIAL: Providing time for fun interaction

Early Arriver
Opening Activity

LARGE GROUP

35
MIN

STORY: Communicating God's truth in engaging ways WORSHIP: Inviting people to respond to God

Welcome/Opener
Worship ("Made In the Image" from *Little Praise Party-Ready Set Go* and "Who You Say I Am" from *Who You Say I Am single*)
Bible Story
Bottom Line
Prayer
Closer

SMALL GROUP

25
MIN

GROUPS: Creating a safe place to connect

Bible Story Review: Act It Out
Application Activity: Do YOU Have the Button?
Memory Verse Activity: Crooked vs. Straight
Prayer Activity: Pray and Dismiss

HOME: Prompting action beyond the experience

Parent Cue Card (print or email)
GodTime devotional for kids
Studio252.tv
Parent Cue App

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

PROVIDING TIME FOR FUN INTERACTION
15 MINUTES

MADE TO CONNECT

an activity that invites kids to share and collaborate with others while growing their understanding



Before kids arrive, take a few moments to pray for them. Pray specifically for the kids who are currently in situations of dishonesty. Ask God to give them the courage to face the lies they've told, tell the full truth, and ask for forgiveness. Ask God to give those kids the strength and humility to rebuild the trust they've lost. For other kids, pray that God would use today's content and conversation

to encourage them not just to be honest, but to work toward honesty in everything they do.

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1. EARLY ARRIVER IDEA

WHAT YOU NEED: Offering container, decks of cards

WHAT YOU DO:

- Welcome kids as they arrive.
 - Encourage those who've brought an offering to place it in the offering container.
 - Hand a deck of cards to every three or four kids as they arrive.
 - Encourage the kids to separate the cards into suits: one pile for spades, one for clubs, one for hearts, and one for diamonds.
 - Once the deck has been separated, instruct them to put each suit in numerical order.
 - Pull out a jack, queen, king, and ace and explain their value in terms of numerical order (jack is 11; queen is 12; king is 13 and ace is 14).
- NOTE: This activity is to help kids understand the order of the cards, particularly the face cards so they can easily play "Bluff" for "Opening Activity."*
- As the kids work to put their cards in order, ask them the following questions about their week:
 1. What was the funniest or most surprising thing about this past week?
 2. What was your favorite meal this past week?
 3. Did you learn anything new this week? What did you learn?
 4. What is your favorite thing about this school year so far?
 5. What do you miss most about last school year?
 - Once they've placed all the cards in order, encourage them to mix up the cards and put them back into one stack.
 - If you have a kid who can shuffle the cards, allow them to do so.

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

PROVIDING TIME FOR FUN INTERACTION
15 MINUTES

MADE TO PLAY

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



2. OPENING ACTIVITY

WHAT YOU NEED: Decks of cards

WHAT YOU DO:

- Divide into teams of four and give each team a deck of shuffled cards.
- Encourage one kid on the team to act as the dealer, passing out all the cards one at a time to teammates until all cards have been dealt.
- Let the kids look at the cards in their hands.
- Be prepared to help them fan out the cards if necessary.
- The kid to the left of the dealer will select a card from their hand and set it face down in the center and call out its rank (i.e., 1, 2, 10, 13).
- The next player lays a card face down on top of the previous card and SAYS it is one rank higher.
 - For example: If the previous player played a 2, the next player calls out a 3.
- BUT that player can bluff, calling out a 3 when it could be any card.
- Play continues around the circle in the same way.
- The goal is to play all your cards. But if a card is played and an opponent believes the player is bluffing, they can say, "BLUFF!"
- If the player was indeed bluffing, they must take ALL the cards in the stack and add them to their hand.
- If the player was not bluffing, the opponent who called "Bluff" takes all the cards.
- Continue playing until a winner is determined in each group.
- Remember, the winner is the first person to play all of their cards.
- If time allows, play once more with the winners from each team to select the ultimate "Bluff Champion."
- Gather decks of cards for clean-up.

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WHAT YOU SAY:

"That was fun! In this game, was it hard sometimes to tell who was bluffing? When you realized that someone had bluffed, was it harder to trust them in the next round? **[Transition] Today, we'll talk about how being dishonest with our words or actions causes us to lose trust. Let's head to large group!**"

Lead your group to the Large Group area.

MADE TO IMAGINE

an activity that promotes empathy and facilitates concrete application through role-play and reenactment



1. ACT IT OUT

[TALK ABOUT GOD | BIBLE STORY REVIEW]

WHAT YOU NEED: "Act It Out Script" Activity Page, sticker name tags, markers, dot stickers, a toy crown, a shirt or other piece of clothing, and play money

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WHAT YOU DO:

- Write the following names on the sticker name tags: Narrator #1; Narrator #2; Elisha #1; Elisha #2; Gehazi #1; Gehazi #2; Naaman #1; Naaman #2; Servant Girl; king of Aram; king of Israel.
 - If you have more than 11 kids, assign the remaining kids to play the roles of Naaman's servants or Elisha's messenger.
 - You can simply write "Servant" on their name tag and tell them to stand next to Naaman #1 and #2.
- Select two confident readers to play the roles of Narrator #1 and Narrator #2.
- Assign the other parts to the rest of the group, giving each kid a name tag to wear.
- Make sure every kid knows which role they will be playing.
- Give Naaman #1 and Naaman #2 some dot stickers to put on their arms.
- Give the king of Aram the crown. Set the play money and article of clothing next to you.
- Explain that you will call on Narrator #1 to begin reading the Bible story retelling from the activity page, as all the characters labeled #1, the kings, and the Servant Girl act out their parts.
- Halfway through the story, call out, "SWITCH!"
- When the kids hear that cue, those labeled #1 will tap their counterpart to finish the story.
- So Naaman #1 would tap Naaman #2 to take his place; Elisha #1 would tap Elisha #2, etc.
- Make sure the kid playing the king of Aram hands off his toy crown to the king of Israel when the switch happens.
- Be ready to hand the clothes and play money to Naaman toward the end of the story.

WHAT YOU SAY:

"That was awesome! Everyone, hand me your props, and you can take off your name tags, too. Great job, actors.

"When you think about it, even IF Gehazi had gotten away with his deception, all he would have gained were some new clothes and some pieces of silver. But it wasn't worth it! Not only did he end up with the same terrible skin disease that Naaman once had, but even worse, he lost Elisha's trust! Because **when you're not truthful, you lose trust.**

UNMASKED

DROP THE ACT

WEEK
THREE
OCTOBER 2020

SMALL GROUP

2-3

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

CREATING A SAFE PLACE TO CONNECT
25 MINUTES

(1. ACT IT OUT, CONTINUED)

“Because God is always trustworthy, He wants us to be truthful so others can trust us, too. So this week, when you find yourself moving toward saying or doing something that isn’t truthful, think about how your actions might lead others not to trust you. In that moment, ask God to help you do the right thing, the WISE thing, and be honest. When you choose integrity, being truthful in what you say and do, you protect your relationships and build trust.”

[Make it Personal] (Tell your few about a time when you were a kid and someone lied to you about something and you found out the truth. How did it affect your relationship? Once that trust was broken, how hard was it to trust that person again? Or tell them about when you broke trust with someone else and had to work to rebuild that trust.)

MADE TO PLAY

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



*2. DO YOU HAVE THE BUTTON? [LIVE FOR GOD | APPLICATION ACTIVITY]

WHAT YOU NEED: Button

WHAT YOU DO:

- Encourage the kids to sit on the floor in a circle.
- Select one kid to be "It" for the first round.
- Instruct all the kids to close their eyes.
- The kid you chose will walk around the circle, tap a friend on the shoulder to open their eyes, then hand off the button to that friend.
- Then the kid who is "It" will turn their back to the circle, close their eyes, and slowly count to 20.
- In that 20 seconds, the kid with the button has the option to hand the button off to another friend or keep it.
- After 20 seconds are up, the kid who is "It" will stand in the center of the circle, point to each kid and ask, "Button, button who's got the button?"
- Each kid will answer, "No."
- If the kid who is "It" correctly identifies the "liar," they win.
- If not, the group wins.
- Play as many rounds as time allows, selecting a different kid to be "It" for each round.

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WHAT YOU SAY:

"In this game, you were all forced to be dishonest. It didn't feel good, did it? Yes, we were playing a game, but we've all been looking at each other asking, 'who is the liar?' You couldn't really trust what anyone said. Because lying BREAKS trust. But being honest with our words and actions does the opposite. Living with integrity BUILDS trust. So this week, remember this silly button game and how it felt to be lied to or to 'have' to lie. Remember that **when you're not truthful, you lose trust**. Let's choose to be honest in what we say and do so that we can BUILD trust."

MADE TO MOVE

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



3. CROOKED VS. STRAIGHT

[HEAR FROM GOD | MEMORY VERSE ACTIVITY]

WHAT YOU NEED: Bible, markers or pipe cleaners, ping pong balls, straws, tape

WHAT YOU DO:

- Open the Bible to Proverbs 10:9 and review this month's memory verse together.
- Use the pipe cleaners or markers to create lanes for two different paths—one lane that is straight and one that is crooked.
- Line up the pipe cleaners or markers and tape them to the floor. (Enlist kids' help in making the paths!)
- Make sure the two paths are of equal length.
- Divide the group into two equal teams. If you have an uneven number, the smaller team can designate one kid to go twice.
- Line up each team in front of a path and hand out a ping pong ball and a straw to each kid. (Make sure they use only their own straw!)
- The first two kids in line will get down on the floor and blow the ping pong balls all the way to the end of the path, as the rest of the group repeats this month's verse.
- Make sure kids understand that they can only move the ball by blowing through the straw, NO hands!
- Once the ball reaches the end, it's the next kid's turn to go.
- Play continues until one team is declared the winner. (It will most likely be the team assigned to the straight path.)
- If time allows, let teams switch paths and race again.

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WHAT YOU SAY:

"Which path was faster, the crooked or the straight path? The straight path for sure! Just like our verse reminds us, anyone who lives without blame or lives with integrity, walks a safe, straight path. But the opposite is true, too. As we've been learning today, **when you're not truthful, you lose trust**. Anyone who takes a crooked path—that's anyone who chooses to be dishonest with their words or actions—will get caught. Let's choose integrity so others can trust us!"

CREATING A SAFE PLACE TO CONNECT
25 MINUTES

MADE TO REFLECT

an activity that creates space
for personal processing
and application



4. PRAY AND DISMISS [PRAY TO GOD | PRAYER ACTIVITY]

WHAT YOU NEED: No supplies needed

WHAT YOU DO:

- Lead the kids in the following call and response prayer below.

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WHAT YOU SAY:

"Dear God, thank You for always being truthful. *(Kids repeat.)* Help me to be truthful *(kids repeat)*, in all I say and do. *(Kids repeat.)* So others will trust me. *(Kids repeat.)* Amen.

"Remember, living with integrity is impossible on our own. We need God's help for sure. And the good news is, God hears us when we pray, and He is with us always. So this week, let's choose to be truthful knowing that **when you're not truthful, you lose trust.**"

TODAY'S BOTTOM LINE

**When you're not truthful,
you lose trust.**

As adults arrive to pick up, encourage kids to tell them about the button game and how it felt to have to lie or to be the one being lied to as they played the game. Remind kids as they leave to choose integrity so they can BUILD not BREAK trust.

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GETTING READY

HERE'S EVERYTHING YOU NEED TO KNOW TO GET READY FOR THIS WEEK

SOCIAL: PROVIDING TIME FOR FUN INTERACTION (15 MINUTES)

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

(Choose one or both of these activities.)

In the Prelude folder of your curriculum, you'll find a general summary of Social Distancing Recommendations. Please refer to this document so you can plan your Small Group experience with health and safety in mind.

1. EARLY ARRIVER

Made to Connect: an activity that invites kids to share and collaborate with others while growing their understanding

WHAT YOU NEED:

- An offering container
- Decks of cards; one for every four kids

2. OPENING ACTIVITY

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

WHAT YOU NEED:

- Decks of cards from "Early Arriver"

GROUPS: CREATING A SAFE PLACE TO CONNECT (25 MINUTES)

Create a safe place to connect and learn how the Bible story applies to real life experiences, through interactive activities and discussion questions.

(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. ACT IT OUT

[TALK ABOUT GOD | BIBLE STORY REVIEW]

Made to Imagine: an activity that promotes empathy and facilitates concrete application through role-play and reenactment

WHAT YOU NEED:

- Print the "Act it Out Script" Activity Page; one for each small group
- Sticker name tags; one for each kid
- Dot stickers
- Markers
- A toy crown
- A shirt or other article of clothing
- Play money

*2. DO YOU HAVE THE BUTTON?

[LIVE FOR GOD | APPLICATION ACTIVITY]

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

WHAT YOU NEED:

- A button

3. CROOKED VS. STRAIGHT

[HEAR FROM GOD | MEMORY VERSE ACTIVITY]

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

WHAT YOU NEED:

- A Bible
- Pipe cleaners or markers
- Ping pong balls; one for each kid
- Straws; one for each kid
- Masking tape

4. PRAY AND DISMISS

[PRAY TO GOD | PRAYER ACTIVITY]

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

WHAT YOU NEED:

- Magnets from "Turnin' It Around"

HOME: PROMPTING ACTION BEYOND THE EXPERIENCE

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