The Peace of Heaven

Bible Story: The Peace of Heaven (God made peace with us through Jesus) • Colossians 1:20; 3:15 (Supporting: John 20)

Bottom Line: When God sent us Jesus, He proved He cared for us.

Memory Verse: "Let us therefore make every effort to do what leads to peace and mutual edification." Romans 14:19, NIV

Life App: Peace—proving you care more about each other than winning an argument.

Basic Truth: I can trust God no matter what.

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

What You Need: offering container, jelly beans

What You Do:

Greet the kids as they arrive and wish them a happy Easter. Encourage them to place their offerings in the basket, and offer them a few jellybeans. Discuss their holiday plans together. Will they see family today? Are they wearing something special for Easter? Did they find any extra treats this morning?

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

Jellybean Mosaic

What You Need: A large sheet of butcher paper or poster board with "P-E-A-C-E" sketched on it, bowls of jellybeans, plates of glue

What You Do:

Gather the group around the paper and guide kids to fill in the letters with glued-on jellybeans. Make sure they all have access to different colors of jellybeans and plates of glue. When the design is complete, set it aside to dry.

What You Say:

"We know that jelly beans are popular Easter candy! But what about the word 'PEACE'? What does it have to do with Easter? [Transition] Let's go to Large Group to hear why we would want to talk about peace on Easter! Hint: It has nothing to do with a rabbit!" 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

Peace or Peeps? (application activity / great for active learners)

What You Need: Unopened package of Peeps®, an individually wrapped Peep®

What You Do:

Guide kids to stand an arms' length away from each other. When you say, "Peeps!" each child should curl up into a ball on the floor and make a cheeping noise. When you say, "Peace!" the kids should line up shoulder-to-shoulder and link arms, and say, "God has made peace with _____," inserting their own name into the blank. Play a few rounds, varying the speed.

What You Say:

"This Peep® is all alone (hold up single Peep®), but these Peeps® (hold up box) are really closely stuck together. Nothing separates these Peeps® in the box. Look, there's no space between them at all. [Apply] Before Easter, sin separated people and God. We've all felt that separation when we do something wrong; we feel like a single, squishable Peep®. But because of Jesus, sin never has to separate us from God again. We can have peace with God because [Impress] when God sent us Jesus, He proved He cared for us."

Catch On #2

Searching for Peace (memory verse activity / large group activity)

What You Need: Plastic Easter eggs with "Memory Verse Phrases" Activity Pages inside them and hidden around the room, Bibles

What You Do:

First, let each Small Group find the memory verse and read it aloud together.

Finding verses with 2nd and 3'rd 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 Romans in the list under "New Testament." When the kids find Romans, lead them to look at the page number beside the word. Explain that the number tells them on what page they can find Romans. Help the kids find the page. When they find Romans, explain that the big numbers on the page are the chapter numbers. Help them find chapter 14. Explain that the small numbers are verse numbers. Help them find verse 19 in chapter 14.

Then challenge each group to find all of their color eggs and put the verse together in order from the cards inside the eggs.

What You Say:

"Great job finding those eggs and putting together the verse! (Note ways that the group worked peaceably together to complete the task.) [Apply] Just like you worked together peaceably, our verse talks about living in peace with each other. We want to make peace with each other because God made peace with us. [Impress] when God sent us Jesus, He proved He cared for us."

Walk Like a Peacemaker

Bible Story: Walk Like a Peacemaker (Isaac's wells) • Genesis 26:1-6, 16-22, 26-31

Bottom Line: Prove you care about others by walking away from a fight.

Memory Verse: "Let us therefore make every effort to do what leads to peace and mutual edification."

Romans 14:19, NIV

Life App: Peace—proving you care more about each other than winning an argument.

Basic Truth: I need to make the wise choice.

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

What You Need: An offering container

What You Do:

Greet children as they arrive and encourage them to place their offerings into the container. Ask them about their Easter celebrations last week; find out if anyone made the Resurrection Rolls and how they liked them.

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

Peacemaker Badges

What You Need: Scissors, cardstock, markers

What You Do:

Brainstorm different kinds of peacemakers, such as superheroes (sometimes), royalty, police officers, Old West sheriffs, space rangers, teachers, pastors, parents, etc. Let each kid draw a badge on their paper in the style of the peacemaker they admire most.

After kids have finished their badges, talk about a hypothetical situation. How would they feel if you declared to the group that since they made the badges with your markers in your Small Group space, you own all badges? Allow them to express their dismay. Talk about what they might do to get the badges back. Would they try to get even?

What You Say:

"Just like the situation we talked about, there was actually someone in the Bible who had all his hard work taken from him for real. *[Transition]* Let's go to Large Group and hear what He did 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

Tribe vs. Town (application activity / review the Bible story)

What You Need: Building toys

What You Do:

Divide the group into Isaac's Tribe and the Townspeople. Give Isaac's Tribe the building toys and have them practice building wells (with circular walls). Tell them that they will start building a well as quickly as possible. Instruct the Townspeople that whenever they hear the phrase, "But the Townspeople said the well was theirs," they should knock down the well that the other kids have built. Whenever kids hear the words, "there could have been a fight," all kids should growl at each other. Finally, when they hear, "but Isaac trusted God and made peace by walking away to rebuild," Isaac's Tribe should settle down and start building another well.

Isaac and his tribe were searching for water, and after a long time of digging, they built a brand new well. But the Townspeople said the well was theirs. (Townspeople knock over the well.) When Isaac's Tribe saw what the townspeople did, there could have been a fight (groups growl at each other), but Isaac trusted God and made peace by walking away to rebuild. (Isaac's Tribe starts to build.) They soon finished the new well. But the Townspeople said the well was theirs. (Townspeople knock over the well.) When Isaac's Tribe saw what the townspeople did, there could have been a fight (groups growl at each other), but Isaac trusted God and made peace by walking away to rebuild. (Isaac's Tribe starts to build.) They soon finished the new well. But the Townspeople said the well was theirs. (Townspeople knock over the well.) When Isaac's Tribe saw what the townspeople did, there could have been a fight (groups growl at each other), but Isaac trusted God and made peace by walking away to rebuild. (Isaac's Tribe starts to build.) Isaac's Tribe rebuilt the well again, but this time they realized God was on Isaac's side and there was peace.

If time allows, you may let the groups swap roles and read the story again. At the end, gather the whole group in a circle.

What You Say:

"Excellent acting skills, everyone! Which was easier: being a Townsperson or being from Isaac's Tribe? Yes, it was a lot easier to be like the Townspeople. When Isaac trusted God and chose peace, he did something really hard! It was hard just to choose peace in this activity, wasn't it? How many of you started to get frustrated when the other team knocked over your wells? Yeah, I would get frustrated too. [Apply] Choosing peace and walking away from a fight is really hard. It makes you feel like the person who hurt you could hurt you again.

"Suppose you let a friend borrow your very favorite action figure and he loses it. Imagine that he's not even that sorry that your awesome, hard-to-find, limited edition Captain America is somewhere at the bottom of his dirty laundry basket. It might be easy to start yelling and say mean things. It might be easy to take something of his and lose it or break it, just to make sure he feels as bad as you do. It would be hard to forgive him, to walk away from a fight and make peace. [Make It Personal] (Share a time when it wasn't easy for you to choose peace with a friend.) But doing that hard work of forgiveness is one way that we make peace with others. When you choose to make peace you [Impress] prove you care about others by walking away from a fight."

Catch On #2

Wells of Peace (application activity)

What You Need: Brown lunch bags, "Wells of Peace Strips" Activity Pages, markers, pencils

What You Do:

Guide kids to make wells out of their paper lunch bags. First, have kids roll over the tops of the lunch bags to make a lip around the top (some kids may need help with this). Next, use markers to make the bag to look like a stone wall.

Then give each kid a set of strips. Read the first four together. Then allow time for kids to fill out their other four strips with ideas of how they can make peace. Finally, have kids place all their "water" strips into the wells.

What You Say:

"Why are wells so important? (Pause for a few answers.) That's right; they help us get water. Water is necessary for us to live! The wells that you made today are pretty important too because they are filled with peace! [Apply] When you need to remember how to make peace in your life and you're tempted to fight instead of forgive, you can go to this well and see what you find. There are times when we feel mad at our friends, like when they leave us out of a game at recess or say something mean to us, and we want to start a fight to get rid of those feelings. These ideas can remind us how to make peace instead. Now, I bet you guys came up with some great ideas on your own. Can any of you share some of your own ideas? (Encourage a few kids to read some of their original peace ideas from the strips.) Those are some good ways to [Impress] prove you care about others by walking away from a fight."

Week 3, April 19

Let It Go

Bible Story: Let It Go (Esau makes peace with Jacob) • Genesis 27:41-45; 31:3; 32:1-21; 33:1-11

Bottom Line: Prove you care about others by letting go of "what's fair."

Memory Verse: "Let us therefore make every effort to do what leads to peace and mutual edification." Romans 14:19. NIV

Nomans 14.19, Niv

Life App: Peace—proving you care more about each other than winning an argument.

Basic Truth: I need to make the wise choice.

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

What You Need: An offering container

What You Do:

Greet children as they arrive and encourage them to place their offerings in the container. Ask if they've ever received a gift even when there wasn't a special occasion. Ask if anyone's ever had something unfair happen to them.

What You Say:

"Sometimes life seems unfair because we get something good that we don't deserve. Other times life seems unfair because we get something bad we don't deserve. In which situation do you think it's easier to be happy? Yep! It's easy to happy when unfairness means something good for us."

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

Fairness Jump

What You Need: Painter's tape

What You Do:

Use the tape to make a line down the middle of your area. Tell kids that they should jump over to the left side of the line when things seem fair in the scenario you read and they should jump to the right of the line when things seem unfair.

Scenarios (feel free to also create some of your own):

- The whole class is punished for one person talking.
- Your brother breaks a rule but doesn't get in trouble
- You eat a candy from your sister's Easter basket so she eats one from yours
- Your neighbor yells at you for biking in front of his house, but not at the toddler riding a tricycle
- You do well on a test and get a good grade
- You take out the trash and get your allowance
- You work hard in school but you still miss a ton of answers on a test
- Your friends get to play right after school but you have to come home before dinner to do your homework

What You Say:

"Whew! Keeping track of what's fair is exhausting! *[Transition]* Let's go to Large Group and hear about someone who decided to just let go of what is fair!" 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

Peace Coin (application activity / review the Bible story)

What You Need: "Peace Coins" Activity Pages, coins, pencils, scissors

What You Do:

Give each child a coin and let them flip the coins a few times while you talk about the concept of heads and tails. Mention that flipping a coin means that there will be a winner and a loser, and that usually people flip a coin to make sure something is fair. Collect the coins and hand out the "Peace Coins" Activity Pages. Have them cut out their coins. Show kids that either way, both sides are winners. If Jacob is sorry, then Esau knows Jacob cares for him; and if Esau is forgiving, then Jacob knows Esau cares for him.

Help kids brainstorm ideas for both the "Sorry" side and "Forgiving" side of their coins and write them on the lines provided. For example, they could say they're sorry to a sibling whose things they took, they could forgive a teacher with a short temper, they could apologize to a parent whose "unfair" rule they broke, they could forgive a classmate who left them with all the work for a project, etc.

What You Say:

"Usually a coin toss has winners and losers and is completely fair. But peace doesn't care about being fair; it cares about building relationships with people. [Apply] To make peace, we have to make our minds think like these coins. If your sister or brother breaks something of yours, which side of the coin will let you both win? Hold it up! (Pause for response.) How about if you accidentally say something that hurts one of your friends? Which side of the coin will let you both win? (Pause for response.) Just like Jacob, who showed he was sorry, and Esau, who forgave Jacob, you can make peace with your friends and family, and [Impress] prove you care more about others by letting go of 'what's fair."

Catch On #2

Peace Gift Pass (memory verse activity) What You Need: Bibles, 2 farm animal toys

What You Do:

Gather the group in a circle and find the verse together. Read it aloud a few times. Then, take a farm animal and pass it to the child on your right. That child must say the first word in the verse and pass the animal to his right. The next child says the next word of the verse and passes the toy, and this continues around the circle until the whole verse is said.

Play again, passing the toy to the child on your right. After one kid has said their part of the verse, pass another animal toy to the child on your left, encouraging them to say the first word of the verse and pass the toy to their left. This requires a lot of attention from the kids, especially when the two toys "cross" in the middle! If kids mess up, collect the toys and restart the game.

What You Say:

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"Great job keeping track of your part of the verse! Sometimes living in peace with others requires hard work, just like this game. Sometimes, it means forgiving someone who messed up, or being sorry for not paying attention (if this game was played perfectly, ask kids to imagine that scenario; but it is likely that you'll have to restart a few times). [Apply] It would have been fair to ask the kids who messed up to leave the game, but it wouldn't have built them up at all, and it would not have brought peace. Even in little things like this game, you can [Impress] prove you care about others by letting go of 'what's fair."

Saved by the Abigail

Bible Story: Saved by the Abigail (Abigail intervenes) • *1 Samuel 25:1-35* **Bottom Line:** Prove you care about others by being part of the solution.

Memory Verse: "Let us therefore make every effort to do what leads to peace and mutual edification."

Romans 14:19, NIV

Life App: Peace—proving you care more about each other than winning an argument.

Basic Truth: I should treat others the way I want to be treated.

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

What You Need: An interesting offering container

What You Do:

Greet kids as they arrive and encourage them to place their offerings into the container. Ask them about their week, and ask them to share how they have been making peace with others this month.

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

Solution Storm

What You Need: Cotton balls, painter's tape

What You Do:

Lay a line of tape down the middle of your area and split the group into two teams. Encourage kids to have a 60-second "snowball" fight with the cotton balls. After the time is up, notice that it looks like a snowstorm your area. Brainstorm ways to fix that problem, guiding the conversation until kids decide to clean up the area.

What You Say:

"Well, that is a great solution to a messy problem! [Transition] Let's head to Large Group to hear about someone else who came up with a great solution to a very tricky problem!" 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

Solution Superhero (application activity / review the Bible story)

What You Need: "Solution Comic Book Panels" Activity Pages, colored pencils

What You Do:

Give each child an Activity Page, and make sure everyone can reach the colored pencils. Encourage kids to draw a comic book scene of today's Bible story complete with dialogue and action as they think it might have happened. The first and last panels are filled in so kids can get a good idea of what to do. After they're finished, allow kids to share their stories.

What You Sav:

"Great graphics skills, everyone! I really loved seeing how each of you imagined the story. We know that basics of what happened, but sometimes it helps us connect to the story when we use our imaginations to fill in the details. Abigail really was like a peacemaking superhero. Instead of standing by while her family was in danger, she boldly stepped into action! She was ready to be part of the solution. While Nabal was ready to make war, Abigail was ready to make peace.

[Apply] "There are lots of ways to be part of a problem—maybe you're always getting out of hand when your teacher has to step out of the room, maybe you are always ready to get your annoying little siblings into trouble, or maybe you're just-this-close to getting angry with a friend because you think that they are trying to tease you. But it's better to be part of the solution! You can help your friends calm down at school, work with your siblings to make things better at home, or listen carefully to what your friends say to you. These are great ways to [Impress] prove you care about others by being part of the solution."

Catch On #2

Solution Scramble (application activity / great for active learners)

What You Need: "Scramble Cards" Activity Pages

What You Do:

Hand out "Scramble Cards," and give kids time to read what the cards say. Ask them to think about whether their card shows a problem or a solution. When everyone has decided on their card's category, tell them to stand up and scramble around the room, calling out either "Problem" or "Solution." Whenever they get near another person, they need to compare cards and find out if their cards go together—if they have a problem and its peaceful solution. (Each card only has one match.) Once each match is found, the partners should sit down together back at the circle. If you have too few kids to use all the cards, select pairs ahead of time so that all cards in play have their match.

What You Say:

"All of these solutions mean going out of your way to show you care about someone. They all do something about a problem, even if it's technically not your problem in the first place! Abigail could have decided that Nabal's problem with David was not her business and could have stayed out of it. [Apply] Sometimes we just want to ignore a problem or hope it goes away on its own. We don't want to do the work of an extra chore for our family or stay after class a few minutes to thank a teacher or be the only one who keeps in line at practice when everyone else is going crazy. It's easy to think that these are their problems. But choosing to help is a way to [Impress] prove you care about others by being part of the solution. You're proving that you care about your parents and teachers and coaches, and you're proving that you care about the ones who are caught up in the problem, too." [Make It Personal] (Share a time when you chose to do more than you had to in order to be part of the solution and make peace in a situation.)