

Today's Suggested Schedule—June 2021, Week 2

Note: This version of the curriculum is designed especially for churches with fewer leaders and kids. You may want to use it if you have just one or two leaders and if you combine all your kids in both Large and Small Group time.

Today's Bible Story: Cities in Dust (Israel Captures Jericho) • *Joshua 5:13–6:20*

Today's Bottom Line: God's plan is the best plan.

Monthly Memory Verse: *I remain confident of this: I will see the goodness of the LORD in the land of the living.* Psalm 27:13 (NIV)

Monthly Life App: Confidence—learning to see yourself the way God sees you

Basic Truth: I can trust God no matter what.

PRELUDE: Setting the tone for the experience

See the **Getting Ready** pages at the end of this document for a detailed description of what you'll need for today.

In the **Prelude** folder of your curriculum, you'll find a variety of other resources to help you prepare.

SMALL GROUP (15 minutes)

SOCIAL: Providing time for fun interaction

Early Arriver
Opening Activity

LARGE GROUP (35 minutes)

STORY: Communicating God's truth in engaging ways

WORSHIP: Inviting people to respond to God

Welcome/Opener
Worship ("Jesus I Will Trust You" from *This Love* and "Trust You with My Heart" from *This Love*)
Bible Story
Bottom Line
Prayer
Closer

SMALL GROUP (25 minutes)

GROUPS: Creating a safe place to connect

Bible Story Review: Jericho Journals
Application Activity: Human Coding
Memory Verse Activity: Forward March!
Prayer Activity: Pray and Dismiss

HOME: Prompting action beyond the experience

Parent Cue Card (Print or Email)
GodTime Devotional for Kids
Studio252.tv
Parent Cue App

LARGE GROUP: Story (25 minutes) • Worship (10 minutes)

Engage kids' hearts through a dynamic and interactive Bible story, worship, and prayer experience in a Large Group setting.

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Basic Truth: I can trust God no matter what.

AUDIO: *Play high-energy music as kids enter.*

SLIDE: *Theme*

Optional Video (Media Package): *Theme Loop*

Leader enters with lots of energy and enthusiasm, dancing to the music.

Optional Video (Media Package): *Countdown (30- or 60-second version)*

Optional Video (Media Package): *Theme*

OPENER

AUDIO: *Keep the music playing, but lower the volume*

LEADER: *(still dancing)* "What's up, everyone? It's great to see you here. I know my dancing alone is worth the price of admission, right? Well, I may not be the best dancer, but I'd like to think that what I lack in talent, I make up for in confidence.

AUDIO: *Fade out music*

Stop dancing.

"There are lots of things that can make us feel confident, but do you know where TRUE confidence comes from?"

SLIDE: *Life App*

Optional Video (Media Package): *Theme Transition to Life App*

"Confidence is learning to see yourself the way God sees you.

SLIDE: *Theme*

Optional Video (Media Package): *Life App Transition to Theme*

"THAT'S what gives you the confidence to be your true self. When you know how much God loves you, you can take on anything life throws your way!"

“I may not be the best dancer you’ve ever seen, but I’ve got a surprise: I’ve brought in someone who I think could earn that title. Everyone, please join me in welcoming [dancer’s name] to [your environment’s name] stage.

AUDIO: Fun, cool instrumental dance music

Let the guest dancer perform for about 30 seconds. Lead the kids in applauding for him/her.

“That was AH-mazing! I mean, when I hear the beat, I can’t help but dance . . . but now I’m not so sure what I was doing could really be called dancing. The good news is, [dancer’s name] is here to help us learn to be more confident dancers. Everyone, on your feet, because it’s time to JUST DANCE!

The guest dancer should demonstrate the first super-easy dance move, taking time to show the movement in detail. When the kids get the hang of it, shout, “Level up!” The dancer should change the move to something a little more challenging.

As you continue to “level up,” the moves should get harder and harder. Encourage the kids to stick with it. Note: The last move should finish with something to punctuate the ending.

When you get to the fifth move . . .

“Whew! That’s getting pretty challenging there, [dancer’s name] . . . but it’s SO fun to try. How about if we do a quick recap of all five moves then put them all together?

The guest dancer should do a quick recap of all five moves, then lead the kids through them all in sequence.

AUDIO: Fade out music

“That was EPIC! Wow! So much fun! Thank you, [dancer’s name], for teaching us how to dance better. It really helped when you broke down the moves so we could understand them. I feel so much more confident in my skills now!

Applaud for the dancer as he/she exits.

“Everyone, stay on your feet. Now that we’re warmed up, let’s keep dancing while we sing some songs and worship God together!”

WORSHIP

LEADER: “It always helps when you can follow along with someone who really knows what they’re doing. That’s true about our relationship with God, too! Remember, God has a good plan for our lives. We can choose to live His way because we know it’s the BEST way. Let’s sing out and tell Jesus that we’ll trust Him, through all the good times and the tough times in life.

AUDIO: “*Jesus I Will Trust You*” / track 2 from *This Love*

“Listen to what David wrote in Psalm 138:8 (*NirV*): *LORD, you will show that I was right to trust you. LORD, your faithful love continues forever. You have done so much for us, so don’t stop now.* God is so good to us! Let’s keep praising Him together.

AUDIO: “*Trust You with My Heart*” / track 9 from *This Love*

“I’m so glad to know that **[Basic Truth]** **I can trust God no matter what!** You can all have a seat now.”

BIBLE STORY

SLIDE: Theme Background

SETTING UP THE STORY

LEADER: “As I tell this story, I’ll need some help from all of you. I need you to make the sound effects for me whenever I do this. (*Hold your hand by your ear.*) And be sure to stop right away when I do this. (*Wave in the air like an orchestra conductor.*) You can stay sitting down while you make the sounds. Sound like a plan? (*Pause for response.*) Great! Let’s get started.

“God’s people, the Israelites, had been slaves in Egypt. God rescued them and set them free . . . and after 40 years of wandering in the desert, they finally reached the land God had promised them. They were excited! (*Hold your hand by your ear.*)

The kids cheer. (Get them to stop with the conductor motion.)

“The priests carried the ark. This wasn’t like Noah’s ark, but rather a beautiful chest that somehow carried God’s presence. It reminded the Israelites that God was with them.

“The leader of the Israelites was named Joshua. God told Joshua what to do when they arrived at the Jordan River, and Joshua obeyed as he led them to the water’s edge. As soon as the priests stepped into the Jordan, it stopped flowing, just as God had said! The waters parted, and God’s people crossed on dry land—just as God had led them through the Red Sea 40 years before! Let’s hear those footsteps. (*Hold your hand by your ear.*)

The kids stomp their feet. (Get them to stop with the conductor motion.)

“The Amorites and Canaanites living in the land heard what God had done, and they were afraid. They retreated to their towns—including the high-walled city of Jericho. They weren’t brave enough to face God’s people.”

THE MESSAGE

LEADER: “When Joshua was near Jericho, he spotted a man standing nearby. The man was holding a sword, ready for battle!

“Joshua went up and asked the man if he was on the Israelites’ side or the side of their enemies. Here’s what the man said.

Open your Bible to Joshua 5:14 (NIRV) and read.

“I am not on either side,” he replied. “I have come as the commander of the LORD’s army.”

“Joshua knelt down with his face to the ground. He asked the commander what message the Lord had for him.

Open your Bible to Joshua 5:15 (NIRV) and read.

“The commander of the LORD’s army replied, ‘Take off your sandals. The place you are standing on is holy ground.’

“Quickly, Joshua tugged off his sandals. Then God gave Joshua an important message—a battle plan unlike any other! Joshua called for the priests and set the plan in motion.”

THE PLAN

LEADER: “Joshua started by giving a job to the priests. Here’s what he told them.

Open the Bible to Joshua 6:6 (NIRV) and read.

“Go and get the ark of the covenant of the LORD. I want seven of you to carry trumpets in front of it.

Walk through the audience and give a kazoo to seven different kids.

(to the kids) “Here you go. Don’t play it yet, though, okay?”

“Next, Joshua gathered the army and gave them an order. He said . . .

Open the Bible to Joshua 6:7 (NIRV) and read.

“Move out! March around the city. Some of the fighting men must march in front of the ark of the LORD.

“Now that everyone had their orders, they began to move. Some of the army marched in front to protect the group. Let’s hear that marching, everyone. *(Hold your hand by your ear.)*

The kids stomp their feet. (Get them to stop with the conductor motion.)

“Then the seven priests moved forward, blowing the seven trumpets. Let’s hear ‘em! *(Hold your hand by your ear.)*

The kids with the kazoos play them. (Get them to stop with the conductor motion.)

“Behind them came the ark of the Lord. The others marched behind the ark to guard it. The entire time they marched, the priests blew the trumpets. Okay, you can blow them again. *(Hold your hand by your ear.)*

The kids with the kazoos play them. (Get them to stop with the conductor motion.)

“But otherwise, they didn’t say a word. That’s because Joshua had told them not to raise their voices or shout—to not even say a word until his command.

“Joshua led the army around the city one time like this. Then he led them back to the camp. That was the first day.

Hold up the Day 1 sign and drop it.

“The next day, they did the same thing.

Hold up the Day 2 sign and drop it.

“And the next.

Hold up the Day 3 sign and drop it.

“In fact, they did the same thing for six days in a row—just blowing their trumpets as they carried the ark once around the city. Let me hear you blow those trumpets and march.” (*Hold your hand by your ear.*)

As the kids stomp and play their kazoos, hold up and drop the Day 4, Day 5, and Day 6 signs. (Get them to stop with the conductor motion.)

THE GRAND FINALE

LEADER: “Then, at dawn on the seventh day, the army and priests formed their parade once more.

Hold up the Day 7 sign and drop it.

“This time, though, they marched around the city seven times. When they finished, the priests blew a long blast on their trumpets—just as God had told Joshua. Okay, priests, let’s hear that long blast. (*Hold your hand by your ear.*)

The kids with the kazoos play them. (Get them to stop with the conductor motion.)

“Then, Joshua told the army to shout, just as God had told him to do. Let me hear that battle cry! (*Hold your hand by your ear.*)

Everyone shouts. (Get them to stop with the conductor motion.)

“When they shouted, the walls of the city of Jericho fell down—just as God said they would! Do you think you can make that sound? (*Hold your hand by your ear.*)

Everyone makes “walls falling” sounds. (Get them to stop with the conductor motion.)

“As the air cleared, the Israelites stared in amazement. The city was wide open! With nothing to stand in their way, the Israelites charged right in. And that day, they completely defeated the city of Jericho!

“Great job with the sound effects, everyone. Let me collect those kazoos then we’ll wrap up.”

Collect the kazoos in the prop box. (Dispose of them after Large Group.)

WRAPPING UP THE STORY

LEADER: “God was with Joshua, and Joshua became well-known everywhere in the land—all because he chose to trust God. He knew that God is trustworthy, and that meant God’s plan was trustworthy, too.

SLIDE: Bottom Line

[Bottom Line] “God’s plan is the best plan.

“The battle plan God gave to Joshua might have seemed strange to others, and maybe even to Joshua. But because Joshua trusted God and did what God said, the Israelites were victorious!

“Let’s talk to God about the plans He has for our lives.”

SLIDE: Theme Background

PRAY

LEADER: “Dear God, it’s so good to know that we can always trust You. Sometimes, it’s hard for us to see the full picture of what You’re doing in our lives. But we can see from the story of Joshua and the battle of Jericho that Your plan is the BEST plan. Help us keep trusting You, even when we don’t understand. Help us keep living Your way. We love You, and we pray these things in Jesus’ name. Amen.”

CLOSER

LEADER: “We can’t always see how things will work out in God’s plan. Think about what it was like for Joshua and the Israelites when they looked up at the big city walls of Jericho. They had to trust God’s plan in order to win the battle and live in the land God had promised for them.

“Or think about what it was like for Jesus’ disciples when Jesus died on the cross. They must have been so confused about how such a sad, awful thing could be part of God’s plan. But everything made sense later when they saw how Jesus came back to life—and when Jesus explained why everything had happened the way it did.

“Sometimes you can’t see exactly how things will turn out. But you can keep following God and choosing to live His way. You can have confidence in Him. You can trust that His plan is always best.

SLIDE: Bottom Line

[Bottom Line] “God’s plan is the best plan. Say that with me.”

LEADER and KIDS: [Bottom Line] “God’s plan is the best plan.”

LEADER: “You might not always know what God has planned for your life or for your family. Sometimes things happen that are confusing and just don’t make sense. But through it all, **[Basic Truth]** you can trust God no matter what. You can know that His plan is the best plan.

“We’ve got some more fun planned in Small Group, so let’s head that way now!”

Dismiss kids to their small groups.

AUDIO: Play high-energy music as the kids exit.

SLIDE: Theme

Optional Video (Media Package): Theme Loop

GETTING READY

Here's everything you need to know to get ready for this week.

STORY: Communicating God's truth in engaging ways (25 minutes)

WORSHIP: Inviting people to respond to God (10 minutes)

1. Opener/Closer

What You Need:

- Leader
- Guest dancer (see "What You Do")

Music and Sound Effects:

- Upbeat music to use as kids enter and exit the room
- Fun, cool instrumental dance music (ideally, the dancer's choice)

Large Group Visuals:

- Theme Slide
- Life App Slide
- Theme Background Slide
- Bottom Line Slide

Optional Videos (available for purchase through the 252 Media Package):

- Theme Loop
- Countdown (30- or 60-second version)
- Theme
- Theme Transition to Life App
- Life App Transition to Theme

What You Do:

- Download and print this week's tech sheet for everyone helping with Large Group.
- Download the slides or optional videos and have them ready to use. If you do not have screen capabilities, you have Orange's permission to enlarge and print the slides on paper.
- Download music from a resource such as iTunes® and have it ready to play.
- A 252 Media Package is available for purchase to go along with each curriculum tier. These graphic motion loops are included in the package. For more information, visit Store.ThinkOrange.com.
- Invite someone who dances really well to come in and teach some dance moves to the kids. This could be anyone from a professional dancer in your community to a cheerleader or drill team member from your local high school. Discuss the plan with the guest dancer and figure out five dance moves he/she can teach the kids, ranging from really simple to pretty challenging—with some kind of move to punctuate the ending. Explain to the dancer that he/she will first come out and do a short routine to show his/her skills, then teach the five individual moves to the kids, then put those five moves together in a routine.
- Ask the dancer for a music suggestion—something instrumental that will work well for what he/she wants to do.

2. Worship

What You Need:

- Leader(s)

Music and Sound Effects:

- “Jesus I Will Trust You” from *This Love*
- “Trust You with My Heart” from *This Love*

What You Do:

- Download all songs and have them ready to use.
- Dance Moves Music Videos and Live Lyrics Videos are available for many Orange Kids Music songs. For more information, visit Store.ThinkOrange.com.
- A 252 Media Package is available for purchase to go along with each curriculum tier. The *Live Loud* faith skills video and the Dance Moves Music Video for the monthly worship song are included in the package. For more information, visit Store.ThinkOrange.com.

3. Bible Story

What You Need:

- Leader
- Bible
- Prop box containing:
 - Seven kazoos
 - Seven signs on cardstock or poster board: Day 1, Day 2, Day 3, Day 4, Day 5, Day 6, and Day 7

Large Group Visuals:

- Theme Background Slide
- Bottom Line Slide

What You Do:

- Download the slides and have them ready to use. If you do not have screen capabilities, you have Orange’s permission to enlarge and print the slides on paper.
- Place the props in the box, and set it somewhere on the stage but out of the way for the Opener and Worship.

Video Enhancements for Your Environment

Available for additional purchase at Store.ThinkOrange.com.

FEATURE PRESENTATION: Everything you need to pull off a dynamic video storytelling experience, including video Bible presentations to complement 252 Kids and 252 Preteen curriculum. Our Large Group scripts are interchangeable with these videos so you can plug and play the way you need to each week.

For 252 Kids (kindergarten through 3rd grade):

- *252 Story* brings you the Bible story in a simple and direct way through a professional Storyteller accompanied by engaging visuals.
- *Also included:* Intro and Outro videos with a character Host. The Intros set up the Bible story, while the Outros connect the story to the weekly Bottom Line. These videos are interchangeable with the live Opener and Closer, so you can use them to bookend either a live Storyteller or *252 Story*.

For 252 Preteen (4th and 5th grade):

- In *The So & So Show*, two Hosts walk you through a contemporary and comedic presentation of the Bible story. This YouTube-style show sets up the story and also connects it to the weekly Key Question for preteens.

GET REEL: Videos and graphics to enhance your 252 Kids and 252 Preteen curriculum environments. Four videos each month will help kids learn basic faith skills. Use them in your FX, Large Group, or as a promotional piece to show in your adult services:

Discovery—Listen to God’s words (HEAR)
Dear God—Dialogue with God (PRAY)
One Thing—Articulate your faith (TALK)
Live Loud—Worship with your life (LIVE)

Additional environment enhancements including:

- Graphic motion loops
- Themed audio transitions
- Life App and monthly widget promo videos (M.C. Haggis)
- Countdown videos (30 and 60 seconds)
- Music videos for original songs that highlight each Life App
- Retro Reel video to play on your fifth Sunday

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Monthly Life App: Confidence—Learning to see yourself the way God sees you

Basic Truth: I can trust God no matter what.

PRELUDE: Setting the tone for the experience

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SOCIAL: Providing time for fun interaction

Early Arriver

Opening Activity

LARGE GROUP (35 minutes)

STORY: Communicating God's truth in engaging ways

WORSHIP: Inviting people to respond to God

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Worship ("Jesus I Will Trust You" from *This Love* and "Trust You with My Heart" from *This Love*)

Bible Story

Bottom Line

Prayer

Closer

SMALL GROUP (25 minutes)

GROUPS: Creating a safe place to connect

Bible Story Review: Jericho Journals

Application Activity: Human Coding

Memory Verse Activity: Forward March!

Prayer Activity: Pray and Dismiss

HOME: Prompting action beyond the experience

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Before kids arrive, take a few moments to pray for them. Pray specifically for the kids who might be going through hard situations where the outcome is unknown. Ask God to give those kids His comfort and peace. Help them see that His plan is the best plan and He's in control, even though they might be scared about what's next. Thank God for always having a plan for our lives.

1. Early Arriver

Made to Create: an activity that explores ideas through the process of drawing, building, designing, and problem-solving

What You Need: Hand sanitizer, offering container, paper, and colored pencils

What You Do:

- Greet kids by name as they arrive.
- Invite kids who brought an offering to put it in the offering container.
- Direct kids to use one pump of hand sanitizer.
- Give each kid a pencil and a piece of paper.
- Ask the kids to write or draw what they want to be when they grow up.
 - *This doesn't have to be serious. Make sure the kids don't feel pressured. They can draw about any dream they have for when they are older—a job, the type of family they want, a place they want to visit, etc.*
- Direct kids to draw or write a plan to achieve their dream.
 - Their plan could include things for later—like learning to drive, taking courses in a subject, moving somewhere else.
 - Their plan could also include things for now—like studying hard in school, being friendly, doing chores around the house.
- Ask: What happens when we have a plan for something? Does a plan make something harder or easier to do?

2. Opening Activity

Made to Explore: an activity that extends learning through hands-on experimentation and discovery

What You Need: Playing cards

What You Do:

- Pass out a deck of cards to each kid.
- Encourage the kids to build a house of cards by balancing them together.
- If your church facility allows, let kids work together on their structures.
- After some building time, instruct the kids to gather their cards and put them back in the boxes.

What You Say:

“You had to come up with a good plan to build your house. What kind of plan would you need to destroy it? That seems like a trick question but **[Transition] let’s go to Large Group to hear about an unbelievable plan to bring down something that was very, very well built.**”

Lead your group to the Large Group area.

GROUPS: Creating a Safe Place to Connect (25 minutes)

***1. Jericho Journals**

[Talk about God | Bible Story Review]

Made to Imagine: an activity that promotes empathy and facilitates concrete application through role-play and reenactment

What You Need: “Jericho Journals” Activity Page, pens or pencils

What You Do:

- Pass out the “Jericho Journals” Activity Page and pens or pencils.
- Help kids think about how the people involved in the story of Jericho would have felt during the march on Jericho. Ask:
 - How would the people inside the city feel?
 - How would the marching Israelites feel?
- Encourage the kids to write or draw a journal entry for some time that week from the perspective of someone in Jericho or in the Israelite camp.
- Younger kids may want to draw a picture of what they think it looked like when the Israelites marched around Jericho.
- Encourage older kids to think deeper about how the people involved would feel—Tired? Worried? Hungry? Happy?
- Let kids share their “Jericho Journals” when they’re finished.

What You Say:

“Did thinking about this story from a “normal” person’s point of view change how you think of it? Joshua was a strong and faithful leader, and he did a great job of telling the Israelites God’s plan.

“But if I was a regular Israelite, I might have thought the plan sounded crazy! What about you? *(Allow for responses.)* How do you think the Israelites felt when God’s plan actually worked? *(Allow for responses.)* The people of Israel learned firsthand that **[Bottom Line] God’s plan is the best plan.** What could have happened if they’d tried one of their own plans for conquering Jericho? *(Allow for responses.)*

“Sometimes, we have a plan for how we hope something will go. Our plans might be good, but they might not be God’s plan. You might try to be the best on your basketball team, running as many drills as you can and shooting baskets every waking moment. Then you get hurt and miss an entire season. When things don’t go the way we want them to, we can be comforted by this: God’s plan is not only a good plan, **[Bottom Line] God’s plan is the best plan.**

“While we might not always know every single detail of God’s plans in a situation, we can know for sure that God’s plan is always for us to show kindness and love to other people.” **[Make It Personal] (Share a time when you gave up your plans for God’s plans. Emphasize how it felt to cooperate with God’s plan. It’s okay to include any confusion or even regret you might have felt, but bring it back to the idea that God’s plan is the best plan.)**

2. Human Coding

[Live for God | Application Activity]

Made to Play: an activity that encourages learning through following guidelines and/or working as a group

What You Need: “Human Coding Cards” Activity Page, masking tape

What You Do:

- Tape a large, twelve-square grid on the floor of your small group area. (Each square is one foot by one foot.)
- Number each square 1 through 12.
- Divide the group into two teams and instruct each team to stand at opposite sides of the grid.
- Direct each team to choose a square to start on and place one teammate on that square. (Each team should choose a square in the row that’s closest to where their team stands. In other words, they can’t choose a square in the middle of the grid.)
- Randomly choose a square on the grid, but don’t tell anyone what you chose. It will be the spot that both teams try to reach.
 - *Note: It’s okay if the square is “closer” to one side than the other, as long as you alternate which team has the shorter path.*
- Choose one kid from each team, and whisper to both of them the square that you want their teams to reach.
- Instruct those kids not to share which square on the grid is the end goal then give each of them a set of “Human Coding Cards.”
- Tell the two kids that they will use the “Human Coding Cards” to direct the next kid on their team one square at a time, through the grid to the square that both teams are trying to reach.
 - For example, if the teammate needs to move forward two squares then over one square to the right, they’ll place two “forward” cards and one “right” card down.
- Instruct the two teammates in the grid to follow the directions on the “Human Coding Cards” as their teammates laid them out.
- Whichever team gets a player to the designated square first, wins a point.
- Choose a different secret square.
- Have the kid who was on the grid be in charge of “coding” for the next player.
- Be ready to help younger kids. Have them play against each other on the grid with lots of help from an older buddy.
- Try to play along enough for each kid to have a turn at both jobs.
- The team with the most points at the end, wins!

What You Say:

“It’s hard to come up with our own plan, but it’s also hard to follow someone else’s plan! Which was more difficult for you? (*Invite discussion.*) When you had a friend’s plan to follow, you had to show confidence in it, even if you didn’t quite know where you were going. You just had to take it a step at a time, square by square.

“What does it look like to act like you have confidence in God’s plan? (*Invite discussion.*) It might look like doing something huge and awesome because you believe it’s God’s plan, but more likely, it probably looks like doing the ‘next right thing.’

“Remember, **[Bottom Line] God’s plan is the best plan.** God’s ultimate plan for all of us is to be like Jesus. So what things can you do right now that you’re SURE are part of God’s plan for you? What are the ‘next right things’ that Jesus would do? *(Invite responses like being kind to your siblings, making a new friend, helping with chores at home, finishing what you start.)*

“You might not know what God’s plan is for you tomorrow, next week, or the rest of your life, but there are plenty of things you can do RIGHT NOW that are definitely in God’s plan for you. Doing those things can help you be confident!”

3. Forward March!

[Hear from God | Memory Verse Activity]

Made to Move: an activity that increases the oxygen in the brain and taps into the energy in the body

What You Need: Bibles; (*optional*) timer

What You Do:

- Read Psalm 27:13 out loud together.
- Instruct the kids to act like Israelites and march around your small group area seven times one way. Say the verse together then march seven times in the other direction.
- After the second round of marching, say the verse together, again.
- For older kids, time them during their first attempt and see if they can do it faster the second time around.

What You Say:

“Whew! I’m exhausted! I wasn’t expecting that God’s plan for me was to march fourteen times around this room! I need a quick break! (*Instruct the kids to sit down.*) Our verse reminds us that we can have confidence that **[Bottom Line] God’s plan is the best plan.** The last part says that ‘I will see the goodness of God.’ How have you seen God’s goodness when you follow His plan? (*Encourage discussion. Prompt kids to remember times when they have been kind, helpful, or obedient to their parents; when they’ve worked hard to stick to something; or when they’ve shared with someone else.*)

“One of the amazing things about God’s plan is that we get to be part of it! We’ll talk more about that next week, but think about ways you can follow God’s plan, right now, by loving God and others.”

Optional Discussion Questions for Older Kids

If you lead 4th, 5th, or 6th graders, consider asking these discussion questions:

- When is it easy to see and understand God’s plan?
- When is it difficult?
- What should you do if you’re not sure that something you want is part of God’s plan—like somewhere you want to go or something you want to do? Who do you talk to?

4. Pray and Dismiss

[Pray to God | Prayer Activity]

Made to Reflect: an activity that creates space for personal processing and application

What You Need: Cards from Opening Activity and permanent markers

What You Do:

- Give each kid a playing card and a permanent marker.
- Ask them to write or draw on the card something that they know is definitely in God's plan for them this week.
 - Encourage them to think of ways they can put others first, show love and kindness, serve their families or neighbors, spend time with God, etc.
- When everyone is finished, let them cooperatively build a card house with these cards.
- Close in prayer.

What You Say:

“Dear God, we know that **[Bottom Line] God’s plan is the best plan.** You never stop working for the good of all people! We look forward to when Your ultimate plan happens and we are all together with Jesus forever. We love You, and we pray these things in Your name. Amen.”

As adults arrive to pick up, make sure kids take their playing card and “Jericho Journal” home. Encourage them to share their journal with their families and retell the story to them.

GETTING READY

Here's everything you need to know to get ready for this week.

SOCIAL: Providing time for fun interaction (15 Minutes)

Welcome kids and spend time engaging in conversation and catching up. Get ready to experience today's story.

(Choose one or both of these activities.)

1. Early Arriver

Made to Create: an activity that explores ideas through the process of drawing, building, designing, and problem-solving

What You Need:

- Hand sanitizer
- Offering container
- Paper
- Colored pencils

2. Opening Activity

Made to Explore: an activity that extends learning through hands-on experimentation and discovery

What You Need:

- Playing cards; one deck for each kid

GROUPS: Creating a Safe Place to Connect (25 minutes)

Create a safe place to connect and learn how the Bible story applies to real life experiences, through interactive activities and discussion questions.

(Choose as many of these activities as you like.)

* *If you don't have time to do all these activities, be sure to do activity #1.*

***1. Jericho Journals**

[Talk about God | Bible Story Review]

Made to Imagine: an activity that promotes empathy and facilitates concrete application through role-play and reenactment

What You Need:

- Print the "Jericho Journals" on the light brown paper; one for each kid
- Pens or pencils

2. Human Coding

[Live for God | Application Activity]

Made to Play: an activity that encourages learning through following guidelines and/or working as a group

What You Need:

- Print the "Human Coding Cards" on cardstock and cut apart; two sets for each small group
- Masking tape
 - Tape a large twelve-square grid on the floor of your small group area. Make each square about one foot by one foot.
 - Number the squares one through twelve.

3. Forward March!

[Hear from God | Memory Verse Activity]

Made to Move: an activity that increases the oxygen in the brain and taps into the energy in the body

What You Need:

- Bibles
- (Optional) Timer

4. Pray and Dismiss

[Pray to God | Prayer Activity]

Made to Reflect: an activity that creates space for personal processing and application

What You Need:

- Cards from Opening Activity
- Permanent markers

HOME: Prompting Action Beyond the Experience

- Print on cardstock or email this week's GodTime devotionals and Parent Cue cards.
- Tell parents about our additional family resource: **Parent Cue app**.



JERIKHO JOURNAL

What to Do:

Print on light brown paper. Provide one for each kid.



LEFT



RIGHT



LEFT



RIGHT



LEFT



RIGHT



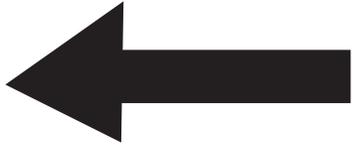
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What to Do:

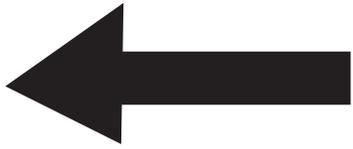
Print on cardstock and cut apart. Provide two sets for each small group.



FORWARD



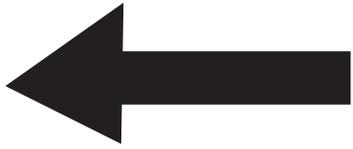
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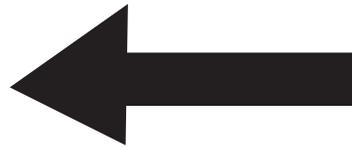
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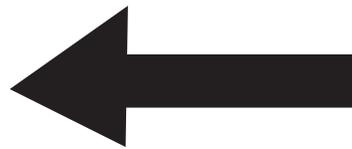
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FORWARD



FORWARD



FORWARD

What to Do:

Print on cardstock and cut apart. Provide two sets for each small group.