



OCTOBER THEME

FEAR, INC

BIBLE STORY

Exodus 2:1-10 | Spark p. 66-71
Basket Case

BOTTOM LINE

You can do what you should even
when you don't know what will
happen next

MEMORY VERSE

"Be strong and courageous. Do not
be afraid; do not be discouraged, for
the Lord your God will be with you
wherever you go."
Joshua 1:9b, NIV

LIFE APP

Courage—being brave enough to
do what you should do, even when
you're afraid

BASIC TRUTH

I can trust God no matter what

FOR LEADERS ONLY

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

This WEEK: In **Exodus 2:1-10**, we discover that Moses was born during a time when Pharaoh feared that God's people would overthrow his reign. He enslaved them and commanded that all of the Hebrew baby boys be killed. Moses' mother and sister wouldn't obey Pharaoh's decree. They had courage to keep Moses alive. God rescued him with help from Pharaoh's own daughter who ended up bringing him to live in the palace and raising him as an Egyptian.

Bottom Line: **You can do what you should even when you don't know what will happen next.** Most of the time our fear comes from assuming something about the future that may or may not happen. Courage doesn't mean our fear is gone. Rather, courage is choosing to act even though we are afraid. We'll never know what will happen next, but we can trust God to give us the strength we need to move forward.

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 each regular attendee by name. Pray for those who might visit your group for the first time. Some kids are in situations like divorce or foster care where they're not sure what will happen next. Other kids worry about when their next meal will come or if they're going to do ok on their next test. Pray for kids not to give in to the temptation to shrink back in fear, but to move forward in courage.

•• **EARLY ARRIVER IDEA**

What You Need: No supplies needed

What You Do:

- Ask kids about things that have surprised them.
- Talk about some good surprises, some funny surprises, and some scary surprises.

•• **SLAPJACK**

What You Need: A deck of regular playing cards.

What You Do:

- Show the kids the face cards of the deck. Point out what the jacks look like.
- Then shuffle the deck thoroughly.
- Slowly turn over one card at a time onto a flat surface. When the jack comes up, the kids try to be the first one to slap the jack with their hand.
- The person with his or her hand on the bottom of the pile is the winner and takes all



the cards in the stack below the jack. The jack gets shuffled back in to the remainder of the deck.

- Any person who slaps a card that is not a jack has to give back all the cards they have. The winner is the person who has the most cards when the entire deck has been gone through.

What You Say: “In this game, you don’t know when a jack is going to come up. It is always a surprise. You also don’t know if you will get your hand down first. Sometimes surprises can be good or even fun, like in this game. But in general, when you don’t know what is about to happen, it can be scary. **[Transition] In Large Group/WoW Family Worship we are going to learn/we learned about a time when someone in the Bible didn’t know what was about to happen. It could have been very good or very bad.**”

[Sunday Leaders: Lead your group to the Family Room for Large Group 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.

•• **BABY IN A BASKET** *(application activity/review the Bible story)*

What You Need: Parachute; ball-pit ball **[NOTE:** This activity will be set up in the large area by the K/1 group rooms for you to rotate to. Feel free to organize the groups around you to play all together!]

What You Do:

- Have the kids hold the edges of the parachute and stand in a circle.
- Place the ball in the center of the parachute.
- Let the kids play with moving the ball around for a bit until they get used to it.
- Then call out the name of a kiddo and instruct the entire group to work together to get the ball over to that kiddo.
- Play until every child in the group has had the ball sent to him or her.
- Then hold the parachute with the ball in it as if it was the basket and Moses as you read the story on pgs. 66-71 in the Spark Story Bible and wrap up the activity.

What You Say: “Can you imagine what it would be like if our parachute was a river and our ball was a baby in a basket, like Moses? It sounds pretty crazy to put a baby in a basket and float it on a river, doesn’t it? It’s a good thing for Moses that his basket wasn’t bouncing around like this ball did and he wasn’t rolling down a river either. His sister carefully placed the basket so it was floating in some reeds where it would be found. Even though Moses’ basket wasn’t bouncing down a crazy river, his sister still didn’t know what would happen to him. Moses’ sister and the rest of his family trusted God to take care of them and to take care of Moses. **[Make It Personal] (Describe a time when you trusted God with a situation in which you did not know what the outcome would be.) [Bottom Line] You can do what you should even when you don’t know what will happen next.**”

•• **WHAT IF?** *(application activity)*

What You Need: Balance beam **[NOTE:** This activity will be set up in the large area by the Preschool group rooms for you to rotate to. Feel free to organize the groups around you to play all together!]

What You Do:

- Guide the kids, one at a time to balance on the beam as they walk from one side to the other. Walk beside them as they go across.
- Have them imagine that the beam is crossing over something dangerous, like a lava pit, a raging river, or a pen full of raptors.
- Point out to the kids that you are walking with them and will save them if they fall.



- Give them a high five when they make it all the way across. If they fall, catch them and put them back up on the beam.

What You Say: “What if you fell off the beam? Did you really have to be scared of what would happen? No. It was only imaginary and you also knew that I would catch you if you fell. In this imaginary game, if you fell off into the raging river or the animal pit, I’d catch you, but we’d still both be in the river or in the pit. It’s easy to not be scared if we always expect to be rescued. But we don’t always know what will happen when we are in real-life scary situations. The reason we don’t have to be afraid to do the right thing is not because nothing bad will ever happen to us. It is because, no matter what happens, God is with us and loves us. When we don’t know what will happen, we don’t have to be scared because God will be with us no matter what. Remember our Bottom Line: **[Bottom Line] you can do what you should even when you don’t know what will happen next.**”

•• **MEMORY VERSE MIX UP** (*memory verse activity*)

What You Need: “Memory Verse Cards”

What You Do:

- Help your few look up the verse (Joshua 1:9b) in their Bibles. Then read it out loud together a few times.

Finding verses with kindergartners and 1st graders: Guide them to open their Bibles to the front and find the table of contents. (*Hold up a Bible opened to the table of contents to show the kids what the page looks like.*) When the kids find the table of contents, lead them to find Joshua in the list under “Old Testament.” You can help by telling them that Joshua starts with the letters J-O. When the kids find Joshua, lead them to look at the page number beside the word. Explain that the number tells them on what page they can find Joshua. Help the kids find the page. When they find Joshua, explain that the big numbers on the page are the chapter numbers. Help them find chapter 1. Explain that the small numbers are verse numbers. Help them find verse 9 in chapter 1.

- Distribute the “Memory Verse Cards” among your kids.
- If you have more kids than cards, have kids partner up.
- If you have more cards than kids, give more than one card to some of the kids. Make sure kids with multiple cards have two words/phrases that go in order.
- Have the kids with cards walk randomly around, mixing up in a group until you tell them to stop.
- At a random moment, say “Stop!”
- Have the kids holding the cards scramble to form a line so they are holding the cards up in the correct order.
- Play multiple times.

What You Say: “In this game, you didn’t know when to expect that I would say “Stop!” It was always a surprise. In life we will have to face many times when we don’t know what to expect or when to expect it. But, just like our verse tells us, we can trust that God is with us no matter what. Remember our Bottom Line: **[Bottom Line] you can do what you should even when you don’t know what will happen next.**”

PRAY AND SEND

What You Need: Ball-pit ball

What You Do:

- Tell the kids they can always pray when they’re unsure of what will happen in a certain situation.
- Tell them that you will toss the ball to one kid at a time.

