He Makes Beautiful Things

Bible Story: He Makes Beautiful Things (Creation Story) • Genesis 1:1–2:1

Bottom Line: You were created, so you can be creative.

Memory Verse: "For we are God's handiwork, created in Christ Jesus to do good works, which God

prepared in advance for us to do." Ephesians 2:10, NIV

Life App: Creativity—using your imagination to do something unique.

Basic Truth: I can trust God no matter what.

Early Arriver Activity (8:45) (10:30) (5:45)

What You Need: No supplies needed

What You Do:

Ask, "When someone tells you to be creative what is the first think you think about? Or when someone asks if you are creative, how would you answer that question?" Discuss the kids' answers to these questions. Guide them to start thinking about creativity as more than just arts and crafts and music.

Plug In (9:00) (10:45) (6:00)

Make A List

What You Need: white boards, markers

What You Do:

As a group, make a quick list of famous artists/sculptors/paintings or art that they know. If you get stuck before time is up, use your smartphone or tablet and Google "famous artwork" and/or "famous artists" and look at the images that pop up. Let the kids see if they recognize anything.

Note: Depending on the school districts, kids should know about famous artists like Van Gogh, Picasso, Monet, etc. You could even use Dr. Seuss or Walt Disney as well as other children's illustrators for other artists on your list.

What You Say:

"All these artists are pretty good, huh? I mean, I look at art like this and think, How do they make their paint brush do that? Or, you're telling me someone just used their hands to sculpt that? It's unbelievable! [Transition] But I know someone who's even more creative and amazing than anyone we've talked about yet. He has made masterpiece after masterpiece ... including you! Let's go to Large Group and hear all about it."

Lead your group to the Large Group area.

Praver Time

After large group, gather children in their small groups. Lead them in prayer focusing on "The Bottom Line."

Catch On #1

Spell It Out (memory verse activity / great for active learners / optional large-group activity)

What You Need: Play dough, "Spell It Out" (Activity Page)

What You Do:

Look up the verse in the Bible and read it together.

Finding verses with 2nd and 3rd graders: Guide them to open their Bibles to the front and find the table of contents. (Hold up a Bible opened to the table of contents to show the kids what the page looks like.) When the kids find the table of contents, lead them to find Ephesians in the list under "New Testament." When the kids find Ephesians, lead them to look at the page number beside the word. Explain that the number tells them on what page they can find Ephesians. Help the kids find the page. When they find Ephesians, explain that the big numbers on the page are the chapter numbers. Help them find chapter 2. Explain that the small numbers are verse numbers. Help them find verse 10 in chapter 2.

Hand out enough play dough for each person in the group. Place the cards from the "Spell It Out" Activity Page on the ground. When you say, "go," they need to work together to spell out the missing words in the verse, letter by letter, using the clay. As the kids create the missing words using the clay, they should intermingle those with the cards, eventually forming the entire verse.

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Optional: Make this a large group competition activity with the first group to finish the whole verse as the winner!

Note: Leave the verse set up for the remainder of Small Group. You will use it in the prayer activity.

What You Say:

"We are created by a creative God who has imparted some of His own creativity into us so that we are a remarkable and creative species. It even says that we are His handiwork. Like, He is the artist and we are His special masterpiece! [Apply] Now, if you are a masterpiece, created by a creative God to do good works, you've got to act like it! That may mean using your gifts to honor God, or help others, or figure things out. [Impress] You were created, so you can be creative!"

Catch On #2

Stamp On The World (application activity)

What You Need: "Stamps" Activity Page, cardstock, construction paper, scissors, masking tape, duct tape, glue, fabric, felt, pipe cleaners, markers

What You Say:

"We were all created with an imagination. We can use that to leave our own unique stamp on the world. This is not just in the area of arts, but in how we approach problem solving, loving others, doing our work, and lots of other things.

(Show kids the Activity Page.) "Look at some of these stamps. (Optional: search for images of actual stamps and pick a few to print.) What do these say to you? Maybe a holiday? A special time of year? A special person in history? There are stamps for the Olympics, stamps of superheroes, and stamps of our flag. There are different stamps for different times of the year, for different countries, and the list goes on and on! All these stamps are unique—so what would a stamp all about you look like? [Apply] I want you to use these supplies to make your own stamp that describes you and the mark you're making on the world. [Make It Personal] (Tell the group something that would be on your personal stamp.) [Impress] You were created, so you can be creative. And remember: God made you, just as you are, in the image of HIM! No one else is like you! You are His creation!"

What You Do:

Use the supplies provided to make your own stamp that describes you and your mark on the world. When everyone is finished, let anyone who wants to explain their stamp have 30 seconds to tell the group about it.

2nd & 3rd Grade

Week 2, October 12

Basket Case

Bible Story: Basket Case (Moses and Miriam) • Exodus 1:22–2:10

Bottom Line: Use your imagination to figure it out.

Memory Verse: "For we are God's handiwork, created in Christ Jesus to do good works, which God

prepared in advance for us to do." Ephesians 2:10, NIV

Life App: Creativity—using your imagination to do something unique.

Basic Truth: I need to make the wise choice.

Early Arriver Activity (8:45) (10:30) (5:45)

What You Need: No supplies needed

What You Do:

Ask the following questions and give everyone a chance to answer and explain:

What is your favorite thing to do in the fall?

Is it something you do with family or friends or by yourself?

What makes it your favorite? Have you done it yet this fall?

Plug In (9:00) (10:45) (6:00)

Puzzled

What You Need: 30- to 50-piece puzzle

What You Do:

Dump the puzzle on the floor in the middle of your group. Without them noticing, sneak a piece out of the pile and put it in your pocket. Tell them to "figure it out." If they ask you any questions, just respond, "You all can figure it out." If they get really stuck, pull the piece out of your pocket to see if it will help. If they don't get stuck, see if they can complete the puzzle with the piece missing.

What You Sav:

"Sometimes it's hard to figure things out, huh? Like with this puzzle—you didn't know what it was supposed to look like, so what did you do to figure it out? (Pause for responses.) [Transition] Today, we're going to hear about a young lady who had a really tough problem and had to figure it out. And we're talking a life or death situation! Let's go to Large Group and hear more."

Lead your group to the Large Group area.

Praver Time

After large group, gather children in their small groups. Lead them in prayer focusing on "The Bottom Line."

Catch On #1

Figure It Out (application activity / great for active learners)

What You Need: "Figure It Out" Activity Page

What You Do:

Divide your group into pairs and let each pair pick one situation card. Encourage them to use their imagination and think of creative ways to solve the problem. Give everyone three to four minutes to come up with a plan and then allow each group to act out or share their situation and their creative solution.

What You Say:

"God created you in His image—so the image of God in us gives us the ability to imagine, and that imagination allows us to solve problems and figure things out! I really love what you all came up with—those were some awesome solutions! [Apply] How can you use your creativity to figure out some problems in your own life? Does anyone have an example? [Make It Personal] (Tell them about a time you had to use your imagination to come up with a creative solution to a problem you were having. How did it turn out?) God wants you to [Impress] use your imagination to figure it out. That's why He gave you an imagination in the first place!"

Catch On #2

Decode the Code (memory verse activity)

What You Need: "Decode the Code" Activity Pages, pencils, Bibles

What You Do:

Hand everyone an Activity Page, a Bible, and a pencil. The first step is to decode the code. Some of the code has blanks and they'll need to fill it in before they can use the code to answer the question. (If some of the kids are having trouble you can give them this hint: The first code has an image of a key, and it's a "k." The second code has an image of a yo-yo and it's a "y.") Once the code is complete, kids need to use it to fill in the blanks of the memory verse. When they're finished, encourage them to look up the verse in the Bible to check their work. **What You Say:**

"That took some real problem solving to figure that code out! I'm impressed. God made you all so creative and He gave you great imaginations. What did you do that helped you crack the code? [Apply] Did you know that using your mind like that could also help you solve other problems? It can! God created you to do good works but that doesn't mean that all the things He has for you to do will be easy. Sometimes, you'll have to get creative and [Impress] use your imagination to figure it out. And do you know what? After seeing all the problems and puzzles you've solved today, I know you can do it!"

Week 3, October 19

Parting Words

Bible Story: Parting Words (David's final words) • 2 Samuel 23:1-2

Bottom Line: Use your imagination to do what you were made to do.

Memory Verse: "For we are God's handiwork, created in Christ Jesus to do good works, which God prepared in advance for us to do." *Ephesians 2:10, NIV*

Life App: Creativity—using your imagination to do something unique.

Basic Truth: I need to make the wise choice.

Early Arriver Activity (8:45) (10:30) (5:45)

What You Need: No supplies needed

What You Do:

Ask the following questions and allow everyone in your group a chance to answer and share with the group.

- Who knows what they want to be when they grow up?
- Why do you want to do that?
- Have you always wanted to be that or have you changed your mind a couple times?
- Do you know anyone with that job?

Plug In (9:00) (10:45) (6:00)

Role Praying

What You Need: "Blank Page Prayer" Activity Page, pencils

What You Do:

Pass out the Activity Pages. In the space next to each day of the week, kids should write down a role that they have in their life. For example, they may choose the role of brother, son, teammate, student, classmate, friend, and cousin, so their page would read like this:

Monday: brother Tuesday: son

Wednesday: teammate Thursday: student Friday: classmate Saturday: friend Sunday: cousin

Then explain that this "blank page" will be their prayer plan for the week. Each day, they will pray over this role that God has called them to—how can they be the best brother/son/teammate, etc., that God has made them to be? Encourage them to use their imagination to think of ways they could do this role even better than they're doing it now.

What You Say:

"Do you see how many important roles you all have in your life? God is already using you to do great things! Great things that He made you to do! It's not always easy being all these important things, but if you [Impress] use your imagination to do what you were made to do, you will show others just how awesome, loving, and creative our great God is! [Apply] Make sure you take time each day to pray and ask God to show you creative ways you can do what He has created you to do!"

Prayer Time

After large group, gather children in their small groups. Lead them in prayer focusing on "The Bottom Line."

Catch On #1

What RU Gonna Do? (application activity)

What You Need: "What R U Gonna Do?" Activity Page, scissors, glue, markers

What You Do:

Give everyone an Activity Page and demonstrate how to cut out the inside blank square to make a frame. Then let them use all the art supplies to decorate their frame.

What You Say:

[Apply] "Now, when you get home, use some tape to stick your frame to the mirror so that it is a right around your face when you stand in front of the sink. Then, each time you're standing in front of your mirror brushing your hair or teeth, YOUR face is framed, reminding you that God created you in His image and you were made for a purpose! Now the question is, what are you going to do about it? Now is the time to [Impress] use your imagination to do what you were made to do."

Catch On #2

All About David (review the Bible story)

What You Need: "All About David" Activity Page, Bibles

What You Do:

Ask your group to get into pairs and give each pair a set of the cards and a Bible. Explain that they will be racing the other pairs in the group to see who can look up the six verses on the cards and match them with what happened to David in those verses. Once everyone is ready, tell the kids to begin.

Correct Answers:

1 Samuel 13:14 Match: God sought out David and appointed him king.

Acts 13:22 Match: David is a man after God's own heart.

2 Samuel 23:1-2 Match: David used his creativity throughout his life to do what God made him to

do.

Psalm 51:1-2 Match: When David realized he had sinned and made lots of mistakes, he asked

God for forgiveness.

1 Samuel 17:49-50 Match: God helped David defeat the giant, Goliath.

2 Samuel 6:21-22 Match: David danced before God, celebrating and praising Him, even though it

made him look silly in front of other people.

What You Say:

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"We can learn a lot from David. He was such a cool guy. He was chosen by God, and even when he made mistakes, he asked for forgiveness. But guess what? You were chosen by God too! And He has great things planned for you to do. So, you've got to [Impress] use your imagination to do what you were made to do. What are some ways you can use your imagination to do what God made you to do? [Make It Personal] (Tell your group about something that God has made you to do and how you do that.) [Apply] And you know, when you do that, you're showing the world how great and creative and awesome God is! Now that's another reason to dance!"

Week 4, October 26

Light the Way

Bible Story: Light the Way (salt and light) • Matthew 5:14-16

Bottom Line: Use your imagination to do more good.

Memory Verse: "For we are God's handiwork, created in Christ Jesus to do good works which God

prepared in advance for us to do." Ephesians 2:10

Life App: Creativity—using your imagination to do something unique.

Basic Truth: I need to make the wise choice.

Early Arriver Activity (8:45) (10:30) (5:45)

What You Need: No supplies needed

What You Do:

Discuss the following questions with your group. Make sure everyone has a chance to share.

- What's the nicest thing anyone has every done for you?
- Who did it for you and why?
- How did it make you feel?
- What is something really nice that you've done for someone else?

Plug In (9:00) (10:45) (6:00)

Inventions

What You Need: No supplies needed

What You Do:

Let the whole group brainstorm different inventions for a minute or two. Ask what is their ONE favorite invention ever created. Do they know who invented it? What makes it their favorite? How does it change their life? Talk about what it would be like to be the person who came up with that invention.

What You Say:

"Well, one of my favorite inventions is light, because without it, we'd all just be bumping around in the dark, not sure of where we're going. Cars would crash at night. I would be scared without a nightlight! My hair would surely be a mess if I couldn't see in the bathroom. [Transition] Did you know that even Jesus talked about light and how important it is to us and to Him? Let's go hear about it."

Lead your group to the Large Group area.

Prayer Time

After large group, gather children in their small groups. Lead them in prayer focusing on "The Bottom Line."

Catch On #1

Let's Pretend (application activity / review the Bible story / great for active learners)

What You Need: Bible

What You Do:

Ask for a volunteer to look up today's Bible story and read it aloud. (Matthew 5:14-16) Then divide your group into two smaller, equal size groups. Help them come up with some ideas for how they can be a light and do more good. Ask them to make up a skit showing how light in darkness is important and allows them to do more good. They can be as creative as they want with this. (If your group is too small to divide, then ask everyone to work together to come up with one skit.)

Perform the skits for each other, and then take a few minutes discussing how they can be light in their school and in their homes. Encourage everyone to toss out suggestions.

What You Say:

"Those were some great ideas about being light! You all have some many great ideas in those creative brains of yours! [Apply] You can [Impress] use your imagination to do more good like you did in the skit to come up with ways to do more good in your world right now, too, just like we talked about. Those things we

talked about don't just have to be ideas; you can put them to into action ... today! When you do this, you are using the creativity that God created you to have and you are being the light Jesus called you to be!"

Catch On #2

Do More Good (memory verse activity / great for active learners)

What You Need: Butcher paper, marker, cups, "Do More Good" Activity Page, Bible

What You Do:

Divide your group into two teams. This is a race between the two teams. The groups will line up at one end of the room (or however far your space allows) with the butcher paper hanging at the opposite end of the groups. First, pick someone to read the memory verse from the Bible. Then explain that they will choose an activity card with a method of travel written on it (hop, skip, crawl, frog leap, crawl, twirl) and that's how they have to travel to the paper. When a person arrives at the paper, they will write the first word of the verse, then run back and tag the next person in line. The second person then has to choose a different card and travel to the paper and write the second word. (Instruct the kids to put their card back in the cup after they read it. The cards can be reused until the verse is complete.) Continue until one of the teams writes the entire verse out. The first team to complete the whole verse wins!

What You Say:

"I loved watching you all hop and skip and twirl—that was fun! And you know, I just love that verse. What a special thing it is to be created by God and to be called His handiwork! Handiwork means that He created us. And not just that, but He also made a plan just for us too—a plan to be light in the darkness. Now that's special, for sure! [Apply] How do you know you're God's handiwork? What is something He created you to do? Now how can you be light in that situation? Think about it, and come up with a plan to [Impress] use your imagination to do more good. I'm so proud of all of you and all your ideas and I'm so thankful that God created you and your creative imagination!"