

WEEK OF FEBRUARY 16,





SERIES OVERVIEW

February is the month of love, so it's the perfect time to teach children how much Jesus loves us! Jesus loves us SO MUCH. In fact, there is nothing wider or longer or higher or deeper than the love Jesus has for you and me. This month, our goal is for children to know that Jesus loves them, and that nothing will ever change that!

WEEKLY MAIN POINTS

Week 1: Jesus loves me.

Week 2: Jesus wants to spend time with me.

WEEK 3: JESUS WANTS TO HELP ME.

Week 4: Jesus loves me no matter what.

WEEKLY BIBLE STORIES

Week 1: Jesus and the Children • Luke 18:15-16 Week 2: Mary and Martha • Luke 10:38-42

WEEK 3: THE CENTURION • MATTHEW 8:5-13

Week 4: The Thankful Woman • Luke 7:36-50

SERIES MEMORY VERSE















"How wide (spread arms wide) and long (spread arms vertically) and high (jump as high as you can) and deep (pretend to dig with a shovel) is the love (hug yourself) of Christ." (point up)

Ephesians 3:18, NIV (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 loves you? (Jesus loves me.)

MAIN POINT

Jesus wants to help me.

BIBLE STORY

The Centurion Matthew 8:5-13

MEMORY VERSE

"How wide
(spread arms wide)
and long
(spread arms vertically)
and high
(jump as high as you
can)
and deep
(pretend to dig with a
shovel)
is the love
(hug yourself)
of Christ."
(point up)
Ephesians 3:18, NIV

(open hands like a book)

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

BUILD YOUR BUG COLLECTION

BEFORE THE ACTIVITY

What you need: game cards (1 set of 25), small nets (2), bugs (1 set of 40)

What you do: Place the game cards on the floor in the center of the eGroup space, creating a five-by-five card grid. Divide children into two teams and seat them with their teams. Give each team a small net.

What you say: "This month our Wonder Clubhouse friends are collecting bugs, so we're going to build our bug collections, too. Let's see which team can build the biggest bug collection!"

DURING THE ACTIVITY

What you do: Explain teams will take turns turning over one of the game cards.

- If a team turns over a card with just bugs on it, encourage children on that team to count the bugs on the card, then give the team that number of bugs to put in their small net.
- If the team turns over a love bug card with an action on it, lead all children in completing that action.
- If the team turns over a "ONE BUG FLIES AWAY" card, ask that team to give one of their bugs back to you.
- If the team turns over a "SHARE ONE BUG WITH THE OTHER TEAM" card, encourage that team to give one of their bugs to the other team.

Once all cards have been turned over, help teams count the number of bugs in their nets. The team that has collected the most bugs wins!

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MAIN POINT

Jesus wants to help me.

BIBLE STORY

The Centurion Matthew 8:5-13

MEMORY VERSE

"How wide (spread arms wide) and long (spread arms vertically) and high (jump as high as you can) and deep (pretend to dig with a shovel) is the love (hug yourself) of Christ." (point up) Ephesians 3:18, NIV (open hands like a book)

GROUP CONNECT

ONCE THE WORSHIP EXPERIENCE BEGINS

CHOOSE YOUR BUG

BEFORE THE ACTIVITY

What you need: bug wheel (1)

What you do: Seat children in a circle.

What you say: "This month we're learning all about someone who loves us! Do you know who it is? (*Jesus*) Yes; it's Jesus! Before we jump into a Bible story and learn more about Jesus' love for us, let's get to know each other a little better!"

DURING THE ACTIVITY

What you do: Explain that you will ask the eGroup a question. Children will take turns answering the question by holding the bug wheel and putting the bug they would choose for that situation at the top of the wheel.

Ask, "If you had to dress up as one of these bugs, which would you choose?" Hand the wheel to the child next to you and encourage the child to turn the wheel until the bug he/she would choose is at the top. If the eGroup is small enough and time allows, ask the child to share why he/she chose that bug. Tell the child to hand the bug wheel to the next child and repeat. Continue until all children have answered, repeating the question as needed.

After all children have been introduced, pass out a Quest animal sticker to each child. Have each child place it <u>next</u> to their name tag.

What you say: "We are the <u>(insert animal name)</u> 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)!"

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MEMORY VERSE

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(point up)
Ephesians 3:18, NIV

(open hands like a book)

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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THE CENTURION MATTHEW 8:5-13

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!"

DURING THE ACTIVITY

What you do: Show and read the Bible story from pages 324-327 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. "When Jesus came to the city, did crowds of people come to see Him or did all the people stay in their homes?" (Crowds of people came.)
- 2. "Who was sick: the army captain or the army captain's servant?" (the army captain's servant)
- 3. "Did Jesus say he would go to the army captain's house to heal the servant, or did he ask the army captain to bring the servant to Him?" (Jesus said He would go to the army captain's house.)
- 4. "Did the army captain think Jesus needed to come all the way to his house?" (no)
- 5. "The army captain said Jesus could heal the servant right then and there, just by speaking. Was Jesus amazed by the army captain's fear or his faith?" (his faith)
- 6. "Did Jesus heal the army captain's servant?" (yes)
- 7. "Was the army captain happy or surprised that Jesus healed his servant?" (happy)

AFTER THE ACTIVITY

What you say: "Jesus was happy to heal the army captain's servant. Jesus always loves to help people! And because Jesus loves each of us, He wants to help us, too! Who loves you?" (Jesus loves me.)

BIBLE CONNECT

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

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VERSE VOICES

BEFORE THE ACTIVITY

What you need: no supplies

What you say: "Our Bible verse tells us Jesus loves us in a BIG way!"

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 slowly, like a snail sliding slowly across the sidewalk!"
- "Say the verse super fast, like a spider scurrying across the ground!"
- "Say the verse in a wobbly voice, like a fat bumblebee bobbing around!"
- "Say the verse in an excited voice, like a worm that just found a big, juicy apple!"
- "Say the verse in a bouncy voice, like a grasshopper jumping up and down through the grass!"
- "Say the verse in a quiet voice, like a butterfly floating silently through the air!"

AFTER THE ACTIVITY

What you say: "Great job, friends! Jesus loves us so much!"

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 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.

KEY QUESTION

Who loves you? (Jesus loves me.)

MAIN POINT

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MEMORY VERSE

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THE BEST HELPER

BEFORE THE ACTIVITY

What you need: parachute (1)

What you do: Spread the parachute across the center of the eGroup space and seat children around the outside of the parachute.

What you say: "We're going to think about some of the times Jesus can help us! Before we start, I need everyone to help me remember our three parachute rules.

- 1. Everyone wave both hands in the air! (Lead children in waving their hands in the air.) Our first rule is that hands only touch the parachute when I tell you to touch it.
- 2. Everyone be as still as a statue! (Lead children in sitting still for three or four seconds.) The second rule is that the parachute should stay completely still until I tell you to move it, and you should only move it the way I tell you to.
- 3. Everyone point to your eyes! (Lead children in pointing to their eyes.) Our third rule is that anytime I say, 'Eyes on me,' you should let go of the parachute right away, point to your eyes, and look straight at me! Anyone who can't follow our rules will have to sit out for the rest of the parachute activity."

DURING THE ACTIVITY

What you do: One at a time, read the statements below and encourage children to respond as directed. Children should stay seated unless otherwise directed.

What you say:

- "If you ever feel tired, close your eyes. (Close your eyes.) Now open them! Jesus can help us when we're tired. If you can ask Jesus for help when you're tired, lay your head on the parachute for three seconds, then sit back up."
- "If you ever feel mad, make a mad face. (Make a mad face.) Jesus can help us when we're mad. If you can ask Jesus for help when you're mad, stand up, stomp on the edge of the parachute one time, then sit back down."
- "If you ever feel scared, give yourself a hug. (Give yourself a hug.) Jesus can help us when we're scared. If you can ask Jesus for help when you're scared, gently lift the parachute over your head and then float it back to the ground."
- "If you ever feel like you can't calm down, wave your arms in the air. (Wave your arms in the air.) Jesus can help us when we can't calm down. If you can ask Jesus for help when you can't calm down, stand up, find another seat around the edge of the parachute, then sit down there."
- "If you ever feel frustrated when something is hard to do, clap your hands two times. (Clap your hands two times.) Jesus can help us when we're frustrated. If you can ask Jesus for help when you're frustrated, hold the parachute in both hands, give it two gentle shakes, and then lay it back down."
- "If you ever feel sad, make a sad face. (*Make a sad face.*) Jesus can help us when we're sad. If you can ask Jesus for help when you're sad, put one hand on the parachute and then reach as high as you can with the other hand."

AFTER THE ACTIVITY

What you say: "Jesus loves us, so He loves to help us! Who loves you? (Jesus loves me.) Let's pray and thank God for sending Jesus to help us! Dear God, thank You for always loving us! Thank You for giving us Jesus to help us. We love You! In Jesus' name, amen."

YOU CONNECT

BUG CATCHER STORY

BEFORE THE ACTIVITY

What you need: no supplies

What you do: Seat children in a circle.

What you say: "We're going to practice our main point, 'Jesus wants to help me,' while catching some special bugs for our bug collection! I'm going to read you a story, and you're going to listen for me to say our bug of the day, which is a butterfly! Anytime you hear me say the word 'butterfly' in our story, I want you to jump up and pretend to catch a flying butterfly on your hand, then say, 'Jesus wants to help me' in a sweet butterfly voice!"

DURING THE ACTIVITY

What you do: Read the following story aloud. Anytime you say the word "butterfly," lead kids in jumping up, catching a pretend butterfly, and saying, "Jesus wants to help me" in a sweet butterfly voice.

What you say: "One day in a beautiful meadow, a tiny ant was running around looking very sad and scared. Adam, the ant, was lost! He couldn't find his way back to his anthill, and he didn't want to be late for supper. As he scurried around in circles, Adam looked up and spotted a beautiful butterfly.

When Adam saw how high she could fly with her beautiful wings, he had an idea! 'Maybe she can help me find my way home,' he thought. So Adam waved one of his tiny ant legs as high and fast as he could and called out, 'Excuse me! Excuse me, beautiful butterfly!'

The lovely flying creature thought she heard something and looked down to the ground below. It looked like some kind of teeny, tiny creature was waving to her! She floated down to the ground and said, 'Hi, I'm Babette! Do you need something?"

Adam was so relieved by her kind words, he immediately smiled at the butterfly. He explained his problem and asked if she might be able to help him find his anthill.

'Of course,' said the butterfly. 'What does it look like?'

Adam described his anthill, and immediately Babette flew off to look for it. He didn't have to wait long; he'd barely finished catching his breath before he looked across the waving flowers and saw her flying back toward him.

'You aren't far at all!" called the helpful butterfly. 'Just follow me!'

Babette flew slowly above as Adam weaved his way between flowers and blades of grass below. Several minutes later, Adam saw a wonderful sight just ahead — his anthill!

'Thank you for helping me!' Adam called out to the butterfly. 'I hope I can help you one day, too!'"

KEY QUESTION

Who loves you? (Jesus loves me.)

MAIN POINT

Jesus wants to help me.

BIBLE STORY

The Centurion Matthew 8:5-13

MEMORY VERSE

"How wide (spread arms wide) and long (spread arms vertically) and high (jump as high as you can) and deep (pretend to dig with a shovel) is the love (hug yourself) of Christ." (point up) Ephesians 3:18, NIV (open hands like a book)

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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MAIN POINT

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MEMORY VERSE

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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.

KEY QUESTION

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MAIN POINT

Jesus wants to help me.

BIBLE STORY

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MEMORY VERSE

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