

Danger Zone

Bible: Danger Zone (Wise People See Danger) * *Proverbs 22:3 (1 Kings 3)*

Bottom Line: If you want to be wise, look before you leap.

Key Question: What could keep you from being wise?

Memory Verse: “If any of you lacks wisdom, you should ask God ... and it will be given to you.”
James 1:5a, NIV

Life App: Wisdom—Finding out what you should do and doing it

Basic Truth: I need to make the wise choice.

Social: Providing Time for Fun Interaction (9:00, 10:15, 11:30)

9:00 & 11:30

Get Your Head in the Game

- “Wisdom Mash-Up” cards; one set for each Small Group
- Pens

10:15

Just For Fun

- One plastic jumping frog for each student
- Painter’s Tape
- Hula-hoop

Bible: Communicating God’s Truth in Engaging Ways (9:10, 10:25, 11:40)

- Bible Presentation in Large Group

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

9:00 & 11:30

Verses to Take with You

- Bibles

10:15

Take a Snapshot

- One plastic jumping frog for each student

Prayer: Making it Personal (9:55, 11:10, 12:25)

- One plastic jumping frog for each student

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

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Social: Providing Time for Fun Interaction (Small Groups, 10 minutes)

Before your kids arrive, take some time to pray that they would develop, even at this age, eyes to see when they may be headed toward something that wouldn't be good for them. Ask God to give them hearts that seek out His wisdom.

9:00 & 11:30

Get Your Head in the Game

What You Need: "Wisdom Mash-Up" Activity Page, pens

What You Do:

- **Read** the activities listed below then **ask** students to choose to do the one they think is the best or wisest choice.
 1. Whisper "Lenny leapt lightly in the night" 1000 times or until Large Group.
 2. Stare at your elbow until Large Group.
 3. Play a fun game called "Wisdom Mash Up."

Note: These "choices" will appear each week in this section of Small Group time. They are meant to be funny, but some groups will have kids who pick something other than choice three! Let them make their choices and go with them! It'll make for a good laugh for the other students in addition to modeling the consequences of an "unwise choice" in a funny way.

- After students have made their choices, **give** a pen, "Wisdom Mash-Up Question," and "Wisdom Mash-Up Answer" cards to those who chose number three.
- **Ask** them to read their questions to themselves then write one-sentence answers on the blank "Wisdom Mash-Up Answer" cards.
- When they're finished, **collect** the cards, keeping the questions and answers separated.
- **Shuffle** the "Wisdom Mash-Up Answer" cards.
- **Choose** a "Wisdom Mash-Up Question" then read at random an answer from the "Wisdom Mash-Up Answer" cards.
- **Continue** choosing questions then pairing them with random answers until all the cards have been read.

Wrap Up and Say:

"Life is full of questions. Being wise means having the right answers to those questions. Unlike the 'Wisdom Mash-Up' game, God always has the right answer to any question. Let's go to Large Group and learn how God's wisdom can help us find the best answers when we need them."

Lead your group to the Large Group area.

10:15**Just For Fun****What You Need:** Painters tape, plastic jumping frogs, Activity Page, and Hula-Hoop**What You Do:**

- **Give** each student a plastic jumping frog
- **Mark** a line of tape on the floor.
- **Let** students line their frogs along the tape then compete to see whose frog can leap the farthest.
- Variations:
 - Ask students to guess how far they think their frogs will jump, mark the spot with tape then have them leap their frogs and see how close they come.
 - Create a targeted area using a Hula-Hoop or an "X" on the floor. Challenge students to see whose frog can hit the target from the farthest distance away

Lead your group to the Large Group area.

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Bible: Communicating God’s Truth in Engaging Ways (Large Group, 30 minutes)

GETTING READY

1. Opener/Closer

What You Need:

- Host
- 12 opaque spray bottles. Only fill four of them with water.
- Table with the numbers one through 12 taped on the front of the table (the spray bottles will each be assigned a number, but this allows the water guns to be shuffled to make it harder)
- Tarp
- Plastic disposable ponchos (four)
- Goggles (four)
- Card with a print out of the questions

2. Bible Truth

What You Need:

- Communicator
- Scenario Cards

3. Worship

What You Need:

- Power Praise Team

Music and Sound Effects (SFX):

- “Go”
- “Know You Better”
- “Good, Good, Father”

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Bible: Communicating God’s Truth in Engaging Ways (Large Group, 30 minutes)

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

CG: 10-second countdown

CG: “The Hunt” Theme Slide

Host enters.

Welcome

Host has lots of energy as he or she welcomes everyone to The Base. Host is relatable and inviting. Host can talk about something that happened culturally throughout the week like a big sports game, movie opening, or a viral video on YouTube, etc. NOTE: In many parts of the country August is the first month of the school year. You can talk about summer wrapping up or ask if anyone is excited to head back to school. Host tells them how excited he or she is that they’re there and briefly runs through what they can expect. This is especially helpful for first-time guests to make them feel like they know what’s happening.

Host transitions to Worship.

HOST: “Hey, everybody! I love that we are all here together. Help me welcome the Power Praise team in this morning.”

WORSHIP

SFX: “Go”

SFX: “Know You Better”

SFX: “Good, Good, Father”

Power Praise team exits as Host retakes the stage. Host transitions to the opening game.

Opener

HOST: “To get our game started I need four volunteers, but I should let you know ahead of time . . . there is a good chance you might end up getting a little wet by the end of this. Who is daring enough?”

Host chooses four contestants.

“Brave kids. REALLY brave kids . . . I’m just kidding. This will be fun. All right, stand here in a row on top of this tarp. Put on a poncho and a pair of these goggles.”

Put plastic ponchos on and a pair of goggles.

“Here’s how you play the game. As you see, I have a table here with ten spray bottles. Now, only some of these actually have water in them. We are going to go down the line, and I am going to ask you a question. Each question has a number as an answer. If you get the number correct, we move on. However . . . hehe . . . if you get the answer wrong, we subtract the difference between the right answer and your guess, and you will need to choose that many numbers from our table. For instance, if I asked how many letters are in the word “love” and you said six, you would be off by two numbers and would have to choose two spray bottles. But if you had said four, you would not have to choose any. My assistant [*use small group leader*] will then pick up the spray bottles you chose and give them a pump or two them aimed that at your face. No water, you’re good. Water and you’re out. Got it? Okay, here we go! Oh, and one last thing—all answers will be 7 or less. Let’s go!”

Below is a list of the questions with the correct answer. After each round, shuffle the water guns on the table so that they don’t know which have water and which don’t. Feel free to use all of the questions or to pick and choose based on your contestants.

- *How many periods in a hockey game? (3)*
- *How many Kung-Fu Panda movies are there? (3)*
- *How many states start with the letter “K”? (2)*
- *How many Boudelaire children are there in the Lemony Snicket series? (3)*
- *How many Great Lakes are there? (5)*
- *How many books are in the Chronicles of Narnia series? (7)*
- *How many letter i’s are in Mississippi? (4)*
- *How many kids find a golden ticket in Willy Wonka (5)*
- *How many Super Bowls has Tom Brady won?(5)*
- *How many states begin with the letter “P”? (1)*
- *How many feet are in a yard? (3)*
- *How many colors are on the German flag? (3)*
- *How many states touch the Pacific Ocean? (5)*

Play until you have a winner. If you’d rather not eliminate kids, you can play a certain number of rounds and see who gets sprayed the least.

HOST: “(After game) Now that was a BLAST! Get it . . . a blast, because you all got blasted by water . . . never mind. A lot of fun, though.

Host exits as Communicator enters.

INTRODUCTION

COMMUNICATOR: “Well, what a good-looking bunch of people we’ve got here! Good to see you all. August is already off to a great start!

“How many of you have heard of a guy by the name of Luke Aikens (*most likely no one has heard of him*)? Yeah, that’s what I thought—not many if any of you. But I’m pretty sure you’ll remember who he is after today!

Raise your hand if you could ever see yourself going skydiving? That’s right, climbing in a perfectly good plane to around fifteen thousand feet and then jumping out and plunging toward earth! Who’s up for that? (*Get response.*) Wow! What makes you even want to do that?!” (*Allow responses.*)

“Now, what if I asked those of you who wanted to go skydiving but added a twist—we’re not going to use a parachute? Who is up for that? (*Look around.*) I didn’t think so. But you know who is? This guy: Luke Aikens.”

“Don’t worry this ends well . . . But check out what happens when he jumps out of a plane at 25,000 feet!

CG: Video of Luke Aikins Skydiving

“Crazy, right!? I’m glad he was okay but . . . *why would someone even think of doing that?!* Let me ask you a question: could there have been a different outcome to that daring feat? Absolutely . . . though we wouldn’t be watching it, then. I’m sure that Luke Aikens knew when he jumped and plummeted toward earth aiming at a NET that there was a very real chance he could get seriously injured or even killed.”

TENSION

COMMUNICATOR: “We may not ever want to do something as insane as jump from an airplane without a parachute, but are there times when we do things without thinking about the consequences? You know what I mean, right? We get ourselves into something and all the sudden we have this moment where we’re like, ‘How did I get here? How did this happen?’”

“It can be quite easy to find ourselves doing something that brings us consequences that we never saw coming.”

TRUTH

COMMUNICATOR: “It reminds me of a proverb that is in the Bible. If you’re not familiar with what those are, the Bible includes an entire book in the Old Testament called ‘Proverbs,’ and it’s a collection of wise sayings. Most of them were written by a king of Israel named Solomon.”

“At the beginning of his reign, God came to Solomon. God told Solomon that he could have anything he wanted. Whoa! Now, in that situation, many people might ask for fame or fortune, but Solomon asked God for wisdom so that he could be a great ruler over God’s people. Pretty cool. And God was impressed by Solomon’s request and gave him wisdom well beyond his years. In fact, Solomon is often described as one of the wisest men to ever live. It was the result of that wisdom that led Solomon to

write most of this collection of proverbs . . . wise sayings on how to live well.”

“Check out this proverb from Solomon.”

CG: Proverbs 22:3

“(Read directly from Proverbs 22:3) ‘Wise people see danger and go to a safe place. But childish people keep going and suffer for it,’” (NirV).

“Now there are times where we see something dangerous and it is completely obvious. Riding your bike across a four-lane highway. Swimming with the sharks. Or hiking this crazy path on Mount Huashan in China!”

CG: Pics of Mount Huashan China

“That’s nuts, right?! Or maybe even, I don’t know, skydiving without a parachute! The danger is pretty obvious in all of these. And in this proverb the danger is pretty obvious—you see danger and turn away from it.”

“But what about the times where the danger is not so obvious, at least not right away?”

“Here’s what we’re going to do: I’m going to put a scenario up on the screen. I then want you to turn and talk as a small group about the scenario by discussing two questions that come from the proverb. First, how could the foolish person ‘suffer’ in this scenario if he or she kept going? And second, what would a wise person do here to ‘go to a safe place’?”

“Here’s the first scenario. *(Read the Scenario from the printed PDF.)* You forgot to study for your big math test, and math is your worst subject. Your parents have told you that if you don’t get a good grade in math, you won’t be able to play in the next sports season. You find out that a kid in your grade got a copy of the test key with all of the answers and is offering to share it with you.”

“Talk about these questions with your small group:
How could the foolish person ‘suffer’ if they keep going?
What would a wise person do here to ‘go to a safe place’?”

Kids turn and talk. After a few minutes, bring everyone back and have a few small group leaders or kids share.

“Those were great. Okay, scenario two.

(Read the Scenario from the printed PDF.) “You have a friend in your neighborhood that invited you to sleep over, but your parents said no. Your friend tells you to just wait until your parents are asleep and then sneak out of the house and come over and hang out. You can sneak back in before your parents even know you’re gone.”

“Talk about these questions with your small group:
How could the foolish person ‘suffer’ if they keep going?”

What would a wise person do here to 'go to a safe place'?"

Kids turn and talk. After a few minutes, bring everyone back and have a few small group leaders or kids share.

"OK, last one."

(Read the Scenario from the printed PDF.) "You're hanging out playing video games or a new app when a user name you don't recognize pops up and starts to chat with you. They ask you about yourself . . . your name, where you go to school, where you live. They seem really friendly."

"Talk about these questions with your small group:
How could the foolish person 'suffer' if they keep going?
What would a wise person do here to 'go to a safe place'?"

Kids turn and talk. After a few minutes, bring everyone back and have a few small group leaders or kids share.

"Nice job, everyone! You did a great job thinking of some wise choices there . . . especially when there were some pretty serious consequences possible."

APPLICATION

COMMUNICATOR: "Like we said before, sometimes the danger is pretty obvious, and hopefully when it is, we will PAUSE . . ."

CG: Pause symbol

". . . think about it, and then make the wise choice. But as we saw in these scenarios, the danger is not always obvious. Maybe you're on the computer and an ad pops up asking you to click here because you've won a prize. Or you are with a friend and he or she starts to dare you to do something that could get you hurt. Just like with the obvious dangers, you can PAUSE (*Point to symbol on screen.*), think about it, and make the wise choice. And you can always ask God to help you. God gave wisdom to Solomon, and He still gives us wisdom today to make choices that honor Him.

"That's what our Memory Verse is about. It's James 1:5. Read it with me.

CG: Memory Verse Slide

Open the Bible to James 1:5a and read.

COMMUNICATOR and KIDS: "If any of you lacks wisdom, you should ask God . . . and it will be given to you." *James 1:5a, NIV*

COMMUNICATOR: "When you ask God for wisdom, you can be SURE that He'll give it to you. That will help you look before you leap.

LANDING

COMMUNICATOR: “In small group today, you will have the chance to talk about some of the scenarios from before if you’d like. But I would also love for you to discuss this important question:

CG: Key Question Slide

“**What could keep you from being wise?** What are the things or people or situations where you may decide you don’t want to make the wise choice? Think about that and talk about it with your small group. Before you head to group, let’s pray and ask God to give us wisdom and help us make the wise choice. Let’s pray.”

Communicator leads group in a prayer related to what they just heard then dismisses them to small group.

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

Danger Zone

Groups: Creating a Safe Place to Connect (Small Groups, 15 minutes)

9:00 & 11:30

Verses to Take with You

What You Need: Bible

What You Do:

- **Ask** students to look up Proverbs 25:28 on their phones or in their Bibles.
- **Invite** them to share what they think the verse means.
- **Remind** students that having self-control means looking before they leap. It's like hitting the pause button long enough to think about what the wise choice might be.
 - Being able to stop ourselves before we do something foolish is one of the ways we live wisely.
- **Ask:**
 - Why would it be bad for a city in Bible times to not have walls around it?
 - What are some "walls" that followers of Jesus need to protect them from making foolish or dangerous choices?
 - What would be the danger of not having these walls?
 - How is "hitting the pause button" (taking time to stop and think before doing or saying something) like a wall of protection?
- **Form** pairs.
- **Share** a scenario from the list below then "hit the pause button" for one minute and let partners come up with an ending to the story. It can be a wise move that ends well or a foolish move that backfires.
- When the minute is up, let groups **share their story endings** using just a few sentences. Briefly discuss what the wise choices or options would be.
 - One of the kids Josie babysits for wants to practice catching a softball inside the house. Josie is the best catcher on her team, so she's pretty sure she won't miss and break a lamp.
 - Drake's mom is driving her to swim practice. The pool is only a few blocks away. She would rather not put on her seatbelt.
 - Elliot just learned how to skateboard. All his friends are doing cool jumps. He wonders if he should try a reverse-flip-slide-jump-turn-twist-launch now or wait until he has had more practice.
 - Chloe got a text from someone she doesn't know.
 - Two of Tyson's good friends are arguing. Each expects him to take their side. They say he must choose one side or the other.
- If time allows, **let** students come up with other scenarios or tell stories about times when they've been in situations where they needed to hit the pause button and think about what they should say or do.

10:15**Take a Snapshot****What You Need:** Plastic frogs, two Hula-hoops**What You Do:**

- **Give** everyone a jumping frog and instruct your group to form a circle around the Hula-hoops.
- **Explain** that you will read a “wise” saying.
 - If they think it is wisdom from the Bible, indicate which of the Hula-hoops they should leap their frog into.
 - If they don’t think the wisdom is from the Bible, tell them to leap their frog into the other Hula-hoop.
 - Correct answers earn a point.
- **Allow** kids to retrieve the frogs after each round.
- **Explain** any of the sayings students don’t understand.
 - A gentle answer turns away wrath. (Proverbs 15:1)
 - Sticks and stones may break my bones, but words will never hurt me. (not in Bible)
 - A man is innocent until proven guilty. (not in Bible)
 - It is better to be safe than sorry (not in Bible)
 - Pride goes before destruction. (Proverbs 16:18)
 - Man does not live bread alone. (Deuteronomy 8:3)
 - Do to others as you would have them do to you. (Matthew 7:12)
 - If you play with fire, you will get burned. (not in Bible)
 - You are what you eat. (not in Bible)
 - Two heads are better than one. (Ecclesiastes 4:9)
 - You can lead a horse to water, but you can’t make him drink. (not in Bible)
 - A watched pot never boils. (not in Bible)
 - The squeaky wheel gets the oil. (not in Bible)
 - If at first you don’t succeed, try, try, again. (not in Bible)
 - A good name is more desirable than great riches. (Proverbs 22:1)
 - Where your treasure is, there your heart will be also (Matthew 6:21)

All Service Times**Pray and Dismiss (5 minutes)****What You Need:** Jumping frogs from earlier**What You Do:**

- **Invite** students to sit in a circle.
- **Ask** them to take turns “leaping” their frogs into the circle. The person whose frog lands the closest to theirs is the friend they will pray for.
- **Repeat** until everyone has someone to pray for as well as someone praying for them. Note that students may have to intentionally “aim” their frogs directly at someone if the pairing doesn’t happen naturally.
- **Allow** a few minutes for prayer inviting students to pray silently or out loud for one another.

What You Say:

Dear Jesus, forgive us for times when we don’t think twice about what we say or do. Help us to be careful with our words. Help us to look before we leap. Teach us how to make wise choices. In Your name we pray, Amen.