

MADE TO PLAY

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

**1. TAKE A SNAPSHOT**

[LIVE FOR GOD | APPLICATION ACTIVITY]

WHAT YOU NEED: “Gabble Song Titles” Activity Page, “Gabble Song Title Answer Sheet” Activity Page, two signs that say “Animals” and “Transportation”—one set for each team, Bible

WHAT YOU DO:

- Divide the small group into two teams.
- Give each team the song title strips from the “Gabble Song Titles” Activity Page, and the two signs.
- Ask the kids to figure out which song titles go into each category by figuring out each song title, and sorting each strip of paper under the right sign.
- Give the two teams around five minutes.
- If the kids are having a hard time, hint that saying the titles out loud a few times will help them figure out the category they go in.
- After about five minutes, see which team had more success.
- One by one, for each strip, read aloud the song titles from the “Gabble Song Title Answer Sheet.”
- Once the kids know the right answers, see if they want to change the category where they put each strip.

WHAT YOU SAY:

“When was it easier to put the titles into the categories: When you did not know what the titles were or after you knew? *(invite responses: agree with the kids that once you knew the titles you had the confidence to put them where they should go)*

“Have you ever been confused about whether someone really knows you, or whether you really know someone else? How did that affect your confidence? *(invite responses: when I felt unknown, I was insecure/felt judged; when I felt uncertain of another person, I was nervous/I felt foolish)*

“Being known has a HUGE effect on our confidence. *(Look up and read John 10:14.)* This verse isn’t just about actual sheep and a shepherd. It’s about people, and about how God knows us because we are His people. What do you think it means that Jesus knows you? *(invite responses)* What do you think it means that you can know Him?” *(invite responses)*

TODAY’S BIBLE STORY**Who is Jesus?**

John 10:14 and John 14:6

TODAY’S BOTTOM LINE

I can have confidence because I am known.

MEMORY VERSE

“My command is this: Love each other as I have loved you.”

John 15:12, NIV

LIFE APP

Confidence—Learning to see yourself as God sees you.

MADE TO EXPLORE

an activity that extends learning through hands-on experimentation and discovery

**2. BIBLE STORY EXTENSION**

[TALK ABOUT GOD | BIBLE STORY REVIEW]

WHAT YOU NEED: several decks of cards—one for every two kids and one for you, “Leading Questions” Activity Page—a few copies for each small group, Bibles

WHAT YOU DO:

- Out of the deck of cards that you’re going to use, pull out one card from each of the four suits: clubs, spades, diamonds, hearts.
 - Ask kids who might be unfamiliar with these symbols to notice which ones are red/black.
 - Leave these four cards out so the kids can see them while you do the trick.
- Tell the group that you’re going to do a card trick, but that they will do the actual work and predict the secret card.
- Ask a kid to cut the deck, and then place the top part of the deck on the bottom.
- Briefly glance at the bottom card as you settle the deck in place, face down in front of the kids.
- This trick is about asking leading questions. You’re maneuvering the kid into telling you the correct answers.
- Select a kid to be the “guesser” and ask them the Leading Questions from the “Leading Questions” Activity Page.
- Depending on the suit and number of your card, adjust the questions as needed. (*Practice this with friends before doing it with the kids.*)
- If at the end of the trick, if the card on the bottom is indeed the one the kid has guessed, congratulations! **If not, have a laugh and try it again.**
- Once you have successfully done the trick, break the group into pairs.
- Give each pair a deck of cards and the “Leading Questions” Activity Page.
- Walk around as kids are playing together, making sure everyone is understanding the procedure.
- When time is up, gather the cards and ask the kids to sit in a group again.

WHAT YOU SAY:

“What makes this trick so “amazing”? (*that the guesser correctly predicts the card*) The questions that the card person asks are called “leading questions.” That means there’s an answer that they WANT the guesser to give. They don’t ask the questions because they DON’T know the answers, but because they DO KNOW.

“The people who wrote the New Testament in the Bible—who were inspired by God, and many of whom actually had met Jesus and spent time with Him—were always asking leading questions so that those who read the Bible could discover more and know who Jesus is.

TODAY’S BIBLE STORY**Who is Jesus?**

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(Look up Romans 8:31-37 in the Bible and read it out loud.) “What does this passage, with all its leading questions, tell us about Jesus? With all its leading questions, what does it tell us about ourselves?”

“How does that make you feel about God and His love through Jesus, and about yourself? “All of these things that this Bible passage tells you is true. You are known and loved! There is nothing you can’t face if you have confidence that God knows you and loves you.”

MADE TO CONNECT

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



TODAY'S BIBLE STORY

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3. DISCUSSION QUESTIONS

[TALK ABOUT GOD | BIBLE STORY REVIEW]

WHAT YOU NEED: No supplies necessary

WHAT YOU DO:

Ask:

- When are you most confident? What are you typically doing when you feel like you could conquer the world, or when you feel like you're unstoppable?
- What can you do when you don't feel confident?
- What can you do when you can't feel that God is with you?
- What can you do when you feel misunderstood by those around you?

MADE TO REFLECT

an activity that creates space
for personal processing
and application



4. VERSES TO TAKE WITH YOU [HEAR FROM GOD | MEMORY VERSE ACTIVITY]

WHAT YOU NEED: "Dealbreakers Cards" Activity Page—one deck per small group, Bibles, metallic markers, Optional: Press Play Cases and cards

WHAT YOU DO:

- Gather the group in a seated circle.
- Deal three cards to each player.
- The three cards will have three different numbers on them.
- These numbers will become a kid's "scale" of hypothetical situations that would be potential "dealbreakers" when it comes to being someone's friend.
- Each player should line their cards up, face up in front of them, so that everyone can see.
- Ask them to arrange them in order of the Dealbreaker Scale on the card. (In other words, they're putting the cards in order of the number on the cards.)
- Set the rest of the deck, face down, in the center of the circle.
- To play the game, instruct a kid to draw a card and read the situation to the kid on their right, without letting that kid see what the number is on the card.
- The kid on the right then has to guess, using their personal Dealbreaker Scale in front of them, where that card should go.
 - Example: If a player's scale cards are 1.8, 10, and 23.4, they can rate the new card as:
 - » below 1.8
 - » above 23.4
 - » between 1.8 and 10
 - » Or between 10 and 23.4.
- Once they've made their guess, the kid holding the card in question reveals the number on the card.
- If the kid guesses correctly, they get to add the card to their scale.
- If the kid guesses incorrectly, the next kid is asked to rate it according to their own personal scale.
- Whoever guesses correctly after that, going along to the right, adds the card to their own scale.
 - If no one is able to guess correctly, the reader adds it to their scale in front of them.
- Play passes to the right from the first guesser, no matter who won the card.
- Play until someone has six cards and is the winner or until time runs out.
- Ask:
 - What would be a deal breaker for you?
 - At what level of inconvenience or weirdness would you want to stop being someone's friend?
- Look up John 15:12, using the Bible Navigation tips below and read it out loud together.

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**Confidence—Learning to see
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Finding verses with 4th-5th graders: Our verse is from John. Ask kids to tell you whether that's in the Old Testament or the New Testament. (New) So we know it's toward the back of the Bible. It's the last of the four gospels (Matthew, Mark, Luke and John). When they find John, explain that the big numbers on the page are the chapter numbers. Tell them to find chapter 15. Explain that the small numbers are verse numbers. Tell them to them find verse 12 in chapter 15.

- Let kids select a "Dealbreakers Card" and write John 15:12 on the back of it in metallic marker.
- If you are using the Press Play Cases and cards, pass those out now.
- Instruct the kids to put the card inside their Press Play Case.
- If you've chosen not to purchase the Press Play Cases and cards, let the kids take the "Dealbreakers Card" home with them.

WHAT YOU SAY:

"We all worry about people not loving us once they get to know us. We all have dealbreakers we're afraid of people finding out. (If appropriate, add a "dealbreaker" you were worried about in middle school. If it is a close-knit group, invite them to share dealbreakers either they or their friends or "a friend" struggles with.)

"The great news is this: There are no dealbreakers with God! Can you think of anyone in the Bible who might have had a "dealbreaker," but God loved and forgave them anyway? (Jonah, Peter denying Jesus, Saul before he started following Jesus, Zacchaeus, etc.)

"In fact, when we had put distance between us and God and we could do nothing to be close to Him, God sent Jesus to rescue us and make it so we could have a relationship with God.

"Since we are known and loved just as we are, we can have confidence to love others that way too. Who would you have the confidence to be kind to, if you weren't worried about what other people think?"

MADE TO REFLECT

an activity that creates space
for personal processing
and application

**5. MAKE IT PERSONAL WITH PRAYER**
[PRAY TO GOD | PRAYER ACTIVITY]

WHAT YOU NEED: Press Play Cases and cards or index cards, pencils

WHAT YOU DO:

- Hand out the Press Play Cases and today's card.
- Or if you've chosen not to purchase the Press Play Cases, hand out an index card to each kid.
- Invite kids to think about the following questions and record a brief response on today's Press Play card or on their index cards.
 - What does confidence look like? Where does it come from?
 - Since Jesus knows and loves me, how can I be confident in who I am?
- Kids can collaborate or work individually.
- Help the kids keep focused and offer suggestions like: draw a Confidence Guy superhero, write down the title of a song they play when they need to feel confident in God's love or care, write down the name of a person who helps them feel confident.
- Invite anyone who wants to share their responses.
- Close in prayer.

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WHAT YOU SAY:

"Dear God, we have confidence not because of how we look, or what we own, or where we live, or what we've done. We have confidence because You made us and You love us. Please help us to remember that those two things are always true for us, and also for every person we meet. We love You and we ask these things in Jesus' name. Amen."

TRAVEL TIME

As you travel to the next track, use the following questions to keep the conversation going, and to keep kids thinking about what they're learning.

WHAT YOU SAY:

- What is your favorite song that makes you feel confident?
- If you could have one superpower, what would it be and how would it make you feel more confident?

GETTING READY

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

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.)

1. TAKE A SNAPSHOT [LIVE FOR GOD | APPLICATION ACTIVITY]

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WHAT YOU NEED:

- "Gabble Song Titles" Activity Page—two sets of strips for each small group
- "Gabble Song Title Answer Sheet" Activity Page—one for each small group
- "Animals" and "Transportation" Activity Page for each team
- Bible

2. BIBLE STORY EXTENSION [TALK ABOUT GOD | BIBLE STORY REVIEW]

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

WHAT YOU NEED:

- Several decks of cards—one for you and one for every two kids
- "Leading Questions" Activity Page—a few copies for each small group
- Bibles

3. DISCUSSION QUESTIONS [TALK ABOUT GOD | BIBLE STORY REVIEW]

Made to Connect: an activity that encourages learning through following guidelines and learning as a group

WHAT YOU NEED:

- No supplies needed

4. VERSES TO TAKE WITH YOU [HEAR FROM GOD | MEMORY VERSE ACTIVITY]

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WHAT YOU NEED:

- "Dealbreakers Cards" Activity Page—one deck per small group
- Bibles
- Metallic markers
- Optional: Press Play Cases

5. MAKE IT PERSONAL WITH PRAYER [PRAY TO GOD | PRAYER ACTIVITY]

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

WHAT YOU NEED:

- Press Play Cases and cards or index cards
- Pencils

HOME: PROMPTING ACTION BEYOND EXPERIENCE

- Press Play Cases and cards can be found in the Orange Store in packs of 12. This is a great tool to enhance your Small Group time. Find them at: store.thinkorange.com.
- Your Orange VBS downloads include GodTime cards for kids to take home, as well as Parent Cue cards to send home to parents. These are designed to go hand in hand with today's Bible story.