



MARCH THEME

JUMP BALL

Finding PEACE in the Madness

BIBLE STORY

Genesis 13:5-18

Go Your Own Way | Abram Makes Peace

BOTTOM LINE

Prove you care more about others by letting go of “what’s fair”

MEMORY VERSE

“So let us do all we can to live in peace. And let us work hard to build each other up”

Romans 14:19, NIRV

LIFE APP

Peace | Proving you care more about each other than winning an argument

BASIC TRUTH

I should treat others the way I want to be treated

FOR LEADERS ONLY

GOD VIEW: the connection between PEACE and God’s character, as shown through God’s big story.

Key Question: Why is it so hard to give up what you think is fair? Fairness is a big deal to preteens. It’s often their biggest complaint when something doesn’t go their way. As kids start with this question, they’ll discover how God thinks about fairness and how they can be more willing to let go of what they think is fair.

We start the month in **Genesis 13:5-18**, God blessed Abram and his nephew, Lot, with a large amount of flocks and herds, so many that the land they were on couldn’t sustain all of them. The workers on each side were not getting along. Abram and Lot knew it was time to separate. Although God had promised Abram the land of Canaan and he had a right to take whatever he wanted, Abram allowed Lot to choose first. Abram let go of the best land in order to make peace with his family.

Bottom Line: Prove you care more about others by letting go of “what’s fair.” Sometimes choosing peace means letting go of what we want or our perception of ourselves. Preserving the relationship is more important than protecting our own sense of fairness.

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. Pray that they would gain a deeper understanding this month of what it looks like for them to become peacemakers in their worlds—in school, at home, with friends, etc. Pray that they would start this week to catch a vision for how God may want them to pursue peace in their relationships and not always seek out what is “fair.”

•• JUST FOR FUN

Made to Play | An activity that encourages learning through following guidelines and working as a group

What You Need: A deck of cards, paper, pen

What You Do:

- Invite kids to sit in a circle.
- Shuffle the cards and give each kid a card facing down.
- Without looking at their card, have kids place their cards on their foreheads so the rest of the group can see it.
- The goal of the game is to have the highest card in order to win points each round.
- Start with the kid to your right and continue around the circle.



- Kids take turns and decide, after looking at everyone else's cards, if they want to "HOLD ON" or "LET GO" of their cards.
- If they decide to "LET GO," they remove their card from their forehead.
- After each kid decides to "LET GO" or "HOLD ON" the kid with the highest card left showing on his forehead wins a point.
- If you decided to "HOLD ON" to your card and you weren't the highest card showing, you get a point subtracted from your score.
- If you "LET GO," your score remains unchanged.
- You might need to give a few strategy hints to kids if they seem confused. If most of the cards are below 8, the odds are in your favor that you'll have a card higher than everyone else's. If, however, you look at everyone's cards and they are on the high end (8-Jack and above), it would probably be best to "Let Go" of your card so you don't risk losing a point.
- After each round, collect the cards, shuffle, and pass out a new card to each kid. Continue play.
- Play several rounds.
- Be sure to rotate who starts each round.
- Keep score. The person with the highest score wins.

What You Say: "When I play a game, I like to know the rules. I like to know what I need to do to win. In this game, you had to make a decision about whether to hold on or let go without knowing what card you had. That seems unfair. Often we find ourselves in situations where things just don't seem fair. Today in Sunday CM worship/WOW family worship we'll hear/we heard about what we can do when we think things are unfair."

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

What You Need: Candy! activity cards

What You Do:

- Place candy cards in the center of the table.
- Ask:
 - What are some ways we could distribute the candy among the group?
 - Play out each suggestion for distributing the candy.
 - Examples could be:
 - ...Free for all. Grab what you want as quickly as you can.
 - ...Take turns selecting a piece of candy. Discuss ways to determine the order of who gets to choose first, second, etc.
 - ...Pass out the candy randomly and kids can swap if they want to.
 - What way did you think was the fairest way to distribute the candy? Why?
- Collect all the candy and give it to one kid.
- Ask:
 - What if I just gave all the candy to (pick a kid) and told him he didn't have to share it and then I gave nothing to anyone else? What would you think of that? Would it be fair?
 - Would you rather be the kid who got all of candy or the kid who didn't get any candy?



●● **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: Bibles, candy cards from the 'Take a Snapshot' Activity, index cards, pens

What You Do:

- Read Genesis 13:5-12.
- Ask for a volunteer to be Abram and a volunteer to be Lot.
- Explain that the candy represents the land in the story.
- Place the candy from the previous activity between "Abram" and "Lot." The group helps "Abram" and "Lot" act out the Bible story.
- If necessary, prompt kids:
 - How did the story start? What was the problem Abram and Lot were facing?
 - What was Abram's solution?
 - Who picked first? How did they pick where they would live? (*Encourage "Lot" to pick his favorite pieces of candy from the pile*)
 - What land did Abram get? (*Encourage "Abram" to take the leftover candy*)
- Ask:
 - Abram was the "boss." He was in charge. He could make the rules. Why do you think Abram let Lot select first? (*Because Abram put Lot's needs and wants before his own in order to keep peace between the two families*)
- Give kids index cards and pens.
- Instruct kids to write an example of something that is unfair on their index cards.
 - Maybe something that happens at school or with their class assignments
 - Maybe something that happens during a sporting event or competition
 - Or something that happens at home with your brother or sister or with your friends.
- As you collect the cards, quickly read through them to make sure they're accurate and relevant to what you've asked students to do. Shuffle the cards and put them in a pile together.
- Pair kids up and have each pair select a card from the pile. Give kids time to brainstorm with each other ways they could choose peace even though the situation is unfair.
- Let kids share their ideas with the entire group.
- Potential discussion questions could be:
 - Encourage kids to explain their ideas. For example, if a way to choose peace is to pray, ask what could your prayer sound like? Who would you pray for?
 - Is complaining about the unfair situation a peaceful solution? Why or why not? What if you need advice on what to do to handle an unfair situation? What can you do?
 - Could choosing to be silent be a way to handle an unfair situation? Why or why not? (*This is an opportunity to discuss being quiet/silent as a way to show you care more about peace than winning an argument.*)

●● **DISCUSSION QUESTIONS** [Talk about God | Bible Story Review]

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

- How did the Lord respond to Abram's actions?
- What does it say about how God values peace over fairness?
- How did Abram respond to God?
- How can we get over what is unfair and have peace?
- How often are things fair?
- Do some people care about fairness more than others?



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

Made to Create | An activity that explores spiritual ideas through the process of drawing, building, and designing

What You Need: Bibles, “Good Vibes Catcher Template” activity page, scissors, pens

What You Do:

- Read Romans 14:19.
- Ask:
 - What does it mean to “build each other up”?
 - What are some examples of “building each other up”?
 - What are examples of encouraging words?
- Give each student a “Good Vibes Catcher Template” activity page.
- Let students follow the instructions on the template to construct a “Good Vibes Catcher.”
- When everyone is finished, kids can practice using their “Good Vibes Catchers” with each other.

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 Say: Dear God, it is hard to have peace when things don’t seem fair. Help us to be like Abram and put the needs and wants of others before our own. As we go through our week, help us to do all we can to live in peace and to build each other up. Amen.

Give each child a **GodTime** card to use as a devotional tool during the upcoming week.