# Souped Up

**Bible:** Souped Up (Esau's Impatience) • *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 need to make the wise choice.

## Social: Setting the Tone for the Experience (9:00, 10:15, 11:30)

9:00 & 11:30

## **Fool Me Once**

Small ball (Fits in your closed hand)

#### 10:15

## **Searching for Patience**

- "Searching for Patience Word Search" Activity Page; one for every two kids
- Pencils

## Bible: Communicating God's Truth in Engaging Ways (9:15, 10:30, 11:45)

• Bible Presentation in Large Group

## Groups: Creating a Safe Place to Connect (9:40, 10:55, 12:10)

9:00 & 11:30

## **Discussion Questions**

No supplies needed

### 10:15

### **Think Twice**

- "Think Twice Poster"; one complete poster for each small group
- Two flyswatters

## Prayer (9:50, 11:05, 12:20)

• No supplies needed

Dismiss (10:00, 11:15, 12:30)

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## Social: Providing Time for Fun Interaction (Small Groups, 15 minutes)

Before kids arrive, take a few moments to pray for them. Pray that kids would start applying the things we've learned this month, if they haven't already. Ask God to make kids aware when they're in situations where their patience will be tested. Pray for God's strength to help kids think twice before acting impatiently. And pray that kids would be encouraged, knowing that with God's help, they can do it!

### 9:00 & 11:30

**Fool Me Once** 

What You Need: Small ball

What You Do:

- Hold a small ball or marble behind your back.
- Encourage kids to guess which hand the marble is in, one at a time.
- The first kid to get it right gets to go next and hide the ball or marble behind his back.
- Continue as long as time and interest allow, or until each kid has had a turn.

## What You Say:

"You guys were pretty good at choosing which hand that marble was in. [Transition] Today in Large Group, we are going to hear about someone who had a very important choice to make but, sadly, he made the choice too quickly."

Lead your group to the Large Group area.

### 10:15

## **Searching for Patience**

What You Need: "Searching for Patience Word Search" Activity Page, pencils What You Do:

- Give each pair of kids a word search and pencils.
- Encourage them to work together and find all the words.

## What You Say:

"I'm glad you had this chance to practice working together on finding patience! It can be hard to take turns and make decisions together when you both want to solve the puzzle. [Transition] Let's go hear about a pair who did not do such a great job of having patience."

Lead your group to the Large Group area.

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## Bible: Communicating God's Truth in Engaging Ways (Large Group, 25 minutes)

## **GETTING READY**

## 1. Opener/Closer

## What You Need:

- Host
- Poster boards with the song names for the Leaders' favorite songs

## 2. Bible Truth

## What You Need:

- Historyteller
- "TEAM JACOB" poster board sign
- "TEAM ESAU" poster board sign

## 3. Worship

## What You Need:

Power Praise Team

Music and Sound Effects (SFX):

- "Happy Day"
- "Unshakable"
- "Sons & Daughters"

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## Bible: Communicating God's Truth in Engaging Ways (Large Group, 25 minutes)

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

CG: 10-Second Count Down

CG: Road Trip Slide

Host is on stage, welcoming the kids as they enter.

## **Opener**

**HOST:** "Hey, everybody! (*Listen to the music.*) Man, I love that song. Really, I just love music in general. I think if I could go to a concert every night, I would!

"Music is also awesome when you're on a road trip. (Act like you're behind a steering wheel.) There's just something about getting on the open road, . . . opening the windows, . . . and putting your favorite tunes on shuffle.

## CG: Patience Slide

"The right song can also help you to have patience when your trip is taking a while. Remember, patience is waiting until later for what you want now.

"But everyone has a different idea of the perfect song. Have you noticed that when you can't seem to agree on what to listen to in the car? Your jam—the type of music you like—is probably not the same as your brother's jam or your mother's jam, for that matter!

"We've got a lot of different favorites right here in this room. I know that's true because I happen to have a copy of each of your Small Group Leaders' favorite road trip songs. I want to see if you can guess them. This will be fun! Let me get all of the Leaders up here on stage, and I'll play too.

"Let's play Road Trip Jam!

SFX: "I've Been Everywhere" (starting at the chorus)

CG: Road Trip Slide

Briefly introduce the SGLs so everyone knows their names.

"All right, song number one is [song name]!

SFX: Song (short snippet starting at the chorus)

Hold up the poster board with the name of the song.

"Hmmmm. Whose song is that? Go ahead and point to the person you think chose it.

Give the sign to the SGL that the majority of the kids point to. If there's no consensus, you can just choose someone and act like it was the crowd's choice in order to keep the game moving ("Looks like you picked \_\_\_\_\_!").

Go through all the songs, repeating the process and giving the poster board to the chosen SGL each time. Take your own turn last.

"It looks like I ended up with [song name]. Interesting!

SFX: Last song (short snippet starting at the chorus)

"Okay, that's all of them. Let's see how many you got right. You chose [song name] for [SGL on the far left]. [SGL on the far left]'s actual favorite road trip song is [song name]!

SFX: Actual favorite song for that leader

Go through the songs for all SGLs in the same way. Be sure to keep it moving quickly.

(To audience) "Great job guessing, everybody! (To SGLs) Thank you, Leaders. You can head back to your seats.

Collect the poster boards as SGLs go back to their seats.

"You know, those songs would actually make a really great road trip playlist. Now, please welcome [Historyteller's Name] to the stage!"

Host exits as Historyteller enters.

### **SETTING UP THE BIBLE TRUTH**

**HISTORYTELLER:** "Hey, everybody! I think it's fair to say at this point that none of us like to wait. (*Raise your hand.*) Would you agree with that? We don't like to wait, but at the same time, we know we're supposed to be patient.

"We know that God WANTS us to be patient. Patience keeps us out of trouble. It shows the people around us that we respect them. And it shows God that we trust HIM! There are so many reasons that we need to live in a patient way and wait until later for what we want now.

"But how do we do it? How do we make the choice every single day to react with patience when we might FEEL like whining and complaining and fast-forwarding to the things we want? Well, it could be as simple as pressing pause so we can think twice about the way we're going to act.

"Let me show you what I mean. Way back in the book of Genesis (hold up Bible), we can see what happened to two brothers who just happened to be twins. They were Abraham's grandsons, and their dad's name was Isaac. The brothers' names were Jacob and Esau, and these two found it difficult to get along with each other. It was like they were two rival teams.

"I have an idea. Can I get one of you up here to lead Team Jacob and one of you to lead Team Esau?

Bring up two kids and place them on either side of the stage. Give them the TEAM JACOB and TEAM ESAU signs.

(Divide the room in half so it corresponds to the kids' signs on stage.) "This half of the room is Team Jacob. This half is Team Esau.

(To the kids on stage) "[Kid's name] and [kid's name], your job is to hold up your sign when I give you the signal.

Give them a crazy nod or hand signal to demonstrate.

(To audience) "Audience, when you see your team's sign go up, that's your cue to make whatever sound effect we need for that part of the Bible Truth. Make sense? Good."

### **ESAU IS HUNGRY**

**HISTORYTELLER:** "Even though Jacob and Esau were twins, the two of them were very different. Esau was a hairy guy, and he loved to go out and hunt in the country.

Nod to the Team Esau leader, who holds up the sign. Team Esau kids make hunting noises.

(Listening to the audience) "Wow. It sounds like he was hunting some very strange creatures.

"Jacob, on the other hand, loved to hang out around the tents. Apparently, he was also a good cook.

Nod to the Team Jacob leader, who holds up the sign. Team Jacob kids make cooking noises.

(Listening to the audience) "Awesome. You all know how to spice up a story! "One other thing you need to know about Jacob and Esau is that Esau was born first. That was actually a really big deal back then, because the oldest son was supposed to get the birthright. That meant

Esau was supposed to get most of his family's money, livestock, land, and possessions one day. Plus, God had made some awesome promises to Abraham's family, and as the firstborn, Esau was set to receive the results of those promises as well. It was a BIG honor to have the birthright. Let's honor big brother Esau with a round of applause!

Nod to the Team Esau leader, who holds up the sign. Team Esau kids cheer.

"One day Jacob was cooking some stew.

Nod to the Team Jacob leader, who holds up the sign. Kids make cooking noises.

"Esau came barging in from the countryside and yelled something like, 'ME WANT STEW!"

Nod to the Team Esau leader, who holds up the sign. Team Esau kids yell, "ME WANT STEW!"

## **LET'S MAKE A DEAL**

**HISTORYTELLER:** "Jacob saw his chance. He told his brother, 'Sure, I'll let you have some stew, if you give me your birthright.' DUN-DUN-DUN!

Historyteller nods to the Team Jacob leader, who holds up the sign. Team Jacob kids yell, "DUN-DUN-DUN!"

"Now, time out for a second. We're talking about trading ALL the rights and privileges of being the firstborn for a bowl of stew. Surely Esau would think twice before taking THAT deal."

### **ESAU TAKES THE DEAL**

HISTORYTELLER: "Well, actually Esau was thinking with his stomach. Listen to what he said.

Open the Bible to Genesis 25:32 and read.

(In a gruff voice) "Look, I'm dying of hunger. . . . What good are those rights to me? (Genesis 25:32 NIrV).

Nod to the Team Esau leader, who holds up the sign. Team Esau kids repeat Historyteller's line in a similar voice. (Historyteller can say the line again to prompt them if needed.)

"Wow. It may seem unbelievable, but Esau took the deal.

Whisper to the Team Esau and Team Jacob leaders to shake hands, and they do.

"Jacob gave him some bread and stew, and Esau ate and drank.

Nod to the Team Esau leader, who holds up the sign. Team Esau kids make eating and drinking noises.

"A deal's a deal, so Esau promised to give Jacob his birthright. (Hold up Bible.) It says here that Esau: didn't value the rights that belonged to him as the oldest son (Genesis 25:34 NIrV).

"How about a big hand for our team leaders? (To the kids on stage) Thanks for your help. (To audience) And thank YOU, audience, for the sound effects."

Dismiss the team leaders to their seats.

### WRAPPING UP THE BIBLE TRUTH

**HISTORYTELLER:** "All Esau could think about was filling his stomach with a bowl of stew. He didn't even care about the huge honor and responsibility he'd been given as the oldest son. He didn't care about all of the promises that God made to his grandfather Abraham and his father Isaac. Instead, he gave it all up, just like that. He made a quick decision without stopping to think twice. And because of that, he really missed out on something good.

"If we're not careful, the same thing could happen to us. We might make an impatient decision because we want something without wanting to wait for it. We might give up something that's really important, like a friendship. We might lose the respect and trust of people who look up to us. There's way more on the line than we think—so it's always the wise choice to stop and think it through.

### CG: Bottom Line Slide

**[Bottom Line]** When you think you can't wait, think twice. God has GOOD things planned for you. His plans are worth the wait! Let's pray."

#### Pray

**HISTORYTELLER:** "God, we know that You have a good plan for our lives. We know that You have amazing things in store for us that we just can't see in this moment. Help us to think twice when we're tempted to make an impatient decision. Help us to slow it down so that we don't trade something really important for something that we want right now. We love You, and we ask these things in Jesus' name, amen."

"If you have an offering with you today, you can bring that on up now."

"Now, up on your feet and be extra generous with your praise and worship to God!"

Power Praise team enters as Historyteller exits.

**Worship** 

SFX: "Happy Day"

SFX: "Unshakable"

SFX: "Sons & Daughters"

## Power Praise exits as Host enters.

## Closer

**HOST:** "This idea could be a game changer. If we really learn to think twice before we make a decision, imagine how that could pay off in the long run!

"You see, every choice has consequences—good ones and bad ones. If you make a quick decision without stopping to think about it, you could really get yourself into trouble. You could touch a hot saucepan on the oven because you didn't stop to think it could burn you. You could get in trouble with your parents because you played your video game instead of cleaning your room like you're supposed to. You might blurt out something you don't mean and end up hurting someone's feelings.

"Slow it down. Take a breath. Think twice. Remember that there's a lot at stake with every choice you make. Don't be afraid to ask God to help you, because you know His plans for you are always worth waiting for.

## CG: Bottom Line Slide

"Here's the one thing to remember today: [Bottom Line] When you think you can't wait, think twice.

"Now, you DON'T have to think twice about heading to hang out with your awesome small group, because now's the time! Talk with your friends about how you can put on the brakes and live in a patient way. Have fun!"

Dismiss children to their Small Groups.

CG: Small Group Slide

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## **Groups: Creating a Safe Place to Connect (10 minutes)**

9:00 & 11:30

**Discussion Questions** 

What You Need: No supplies needed

### What You Do:

## Ask:

- What is it about pressure from our peers or stressful situations that often causes us to lose our cools and do something without thinking?
- The consequences of Esau's impulsive choice caused him a lot of pain and regret. What are some positive gains of waiting rather than settling for what we want right now?
- What can you do when everything in you wants to go the unwise route?
- What are some strategies that would help you practice patience by pausing to think twice when you feel like losing your cool?
- When you are continually impatient and seldom think twice, you become someone nobody wants to be around. Explain why you agree or disagree with that statement.

## 10:15

**Think Twice** 

What You Need: "Think Twice Poster", two flyswatters

### What You Do:

- Place the poster on the floor or a table in the middle of your space.
- Divide your group into two teams and line up each team on either side of the poster.
- Give the first kid in each line a flyswatter.
- Then call out a word on the poster.
- Those kids should then try to slap the WORD you've said, not the color. (The words are printed in different colors than their meaning.)
- Whoever hits the correct word first stays at their place in line.
- The other kid goes to the end of his team's line.
- If a player gets three in a row, she "retires" and can be the caller, in order to give all kids a chance.
- Play until all kids have had a chance with a flyswatter.

## What You Say:

"This game required a ton of concentration! Not only did you have to think twice, you might have had to think three times to make sure you were choosing the right word. And you had the added pressure of trying to be faster than your opponent. Do you think the game would have been easier if you were just playing to beat your own time? (Allow for answers.)

"A lot of situations in life seem like they're good ideas at first glance, but when you really think about them, you realize they're not a wise choice. Maybe you figured out how to save time on cleaning your room by having a big hamper that you dump everything into at night and shove into your closet. That may seem like a benefit—more free time—but it comes with a consequence: you end up with a moldy banana peel getting goop on your clothes in the hamper!

"That's why it's always a good idea that **[Bottom Line]** when you think you can't wait, think twice. Thinking through the possible consequences of your choices can save you a lot of trouble in the long run!"

### **All Service Times**

## **Pray and Dismiss (10 minutes)**

[Pray to God | Prayer Activity]

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

What You Need: No supplies needed

### What You Do:

• Ask kids what they think it means to be patient.

- Ask if anyone would like to share about times or situations where it's hard for them to be patient, and ask what they might try to do about that in order to help them wait.
- Encourage kids to bow their heads for a moment and silently ask God for help to think twice, keep their cool, and remember what's true.
- After a moment, pray aloud for the group, using the guide below.

### What You Sav:

"God, sometimes it can be so hard to wait because we want something RIGHT NOW. But we know that it's better that **[Bottom Line]** when you think you can't wait, think twice. So help us this week to take the time to think twice about our decisions. Help us think twice before we do or say something we might regret. Help us think twice before we decide to rush something that You have told us we need to wait for. Help us to think twice because we love You and we believe that Your way is the best way. Amen."

As adults arrive to pick up, remind kids to take home their cups of soil and grass seed and remind them to water the grass seeds every day.