



SERIES OVERVIEW

Life can be tough. Having a friend like Jesus who knows us, loves us, and has the power to help us can truly change our lives. After all, that's what friends do. They help one another when they need it. And there is no better friend than Jesus.

WEEKLY MAIN POINTS

Week 1: My friends need Jesus.

Week 2: I need to ask Jesus for help.

WEEK 3: EVERYONE NEEDS JESUS.

Week 4: I need Jesus when I'm scared.

WEEKLY BIBLE STORIES

Week 1: The Four Friends • Mark 2:1-12

Week 2: Healing the Deaf Man • Mark 7:32-37

WEEK 3: HEALING THE BLIND MAN • JOHN 9:1-12

Week 4: Calming the Storm • Matthew 8:23-27

SERIES MEMORY VERSE



"You are (*point up*)
everything (*hands out to sides*)
I need." (*point thumbs to chest*)
Psalm 119:57, NIRV (*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 do you need?
(I need Jesus.)

MAIN POINT

Everyone needs Jesus.

BIBLE STORY

Healing the Blind Man
John 9:1-12

MEMORY VERSE

"You are
(point up)
everything
(hands out to sides)
I need."
(point thumbs to chest)
Psalm 119:57
(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

MARKET MOVES

BEFORE THE ACTIVITY

What you need: foam die (1)

What you do: Spread children out around the eGroup space.

What you say: "Hey friends, it's time to go to the market! I've got a list of all the food we need to buy, but I'll need your help to get it off the shelves!"

DURING THE ACTIVITY

What you do: Explain children will help you get all the items on your market list by helping you take things from the top shelf, middle shelf, and bottom shelf. Rolling the die will determine how many of each item to take off the shelves. If something is on the top shelf, children will stand on their tippy toes, pretend to take items from a high shelf, and place them in an imaginary grocery cart. If something is on the middle shelf, children will kneel on one knee to take the items. If something is on the bottom shelf, children should crouch down as low as they can to take the items.

What you say: "Here's what we need; let's all work together to fill the cart!" (Roll the die and then give the instructions below, replacing the [#] with the number you rolled.)

- "Everyone grab [#] bananas from the top shelf!"
- "Everyone grab [#] apples from the middle shelf!"
- "Everyone grab [#] cans of beans from the bottom shelf!"
- "Everyone grab [#] sweet potatoes from the middle shelf!"
- "Everyone grab [#] squashes from the bottom shelf!"
- "Everyone grab [#] boxes of cereal from the top shelf!"
- "Everyone grab [#] carrots from the bottom shelf!"
- "Everyone grab [#] zucchinis from the middle shelf!"
- "Everyone grab [#] bags of chips from the top shelf!"
- "Everyone grab [#] cartons of milk from the middle shelf!"
- "Everyone grab [#] juice boxes from the bottom shelf!"
- "Everyone grab [#] bags of cookies from the bottom shelf!"
- "Everyone grab [#] boxes of macaroni from the top shelf!"
- "Everyone grab [#] packs of hot dogs from the top shelf!"
- "Everyone grab [#] bags of flour from the middle shelf!"

Activity extension: After each item, encourage children to answer questions like, "Who likes to eat this food?" or, "Can you think of any animals that would eat this food?" or, "What could you make with this food?"

KEY QUESTION

Who do you need?
(*I need Jesus.*)

MAIN POINT

Everyone needs Jesus.

BIBLE STORY

Healing the Blind Man
John 9:1-12

MEMORY VERSE

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(*open hands like a book*)

GROUP CONNECT

ONCE THE WORSHIP EXPERIENCE BEGINS

IN THE MARKET

BEFORE THE ACTIVITY

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

What you do: Seat children in a circle. Place the market mat in the center of the group. Line up the market cards on the shelves on the market mat.

What you say: "This month we're learning all about why we need Jesus. Jesus loves us and He wants to be our friend forever! Before we jump into a Bible story and learn more about why we need Jesus, let's get to know each other a little better!"

DURING THE ACTIVITY

What you do: Explain that after each child introduces themselves, they will get to choose an item from the "market" (the market mat) and answer the question on the back. Introduce yourself to the group, choose an item from the market, answer the question, and then place the market card to the side. Encourage each child to do the same.

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!"

KEY QUESTION

Who do you need?
(I need Jesus.)

MAIN POINT

Everyone needs Jesus.

BIBLE STORY

Healing the Blind Man
John 9:1-12

MEMORY VERSE

"You are
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(point thumbs to chest)
Psalm 119:57
(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.**

KEY QUESTION

Who do you need?
(*I need Jesus.*)

MAIN POINT

Everyone needs Jesus.

BIBLE STORY

Healing the Blind Man
John 9:1-12

MEMORY VERSE

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HEALING THE BLIND MAN MARK 7:32-37

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 371-374 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 problem did the beggar in the story have? Was he sick or blind?" (*blind*)
2. "Had the man been blind since he was born or just for a few years?" (*since he was born*)
3. "Did the disciples think the man was blind because he stared at the sun or because he had sinned?" (*because he had sinned*)
4. "Did Jesus tell the disciples they were right or wrong about why the man was blind?" (*wrong*)
5. "Did Jesus stomp or spit on the ground?" (*spit*)
6. "What did Jesus make with the spit and dirt?" (*mud*)
7. "Where did He put the mud?" (*on the man's eyes*)
8. "Did Jesus tell him to wash the mud off or leave it on for a while?" (*wash it off*)
9. "After the mud was washed off, were the man's eyes healed?" (*yes*)

AFTER THE ACTIVITY

What you say: "The man had been blind his whole life. He needed someone who could do things no one else had been able to do? Who was able to help him? (*Jesus*) That's right! Only Jesus could help him. The blind man needed Jesus that day, just like we all need Jesus today! Who do you need?" (*I need Jesus.*)

BIBLE CONNECT

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

KEY QUESTION

Who do you need?
(I need Jesus.)

MAIN POINT

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VERSE VOICES

BEFORE THE ACTIVITY

What you need: no supplies

What you say: “Our Bible verse tells us we need Jesus more than anything else!”

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 like you have a mouth full of blueberries!”
- “Say the verse like you're speaking through the loudspeaker in a grocery store!”
- “Say the verse in a wobbly voice, like the wobbly wheel on a grocery cart!”
- “Say the verse in an excited voice, like you just found your favorite cookies on the shelf at the market!”
- “Say the verse in a sad voice, like you found out the market is out of your favorite kind of fruit!”
- “Say the verse in a quiet voice, like you're trying not to disturb the other customers in the market!”
- “Say the verse as fast as you can, like you're racing to find all of your groceries super fast!”
- “Say the verse as slowly and carefully as you can, like you're trying not to let the groceries in your cart tip over!”

AFTER THE ACTIVITY

What you say: “Great job, friends! Jesus gives us everything we need!”

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 do you need?
(I need Jesus.)

MAIN POINT

Everyone needs Jesus.

BIBLE STORY

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John 9:1-12

MEMORY VERSE

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WHO AM I?

BEFORE THE ACTIVITY

What you need: activity cards (8), leader sheet (1), mini magnifying glasses (16)

What you do: Seat children in a circle and spread the activity cards across the center of the eGroup. Give each child a mini magnifying glass.

What you say: “Everyone needs Jesus! Let’s think about some of the different people we know who need Jesus.”

DURING THE ACTIVITY

What you do: Explain you will read three clues to describe a person. When children think they know who you’re describing, they should hold their mini magnifying glass in front of their eye.

One at a time, read the clues for the first person from the leader sheet. Once all clues have been read, encourage children to use their magnifying glasses to point at the person you were describing. Turn over the card for that person, read the prompt on the back, and encourage children to respond. Repeat for each remaining person on the leader sheet.

AFTER THE ACTIVITY

What you say: “Everyone needs Jesus, no matter how old, young, strong, weak, happy, or sad we might be. We all need Jesus! Who do you need? *(I need Jesus.)* Let’s bow our heads and close our eyes and thank God for giving us Jesus. *Dear God, thank You for giving us Jesus to help us. We know we all need Him every day. Remind us to always turn to Jesus when we need anything. We love You! In Jesus’ name, amen.*”

YOU CONNECT

FOUR CORNER REVIEW

BEFORE THE ACTIVITY

What you need: Quest playing cards (1 deck)

What you do: Place four different cards at four different corners of the eGroup space.

What you say: “Each of you will choose one of our Quest playing cards to stand beside. I’m going to start turning over the other playing cards one at a time. If I turn over a card that matches one of the cards in the corners, everyone standing by the matching card will say the main point together! Our main point is, *‘Everyone needs Jesus.’*”

DURING THE ACTIVITY

What you do: Encourage all children to stand beside one of the four Quest playing cards in a corner of the eGroup space. One at a time, flip over playing cards from the remaining deck until a card matching one of the corner cards is turned over. Ask all children standing in that corner to say the main point (*‘Everyone needs Jesus.’*) together. Allow children to pick a different corner to stand in, and continue to turn over Quest playing cards from the deck until another card matching a corner card is shown. Ask all children standing in that corner to say the main point (*‘Everyone needs Jesus.’*) together. Repeat as long as time and interest allow.

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MAIN POINT

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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!

KEY QUESTION

Who do you need?
(*I need Jesus.*)

MAIN POINT

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BIBLE STORY

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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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