



SERIES OVERVIEW

All of us, children and grown-ups alike, will sometimes come up against things we just can't do. Maybe we don't have what it takes to make things better. It could also be that we don't have the answers, energy, wisdom, patience, solution, or way out of a situation.

But, we do know the One who does. And, when you know the One who does, there's no need to worry. God's got it. That's what we're talking about this month. We don't need to worry, be afraid, or feel alone. God's got it!

WEEKLY MAIN POINTS

Week 1: God is always with me.

Week 2: God hears me and gives me what I need.

WEEK 3: GOD'S PLAN IS PERFECT.

Week 4: God's got it.

WEEKLY BIBLE STORIES

Week 1: Shadrach, Meshach, and Abednego • Daniel 3:10-28

Week 2: Hagar • Genesis 21:14-20

WEEK 3: MOSES IN THE BASKET • EXODUS 1:21-2:10; 12:31-42

Week 4: Moses and the Water • Exodus 17:1-7

SEPTEMBER MEMORY VERSE



"God

is with you

wherever

you go."

Joshua 1:9

"God (point both hands straight up)
is with you (point out to a friend)
wherever (wave hands in a circle)
you go." (march in place)

Joshua 1:9, NLT (open your hands like a book)

KID CONNECT

KID CONNECT is all about eGROUP CONNECTIONS: for you to make connections with your eGroup and for the kids to make connections with each other. It's okay if you don't complete all the activities - some activities will work better for your group than others. Begin Kid Connect when doors open. **KID CONNECT ENDS WHEN THE WORSHIP EXPERIENCE BEGINS.**

KEY QUESTION

Who's got it?
(*God's got it.*)

MAIN POINT

God's plan is perfect.

BIBLE STORY

Moses in the Basket
Exodus 1:21-2:10; 12:31-42

MEMORY VERSE

"God
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Joshua 1:9, NLT
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COLORING PAGE

BEFORE THE ACTIVITY

What you need: crayons, coloring pages, Quest check-in sheet

What you do: Place the crayons in the center of the circle and give each child a coloring page. *Write children's names and tag numbers on the Quest check-in sheet as children arrive.*

DURING THE ACTIVITY

What you do: Instruct children to color their coloring page. As children color, get to know them by asking what they have done today or what they are going to do.

AFTER THE ACTIVITY

What you do: Make sure children's names are on their page and set the pages aside until children are picked up at the end of the worship experience.

KID CONNECT

CAMPOUT MATCHING

BEFORE THE ACTIVITY

What you need: matching cards (1 set of 30 cards)

What you do: Seat children in a circle around the eGroup space. Arrange the cards in a six-by-five grid on the floor in the center of the eGroup.

What you say: "Let's play matching and make sure we know all the supplies we should take with us when we go camping!"

DURING THE ACTIVITY

What you do: Explain children will take turns turning over two cards. If the two cards match, the child can hold onto the two cards until the end of the game. Encourage children to congratulate the child who made the match by cheering, "That's a happy camper!"

If the two cards do not match, the child will return them to the same spots, face-down. Encourage children to call out, "Lights out at the campground!" and then lie down and freeze for five seconds before the next child can take a turn.

The child with the most matches at the end wins!

Activity modifications:

- **For larger groups,** help each child find a partner. Every turn, each child in the partnership can turn over one card.
- **For smaller groups and/or younger groups,** decrease the number of matches used in the game. (Instead of using 15 matches, use only six or eight matches.)
- **For large groups of kindergartners** who are familiar with how to play matching, divide children into two smaller groups and allow groups to play separately with six or seven matches per group, monitoring each group.

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GET TO KNOW YOU

ONCE THE WORSHIP EXPERIENCE BEGINS

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CAMPFIRE QUESTION

BEFORE THE ACTIVITY

What you need: no supplies

What you do: Seat children in a circle.

What you say: "Hey there, campers! This month we're on a camping adventure as we learn about trusting God. No matter what we face, we don't have to be worried, afraid, or lonely, because God's got it! Before we read our Bible story, let's take a minute and get to know each other better.

Today you'll each get to answer this campfire question: *If we were going on a camping trip, which job would you choose to do? Would you rather unroll all the sleeping bags (move both arms in a rolling motion), paddle the canoe when we go fishing (pretend to paddle a canoe), or pump water for us to drink (pretend to pump water)?* Show me your answer by doing the motion for the activity you would choose!" (Repeat choices and motions if needed.)

DURING THE ACTIVITY

What you do: Encourage each child to say their name to the eGroup. Once children have said their names, they can stop doing the motion for their answer. If time allows, encourage a few children to share why they chose that job.

After all children are introduced, pass out a Quest animal sticker to each child. Have each child place it next to their name tag.

What you say: "We are the (insert animal name) today! There are two very special rules to remember so we can have the most fun. The rules to follow are:

1. Be Safe - How can we be safe? (*keeping our hands to ourselves, sitting when others are sitting, walking instead of running, following the rules*)
2. Be Kind - How can we be kind? (*listening when others are talking, sharing, obeying leaders, sitting on our bottoms so others can see*)

If you can obey our special rules and are ready to have fun then put one hand in the middle and repeat after me:

I am (*allow response*)

a (insert animal group name) (*allow response*)

I will (*allow response*)

be kind and safe! (*allow response*)

On the count of three everyone, say 'Go (insert animal name)!'

1 . . . 2 . . . 3 . . .

Go (insert group name)!"

AFTER THE ACTIVITY

What you say: "Now that we all know each other and we know the rules, we're ready to hear our Bible story!"

BIBLE CONNECT

BIBLE CONNECT is all about **BIBLE CONNECTIONS**: for kids to make connections with the Bible and learn to love the Bible! Children will make connections to the Bible in two ways: by hearing and talking about the Bible story and practicing the memory verse. Begin Bible Connect after the *Get To Know You* activity. **AFTER BIBLE CONNECT CHILDREN HEAD TO FREE PLAY AND LARGE GROUP.**

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MOSES IN THE BASKET EXODUS 1:21-2:10; 12:31-42

BEFORE THE ACTIVITY

What you need: *The Beginner's Bible*, Bible story stickers

What you say: "We can find true stories in God's book, the Bible!"

PRONUNCIATION GUIDE

Jochebed: YAH-kah-bed

DURING THE ACTIVITY

What you do: Show and read the Bible story from pages 92-97 in the *Beginner's Bible*. Ask the Bible story review questions. Each time a child answers a question correctly, give the child a sticker. If children can't remember the answer, take time as an eGroup to look back through the Bible story and find the answer together.

What you say: "Let's see how much you remember from our Bible story!"

1. "What were the people in Jacob's family called?" (*the Israelites*)
2. "Did Pharaoh like the Israelites?" (*no*)
3. "Did Pharaoh make the Israelites work hard or did he refuse to let them work?" (*He made the Israelites work hard.*)
4. "Did Pharaoh decide to get rid of all the Israelite baby girls or baby boys?" (*baby boys*)
5. "When Jochebed had a baby boy, she put him in a basket. Did she put the basket in the river or in her closet?" (*in the river*)
6. "Who found the basket in the river?" (*Pharaoh's daughter, the princess*)
7. "What did the princess name the baby?" (*Moses*)
8. "When the princess needed help raising the baby, who helped her find somebody?" (*Moses's big sister, Miriam*)
9. "Who did Miriam get to help with the baby?" (*Jochebed*)
10. "Where did Moses grow up?" (*in the palace*)

AFTER THE ACTIVITY

What you say: "God took care of baby Moses because He had a perfect plan for Moses to grow up and rescue His people. And God has a perfect plan for each one of you, too! You can always trust that no matter what happens, God's got it. Who's got it?" (*God's got it.*)

BIBLE CONNECT

During the memory verse activity children will learn and practice the Bible verse together.

NOTE: Children will have the opportunity to recite the memory verse to earn a prize during Free Play.

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VERSE VOICES

BEFORE THE ACTIVITY

What you need: no supplies

What you say: "Our Bible verse tells us we can trust God to take care of us all the time because He's with us wherever we go!"

DURING THE ACTIVITY

What you do: Say the memory verse and do the motions in front of the children. After showing them once, encourage children to practice the memory verse with you using different voices. You can use all of the voice options or choose a few, depending on time and interest.

What you say: "I am going to say our memory verse. Everyone watch me! (*Demonstrate the memory verse as shown in the sidebar.*) Now let's do it all together! Are you ready? (*Say the memory verse with the motions several times.*) Now let's try the verse in some silly voices!"

- "Say the verse in an excited voice, like you can't wait to get to your campsite!"
- "Say the verse in a quiet voice, like you're trying not to wake up the forest animals!"
- "Say the verse like you have a mouth full of roasted marshmallows!"
- "Say the verse in an underwater voice, like you're swimming in the lake with the fish!"
- "Say the verse in an echoing voice, like you're shouting it and it's echoing across the mountains!"
- "Say the verse in a grumpy voice, like a bear who was woken up from his nap by a bunch of noisy campers!"
- "Say the verse in a scared voice, like you're lost in the middle of the woods and can't find your map!"
- "Say the verse in an energetic voice, like a squirrel who's running around in the trees!"

AFTER THE ACTIVITY

What you say: "Great job, friends! We can trust that God's got it, and He'll be with us wherever we go!"

What you do: **Tell children they will have the opportunity to say the memory verse on their own during Free Play. Each child who can say the memory verse correctly will get a stamp and will then get to choose a Quest animal prize before they leave!**

YOU CONNECT

YOU CONNECT is about the eGroup leader (**YOU!**) helping children make connections with the main point and their lives. You Connect activities reinforce the main point with fun and engaging activities. **BEGIN YOU CONNECT AFTER LARGE GROUP.**

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WHAT'S IN YOUR CAMPING PACK?

BEFORE THE ACTIVITY

What you need: camping packs (1 per child) with supply cards (1 set of 10 cards in each camping pack), leader sheet, S'mores Goldfish (1 pack per child), snack cups (1 per child)

What you do: Give each child a camping pack with supply cards.

What you say: "These camping packs have pictures of some very important camping supplies in them, so we're going to check our packs for these supplies. We'll also find some pictures of things that help us remember to always obey God and the special people He's put in our lives, because God's plan is perfect! Let's check our camping packs together now."

DURING THE ACTIVITY

What you do: Explain you will tell children a specific picture to look for in their camping packs. Children will search through their camping pack to find it. When they find it, they'll hold it up in front of them so everyone can see it.

Call out the first picture shown on the leader sheet. After all children have found the picture, read the prompt by that picture on the leader sheet and encourage children to respond.

Tell children to return the card to their camping pack, then call out the next picture on the leader sheet and encourage children to respond to the prompt. Repeat until all cards have been found and discussed.

AFTER THE ACTIVITY

What you say: "Even when things aren't happening the way we'd want or expect them to, we can trust that God has a plan for our lives and that His plan is perfect. Who's got it? (*God's got it.*) Let's bow our heads and close our eyes and thank God for His plans for us. *Dear God, today we learned that Your plan is perfect. Help us be patient and do what You say, trusting that Your plan is perfect and You've got it. We love You, God. In Jesus' name, amen.*

Hey friends, did you notice something special about the four camping supplies in our camping packs today? We found two graham crackers, marshmallows, and chocolate bars. Let's keep those four cards out and put the others away. (Pause for children to put the other six cards away.) Hmm... what could we make with graham crackers, marshmallows, and chocolate? (Pause for children to respond.) That's right, we could use those things to make s'mores! Since we don't have a real campfire, we can't make real s'mores, but we can enjoy some delicious S'mores Goldfish together!"

What you do: Give each child a snack cup filled with one scoop of S'mores Goldfish and allow children to eat their snack. As children eat, make sure they have returned all 10 cards to their camping packs, then collect the camping packs from them.

YOU CONNECT

PASS THE OWL

BEFORE THE ACTIVITY

What you need: owl stress ball (1), foam dice (1)

What you do: Seat children in a circle and hold the owl stress ball.

DURING THE ACTIVITY

What you do: Remind children our main point today is, "God's plan is perfect." Explain children will pass the owl around the circle while you say the memory verse. When you finish saying the verse, the child holding the owl will roll the foam dice. The child will choose that many friends to stand with him/her and say the main point, "God's plan is perfect."

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DISMISSAL

KEY QUESTION

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QUEST DISMISSAL CARD GAMES

BEFORE THE ACTIVITY

What you need: Quest playing cards

What you do: Choose one of the card games to play with your group as parents arrive to pick children up.

CATCH OLLIE

BEFORE THE ACTIVITY

What you do: Deal the cards evenly among the children by placing cards in a face-down pile in front of each child. Stack any extra cards face-up in the center of the group.

DURING THE ACTIVITY

What you do: Instruct children to take turns turning over the top card from their pile and placing the card face-up in the middle of the group. The next child will do the same by placing the card from the top of their personal pile on top of the card in the center. Play continues this way until someone turns over an Ollie card on top of the center pile. When the children see Ollie, they will compete to be the first to "catch" Ollie by covering the card with their hand. The child who catches Ollie first takes all the cards from the middle and puts them at the bottom of their stack. A child wins when they have collected all of the cards! (NOTE: If time runs out or if children are disengaging with the game, the player with the most cards can be declared the winner.)

FACE-OFF

BEFORE THE ACTIVITY

What you need: Quest playing cards (1 deck)

What you do: Deal the whole deck of cards evenly among all children. Each child should have a small stack of cards face-down on the floor in front of them.

DURING THE ACTIVITY

What you do: Instruct children to flip over their top card and place it on the floor close to the center of the circle. The highest card (two is lowest; ace is highest) wins that hand and takes the cards from the center. These cards can be added to their personal stack. Continue having children flip over their top card and allowing the child with the highest cards to take all the cards from the center. When a child runs out of cards, the child is out. The player to collect all the cards first is the winner!

If two people both play the card with the highest value, they will compete in a "face-off." Each child will lay down three cards, face-down, and then flip the fourth card face-up. The highest cards wins all the cards played!

DISMISSAL

MATCHING

BEFORE THE ACTIVITY

What you do: Spread out the playing cards face-up and encourage children to help you find 10 matching pairs of cards. Set aside the other playing cards; they will not be used in the game.

Seat children in a circle. Shuffle the matching pairs together and lay them face-down in the center of the eGroup in a 4-by-5 grid.

DURING THE ACTIVITY

What you do: Children will take turns flipping over two cards. If the two cards match, the child can hold onto the two cards until the end of the game. If the two cards do not match, the child will return them to the same spots, face-down. The child with the most matches at the end wins!

eGL Note: If there are more than 10 children in the eGroup, split children into two smaller groups. Encourage children to help you create another set of 10 matching pairs of cards. Create another 4-by-5 card grid and allow each group to play with their own set of cards.

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