

WEEK OF NOVEMBER 17, 2018





# **SERIES OVERVIEW**

Cooperation is a spiritual concept that originates with God. God created us to work together in community. Throughout the Bible, we see how God brought people together to accomplish something big for Him. When we work together, we reflect what Jesus envisioned for His followers. Our love for one another can point people to Him.

# VIRTUE: COOPERATION

WORKING TOGETHER TO DO MORE THAN YOU CAN DO ALONE.

# WEEKLY MAIN POINTS

Week 1: God wants us to work together. Week 2: Work together to help someone succeed. WEEK 3: WORK TOGETHER TO HELP SOMEONE IN NEED. Week 4: Work together to point others to Jesus.

# **WEEKLY BIBLE STORIES**

Week 1: Building the Tabernacle • Exodus 25:8-9; 28:1, 3; 31:1-11; 35:21, 25, 34; 39:42-43 Week 2: Joshua Wins the Battle Over the Amalekites • Exodus 17:8-13 **WEEK 3: JESUS HEALS THE PARALYTIC / FOUR FRIENDS • LUKE 5:17-26** Week 4: One Body but Many Parts • 1 Corinthians 12:12-27

# SERIES MEMORY VERSE

"Two are better than one, because they have good return for their labor." Ecclesiastes 4:9, NIV

# **KID CONNECT**

**KID CONNECT** is a time to

welcome kids to eGroup with a fun activity to help them feel comfortable and guide them in connecting with the eGroup Leader and each other. **KID CONNECT ENDS WHEN THE WORSHIP EXPERIENCE BEGINS.** 

### VIRTUE: COOPERATION

Working together to do more than you can do alone.

### **MAIN POINT**

Work together to help someone in need.

## **BIBLE STORY**

Jesus Heals the Paralytic/ Four Friends Luke 5:17-26

## **MEMORY VERSE**

"Two are better than one, because they have good return for their labor." Ecclesiastes 4:9, NIV

# **HARMONIOUS PAIRS**

**WHAT YOU NEED:** Motion check-in sheet (1), Big Picture Apples to Apples (1 game set)

#### WHAT YOU DO:

- Start by introducing yourself and welcoming kids to your eGroup. As kids come in, write their names on the Motion check-in sheet.
- Ask them about their week and interests. Use the following questions to generate discussion:
  - What's something cool that happened this week?
  - What was the best part of your week?
  - Have you \_\_\_\_\_ (seen/eaten/listened to/read) any good \_\_\_\_\_ (movies/TV shows/food/music/books) lately?
  - What are you looking forward to next week?

**Once you have five to six kids** begin playing Big Picture Apples to Apples!

- Shuffle a stack of Red Apple cards together and place them face down in the center of the eGroup. Shuffle the Green Apple cards and place them face down beside the Red Apple cards.
- Explain that the goal of the game is to collect the most Green Apple cards by making the best pairs.
- Choose a player to be the first judge. The judge will deal five Red Apple cards face-down to each player (including him/herself). Players may look at their own cards but should not show them to anyone else.
- The judge will take a Green Apple card from the top of the stack, choose one of the words, read it aloud, then place the card face up in the center of the eGroup.
  - eGroup Leader Tip: Be prepared to help younger readers read the words on the card.
- All players (except the judge) should choose the Red Apple card from their hand that goes best with the word on the Green Apple card and place their card face down in front of themselves.
- Once all players have placed a card in front of themselves, the judge will count to three. On three, all players will turn over the cards they selected.
- Each player can have 10-15 seconds to "make their case" to the judge. Players should explain why their card is the best pairing for the word on the Green Apple card. Their goal is to convince the judge to choose their card as the best pair!
- The judge will select the Red Apple card he/she thinks is best described by the Green Apple card. The Green Apple card will be awarded to the player who played that Red Apple card.
- Discard all Red Apple cards from the round. The player to the left of the judge becomes the new judge. Continue play as long as time permits. The player with the most Green Apple cards wins!

# **GROUP CONNECT**

In the **GROUP CONNECT** activity, kids will get to know each other and review the Motion rules. **After this activity, GO TO LARGE GROUP.** 

## VIRTUE: COOPERATION

Working together to do more than you can do alone.

## **MAIN POINT**

Work together to help someone in need.

# **BIBLE STORY**

Jesus Heals the Paralytic/ Four Friends Luke 5:17-26

## MEMORY VERSE

"Two are better than one, because they have good return for their labor." Ecclesiastes 4:9, NIV

# **COOPERATION QUESTIONS**

#### WHAT YOU NEED: no supplies

#### WHAT YOU SAY:

"Welcome to eGroup! My name is \_\_\_\_\_ and I'm your eGroup leader! As an eGroup we will hang out together during Motion, hear stories from the Bible, learn what it means to live for Jesus, and play games! Before we go any farther, let's get to know each other a little better."

#### WHAT YOU DO:

- Divide kids into two equal groups. Seat one group of kids in a circle, facing out from the center of the circle. Tell the other group to form another circle around the first group. Each kid in the outer circle should sit facing one of the kids in the inner circle.
- Explain that kids will be answering questions with partners, but they'll be moving around the circle to find their partner. Tell kids in the inner circle they should only move in a clockwise circle. Demonstrate which direction they should move. Tell kids in the outer circle they should only move in a counterclockwise circle. Demonstrate which direction they should move.
- Tell all kids to stand up. Encourage both circles to move in the direction you showed them while you clap 15 times.
- After 15 claps, tell kids to stop moving and face the other circle again. The kid standing in front of that kid is their partner. (Shuffle kids a little if needed to ensure each kid is standing in front of another kid.)
- Encourage kids to share their names and answer the following question to their partner: Would you rather work together with your partner to make a big blanket for someone who's sick or make a bunch of sandwiches for a homeless shelter to give away?
- If time allows, have kids move around the circle again and share their answer with another kid.

#### WHAT YOU DO:

Encourage kids to sit in a circle.

#### WHAT YOU SAY:

"Before we head to Large Group, let's review our three Motion rules:

- 1. **Jump in!** What can you do to help yourself stay engaged in the Motion experience? (*participate in discussions, games, and activities; worship enthusiastically; have a great attitude*)
- 2. **Listen up!** How can you show respect to others? (*listen to and follow leaders' directions, stay quiet when others are talking*)
- ACT out! ACT stands for Accept others, Choose kindness, and Take responsibility. How can your actions help others have a great experience?" (intentionally include everyone, use kind words, keeping my hands to myself, owning my actions)

# YOU CONNECT

#### In the **APPLICATION**

activity, kids will apply the main point to their personal lives.

There are stopwatches available at your campus, but you can use the stopwatch feature on your mobile device if able.

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## **SPEEDY HELP**

WHAT YOU NEED: game cards (30), stopwatch (see sidebar note)

#### WHAT YOU DO:

- Shuffle the game cards.
- Divide kids into two teams and seat teams on opposite sides of the eGroup space. Explain teams will compete to collect the most game cards.
- To collect a game card, one kid on the team has to get their team members to guess the word on the card by explaining the word to them out loud. The kid CANNOT say the word itself or any variant of the word (such as, "small <u>cake</u>" for "cup<u>cake</u>," or use the word "ball" when trying to describe "baseball"), or they lose the card to the other team.
- Each team will have thirty seconds to collect as many cards as possible. While one team is describing and guessing words, the other team should be listening carefully for that team to break the rules by saying the word or some variant of it. If a player says the word or any variant of it, the other team can collect that card instead.
  - eGroup Leader Tip: Younger kids may find the 30 second time too short and therefore frustrating. It is fine to allow kids one minute to collect cards instead of 30 seconds.
- Choose one kid on the first team to describe words while the rest of the team tries to guess. This kid should stand in front of the other team and allow the other team to see his cards so they can listen for mistakes.
- Set the timer and tell the first kid to begin describing the word on the first card. (*Quickly whisper the word into the kid's ear if he/she cannot read or understand it.*) If the team guesses the word, they can keep the card. If they never guess it, discard it. If the kid says the word or any variant of it, give the card to the other team.
- After that team has completed their thirty seconds, choose a kid from the second team to describe words and repeat the process for that team. Continue alternating between teams until each team has had three turns.
- Once both teams have had three turns, explain that in order to keep their cards, kids will have to answer the following statement for each place listed on their cards: one person they can help in that place and how they would help that person. Alternate between teams, allowing them to keep each card only if they can give an example and explanation for it. The team with the most cards left at the end wins!

#### WHAT YOU SAY:

"No matter where we go, we can find people with some kind of need. And when we see people in need, we can work together to help them! People's needs may not always be obvious, so it's important for us to work together to notice their needs and then find ways to help them."

# YOU CONNECT

**DISCUSS** how the main point applies to kids' personal lives and spend time in **PRAYER** with your eGroup.

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## **MAIN POINT**

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#### **DISCUSSION AND PRAYER**

#### WHAT YOU NEED: no supplies

#### WHAT YOU SAY:

- "When you think about people 'in need,' who do you usually think of?"
- "Where do you usually expect to find people in need who can use your help? Are there places you don't expect to find people in need?"
- "What kinds of needs are easy to help with? What makes it difficult to meet someone's needs?"
- "Why is it better to work together with others to meet people's needs instead of trying to meet them by yourself?"
- "Have any of you ever worked together with our church to help someone in need through an Outreach event, like at Love Week?" (Encourage kids to share their examples.)

"Today when you leave Motion, your family will get a special Family Outreach handout that will explain some opportunities your family has to serve with our church in our community. Be sure to share with your family what you learned today about the importance of working together to help people in need, then choose an Outreach partner your family can serve with! Working together to help someone in need is a great way to do more for your community than you could ever do on your own."

#### SUGGESTED PRAYER:

"Heavenly Father, thank You for loving us and for giving us the chance to work together to help people in need. Help us to remember to keep our eyes open to all the needs around us that we could help meet, and give us an excitement for cooperating with our friends and family to help people. We love You. In Jesus' name, amen."

# **BIBLE CONNECT**

In the **BIBLE STORY** 

activity, kids will interact with the Bible story they heard in Large Group. After this activity, GO TO LARGE GROUP.

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## **MAIN POINT**

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# **BIBLE STORY**

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## **MEMORY VERSE**

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# TWO HEADS ARE BETTER THAN ONE

WHAT YOU NEED: question sheets (10), pens

#### WHAT YOU DO:

- Instruct kids to turn to Luke 5 in their Bibles. (NOTE: This may take time, but it helps kids learn skills for reading the Bible on their own. If needed, encourage kids to use the table of contents in their Bible, and then decide if the book is in the Old or New Testament.)
- Review Luke 5:17-26 with kids.
- Pair each kid with a partner. Give each pair a question sheet (face down) and a pen. Tell kids to leave the question sheet face down until you give them permission to begin working.
- Explain that partners will work together to answer the Bible story questions on the question sheets. They will answer the questions by drawing a line that pairs each question on the left with the correct answer on the right.
- Give pairs the signal to turn over their question sheets and begin answering the questions. When pairs are done answering all questions, they will turn their question sheets face down and wait until all teams are done.
- Go over the answers together (given below). Pairs will receive 10 points for each question they answer correctly. The team that finished first will also receive five bonus points. The team with the most points at the end wins!
- eTL Tip: For younger groups who can't read as well, work through the questions as a whole group instead of encouraging kids to compete against each other. Read the first question aloud, then tell kids to raise their hands if they hear the correct answer. Begin reading through the answers aloud one at a time, pausing briefly after each one to check for kids with their hands raised. Once the correct answer has been found lead kids in drawing a line from that question to the appropriate answer on the other side. Repeat for each remaining question.

#### ANSWERS:

- 1. Pharisees
- 2. Jerusalem
- 3. sick
- 4. paralyzed
- 5. crowd
- 6. roof
- 7. faith
- 8. sins
- 9. angry
- 10. walk