



SERIES OVERVIEW

It can be hard or sometimes scary to do big things, like making the right decisions or helping someone accomplish a big job. When our children face these kinds of situations, we don't want them to run. We want them to hop to it because they know God is bigger and will help them do big things.

WEEKLY MAIN POINTS

Week 1: God helps me do big things.

Week 2: God helps me be a strong leader.

Week 3: God helps me help others.

WEEK 4: GOD HELPS ME DO BRAVE THINGS.

WEEKLY BIBLE STORIES

Week 1: Solomon at the Temple • 1 Kings 5-6

Week 2: Joshua Leads the People • Joshua 1:1-9

Week 3: Aaron Helps Moses • Exodus 17:8-13

WEEK 4: DAVID AND GOLIATH • 1 SAMUEL 17:1-50

SERIES MEMORY VERSE



"We have



the Lord our God



to help us."



2 Chronicles 32:8

"We have *(cross arms in front of you)*
the Lord our God *(one hand on hip, the other pointing up)*
to help us." *(both hands on hips)*
2 Chronicles 32:8, NLT *(open 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 helps you do big things?

(God helps me do big things.)

MAIN POINT

God helps me do brave things.

BIBLE STORY

David and Goliath
1 Samuel 17:1-50

MEMORY VERSE

"We have

(cross arms in front of you)
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(both hands on hips)
2 Chronicles 32:8, NIRV
(open hands like a book)

MAZE

BEFORE THE ACTIVITY

What you need: crayons, maze activity page, Quest check-in sheet (1)

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

DURING THE ACTIVITY

What you do: Encourage children to help the frog on their activity page hop through the maze. When each child reaches a lily pad on their maze, encourage them to hop like a frog five times! As children color and complete their maze, get to know them by asking questions about their week or what they did or are planning to do that day.

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

In the **GROUP CONNECT** activity, children will get to know each other and review the Quest rules.

FOUR CORNERS

BEFORE THE ACTIVITY

What you need: floor dots (4), foam dice

What you do: Place one floor dot in each corner of the eGroup space. Encourage children to stand up and spread out around the space.

What you say: "This month our Wonder! Clubhouse friends are taking care of a pet frog! Did you know that some frogs live in ponds, along with other creepy crawling bugs and all kinds of different animals? Let's pretend we're at a pond and move around like some of these pond creatures!"

DURING THE ACTIVITY

What you do: Explain each floor dot will represent a lily pad. Choose one child to roll the dice. Encourage children to choose a lily pad and put one foot on it while pretending to be the animals listed in the chart below. Continue the activity, encouraging children to move to a different lily pad each time.

If a child rolls a...	Encourage children to...
1	Hop like a frog to a different lily pad.
2	Swim like a fish to a different lily pad.
3	Fly like a dragonfly to a different lily pad.
4	Waddle like a duck to a different lily pad.
5	Wiggle like a worm to a different lily pad.
6	Walk slowly like a turtle to a different lily pad.

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GROUP CONNECT

ONCE THE WORSHIP EXPERIENCE BEGINS

MAKE A SCENE

BEFORE THE ACTIVITY

What you need: activity mat, activity cards (1 set of 16)

What you do: Seat children in a circle and place the activity mat in the middle. Spread the activity cards around the floor with the pictures facing up.

What you say: "This month we're learning all about someone who helps us do big things! Do you know who that is? (God) That's right! God helps us do big things. Before we read a Bible story and learn more about how God helps us, let's get to know all the friends in our eGroup!"

DURING THE ACTIVITY

What you do: Encourage the first child to say his/her name to the eGroup. Ask the child to choose one activity card they would like to add to the activity mat. Read the question on the back of the card for the child to answer. Then, encourage the child to choose where they would like to place the card on the activity mat. Repeat for each child in the eGroup.

After all children have been 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!"

KEY QUESTION

Who helps you do big things?
(*God helps me do big things.*)

MAIN POINT

God helps me do brave things.

BIBLE STORY

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MEMORY VERSE

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(*open hands like a book*)

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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DAVID AND GOLIATH 1 SAMUEL 17:1-50

BEFORE THE ACTIVITY

What you need: *God's Story for Me Bible*, Bible story stickers

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

PRONUNCIATION GUIDE

Philistines: fihl-IH-steenz

Goliath: Guh-LIE-ith

DURING THE ACTIVITY

What you do: Show and read the Bible story from pages 171-176 in the *God's Story for Me 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. "Were the Israelites fighting the Philistines, or were they friends with the Philistines?" *(They were fighting the Philistines.)*
2. "Who was the biggest Philistine?" *(Goliath)*
3. "Did anyone want to fight Goliath?" *(no)*
4. "What did David bring to his brothers in the Israelite army?" *(food)*
5. "When David heard Goliath, was he afraid or brave?" *(brave)*
6. "Who did David say would help him fight Goliath?" *(God)*
7. "What did David use to fight Goliath?" *(He used a slingshot and a rock.)*
8. "Did David beat Goliath?" *(yes)*

AFTER THE ACTIVITY

What you say: "David was so much smaller than Goliath, but he had God with him to help him do brave things. With God's help, David beat Goliath! God can help us do big, brave things, too! Who helps you do big things?" *(God helps me do big things.)*

BIBLE CONNECT

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

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Who helps you do big things?
(*God helps me do big things.*)

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VERSE VOICES

BEFORE THE ACTIVITY

What you need: no supplies

What you say: "Our Bible verse tells us that God always helps us!"

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 a **loud** voice, like you're yelling to your friend on the other side of the pond!"
- "Say the verse super **fast**, like you're a frog trying to hop across the pond!"
- "Say the verse in an **underwater** voice, like you're a fish swimming in the pond!"
- "Say the verse **slowly**, like you're a snail slowly sliding near the pond!"
- "Say the verse in an **excited** voice, like you're fishing in the pond and just caught a big fish!"
- "Say the verse in your best **singing** voice, like you're a bird chirping in a tree near the pond!"
- "Say the verse in a **deep** voice, like you're a tadpole that just swam to the very bottom of the pond!"

AFTER THE ACTIVITY

What you say: "Great job, friends! Remember, God loves us and He will always be there to help us. No matter how big or scary a task may seem, we can trust God because He will always be there to help us!"

What you do: Tell children this is the last week they will have the opportunity to say this memory verse on their own during Free Play. Each child who can say the memory verse correctly will get a sticker and will then get to choose a 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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I SPY

BEFORE THE ACTIVITY

What you need: I Spy mat (1 per child), Goldfish (1 pack per child), activity cards (1 set of 8)

What you do: Seat children in a circle. Give each child an I Spy mat and a pack of Goldfish. Tell children they will use the Goldfish during the activity, so they need to wait until the end of the activity to eat the snack!

What you say: “In our Bible story today, we learned that with God’s help, David was able to beat Goliath! God helped David do brave things, and He will help us do brave things, too. Let’s use our yummy snack to help us think about some ways God helps us do brave things!”

DURING THE ACTIVITY

What you do: One at a time, hold up an activity card so children can see the picture. Encourage children to find that picture on their I Spy mats and put one Goldfish on the picture. Read the back of the activity card aloud and encourage children to respond. Repeat until all activity cards have been completed.

AFTER THE ACTIVITY

What you say: “We all need to be brave sometimes, but the good news is we are never alone. God is with us and He will help us! No matter how big or scary the task may seem, God will help us so that we can do brave things! Who helps you do big things? *(God helps me do big things.)* Let’s bow our heads and close our eyes and thank God for helping us. *“Dear God, it makes us feel safe knowing You are always with us. Help us remember that you are with us so we can be brave and do big things. You are the best, God. We love You! In Jesus’ name, amen.”*

What you do: Allow children to eat their snack and encourage them to help throw away trash and clean up the eGroup area when they’re done.

YOU CONNECT

MAIN POINT MIX-UP

BEFORE THE ACTIVITY

What you need: plastic frogs (1 set of 16), activity mat

What you do: Seat children in a circle with the activity mat in the center. Place enough plastic frogs on the activity mat for every child except two. (Example: If there are 15 children in your eGroup, place 13 plastic frogs on the activity mat.)

What you say: "We're going to practice our main point, '**God helps me do brave things.**' Be sure to listen carefully! Sometimes I'm going to say our main point the wrong way. Anytime I say it wrong, I want you to sit as still as a statue. But when I say the main point the right way, everyone will race to grab a frog from the middle of the circle! Anyone who doesn't get a frog will stand up and say the main point, '**God helps me do brave things**' together!"

DURING THE ACTIVITY

What you do: Read the following statements. Each time you say the main point correctly, children should race to grab the frogs from the activity mat. Encourage the two children who didn't get a frog to stand and say the main point, '**God helps me do brave things,**' together.

What you say: "Listen carefully for me to say our main point '**God helps me do brave things.**'"

- God helps me do bubbly things.
- God helps you do brave things.
- **God helps me do brave things.**
- You help me do brave things.
- God helps me do brave tasks.
- God helps Black Bear do brave things.
- God helps me do blue things.
- **God helps me do brave things.**
- God helps me do beautiful things.
- God helps me do bright things.
- God helps monkeys do brave things.
- God helps me do brave tricks.
- Green Gorilla helps me do brave things.
- **God helps me do brave things.**
- God hears me do brave things.
- God helps milk do brave things.
- God helps me dig brave things.
- **God helps me do brave things.**

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DISMISSAL

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!

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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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