# Kindergarten-2<sup>nd</sup>



June 21-22, 2014

DATE

Matthew 5:33-37 Adventure Bible for Early Readers (p. 1127)

WHERE TO FIND IT

# schedule

**Connect Time (20 minutes):** Five minutes after the service begins, split kids into groups and begin their activity.

**Large Group (25 minutes)**: Begin 20 minutes after the service starts. Model what it looks like to be engaged in large group.

**Small Group (15 minutes)**: Keep kids in small groups until parents arrive. If you *all* have extra time at the end, you can review the video and songs together.

## Treating Others Like Jesus

LESSON TITLE

Be honest (let your "yes" be "yes")

MAIN POINT

# tips

As kids enter the room, address them by name. It will make them feel welcome and known. Begin to connect with them right away by asking them to tell you about the best part of their week.

# check-in/out

As kids leave, encourage them to remind their parents why they are wearing a checkered flag bracelet.

# large group heads up

Jesus tells us to "let our 'yes' be 'yes'." Today, we're talking about what that means and why Jesus commands us to do it. We're also going to practice identifying what that looks like practically.



## connect time

**GOAL:** Connect Time is all about engaging kids in an activity that allows them to connect with each other right away while simultaneously piquing their curiosity for Large Group and preparing their minds for what they're going to hear.

## SIMON SAYS

\*Play as one large group or break into smaller groups, whichever works best for your room.

- Line the kids up in a row.
- Stand a few feet away, facing them.
- Explain that you will give them a command. Before some commands, you will say, "Simon Says." (e.g. "Simon says take two steps forward!") If Simon says it, the kids should do it. If Simon doesn't say it (e.g. "Jump backwards once!") the kids should stand still.
- 5 MINUTES BEFORE YOU GO TO LARGE GROUP (so about 15 minutes after the service begins), gather in small groups and ask kids about the best and worst parts of their week.

If you have extra time, remind them of your expectations for their behavior: (1) be kind, (2) listen when somebody speaks, and (3) follow the leader's instructions.



# instructions

**Goal:** Kids will (1) understand that Jesus instructs us to be truthful and (2) identify what truth looks like in everyday choices.

**Why?** It may be hard for kids to apply the truth of this verse to non-yes and no questions. Small group is designed to help them take it that extra step.

**Tip**: Remind kids that they can *always* ask God for help. Ask them how they hear from God—and how God has helped them in the past.

# small group

#### **REVIEW AND DIG DEEPER**

\*Pass around a beanbag to the person who's speaking. Each group member should be prepared to hold the beanbag and answer questions.

- 1. How does it feel when somebody tells you they'll do something...but they don't?
- 2. What does Jesus say about telling the truth?
- 3. How did Sally feel when she realized she couldn't trust what McQueen said?
- 4. How do others feel when we say we'll do something...but we don't?
- 5. Why does Jesus want us to speak truthfully?
- 6. When is it hard to keep our word (do what we said we would do)?
- 7. When should we keep our word?

## PLAY A GAME

Hold up the **checkered flag** and have kids use that design to create a black and white checkered design by placing the **game cards** face down (words down) in the center of the small group area. (You won't have as many cards as squares on the flag. Just create a checkered pattern.)

- Split the kids into two teams
- **Say:** Sometimes, being truthful is hard or even confusing. Let's play a game to practice figuring out how we can do what we say we'll do.
- Game play begins when one team tosses the **game piece** onto the checkered cards:
  - Pick up whichever card the piece lands on and read it out loud. It will have a scenario in which a person could either keep their word...or not. Let kids decide what the person should do.
  - If they figure out how the person in the scenario CAN keep their word, kids keep the card. If they don't figure it out, put it back on the board and they can try again next time.

(Continue on the following page)



- Move to the next team
- Whoever has the most cards at the end, wins.

## PLEASE PUT ALL GAME PIECES BACK IN THE BAG FOR SUBSEQUENT SERVICES!

#### RELATE

- 1. Is there a time in your life when YOUR yes has been a no? (Either share with a friend or out loud.)
- 2. How can God help us do what we say we'll do?
  - a. Give each kid a **checkered flag bracelet** to wear this week, to help them remember to keep their word!

\*Pray together, asking God to help us keep our word and do what we say we will do. Thank God for *always* keeping HIS word!

Extra time? Play the scenario game again, but see if kids can come up with NEW solutions (if possible)! Or play Simon Says again (either version).



special notes

We're playing a couple whole-group games today. Feel free to adapt the specifics to fit your personality and style!

## presenter tips

Show 'em the Word! Cut and tape parts of the script into the kids' Bible in the props box. Open the Bible when you read today's verse. This will allow you to show the kids where you're getting the lesson from - and remind you of your lines at the same time!

## script

\*Play the intro music as kids come in. This will become a weekly tradition.

Hi everybody. Welcome to Kids' Club. I'm so happy to see you here. Remember, we're spending the month of June learning how Jesus wants us to treat other people. And we're looking at examples from the movie *Cars*. But before we start, let's play a little game. I call it "Yes or No." This side of the room (point to one side) is the "yes" side and this side (point to the other) is the "no" side. I'm going to ask a question. I want you to answer either "yes" or "no" by moving to one side of the room. Ready?

Ask the following questions. This game is mostly just for fun, but also begins to get kids thinking:

- Do you like to eat cupcakes?
- Did you make your bed this morning?
- Do you like to play video games?
- Will you give somebody a hug today?
- Will you give someone in Kids' Club a high five? (have all the "yes's" follow through, "no's" don't have to)

Great job! Now have a seat. I am assuming most of you guys answered those questions honestly. And that's good! We can say yes sometimes—and we can say no sometimes. The important thing is that we're honest and say what we mean.

And guess what? Jesus has something to say about following through on our promises and keeping our word. Do you think Jesus wants us to do what we say we'll do? (Let kids say: Yes!)

## JESUS SAYS TO LET OUR YES BE YES

You guys are right! Jesus *definitely* tells us we should be truthful. In fact, one time, Jesus was



#### script continued

preaching to a huge crowd on the side of the mountain. He told them we shouldn't even have to say the words "I promise" because anything we say should be as GOOD as a promise. Here are Jesus' exact words in Matthew:

## SLIDE: Matthew 5:37: Just let your 'Yes' mean 'Yes.' Let your 'No' mean 'No.'

Jesus is telling us to say what we mean. Now, you've probably had somebody tell you it's good to be honest. But we're going to play a little game to understand WHY Jesus tells us to keep our word. Everybody, stand up! (Let kids stand.) Now we're going to play Simon Says again, but we're going to do it a *little* differently this time. It's going to help us understand why Jesus tells us that our yes must mean yes, that we should do what we say and tell the truth.

### IT'S HARD TO BELIEVE SOMEONE WHO ISN'T TRUTHFUL

So this time, what I SAY isn't really going to be what I want you to do. So you just follow my actions. I'll show you what I mean.

- Start out normally, something like:
  - Simon says to touch your toes (touch your toes)
  - Simon says to shout, "Kids' Club" (shout "Kids' Club")
  - Jump in the air (jump in the air)
  - Then play the new version, something like this:
    - Simon says rub your belly (pat your head)
    - Scratch your armpits (put your hands on your head)
    - Simon says jump as high as you can (touch your toes)
    - Simon says hold up 2 fingers (hold up 5)

Great job! Now go ahead and have a seat. (Let kids sit.) So what do you think? Was that hard? (Let kids respond.) Yeah, I bet it was! Did you trust my words and believe I was telling the truth while we played? (Let kids say no.) That's right, when I didn't do what I SAID I was going to do, it was hard for you to believe me. That can happen to us in our lives too. If what we say doesn't match up with what we actually do, no one will believe our words anymore!

## OTHERS FEEL SAD WHEN WE'RE NOT TRUTHFUL

You know, we've been watching clips of *Cars* and this starts happening to Lightning McQueen. He tells people things he doesn't really mean, and another character—a car named Sally—has a hard time trusting him. As you watch this clip, think about how Sally might feel when she realizes she can't trust McQueen.

#### Video: Cars 3

Wow, so how did Sally feel when she realized she couldn't trust McQueen? (Let kids respond.) Yeah, and how do you think Mater (another character) would feel if McQueen didn't let him ride the helicopter or didn't keep his word? (Let kids respond.) Yep, pretty sad. How do you think people feel if they find out they can't trust US or we don't mean what we say? (Let kids respond.) Yeah, they feel sad, disappointed, and eventually, they just won't believe us anymore.



#### script continued

Jesus doesn't want our words to hurt others or make them feel sad. He wants us to be like him and do what we say we'll do!

### SOMETIMES WE EVEN END UP HURTING OURSELVES

You know, sometimes we hurt others if we aren't truthful. But sometimes we end up hurting ourselves too. Let's imagine this for a minute. **Everybody close your eyes.** Imagine that you ask an adult if you can play with a friend. They say yes, but only once you clean up your mess. You say OK, but twenty minutes later you are playing with your friend...and your mess isn't picked up! Open your eyes. What do you think that adult will say next time you ask to play with a friend? (Let kids respond.)

That's right, they might say no. Or at least, they'll have to watch you clean up your mess next time because they're not sure if you'll really do it. All because your yes turned out to be a no!

You know, when Jesus tells us to do something, he's not trying to give us rules that hard to keep. He's showing us the BEST way to live! When we do what we say we'll do, other people will believe us and trust what we say. And we'll feel better too!

I didn't do a good job of doing what I said in Simon Says and McQueen didn't do a good job of this in *Cars* (although he will in the end!). So in small groups today, we're going to find out how GREAT it is when we let our "yes" mean "yes" and our "no" mean "no."

#### WORSHIP

But first, let's stand and sing to Jesus. Let's tell him that we'll listen to him and obey—and that we love him!

\*If you have kindergarteners, teach them the hand motions ahead of time.

#### Song: Before I Go Song: Because You Love Me

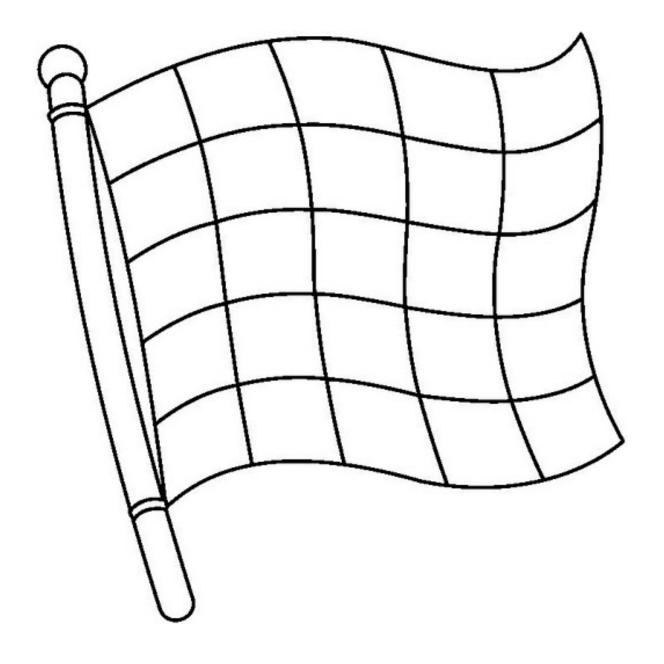
#### PRAY

Ask someone to come and ask God to help us follow him this week and speak true words.



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# PREP Needs

#### connect time supplies

Simon Says Game: no supplies needed

#### small group supplies

#### Per kid

Coloring pages: Checkered flag 1 checkered flag bracelet: OT: IN-13627388

Per group

1 Adventure Bible for Early Readers (p. 1127) 1 checkered flag: OT: IN-5/648

#### large group supplies

Adventure Bible for Early Readers (p. 1127)

#### a/v needs

- Intro song: Route 66 by John Mayor (mp3; please download the Cars soundtrack from iTunes)
- SLIDE: Matthew 5:37: Just let your 'Yes' mean 'Yes.' Let your 'No' mean 'No.'
- 3. Video: Cars Clip 3 K2
- 4. Song: Before I Go
- 5. Song: Because You Love Me (with hand motions)
- 6. Rest of the Cars soundtrack on a slide or iTunes

#### connect questions

Tell me what Jesus said about telling the truth. Why does Jesus want us to speak truthfully?

#### parent page

Daily Talk Starts - separate doc

#### 1 beanbag

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1 game piece (can be anything)

1 set of game cards- REUSED (please print and cut scenarios from the template. Then cut black and white construction paper into "cards" so that one scenario can be glued to the back of each "card." There should be 6 black cards and 6 white cards per set.)