



APRIL THEME

ROAD TRIP

Some things are worth the wait

BIBLE STORY

Genesis 25:24-34

Souped Up | Esau's Impatience

BOTTOM LINE

When you think you can't wait,
think twice

MEMORY VERSE

"Wait for the Lord. Be strong and
don't lose hope. Wait for the Lord!"
Psalm 27:14, NIV

LIFE APP

Patience | Waiting until later for what
you want now

BASIC TRUTH

I need to make the wise choice. With
God's help, I can!

FOR LEADERS ONLY

GOD VIEW: the connection between **PATIENCE** and God's character, as shown through God's big story.

Key Question: What could you miss out on by not waiting? God wants the best for us. Sometimes when we're waiting, we rush to what we can get now instead of what is best. We hope that kids and their families can discover that waiting for God's best is the wisest choice they can make. We don't want families to miss out on something God has planned for them because they weren't patient.

We'll finish out the month with one of the best examples of what happens when you're not patient; you lose something of value. In **Genesis 25:24-34**, we discover the story of Esau sacrificing his birthright for a bowl of stew. Because Esau was impatient, he lost something he could never get back.

Bottom Line: When you think you can't wait, think twice. Don't let your lack of patience cause you to make a decision you'll regret. Think twice about what really matters. Ask God to help you wait patiently for what matters most.

SOCIAL: PROVIDING TIME FOR FUN INTERACTION

Welcome kids and spend time engaging in conversation and catching up. Get ready to experience today's story.

Before kids arrive, **PRAY** for them. Pray that kids would start applying the things we've learned this month, if they haven't already. Ask God to make kids aware when they're in situations where their patience will be tested. Pray for God's strength to help kids think twice before acting impatiently. And pray that kids would be encouraged, knowing that with God's help, they can do it!

•• JUST FOR FUN

Made to Connect | *An activity that invites kids to share with others and build on their understanding*

What You Need: No supplies needed

What You Do:

- Ask kids about decisions they had to make this week.
- For instance, they may have had to decide what to wear, what to eat, what to do after school, who to sit with at lunch, whether or not to obey, etc.
- Talk about how they made those choices and if they were happy with the choices they made this week.

•• GET YOUR HEAD IN THE GAME

Made to Play | *An activity that encourages learning through following guidelines*



and working as a group

What You Need: No supplies needed

What You Do:

- Tell your group that you have a secret recipe for stew. You are the only one who knows what can go in the kettle and what can't.
- Explain that you will give an example of ingredients that can and cannot go into the stew and then the person on the left will take a turn doing the same thing. You will let them know if their ingredients are correct or not.
- Begin by saying, "A spoon can go into the stew but not a fork." Or, "A pizza can go into the stew but not tomatoes."
- Continue around the circle.
- When kids think they know the "recipe" (*the secret criteria to determining what can and cannot go into the stew*), tell them not reveal it but to keep playing until everyone has a chance to come up with the right ingredients.
- The "recipe" is anything that contains double letters. Feel free to draw from the list below...

pizza	bee	lollipop	spoon
puppy	beef	bamboo	cotton
otter	wallpaper	zippers	zucchini
ball	hammer	spaghetti	waffles
butter	zucchini	coffee	berries

What You Say: "I'm not sure if that game made me hungry or if it made me lose my appetite completely. Those were some unique ingredients. I'd have to be beyond starving to dive into a bowl of it. But that's just me. **[Transition] Today in Sunday CM worship/WOW family worship you'll hear/you heard about someone who was hungry enough to have eaten just about anything—even our stew!**

[Sunday Leaders: Lead your group to the Family Room for Children's Ministry Worship. Wednesday Leaders: Continue with the study.]

GROUPS: CREATING A SAFE PLACE TO CONNECT

Create a safe place to connect and learn how the Bible story applies to real life experiences, through interactive activities and discussion questions.

•• **TAKE A SNAPSHOT** [Live for God | Application Activity]

Made to Imagine | An activity that promotes empathy and facilitates biblical application through role-play and reenactment

What You Need: No supplies needed

What You Do:

- Ask kids to think of (*but not to say out loud*) situations when it's a good idea to think twice and not act out of impulse or impatience. Their ideas can be real or silly.
- Tell them to share their ideas by acting them out in slow motion and letting the others guess what they're doing.
- Here are some possible ideas you can offer if needed:
 - Cheating on a test
 - Hitting the snooze button
 - Making fun of someone
 - Telling a secret
 - Saying cuss words
 - Gossiping
 - Crossing the street



●● **BIBLE STORY EXTENSION** [Talk about God | Bible Story Review]

Made to Imagine | An activity that promotes empathy and facilitates biblical application through role-play and reenactment

What You Need: Bible

What You Do:

- Explain that you will read Genesis 25:27-34 to review the story of Jacob and Esau.
 - You'll pause after each verse to let students consider whether there is a "think twice moment" at that point in the story.
 - If they think someone should have hit the pause button and thought twice, tell them to tap their temple with their index finger.
 - Let those who tapped their heads share their ideas. Then go on to the next verse.
 - It's okay if kids don't have ideas for every verse or if some verses have more than one "think twice moment."
- Discuss the story.
 - Why do you think Esau was willing to give away his birthright so easily?
 - We don't have birthrights to give away, and lentil soup isn't something any of us would die for, but there ARE some things that we have a hard time waiting for. What are they?
 - Esau lost out big time. What can we lose out on when we only think about getting what we want right now?
- Turn to Hebrews 12:16b-17 and read it aloud to the group.
- Remind your group that we can't always choose what happens to us, but we can choose our responses. When we think twice, we have a better chance of doing what is wise rather than getting upset with what's happening in the moment.
 - What are some situations when kids your age are tempted to make an impulsive choice?
 - What can you do to not end up in an "Esau Moment"?
 - There's no PAUSE or REWIND button in real life, but what can you do to make things right or even just better after you've made a choice without thinking it through?

●● **DISCUSSION QUESTIONS** [Live for God | Application Activity]

Made to Connect | An activity that invites kids to share with others and build on their understanding

What You Need: No supplies needed

What You Do:

- Ask:
- What is it about pressure from our peers or stressful situations that often causes us to lose our cools and do something without thinking?
 - The consequences of Esau's impulsive choice caused him a lot of pain and regret. What are some positive gains of waiting rather than settling for what we want right now?
 - What can you do when everything in you wants to go the unwise route?
 - What are some strategies that would help you practice patience by pausing to think twice when you feel like losing your cool?
 - When you are continually impatient and seldom think twice, you become someone nobody wants to be around. Explain why you agree or disagree with that statement.

●● **VERSES TO TAKE WITH YOU** [Hear from God | Memory Verse Activity]

Made to Imagine | An activity that promotes empathy and facilitates biblical application through role-play and reenactment

What You Need: Bible, "Think Twice" activity page

What You Do:

- Invite someone to read James 1:19 out loud.
- Ask:



- What does it mean to be quick to listen? What about slow to speak? How about slow to anger?
- If someone followed James 1:19, how might it help him or her to think twice?
- Choose partners.
- Give each pair one of the “Think Twice” scenario cards. Then ask them to come up with the following:
 - One “Esau Option” —a quick-fix-response that might feel good at the time but would have negative consequences later
 - Two “Think Twice Options” —responses that follow God’s advice in James 1:19 and wait for what’s best
- When finished, ask kids to choose the scenario they resonate with the most.
- Encourage them to use some of the “Think Twice Options” and avoid the “Esau Options” this week.

PRAY AND SEND [Pray to God | Prayer Activity]

Made to Reflect | An activity that creates space for personal understanding and application

What You Need: No supplies needed

What You Do:

- Lead your group in a prayer response using prompts below, allowing kids to pray their answers out loud like a popcorn prayer.
 - God, today I learned that...
 - God, please help me remember...
 - God, please forgive me for...
 - God, please help me think twice before I get impatient with...

Dear God, we have learned a lot about patience this month. Now it’s time to put what we’ve learned into practice. Please help us wait with joy even when what’s happening is stressful. Give us the strength to wait for what is best and not settle for a quick fix. We know that patience is fueled by faith, so help us trust you as we wait. In your name we pray. Amen.

Give each child a **GodTime** card. Sunday leaders, hand out **Parent Cue** cards to any family who hasn’t received one yet this month.