

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

What You Do:

Invite the kids to place their offerings in the container, and then ask: How many super heroes can you name? What are some of their super powers? Which super hero is your favorite? Why is this hero your favorite?

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

Save the Day

What You Need: "Super Hero Capes" Activity Page

What You Do:

Scatter the "Super Hero Capes" on the floor around your environment, about three feet apart. Guide each child to stand on/beside a cape. While they stand in place, guide the kids to pretend to fly like Superman, crawl and swing from a web like Spider-Man, run like the Flash, stomp like the Incredible Hulk, and sweep a leg and shout, "Hi-Yah!" like a Teenage Mutant Ninja Turtle.

Play a quick-change pantomime game. At random intervals, call out the name of a super hero above. The kids will pretend to move as the super hero you call. Vary your voice, pace, and order to keep the kids moving and interest high.

What You Say:

"Great job! You all look like super heroes in the making! I have a question for this amazing group of future super heroes: What do super heroes have in common? (*They have super powers; they fight evil; they wear costumes; they have secret identities, etc.*) **[Transition] In Large Group today we'll hear about something else super heroes have in common. Let's go find out what it is!**" 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

Take a Stand (application activity / great for active learners)

What You Need: "Take a Stand" Activity Page, "Super Hero Capes" Activity Page

What You Do:

Scatter the "Super Hero Capes" on the floor around your environment, about three feet apart. Guide each child to choose a cape and crouch beside it. Read a scenario from the "Take a Stand" Activity Page. If the child in the scenario chose to stand for what is right, lead the kids to pop up and strike a super hero pose; if the child in the scenario didn't stand for what is right, guide the kids to crouch down and freeze.

What You Say:

"In Large Group we learned that God wants us to stand for what is right. What does it mean to stand for what is right? (*To do the right thing; to do the right thing even when others don't; to do the right thing even when it's hard.*) Yes! To stand for what's right means to do the right thing no matter what. It means to do the right thing even when others aren't, and it means to do the right thing even when it's hard. Do super heroes stand for what's right? You bet! How did the kids in our scenarios stand for what is right? (*Allow several children to answer.*) **[Make It Personal] (Share a child appropriate way you practice conviction by doing the right thing again and again, such as by obeying the speed limit, being kind to people that others ignore, telling people about Jesus even when you're scared, etc.) [Apply] Can you name some ways you will**

choose to stand for what's right even when others don't? (*Allow several children to answer.*) Great ideas! It's always good to stand for what is right even when others don't."

Catch On #2

Reverse "Whack-a-Mole" (memory verse activity / review the Bible story / great for active learners)

What You Need: Bibles, "Super Hero Capes" Activity Page, wand or sword.

What You Do:

Give each kid a Bible and guide them to look up the verse using the navigation tips below.

Finding verses with kindergartners: Guide children to open the Bibles to the marked page. Point to the word *2 Thessalonians* at the top of the page as you say "Second Thessalonians" aloud. Then guide kids to find the big number 3 on the page. Explain that this is the chapter number. Finally, guide them to look under the big 3 for the little 13; this is the verse number. Tell them to leave their finger on the verse as you read the verse aloud. Then lead everyone to say the verse together.

Finding verses with 1st 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." You can help by telling them that *2 Thessalonians* starts with the number 2 and is followed by the letters T-H. 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.

Say the verse, guiding kids to echo you after each word, and then play a wacky (and whacky!) memory verse game. To play, set out the "Super Hero Capes," guiding each child to crouch on or beside one. Tap one child on the head with the wand or sword. Lead her to stand/pop up as you say the first word of the verse. Continue, tapping different children on the head as you successively say the verse. Begin slowly, and then pick up your speed. You can also vary your pace from slow-mo to fast forward. As kids catch on, encourage them to say the words of the verse with you. You can also invite kids to strike a super hero pose each time they pop up.

Note: If kids get the hang of the game and the verse quickly, switch to regular "Whack-a-Mole" mode. Guide kids to say each word of the verse, popping up and then dropping down. The kids can even pop up randomly (standing for some words but not for others), but say the verse regardless of whether or not they pop up. Your challenge is to tap kids on the head while they're standing!

What You Say:

"*2 Thessalonians 3:13* says, 'Don't ever get tired of doing the right thing.' (*NirV*) What do you think that means? (*Keep doing the right thing no matter what; do the right thing even when it's hard.*) Did Jesus do the right thing even when it was hard? Yes! Jesus chose to do what God wanted Him to do even when it was VERY hard. He loved God, so He chose to do what God wanted, even when it meant that He would suffer and die on the cross to take the punishment for our sins. But that's not the end of the story! After three days, God raised Jesus from the dead! Now that's the BEST super hero story ever!

"So when you start to get tired of doing the right thing, remember that **[Impress] Jesus showed us how to stand for what's right.** He chose to make what God wanted more important than what He wanted. **[Apply] We can do that, too. It won't always be easy, but God loves us and He'll give us the strength and courage we need.**"

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:**

Invite the kids to place their offerings in the container.

What You Say:

“At the end of the first *Avengers* movie, the super heroes went to a restaurant to eat shawarma. Shawarma is a Middle Eastern food that's a bit like a burrito. What foods do you like to eat? If you could only eat one thing for 10 days, what would you eat? If you could only eat one thing for three years, what would you choose?”

Catch On #1**Yuck or Yum?****What You Need:** “Would You Rather ...” Activity Page**What You Do:**

Lead the kids in an active version of “Would you rather ...” using the Activity Page as a guide.

Note: Reassure kids that it's okay if they don't vote for the same thing others vote for. Different people have different likes and dislikes.

What You Say:

“Wow. Looks like (*name two or three foods that received high votes*) were popular! We also had some votes for (*name a veggie or veggies that received votes*). **[Transition]** In our story today, we'll hear about someone who chose to eat **ONLY** what God wanted him to eat. Let's go to Large Group to learn more.”

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 envelope, a hat or headband covered with gadget-like objects

What You Do:

Don the hat as you welcome kids to your environment. Invite kids to place their offering in the container as they giggle and look at you incredulously.

What You Say:

"Welcome! Do you like my new hat? It's a super-hero mind-reading hat. Let's see if it works. (*Pretend to turn it on.*) Okay, (*child's name*), you're thinking of a purple polka-dotted armadillo jumping rope. No? Hmm. Let me try again. (*Child's name*), you're thinking of a pink monkey blowing bubbles on the moon. Wrong again? Oh, dear. Let me make an adjustment. (*Pretend to tweak a gadget*) That should do the trick. (*Child's name*), you're thinking of gummy bears dancing on a donut covered with chocolate icing and rainbow sprinkles. That's what you're thinking about, right? No? Oh well, I guess I'm don't have the super power of reading minds after all.

"Since I can't read your minds, tell me some things you did think about this week. What was your happiest thought? Did you have any sad thoughts? Did you have any silly thoughts?"

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

What's Inside?

What You Need: Prepared envelopes

What You Do:

Guide kids to sit in a circle. Give one child an envelope and guide him to shake it, feel it, and even smell it, to try to (silently) guess what's inside. When he has an idea, lead him to (silently) give the envelope to the child beside him. When each child has examined the envelope, invite the kids to tell what they think is inside. After they guess, ask a volunteer to open the envelope and pull out its content(s). Continue with the remaining envelopes, saving the "Nezzar's Dream" envelope for last. For this envelope, encourage the kids to guess what's inside, but don't invite a child to open it. (You'll do that during Prayer.)

What You Say:

"This last envelope is tricky, isn't it? Do you have any idea what might be inside? (*Pause.*) It could be (*restate the kids' speculations*). Is there any way to truly know what's inside the envelope without opening it? (*Pause.*)

[Transition] In our Bible story today, we'll hear about a king who wanted a group of people to guess something that seemed IMPOSSIBLE to know. Let's go to Large Group to find out what it was. As for our mystery envelope, we'll find out what's inside during prayer time." 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

Stand Up for Others (application activity / review the Bible story / great for active learners / possible large-group activity)

What You Need: No supplies needed

What You Do:

Lead the kids in a variation of "Cat and Mouse." Choose two volunteers: one will be a wise man and the other will be King Nebuchadnezzar. Lead the remaining kids to stand in a circle and hold hands. The goal of the game is for the wise man to avoid being caught by King Nebuchadnezzar. Guide the wise man to stand inside the

circle while King Nebuchadnezzar stands outside. To play, the wise man must keep moving while he is inside the circle, and he may not stay inside the circle longer than 10 seconds. King Nebuchadnezzar, on the other hand, cannot come into the circle; instead, he may only reach into the circle to try and tag the wise man.

The circle players' job is twofold:

- 1.) Keep the king away from the wise man by blocking his tagging attempts.
- 2.) Help the wise man escape from the king by freely letting him into and out of the circle.

At various times, choose different volunteers to be the wise man and the king.

Note: If you have a small environment or if multiple groups meet in your environment, consider either playing the game as a large-group activity or toning down the game by adding restrictions to King Nebuchadnezzar and the wise man's movements (only allowing them to walk on their knees, on their heels, by crawling, etc.).

What You Say:

"Way to go, circle players! You did an excellent job standing up for the wise man by helping him move away from King Nebuchadnezzar. You also did a great job protecting him by keeping King Nebuchadnezzar from tagging him.

"How did Daniel stand up for the wise men in today's story? *(He asked the king for time to tell him what his dream meant so that the wise men wouldn't be killed.)* Daniel showed us that **[Impress] when you stand for what's right, you stand up for others.** Like Daniel, **[Apply] you can stand up for others by standing up for what's right. You can speak up when others are being mistreated, you can pray for others when they're in trouble, and you can try to help others be noticed for the good things they do.** So this week, remember: **[Impress] when you stand for what's right, you stand up for others."**

Catch On #2

What's Inside?

What You Need: The "Nezzar's Dream" envelope from Plug In

What You Do:

Show the "Nezzar's Dream" envelope, open it, and show the kids what's inside. Guide the kids to identify the picture (the statue from King Nebuchadnezzar's dream) and then tell one thing they remember from the Bible story.

What You Say:

"Daniel knew that it was wrong for the king to kill the wise men just because they couldn't tell him his dream. So Daniel bravely spoke up and asked the king for time. Then he did the most important thing of all: he prayed and asked his friends to pray! And because Daniel had the courage to stand up for what was right, God helped Daniel to not only save his own life, but also the lives of his friends and all the wise men of the kingdom.

[Impress] When you stand for what's right, you stand up for others. Let's pray and ask God to help us be like Daniel and stand for what's right.

"Dear God, thank You for loving us more than we can imagine. **[Apply] Help us spread Your love to others by caring for them and by standing up for what is right. Please give us the strength and courage to be like Daniel and stand up for what is right by standing up for others.** We love You, Lord. Amen."

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: Cups, yardstick

What You Do:

Challenge the kids to work together to make the highest tower they can (safely). Some kids can engineer the design, some can implement the construction, and others can measure the tower as it rises. Compliment each child specifically about how he/she contributed to the tower.

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

Able to Leap Tall Buildings?

What You Need: Yarn; measuring tape; art paper, tear sheet, or dry erase board; marker; calculator(s)

What You Do:

Mark a starting line. One at a time, instruct each child to stand with his toes on the line and jump as far as possible. Challenge the kids to try hard to jump 90 feet from the starting line. Guide a volunteer to measure his jump and record the distance on the paper, tear sheet, or dry erase board. Next, challenge the kids to see if they were able to jump 90 feet collectively by adding all the jumps together. Finally, provide a visual for 90 feet by guiding the kids to roll out the yarn until it reaches 90 feet in length. (You can do this in a long hallway; or, if your space is limited, weave the yarn back and forth across the longest segment of your environment.)

(Note: Some groups will need assistance with the measuring and adding, while others will accomplish the tasks independently. Whatever the case, allow the kids to do as much for themselves as possible.)

What You Say:

“Wow! You all are great jumpers, but I think you'd have to be Superman to be able to jump 90 feet in just one jump, don't you? 90 feet is a *long* way! In our Bible story today, we'll hear about something that was 90 feet tall.

[Transition] Let's go to Large Group to find out more.” 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

Don't Ever Get Tired (memory verse activity / great for active learners)

What You Need: Bible

What You Do:

Invite a child to open the Bible where marked. Read 2 Thessalonians 3:13 aloud, or point to the verse and invite a child to read. Guide the kids to repeat the verse after you.

Challenge the kids to put the words of the verse to motions, a clapping game, a dance, a song, or even a chant. Kids can work in pairs or in groups of three or four. When they're finished, teams can share their creations with the group.

What You Say:

“Did Shadrach, Meshach, and Abednego ever get tired of doing the right thing? No! Shadrach, Meshach, and Abednego stood for what was right, even when it meant that they might be thrown into a fiery furnace! So

[Apply] if you ever start to get tired of doing the right thing, remember Shadrach, Meshach, and Abednego. Ask God to help you do the right thing, even when others don't. God helped Shadrach, Meshach, and Abednego, and He'll help you, too.”

Catch On #2

Power Chair

What You Need: “Power Chain” Activity Page

What You Do:

Guide the kids to gather around you as you lead kids in the conversation below.

What You Say:

(Fold the “Power Chain” Activity Page and hold it so that the kids see only Shadrach, Meshach, and Abednego.)
“Shadrach, Meshach, and Abednego stood for what was right, even when it meant that they might be thrown into a furnace. They said *(unfold the King Nebuchadnezzar flap to reveal him)*, ‘King Nebuchadnezzar, if you throw us into the fiery furnace, the God we serve is able to bring us out of it alive. He will save us. But even if He does not, we will not serve your gods or worship the statue you made.’ And what happened when Shadrach, Meshach, and Abednego stood for what was right? Yes! *(Unfold the third flap to reveal the angelic figure.)* God sent someone who looked like an angel to save Shadrach, Meshach, and Abednego ... and King Nebuchadnezzar saw God’s power! And you know what? We get to see God’s power, too! How do we get to see God’s power because Shadrach, Meshach, and Abednego stood for what was right? *(We hear the story of how God saved them.)* So remember: **[Impress] when you stand for what’s right, others can see God.** Let’s pray.

“Dear God, thank You for the brave example of Shadrach, Meshach, and Abednego. Thank You that because these men had the courage to stand for what was right, others saw Your power. Thank You for sending Your helper to be with Shadrach, Meshach, and Abednego when they stood up for what was right. Thank You that You will be with us when we stand up for what’s right, too. We love You so much, Lord. In Jesus’ name we pray, amen.”