

Stand by Me

Bible Story: Stand by Me (Jesus in the Garden) • *Matthew 26:36-46 (Matthew 26:26-35, Luke 22:39-46, Mark 14:32-42 supporting)*

Bottom Line: Jesus showed us how to stand for what's right.

Memory Verse: And as for you, brothers and sisters, never tire of doing what is good.
2 Thessalonians 3:13, NIV

Life App: Conviction—standing for what is right even when others don't.

Basic Truth: I can trust God no matter what.

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

What You Need: An offering container, stacking cups or other small plastic cups (*optional*)

What You Do:

Greet kids as they arrive and encourage them to place their offerings in the container. Ask them about super heroes and the kind of things they're known for. Ask them if they think they could be a super hero. Encourage them to complete some super speed tests:

- Stack the cups in a pyramid shape as fast as they can.
- Run laps across/around your meeting space.
- Recite the alphabet clearly and quickly.
- Do 10 jumping jacks.
- Go from a standing position to sitting on the floor (legs crossed) and back to a standing position 10 times.

You can instruct kids to do these super speed tests as competitions against each other or as "time trials" to see how fast they can do something individually.

Plug In (9:00) (11:00) (6:00)**Super Charades**

What You Need: "Super Charades Cards" Activity Page

What You Do:

Lead a few rounds of charades using the Super Charades Cards. Let each child choose a card and silently act like the super hero named on the card, while the rest of the group guesses. Whoever guesses correctly first becomes the next actor. If you have a large group, you could divide into teams.

What You Say:

"It seems like our super heroes sure have a lot in common. It was tricky to guess a few of those! **[Transition]** Let's go to Large Group and find out what else all super heroes have!" 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**Super Tag (application activity / great for active learners)**

What You Need: No supplies needed

What You Do:

Designate one kid to be "It" and let the others scatter around your meeting space. "It" must tag the others, but if a player stands still and assumes a super hero pose (either hands on hips or out straight in front like "flying") and names one thing that is ALWAYS the right thing to do, he can avoid being tagged. Play as long as time allows.

Variation: If your space does not allow for tag, you may use dice to select a child to give the pose/answer, or use the spinner tool on the Lead Small app.

What You Say:

[Apply] "A lot of times we know the right thing to do, especially if it's easy. But can you think of some times that it might be hard to know the right thing to do? (Allow for answers. You can suggest some age-appropriate situations, such as answering a friend's question during quiet time at school, or telling a grownup that a friend needs help even if it's supposed to be a secret.) What about times when you know the right thing but it's really, really, hard? (Allow for answers; you can suggest some age appropriate situations, like

cleaning up your mess when you'd miss your chance to play outside, or telling the truth even when it might get you in trouble, or being kind to a new kid who all your friends think is weird.) When it's hard to figure out the right thing, and especially when the right thing is hard to do, we can look to what Jesus did because **[Impress] Jesus showed us how to stand for what's right.** Jesus did what God wanted, not what He wanted to do, and even in the tricky times, we can show conviction and stand for what's right!"

Catch On #2

Super Capes (*memory verse activity*)

What You Need: "Super Capes" Activity Page, markers, hole punch, scissors, small strips of construction paper (*optional*), small lollipops (*optional*), small lengths of ribbon (*optional*), tape (*optional*)

What You Do:

First, look up the verse with your Small Group, using the following guidelines:

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 2 Thessalonians in the list under "New Testament." When the kids find 2 Thessalonians, lead them to look at the page number beside the word. Explain that the number tells them on what page they can find 2 Thessalonians. Help the kids find the page. When they find 2 Thessalonians, explain that the big numbers on the page are the chapter numbers. Help them find chapter 3. Explain that the small numbers are verse numbers. Help them find verse 13 in chapter 3.

Give each kid a Super Cape and tell them to cut the cape out from the template and punch out the hole at the top as indicated. Then, you may proceed in one of two directions:

Option 1: Tie the ribbon through the hole on the cape and show the group how to use it as a bookmark in their Bibles. Say the verse together a few times, and practice closing the Bible and opening it quickly to the memory verse.

Option 2: Give each child a lollipop and show them how to place the lollipop stick through the hole in the cape. Let them draw eyes on the small construction paper strips and tape them around the lollipop to look like a super hero mask. Say the verse together a few times while assembling the pops, and then set the pops aside for later.

What You Say:

"This verse really reminds us of conviction! **[Apply] It can be hard standing up for what's right and it's easy to get tired of doing the right thing, but remember: [Impress] Jesus showed us how to stand for what's right.** Even when He was tired and His friends all took a nap, Jesus showed conviction when He did what God wanted."

No Train, No Gain

Bible Story: No Train, No Gain (*Daniel Trained in Babylon*) • *Daniel 1*

Bottom Line: When you know what God says, it can help you stand for what's right.

Memory Verse: And as for you, brothers and sisters, never tire of doing what is good."
2 Thessalonians 3:13, NIV

Life App: Conviction—standing for what is right even when others don't.

Basic Truth: I can trust God no matter what.

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

What You Need: An offering container

What You Do:

Greet kids as they arrive and encourage them to place their offerings in the container. Challenge them to another round of super ability tests. To test their super-sight, play a few rounds of "I Spy" in your Small Group area.

Catch On #1

Super Stop and Go (memory verse activity / great for active learners)

What You Need: No supplies needed

What You Do:

Gather the group at one end of your area and say the verse together a few times. Then, leave the group there and move to the other side of the area and explain that when you face the group and say the beginning of the verse, "Don't ever get tired," everyone must lie down and freeze. When you turn your back and say, "Of doing the right thing!" everyone can crawl quickly towards you. Whoever tags you when your back is turned can be the new leader. Vary the speed at which you alternate the phrases so that kids are stuck lying in place a few times. Play as many rounds as time allows.

What You Say:

"Nice playing! You guys really didn't get tired of doing the right thing, and you all listened to what the leader said! When you heard me say the right phrases, you were able to play the game the right way. When Daniel did what God said, he was able to stand for what was right. We can do the same thing when we know what God's Word says. **[Impress] When you know what God says, you can stand for what's right.**"

The Dream Whisperer

Bible Story: The Dream Whisperer (Daniel Interprets a Dream) • *Daniel 2*

Bottom Line: When you stand for what's right, you stand up for others.

Memory Verse: "And as for you, brothers and sisters never tire of doing what is good."
2 Thessalonians 3:13, NIV

Life App: Conviction—standing for what is right even when others don't.

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

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

What You Need: An offering container

What You Do:

Greet kids as they arrive and encourage them to place their offerings into the container. Then, remind them of our super hero theme and tell them that their training continues. Organize a jumping jack/pushup contest to test their super strength!

Plug In (9:00) (11:00) (6:00)

Good Guesser

What You Need: "Good Guesser Cards" Activity Pages stapled to construction paper strips, stapler

What You Do:

Guide the kids to sit in a circle and choose one child to be "It." "It" must come to the center of the circle in front of you and have a Good Guesser Card headband fitted around his head, with the card's image facing out. "It" must guess the item on the card by asking the group "yes" or "no" questions. When "It" guesses correctly, a new player is chosen. Play as many rounds as time allows.

What You Say:

"You all showed super smarts there with your guesses! *[Transition]* Let's go to Large Group to hear about someone who had to be way more than smart to play a really high-stakes guessing game." 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

Pass Along Statues (application activity / review the Bible story)

What You Need: Play-Doh® in various colors, paper plates

What You Do:

Give each child a small ball of a different color of play dough, and let them work it with their hands. Then, direct them to collaborate and create a monster statue together, with one child starting by putting the feet on the paper plate, another child adding the legs, then a torso, arms, head, etc. By the end of the activity, there will be a big monster built of many different colors of clay.

Note: If the group is having a hard time building a standing statue, the statue may be made flat on the paper plate.

What You Say:

"Great building! You all worked together to make this cute little guy and it really shows! Look at how each color is a part of the whole monster. Daniel stood up for the other wise men because he knew that he was part of their team and that God would want him to show love to others.

[Apply] "When we show love to other people—like kids at school, our neighbors, our church friends, or our teammates—we're doing what is right. Sometimes that means sticking up for someone who's different than you. But when you remember that you're both part of the same group of people whom God loves, you can show conviction and do the right thing. **[Make it Personal]** (Share a time when you stood up for someone else.) **[Impress]** When you stand for what's right, you stand up for others."

Catch On #2

Team Scramble (*memory verse activity / great for active learners*)

What You Need: Knotted piece of fabric

What You Do:

Divide the group into two teams, or join with another Small Group so that you have two teams of five kids. Line team members up shoulder-to-shoulder, with the two teams facing each other about 5-10 feet apart. Assign one kid from each team a phrase of the verse. Each team should be scrambled so that the verse is not in order. Place the fabric in the center of the clear space. When you call out a phrase of the verse, the kid from each team assigned to that phrase must run to the center, grab the fabric, and bring it back to his team, who must then say the whole verse together for a point. If the other team's player tags him before he reaches his team, the fabric must return to the center and the other team gets the point. Play as long as time allows.

Note: To see a version of this game in action, watch this video: <https://www.youtube.com/watch?v=pBG-Zq1YWUk>

What You Say:

"Great playing! You had to really rely on the player out front to stand up for his team and grab that prize! This is a small way of remembering that **[Impress] when you stand for what's right, you stand up for others.**"

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If You CAN Stand the Heat ...

Bible Story: If You CAN Stand the Heat ... (The Fiery Furnace) • *Daniel 3*

Bottom Line: When you stand for what's right, others can see God.

Memory Verse: And as for you, brothers and sisters, never tire of doing what is good."

2 Thessalonians 3:13, NIV

Life App: Conviction—standing for what is right even when others don't.

Basic Truth: I can trust God no matter what.

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

What You Need: An offering container, ping-pong balls (*optional*), a small bowl or bucket (*optional*)

What You Do:

Greet kids as they arrive and encourage them to place their offerings in the container. Then, remind them of our super hero theme and tell them that their training continues today for super skills in battle. Either play rock-paper-scissors in successive tournament style rounds, or let kids face off one by one in a ping-pong bounce battle. Set the bowl/bucket in the middle of your area and place one player on either side, about five feet away. The players must toss the balls toward the bucket, and the balls must bounce once on the floor and then into the bucket to score. Both players toss/bounce at the same time so there will be rebounds and ricochets. Change out the players and continue.

Plug In (9:00) (11:00) (6:00)

Freeze Dance (This is a whole group activity)

What You Need: Music player and lively music

What You Do:

Play the music and encourage kids to dance around the room. Then abruptly stop the music. Everyone must freeze when the music stops and resume dancing when you restart the music. Anyone caught moving during the silence is out of the game. Play as many rounds as time allows.

What You Say:

"You are great dancers and you did just what I said during the music. **[Transition] Let's go to Large Group to hear about some guys who did not do what their leader demanded when the music was playing.**"

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

Fire Chief (*application activity / great for active learners*)

What You Need: Fireman hat (*optional*)

What You Do:

Gather the group in a circle and choose one child to be the guesser. Send her out of the room or to another area. Then, select one child in the circle to be the fire chief. Whatever motions this child does, all of the group must follow. Encourage the child to change motions often to vary the pace of the game. Call the guesser back to the circle, and give her three chances to guess the fire chief as the chief continues to make motions and the group copies him. (If you have a fireman's hat, the guesser may give it to the person she suspects of being the fire chief.) If the guesser chooses correctly, the chief must leave the circle to become the new guesser and the Small Group Leader chooses another fire chief.

What You Say:

"Congratulations to all our fire chiefs and guessers! Guessers, how did you know who was the fire chief? That's right, you had to look at what everyone was doing to figure out whom they were following. **[Apply] Just like that, when we do what's right, we're showing people that we're following God. When we show love when it would be easier to be mean, we're showing people that we follow God, who is loving. When we speak up for others instead of staying quiet and letting them get pushed around, we are showing people that we follow God, who cares for people who are hurting. When we obey our parents instead of doing**

whatever we feel like doing, we're showing them that we follow God, who wants us to respect our parents even when it's hard. **[Impress]** When you stand for what's right, others can see God."

Catch On #2

Fast Jump (*memory verse activity*)

What You Need: A long double-dutch jump rope or two jump ropes tied together

What You Do:

Ask an assistant to help you turn the jump rope. One by one, kids can jump in and say the verse as they jump. See who can get the farthest in the verse without stopping. Then, invite the whole group to line up and jump together while saying the verse.

What You Say:

"You are all great jumpers! It got tiring, didn't it, especially when you messed up and had to start over? That's like our verse: 'Don't get tired of doing the right thing.' We still mess up and don't always do what's right, but just like in our game, we get to start over and ask for God's help. Even when we mess up in life and ask for God's forgiveness, people can still see that God is forgiving and wants to help us do the right thing. So even though we're not perfect, **[Impress]** when you stand for what's right, others can see God."