

Stewless**Bible Story:** Stewless (Esau can't wait) • *Genesis 25:24-34***Bottom Line:** When you think you can't wait, think twice.**Memory Verse:** "Wait for the LORD; be strong and take heart and wait for the LORD." *Psalm 27:14, NIV***Life App:** Patience—waiting until later for what you want now.**Basic Truth:** I can trust God no matter what.**Early Arriver Activity (8:45) (10:30) (5:45)****What You Need:** An offering container, white board and marker**What You Do:**

Welcome students as they arrive and ask them to put their offerings into the container.

Give kids a white board and marker. Pronounce the first misspelled word from the list below and then call out the letters for the kids to write down. Tell them to unscramble the letters to discover a food item. After they figure out what the misspelled word is, let them share whether it's a food they like or dislike.

1. SAURG (sugar)
2. HOOCELTAC (chocolate)
3. RIVEL (liver)
4. GEGS (eggs)
5. UPSO (soup)
6. TOOTPA (potato)
7. LEMONTRAWWE (watermelon)
8. RUGBERS (burgers)
9. LICOCORB (broccoli)
10. SABEN (beans)

Plug In (9:00) (10:45) (6:00)**ABC, Dining!****What You Need:** No supplies**What You Do:**

Instruct kids to sit in a circle. Begin by saying, "I'm so hungry I could eat one apple." Explain that the person to your left should repeat what you said then add the next number and any food that begins with the next letter in the alphabet. For example, "I'm so hungry I could eat one apple and two beans." Continue around the circle, having players repeat all of the previous numbers and foods and then add another. The goal of the game is to get all the way to the letter Z and the number 26.

What You Say:

"That was a lot of food! I'm not sure if that game made me hungry or if I suddenly lost my appetite. How about you? On a scale of 1-10—10 is FAMISHED—how hungry are you right now? **[Transition] In today's lesson we'll hear about a guy who was incredibly hungry. You might be surprised at what he was willing to pay for a meal. Let's go find out.**" 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**Backseat Treasures (application activity / review the Bible story)****What You Need:** Container of "backseat" items**What You Do:**

Set up the game by asking kids if they've ever had to help clean out their family's car after a road trip. Did they find anything interesting on the floor or under the backseat? Some money? Stale fries? A missing library book?

Sit in a circle with the kids. With great enthusiasm, hold up the container. Explain that you recently came across some amazing treasures while cleaning out your car. With even greater enthusiasm, tell them that you have

enough to share with EVERYONE. All they have to do to receive their “Backseat Treasure” is to answer a review question about today’s Bible story and then reach into the bag and take out an item.

Choose someone to go first. Ask him the first review question (see below). After answering correctly, invite him to reach into the bag and take the first item he touches. Pick another kid to go next. After the second kid answers a question (correctly) and chooses an item, give him a chance to “think twice.” That means he can think about whether he’d like to keep the item he chose or take the first kid’s “Backseat Treasure” (make a trade) if it’s something he likes better. Continue until everyone has had a chance to choose and exchange items with any of the previous kids. At the end of the game, give the kid who went first a chance to trade what he has with any of the items the other kids have.

Review Questions:

1. What were the names of the two brothers in today’s Bible story? (*Jacob, Esau*)
2. Who was the oldest brother: Jacob or Esau? (*Esau*)
3. Who had a skill for making lentil stew: Jacob or Esau? (*Jacob*)
4. Who was entitled to his father’s full inheritance: Jacob or Esau? (*Esau*)
5. Who was the youngest brother: Jacob or Esau? (*Jacob*)
6. Who was a skillful hunter: Jacob or Esau? (*Esau*)
7. Who came home famished after a full day of work: Jacob or Esau? (*Esau*)
8. Who sold his birthrights for a pot of stew: Jacob or Esau? (*Esau*)
9. Who used his brother’s hunger as a chance to get what he wanted: Jacob or Esau? (*Jacob*)
10. Who was a sorry example of patience: Jacob or Esau? (*Esau*)

What You Say:

“Did you feel a twinge of impatience when another kid took the ‘Backseat Treasure’ you’d chosen? Would it have made a difference if it’d been something you REALLY wanted? All of us face an ‘Esau Moment’ once in a while when we want something so badly that we don’t stop and think about what we’re doing. Like Esau, we end up trading what is best for what is less. **[Impress] When you think you can’t wait, think twice.** You may even have to think three times or four! If Esau had done that, he might not have made such a rash and foolish choice. His story reminds us that we can really miss out when we’re not willing to wait.

[Make It Personal] (Share an age-appropriate example of a time when you had an “Esau Moment” and did something before thinking twice. Maybe it was an expensive purchase you should not have made, an inconsiderate comment you wished you could take back, or an overreaction. What did God help you learn from that mistake?)

[Apply] “When you think you can’t wait for something this week, STOP. Take a moment to think about what your next step should be. Ask God to help you see what the consequences of a bad choice in the heat of frustration might mean for yourself and for others. Being patient when you want something right away shows that you’re trusting God and waiting for Him, which is always the wisest choice.”

Catch On #2

Detour Ahead (*memory verse activity / great for active learners*)

What You Need: Bibles, Motor Verse Cars Activity Page, straws, painter’s tape

What You Do:

Hand out Bibles and ask kids to look up Psalm 27:14 using the navigation tips below.

Finding verses with 4th-5th graders: Our verse is from Psalms. Ask kids to tell you whether that’s in the Old Testament or the New Testament. (*Old*) So we know it’s toward the front of the Bible. It’s actually right near the middle of the Bible. When kids find Psalms, explain that the big numbers on the page are the chapter numbers. Tell them to find chapter 27. Explain that the small numbers are verse numbers. Tell them to then find verse 14 in chapter 27.

When everyone has found the verse, ask a volunteer to read it aloud. Invite the kids to recite it together once or twice.

Ask the kids to explain what they think it means to “wait for the Lord.” What does it look like for a kid to live out Psalms 27:14?

Use painter’s tape to create a start and finish line on the floor. The line should be long enough for all the kids to stand side-by-side. The distance between the two lines should be about three feet.

Place the motor verse cars on the starting line with the words and phrases out of order. Give each kid a straw and assign each person a car.

Challenge the kids to work together to move the cars to the finish line and arrange them in verse order from left to right. Explain that the only way to move their car is to push it along by repeatedly blowing into their straw and bumping the cars forward.

What You Say:

“You guys are awesome drivers! You had to take some frustrating detours, but you got the cars lined up where they need to be. I hope this game helped you learn Psalm 27:14, the verse we’ll be memorizing together this month. **[Apply] The Bible is what God uses to ‘push’ us in the right direction. His Word leads us and helps us know how to make wise choices.** This week, **[Impress] when you think you can’t wait, think twice** and remember the words of our memory verse: ‘Wait for the LORD. Be strong and don’t lose hope. Wait for the LORD.’”

Don't Have a Cow**Bible Story:** Don't Have a Cow (golden calf) • *Exodus 32:1-35***Bottom Line:** When you think you can't wait, think about what's true.**Memory Verse:** "Wait for the LORD; be strong and take heart and wait for the LORD." *Psalms 27:14, NIV***Life App:** Patience—waiting until later for what you want now.**Basic Truth:** I can trust God no matter what.**Early Arriver Activity (8:45) (10:30) (5:45)****What You Need:** An offering container, blindfolds (*optional*)**What You Do:**

Welcome the kids as you invite them to place their offerings in the container.

Explain that you will choose a child to wear a blindfold (or close their eyes) and guess who's mooing. Choose a child, and once they are blindfolded, silently choose another kid to do their best impression of a mooing cow. The child who is wearing the blindfold has three tries to guess who is mooing. Give everyone a chance to be the mooer and the guesser.

Plug In (9:00) (10:45) (6:00)**License Plates****What You Need:** "License Plates" Activity Pages, markers, pencils; pictures of funny vanity license plates (*optional; for 5-6 Challenge*)**What You Do:**

Set up the activity by asking the kids if they ever play the License Plate Game while traveling. The goal of the game is to try to spot a license plate from every state (or to see who can spot the plate that's furthest from your home state). Ask them to share any funny or creative license plates they've seen.

Set out the markers and give each of the kids a "License Plate" Activity Page. Talk about the samples shown at the bottom of the Activity Page to help get their creative juices flowing, and then invite them to create a personalized license plate that expresses something true about them or a truth they believe about God.

5-6 Challenge: After doing the activity above, show kids examples of funny vanity plates. Challenge them to make up some difficult-to-read license plate quotes and see if anyone in the group can figure out what they say.

Examples:

NVRL8 – Never Late

DRTHVDR – Darth Vader

D1SNELND – Disneyland

RDRNNR – Road Runner

I82MCH – I Ate Too Much

What You Say:

"If every person wore a license plate that told something true about them, it'd help us know one another better, wouldn't it? When it comes to God, there's not a license plate big enough to hold all that we know to be true of Him. I'm glad we have the Bible—and not just a license plate—to help us know our great God. What a privilege we have to be able to open the Bible and learn His truth! **[Transition]** In today's Bible story we're going to hear about a group of people who knew what was true about God, but they ignored it and ended up making a huge mistake. Let's go to Large Group and hear all 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**Cow, Mountain, Moses (application activity / review the Bible story / great for active learners)****What You Need:** No supplies**What You Do:**

Begin by asking the kids to come up with three simple poses to represent a cow, a mountain, and Moses. Or, if you prefer, simply use the following ideas then let kids practice the poses several times:

- COW – hold fingers on head to make horns
- MOUNTAIN – hold arms as a triangle above head
- MOSES – hold an imaginary staff, or stroke a long, invisible beard

Demonstrate how to play a review game called, “Cow, Mountain, Moses.” Choose two volunteers. Tell them that at your signal, they should high-five one another and then quickly strike one of the poses (cow, mountain, or Moses). Explain that the cow beats the mountain, Moses beats the cow, and the mountain beats Moses (similar to “Rock, Paper, Scissors”). Players can take a different pose in each round, but once they begin a pose they cannot change it midway. The winner of the round will play a challenger. In order to challenge the winner, a kid must first answer one of the review questions below. Include additional questions if desired.

1. Where in the Bible can you read the story of Moses, the mountain, and the cow? (*Exodus*)
2. What was the name of the famous mountain in today’s lesson? (*Mount Sinai*)
3. Why did God have Moses climb Mount Sinai? (*to receive God’s laws on stone tablets*)
4. Who did Moses leave in charge while he was gone? (*Aaron*)
5. How long was Moses gone from the people and up on Mount Sinai? (*40 days*)
6. Where did Aaron get the gold to make the golden calf? (*from the people’s jewelry*)
7. How did Moses learn about the golden calf? (*God told him*)
8. What were the Israelites doing when Moses returned? (*worshiping the cow, dancing*)
9. How did Moses react when he saw what the people had done? (*he threw the stone tablets on the ground, took the calf, and burned it in the fire*)
10. How did Moses punish the Israelites for worshiping a cow? (*he made them drink the water with ashes from the golden calf*)
11. What is today’s Bottom Line? (**[Impress] When you think you can’t wait, don’t forget what’s true.**)

Make sure all the kids get a chance to answer a review question. Add more questions or repeat the ones listed above if needed.

Remind the kids that even though the Israelites knew that the all-powerful, all-loving God had a plan, they still took matters into their own hands when they got worried and were left waiting. Ask the kids to share about situations when it’s hard for them to wait—even though they know they should. What are some of the problems and consequences we face when we don’t wait? Why does it help to focus on the things we know to be true about God when we’re feeling like we can’t wait?

What You Say:

“In our review game, one action beat another. Sometimes you won. Sometimes you didn’t. When it comes to impatience, God has given us what we need to win every time. God’s pretty clear that impatience is NEVER cool, especially when it prompts us to make bad choices the way the Israelites did. Instead of remembering all that God had done for them, they got so worked up that they were willing to do something that really upset God. Bad choices never end well. Even if it doesn’t happen right away, there will eventually be a consequence, and most of the time it’s far worse than the waiting would have been.

[Apply] “When impatience starts to get the best of you, stop and remember what you know to be true of God: He is powerful; He offers His power to help you; He is in control; He loves you; He has a plan bigger than you can see right now. Imagine how differently today’s story would have ended if the Israelites had followed this week’s Bottom Line: **[Impress] when you think you can’t wait, think about what’s true.** Let’s learn from their mistakes and make a better choice.”

Catch On #2

Frustration Destination (*application activity / great for active learners*)

What You Need: “Frustration Destinations” (Activity Page), basket, timing device

What You Do:

Set up the activity by asking kids if they’ve ever played a road trip game in which they try to guess where people in other cars are going as they pass them on the highway. Explain that in the following activity, some kids will be “driving” and others will be guessing the “destinations.”

Choose two to four kids and ask them to pretend to sit together in a car. Designate one kid to be the driver. Ask the driver to take one of the “Frustration Destinations” slips out of the basket. He can show it to the others in the car, but not to the rest of the kids.

Next, have the kids in the car, without naming their specific “Frustration Destination,” talk about where they’re going in a way that gives clues to those not in the car. Tell them that they have 30 seconds of travel time to help the others guess their destination. When someone guesses correctly, the driver “slams on the brakes” to end that round.

We all know that waiting doesn’t end once you reach your destination. After each round, discuss situations that could arise while at that particular “Frustration Destination” that would likely put patience to the test, such as waiting in a long line, losing an important soccer game, waiting for someone to finish shopping, and so on.

What You Say:

“This week, you may find yourself in a ‘Frustration Destination.’ Maybe you’ll feel like you’re ready to blow up at someone because they’ve done something you think they shouldn’t have, or they didn’t move as fast as you thought they should. You may feel like you don’t have the strength to be patient one more second, but that’s not true! You have all the strength you need if you just put your trust in God and ask Him for help. God is with you and He’s always in control ... always. He’s in the driver’s seat and knows exactly where He wants to take you.

[Impress] When you think you can’t wait, think about what’s true. [Apply] Stop the car, so to speak, and remember this: God has a plan, and it’s never wrong. Invite God to navigate you through your ‘Frustration Destination’ and you’ll make wise choices instead of foolish ones you will regret.”

[Make It Personal] (Talk about your own “Frustration Destination” and create your own plan for showing patience.)

Keep Calm and Keep Your Cool

Bible Story: Keep Calm and Keep Your Cool (a patience principle) • *Proverbs 14:29*

Bottom Line: When you think you can't wait, keep your cool.

Memory Verse: "Wait for the LORD; be strong and take heart and wait for the LORD." *Psalms 27:14, NIV*

Life App: Patience—waiting until later for what you want now.

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:

Invite the kids to put their offerings in the offering container as they arrive. Tell kids that they cannot speak. The goal is for everyone to keep still and quiet until it's time for the next activity. To make it more challenging, ask them questions about their week, how they've been showing patience at home, etc. They will have to show patience while waiting for a chance to answer your questions.

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

Sweet and Sour Drivers

What You Need: "Sweet and Sour Drivers" Activity Page

What You Do:

Ask the kids if they've ever played the "Sweet and Sour" road game where they wave or smile at people in passing cars or trucks and keep track of how many people wave or smile back.

Tell the kids that you'd like to play an indoor version of the "Sweet and Sour" game. Explain that each kid will be given a card describing a certain kind of driver, such as a truck driver. No one else will know what the other drivers are. The kids will give clues to the others by the way they drive around your area and the things they say to the other drivers about where they're going. After the game, everyone will get a chance to guess the drivers each kid was portraying.

Now, here's where the "Sweet and Sour" part comes in. Before the kids begin moving around the room, pick an animated kid to be an angry driver. He will still portray his character, but as he does, he will also try to get the other drivers to smile at him by throwing a road-rage temper tantrum. When another kid so much as smirks, he switches places and the kid that smiled becomes the angry driver. Remind kids to stay in character during the whole game.

What You Say:

"It was hard to not laugh at the road rage. People who lose their cool in real life and throw tantrums often act very childish. It's not pretty. **[Transition] Our 'Sweet and Sour' game reminds me of something we're going to learn in Large Group today. Keep the image of those temper tantrums in your mind as we head over to Large Group.**" 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

Billboards (application activity / review the Bible story)

What You Need: Bibles, "Billboards" Activity Pages, markers, funny or interesting billboard pictures (optional)

What You Do:

Set out the markers and give everyone a "Billboards" Activity Page and a Bible. Ask the kids if they have ever seen any interesting or funny billboards and signs along the highway as they were traveling with their families. Let them share what they remember.

Next, assign each kid (or pair of kids) one of the verses below. Ask them to create a billboard that either illustrates a way to live out the verse or a consequence of not doing so.

- Galatians 5:22-23 – “But the fruit the Holy Spirit produces is love, joy and peace. It is being patient, kind and good. It is being faithful and gentle and having control of oneself. There is no law against things of that kind.” (NirV)
- Colossians 3:12 – “You are God’s chosen people. You are holy and dearly loved. So put on tender mercy and kindness as if they were your clothes. Don’t be proud. Be gentle and patient.” (NirV)
- Psalm 40:1 – “I was patient while I waited for the Lord. He turned to me and heard my cry for help.” (NirV)
- Proverbs 14:29 – “Anyone who is patient has great understanding. But anyone who gets angry quickly shows how foolish he is.” (NirV)
- Proverbs 15:18 – “A man who burns with anger stirs up fights. But a person who is patient calms things down.” (NirV)
- Romans 12:12 – “When you hope, be joyful. When you suffer, be patient. When you pray, be faithful.” (NirV)
- Ecclesiastes 7:8 – “The end of a matter is better is better – than its beginning. So it’s better to be patient than proud.” (NirV)

When finished, take a few minutes for kids to read their verses aloud and explain the billboard they created. Lead them in a discussion about what they learned from the verse they were assigned. Ask them to share some ways that impatience can hurt us. How does it hurt others? What did their verse teach them about how to chill out?

What You Say:

“If we call ourselves followers of Jesus, we are like a walking, talking billboard. Our lives, and the way we react to hard situations, can point others to God. **[Apply] You will have many opportunities this week to be a billboard for God in your school, at home, and wherever you go.** When you wait patiently, you’re showing that you trust God and believe He’s in control of your situation. When you don’t say hurtful things to others, you’re showing that you value people the way He does. If you get impatient, it can lead to wrong actions if you don’t cool it. Those bad actions not only make YOU look bad, they make God look bad. So, **[Impress] when you think you can’t wait, keep your cool.**”

Catch On #2

Toe Truck (memory verse activity)

What You Need: Bibles, toy cars, plastic buckets

What You Do:

Read Psalm 27:14 together and let the kids practice saying it a couple of times. Ask for volunteers to say the verse from memory. Prompt as needed.

If you lead mostly older kids, consider asking these discussion questions:

- Why are some people harder to be patient with than others?
- If you figure out that someone is difficult for you to be around and not lose your patience, how is that helpful? What should you do once you figure it out?
- Explain why you agree or disagree with the following statements:
 - A patient person—a person who “waits for God”— is more fun to hang around with.
 - When I lose my temper, it’s not always my fault.
 - My friends know that I don’t mean what I say when I’m angry, which makes it okay.

Have the kids remove their shoes and socks. Give each child a car. Explain that they must work to rescue their car out of the bucket using the toes on one foot. They must keep their foot in the bucket long enough to say all of Psalm 27:14 and rescue their car. Prompt kids who may need help saying the verse.

What You Say:

“Great job ‘toeing’ those cars! And great job quoting Psalm 27:14, too. Today’s Bottom Line is: **[Impress] when you think you can’t wait, keep your cool. [Apply] You may have to do some waiting this week. You may find yourself running out of patience. Just when you need it, Psalm 27:14 might pop into your head.** That’s God speaking to you. Pretty cool, right?”

Baby Steps

Bible Story: Baby Steps (Hannah prays for a baby) • 1 Samuel 1:6–2:1

Bottom Line: When you think you can't wait, talk to God about it.

Memory Verse: "Wait for the LORD; be strong and take heart and wait for the LORD." *Psalm 27:14, NIV*

Life App: Patience—waiting until later for what you want now.

Basic Truth: I can trust God no matter what.

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

What You Need: An offering container, "United States Map" Activity Page, pencils

What You Do:

Set out the map and let kids add their initials to the states they have visited. Let them share some of the highlights they remember from those places. What did they like most? What did they not like and why? Where would they like to visit again? If they haven't visited other states besides their own, have them talk about what state they would like to visit. What do they imagine that state to look like?

Note: If you are outside the US, provide a map of your country. Ask the same questions, but insert "province" or "city," according to where you live.

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

Are We There Yet?

What You Need: Stopwatch or other timing device with a second hand

What You Do:

Tell kids that you're going to play a game to see how close they can come to guessing an exact amount of time. The game is called, "Are We There Yet?" Explain that you will call out a specific amount of time such as 32 seconds. You'll set the stopwatch and signal the time to begin. When they think the 32 seconds are up, they can shout out, "Are we there yet?" If they are correct, you'll say, "We're here." If you don't respond, they will know that they are wrong and out of that round. Each kid can only call out once per round.

Repeat several times changing the amount of time and the response. Other responses can be to begin crying like a baby, whistle, clap, or stand.

What You Say:

"Road trip minutes can feel much longer than they really are, especially when you're bored or really excited to get to your destination. **[Transition] In today's lesson we'll take a look at someone who waited and waited and waited then waited some more. Let go find out how this person handled all that waiting.**"

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

Talk to Me (application activity / review the Bible story)

What You Need: Bible, "Talk to Me" Activity Page, basket

What You Do:

To review the story, tell the kids that they will each take a turn reading a few verses from 1 Samuel 1:6–2:1 as they play a review game called "Talk to Me." Explain that you will choose two kids; one will read, the other will listen. The reader will take one of the "Talk to Me" slips from the basket which will tell him the type of voice he will use as he reads. The kid who is chosen to be the listener will be asked to turn his back and close his eyes so that he doesn't know who's been chosen to read. The listener's job will be to figure out who's reading.

Before choosing the first players, make sure all the kids know one another's names (if your groups change from week to week). Divide the passage so that all of the kids will get a turn being the reader and the listener. When all the verses have been read, lead the kids in a discussion.

If you lead mostly older kids, consider asking these discussion questions:

- If you had been Hannah, what would have been the hardest part of today's story?
- What do you admire most about Hannah?
- Why would you never want to go it alone and leave God out of situations that are hard?
- How does God speak to us? What's something He might say to you when you're in a long waiting game the way Hannah was?

What You Say:

"None of us knows what God's voice sounds like, but we can be sure it's not squeaky and He doesn't get the hiccups. God DOES talk to us though through His Word, though. And He wants us to talk to Him every day as often as we can. **[Apply] You can come to God anytime and tell him exactly how you're feeling.** If you're angry and feeling impatient, He understands. If you're waiting for something and it seems impossible to hang on, He will help you trust Him. When you need patience or feel worried on the inside, just like Hannah did, God will give you the strength you need to wait patiently. **[Impress] When you think you can't wait, talk to God about it.**"

[Make It Personal] Share some of the prayer habits you have. Do you have a regular prayer time? Is there a specific place you like to pray? Do you keep a journal from which you might share how God answered something you'd been waiting on Him for?

Catch On #2

Finger Twister Traffic Jam (*memory verse activity / great for active learners*)

What You Need: Bible, "Finger Twister Traffic Jam" Activity Pages

What You Do:

Ask someone to read Psalm 27:14 aloud. Then ask for volunteers to recite the verse from memory. Prompt as needed.

Ask the kids to choose one word from Psalm 27:14 that they feel is the most important word. (It's okay that answers will vary.) Have them explain why they chose that particular word from all the others. If the word they chose had been left out or replaced with another word, such as "pickle," how would that throw off the meaning of the verse?

Form pairs and give partners one copy of the Activity Page. Hand them the Activity Pages facedown so they don't see it until it's time for the game. Explain that partners will take turns placing designated fingers of their right hand on specific words. Tell them that you will call out a word and a finger (pinky, thumb, middle, ring, pointer) and one partner must place that finger on the appropriate word. For example, you might say, "PINKY: WAIT" or "POINTER: STRONG." The goal of the game is for one partner to get all five fingers on five different words at the same time. It's okay for partners to be on the same word at the same time.

If time allows, switch up the game by calling out words and fingers faster.

What You Say:

"Are your fingers in a twist? Sometimes life can feel like a messed up 'Finger Twister Traffic Jam,' can't it? People are driving us crazy, nothing seems to be going right, we're upset and about to lose our cool. Psalm 27:14 helps us know what patience looks like. It isn't about gritting your teeth while you wait for something to change. **[Apply] Patience is all about faith. It's about trusting that God knows best and that waiting is a good thing.** A patient person can wait with joy even when the situation feels stressful or frustrating. The key to living out Psalm 27:14 is to remember that **[Impress] when you think you can't wait, talk to God about it.**"

The BEST Laid Plan

Bible Story: The BEST Laid Plan (crucifixion) • *Mark 11:1-11; 14:43–15:47*

Bottom Line: Remember that God’s plan is bigger than yours.

Memory Verse: “Wait for the LORD; be strong and take heart and wait for the LORD.” *Psalms 27:14, NIV*

Life App: Patience—waiting until later for what you want now.

Basic Truth: I can trust God no matter what.

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

What You Need: An offering container, a map of the United States

What You Do:

Set out the map and have kids locate your state. Let them suggest a vacation spot such as Disney World, the mountains of Colorado, or a beach on the West Coast. Tell them that if their family took a plane to that vacation destination, they’d get there faster, but if they drove, they’d be able to see a lot more stuff. Have them map out a road trip to their vacation spot and consider what they might miss out on if they got there on a plane instead of a car.

Note: Adapt this to your particular country, if you are outside the US.

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

Magazine Search

What You Need: Magazines, index cards, pen

What You Do:

Ask the kids if they have ever played a road trip game in which everyone in the car is looking for a certain thing such as a motorcycle, a shoe, a number, or a word printed on a sign. The first person to spot the item is the winner. It’s a fun game that helps to pass the time on a long road trip.

Explain that instead of looking for things out of a car window the way they would while traveling, they’re going to look for things in magazines. Pair kids up and then give each team a magazine, a pen, and two index cards. Tell partners to look through their magazine for a picture of something they’d like to challenge another team to find. Instruct them to write a description of the item on one index card and the page number where it’s found on another. As they work, make sure they do so quietly in order to not give away their answers. Give partners a couple of minutes to finish and then have them place the card *with the description* under the front page of the magazine.

Next, let the teams trade magazines. At your signal, have them begin to search for the item on the index card inside the magazine. When they think they’ve found an item, they should write down the page number. If the page number is correct, that team wins. Repeat as time allows.

What You Say:

“Finding a specific picture among all of these pages wasn’t easy. That is, unless you were the kid who picked it out and knew which page to look on. You knew something the other kids didn’t. In a small way, that’s how it is with God. He knows stuff ... all the stuff ... everything. He knows all the details about the plan He’s made for us. He wants people to seek Him and find Him. **[Transition] Let’s spend some time doing that together in Large Group. We won’t be turning the pages of a magazine; we’ll be opening the Bible and looking at the big picture God wants us to see.**” 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

Dashboard Bobble Head (*memory verse activity*)

What You Need: Foam cups, pipe cleaners, tape, markers, pencils

What You Do:

Tell the kids that they’re going to make a “Dashboard Bobble Head.” Give each of the kids a small cup, a large cup, and one pipe cleaner. Explain that the small cup will be the head and the large cup will be the body.

Begin by having the kids turn the small cup upside down and draw a face on one side using permanent markers. They can then color hair on the remaining areas.

Next, fold the pipe cleaner in half and wrap it around a pencil to create a “spring.” Turn the larger cup upside down. Poke the sharp, unfolded end of the pipe cleaner into the center of the bottom and push it into the cup about 1/2 inch. Reach into the cup and flatten the wire end to the bottom of the cup to secure it.

Roll a piece of tape sticky-side out and press it into the bottom of the small cup (head). Place the head on top of the larger cup so that the pipe cleaner makes contact with the tape. It may be necessary to bend the end slightly to create an edge for the tape to stick. Kids may also need to stretch out the neck of their “Dashboard Bobble Head” and align it with the base so that it wobbles freely. Finish by having kids write on the bottom edge of the large cup, “Can you wait?”

When everyone is done, have the kids use their bobble heads to reply to the following questions by wobbling their heads YES or NO. After each one, allow a brief discussion about why that situation is easy or hard for them. What would it look like to “wait for the Lord” in that situation?

- Are you patient for your turn in a game?
- Are you patient when you’re interrupted in the middle of a TV show or video game?
- Are you patient waiting for someone to pick you up after a game?
- Are you patient when you’re hungry and dinner isn’t ready?
- Are you patient when you’ve studied but still don’t get a good grade?
- Are you patient when your parents tell you “no” or “wait a minute”?
- Are you patient at the dentist’s office?
- Are you patient when you practice but still don’t get better at something?

What You Say:

“Here’s one more question for you: when you’re impatient, are you happy? Probably not. When you’re not making the choices God wants you to make, it’s sort of like shaking your head no to God’s plan. You won’t be happy because you’ll be missing out on something great that God has planned for you. **[Impress] Remember that God’s plan is bigger than yours. [Apply] If you can nod your head yes and agree with God that patience is better than getting what you want exactly when and how you want it, you’re putting Psalm 27:14 to work in your life.**”

Catch On #2

Post Card from God

What You Need: 4x6 index cards, pens, markers

What You Do:

Ask kids if they’ve ever sent or received a postcard. Talk about how a postcard is different from a letter. (*It’s shorter; it contains just the highlights of a trip; it has a picture.*)

Set out the markers and give each of the kids an index card. Ask them to decorate one side of the card with words, pictures, or a design that illustrates today’s Bottom Line: **[Impress] remember that God’s plan is bigger than yours.** On the back, ask them to write a postcard from God to them. Prompt them with the following question: What do you think God would say to you about His plan and about His Son?

When finished, allow those who are willing to share their postcards with the others. Close in prayer.

What You Say:

“Dear God, it’s easy for us to go through our day and not even think about all that You’ve done for us and continue to do. **[Apply] This week, help us see past what we’re going through and remember that Your plan is bigger and better than ours. Help us to wait with patience when we feel like losing our cool. Help us put our hope, our trust, and our whole lives in Your hands.** In Jesus’ name, amen.”