





TODAY'S SUGGESTED SCHEDULE

TODAY'S BIBLE STORY

All I Ask of YouPhilip and the Man

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

TODAY'S BOTTOM LINE

God is with you even when you have questions.

MONTHLY MEMORY VERSE

"So we say with confidence,
'The Lord is my helper;
I will not be afraid.'"
Hebrews 13:6a, NIV

MONTHLY VIRTUE

Confidence—Living like you believe God is with you

BASIC TRUTH

I can trust God no matter what.

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



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 Bible Story Bottom Line Prayer Closer

SMALL GROUP



GROUPS: Creating a safe place to connect

Bible Story Review: Philip-Man Application Activity: Got Questions? Memory Verse Activity: Video Game Remix Prayer Activity: Pray and Dismiss

HOME: Prompting action beyond the experience

Parent Cue Card (print or email)
Devotionals for Kids
Parent Cue App

SMALL GROUP

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

PROVIDING TIME FOR FUN INTERACTION
15 MINUTES

MADE TO MOVE

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



Before kids arrive, pray for who will be in attendance this morning. Ask God to help you create an environment where kids feel comfortable asking questions. Pray that God would give you wisdom to answer kids' questions and guidance for the questions that don't have answers.

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1. EARLY ARRIVER

WHAT YOU NEED: Offering container

WHAT YOU DO:

- Welcome each kid as they enter.
- Remind them where the offering container is and encourage them to drop any offering they brought in the container.
- Tell kids they get to pretend to rescue a guy in a chariot, like in Super Mario™ World.
- Demonstrate the following actions for the kids:
 - Run- Run in place.
 - Jump- Jump up like a video character.
 - Squat– Crouch down.
 - Pow- Punch the air in front of you.
 - Dodge– Move to the right or left.
 - Grow– Stick out your limbs for starfish arms and legs and puff out chest.
 - Shrink- Get smaller.
- Call out random things for the kids to do to rescue the guy in the chariot.
 - Run! Run! Run! Jump! Jump! Shrink! Pow! Dodge! Grow! Jump! Squat! Run!
- Keep going as long as they're having fun.

SMALL GROUP

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

PROVIDING TIME FOR FUN INTERACTION
15 MINUTES

MADE TO IMAGINE

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



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2. OPENING ACTIVITY

WHAT YOU NEED: Towels, stuffed animals or dolls, and chariot images cued on device

WHAT YOU DO:

- Bring the kids back together to catch their breath after their chariot rescue in "Early Arriver."
- Ask them what they know about chariots then show them the images so they understand that it was like a covered chair on long sticks with wheels that was pulled by people or a horse or other strong animals.
- Ask them to put on their imagination caps and imagine what it would be like to transport someone in a chariot.
- Put kids together in groups of two to four and give them a towel and a stuffed animal or doll.
- Guide them to spread out the towel on the floor and put the animal or doll on it, then pick it up, move it, and lay it down without letting the animal or doll fall!
- Let them slowly transport their stuffed animal on its "chariot" around the room.

WHAT YOU SAY:

"Nice job of transporting your stuffed animal! It seems like it would be easy, but everyone has to work together or the person being transported will get dumped out or at least bumped around. It was great to see some of you working together so well and being so careful with your chariot's cargo. [Transition] Let's go hear a true Bible story about an important official who was being transported in a chariot when something very exciting happened to him!"

Lead your group to the Large Group area.



SMALL GROUP

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

CREATING A SAFE PLACE TO CONNECT 25 MINUTES

MADE TO MOVE

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

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1. PHILIP-MAN [TALK ABOUT GOD | BIBLE STORY REVIEW]

WHAT YOU NEED: "Philip on the Path" Activity Pages, prepared tape path, towel, and stuffed animal or doll

WHAT YOU DO:

- Place the story cards in the correct order on the path.
- Guide groups or pairs of kids to walk through the path with the towel chariot and stuffed animal, stopping on the picture cards.
- Have kids tell the story using the pictures as cues.
- Below are the main highlights for each card:
 - Philip was a believer, telling people about Jesus in Samaria.
 - An angel told him to go south on the road from Jerusalem to Gaza.
 - On the road, he came across an official from Ethiopia who was in his chariot, reading from the prophet Isaiah.
 - The Holy Spirit prompted Philip to go to the chariot and ask the official if he understood what he was reading. The man did not, and he invited Philip to come in the chariot and sit with him.
 - The official asked Philip to explain the Scriptures to him and Philip did.
 Philip was able to share the whole story of Jesus.
 - After a while, they came to some water. The man asked Philip to baptize him because he now understood and was choosing to follow Jesus!
 - God's spirit suddenly took Philip away to another town where he started telling more people the good news about Jesus!

WHAT YOU SAY:

"Philip followed God's direction to go down a certain road and talk to a certain man. This man had questions about Scripture and wanted to understand what they meant. God provided a way for the man to understand and Philip was able to provide that answer because he knew God sent the Holy Spirit to help him! Because Philip obeyed God and helped answer the man's questions, the man chose to follow Jesus. Philip understood that **God is with you even when you have questions!**

[Make it Personal] (This would be a great time to share some kidappropriate questions you've had about God, Jesus, or your faith. For the questions that do have answers, tell kids how you learned more. Maybe through your Bible reading, through a conversation with someone else, an experience, or a song. This is a great way to show the kids a real-life example of how God hears our questions and answers them!)

"God is with you even when you have questions!"



SMALL GROUP

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

CREATING A SAFE PLACE TO CONNECT 25 MINUTES

MADE TO PLAY

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

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*2. GOT QUESTIONS? [LIVE FOR GOD | APPLICATION ACTIVITY]

WHAT YOU NEED: Video game controller and opaque bag

WHAT YOU DO:

- Gather together in a circle.
- Show the bag with a mystery item inside.
- Ask the kids to tell you what's inside the bag.
- After they've had a chance to make guesses, ask them how they could figure out what really is inside the bag. (They will have to ask questions!)
- Guide kids to ask "yes" or "no" questions (think "20 Questions") and see if they can figure out what the object is.
- If they struggle to come up with questions, "pause" the game to brainstorm together for questions.
- Then resume the game and let them ask the brainstormed questions and any others that they think of.
- If they figure out what the item is, great! If not, it's okay.
- After the guestions, show them the controller.

WHAT YOU SAY:

"Those were some GREAT questions! If you hadn't asked any questions, then you would have had no other way to figure out what was inside the bag. Some of your questions helped you get a better idea so you knew even better questions to ask that helped you get closer to the truth. It didn't bother me that you were asking questions. In fact, I liked hearing you try to ask questions that helped you figure it out. And, that's how God is, too! God loves to hear our questions. Asking questions and searching for those answers help us get to know God better! You can be confident that **God is with you even when you have questions."**



SMALL GROUP

K-1

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

CREATING A SAFE PLACE TO CONNECT 25 MINUTES

MADE TO MOVE

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

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3. VIDEO GAME REMIX

[HEAR FROM GOD | MEMORY VERSE ACTIVITY]

WHAT YOU NEED: Bibles; Optional: prepared Bibles

WHAT YOU DO:

- Give each pair of kids a Bible.
- Help the kids find Hebrews 13:6a and read it out loud as

a group.

- Remind kids of the video game motions from "Early Arriver" as they read the verse.
 - Run- Run in place.
 - Jump– Jump up like a video character.
 - Squat- Crouch down.
 - Pow- Punch the air in front of you.
 - Dodge- Move to the right or left.
 - Grow– Stick out your limbs for starfish arms and legs and puff out chest.
 - Shrink– Get smaller.
- Instruct the kids to "Squat" when they say the first word of the memory verse then "Jump" with the second word then alternate as they say the rest of the verse.
- Say it again, and this time have them alternate the motions "Grow" and "Shrink."
- You could even add in a third motion to do every third word or other combos of motions!

WHAT YOU SAY:

"God's Word is wonderful, and it is so good to remember it. Though these motions may seem silly, they are a great way to help our brains remember God's truths! I bet Philip was a little nervous to walk up to the Ethiopian official's chariot, but he was confident and able to talk to him because he knew that God had sent the Holy Spirit to be with him. He knew God was with him, no matter what! Because of that confidence, he was able to answer the official's questions and tell him about Jesus. So you can be confident like Philip, and it's okay to ask questions like the Ethiopian official because **God is with you even when you have questions."**



SMALL GROUP

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

CREATING A SAFE PLACE TO CONNECT 25 MINUTES

MADE TO REFLECT

an activity that creates space for personal processing and application

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

WHAT YOU NEED: No supplies needed.

WHAT YOU DO:

• Remind your few that we've been learning how we can have confidence and live like God is with us, no matter

what. We can do this because God sent the Holy Spirit to be with us and help us. We can even ask God questions anytime!

- Ask, "Would anyone like to live confidently and pray out loud for us today?"
- Give time for anyone who would like a chance to pray out loud.
- Give a few moments for silent, independent prayers then close with prayer.

WHAT YOU SAY:

"Thank You, God for sending the Holy Spirit to be with each of us, all the time. Help us remember that when we follow Jesus, your Spirit is always there to help us, even though we can't see it. Help us share Jesus with everyone we can so they can live with confidence, too. In Jesus' name we pray, amen.

"I hope you'll remember all the wonderful truths we've learned this month! And if you ever have questions, you can always ask me, a parent, or anyone else you trust who loves God. Questions help us learn, and I hope you'll remember that **God is with you even when you have questions."**

As adults arrive to pick up, remind the kids that **God is with you even when you have questions.** Challenge your few to start a game of "20 Questions" with their siblings or friends to see if they can guess a mystery item.

SMALL GROUP

PRELUDE

SOCIAL

STORY

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GROUPS

HOME

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.)

1. EARLY ARRIVER

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

Offering container

2. OPENING ACTIVITY

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

WHAT YOU NEED:

- Towels—one for every two to four kids
- Stuffed animals or dolls—one for every two to four kids
- Device to search for "chariot" image
 - Search for images of chariots ahead of time and cue them on your device.

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. PHILIP-MAN

[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:

- Print "Philip on the Path" Activity Pages on cardstock, one set for each small group.
- Painter's tape
- Towel from "Opening Activity"

- Stuffed animal or doll from "Opening Activity"
 - Tape up a dashed path on the floor in the style of a Pacman™ game. Be sure the path has a definite beginning and end and does not intersect itself.

*2. GOT QUESTIONS?

[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:

- Video game controller
- Stiff opaque bag

3. VIDEO GAME REMIX [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:

- Bible
- Optional: paper strips or other bookmarks
 - For kindergarteners, mark Bibles at Hebrews

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:

No supplies needed.

HOME: PROMPTING ACTION BEYOND THE EXPERIENCE

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