

# Alley SG - January 26-27, 2019

**Bible Story:** Too Much (Too Much of a Good Thing) • Proverbs 25:16

**Bottom Line:** Know when to stop.

**Key Question:** How do you know when to stop?

**Memory Verse:** “His divine power has given us everything we need for a godly life...”  
(2 Peter 1:3, NIV)

## 1. Get Your Head in the Game

**What You Need:** Deck of cards (one per group)

**What You Do:**

- **Gather** kids in a circle.
- **Spread** a deck of cards in the center of the circle, facedown.
- **Encourage** kids to pick cards one at a time with the goal being that the sum of their cards is as close to 17 without going over.
  - The key is to know when to stop choosing cards so that the value of your cards does not exceed 17.
  - The kid whose cards add up closest to 17 without going over wins.
  - If there is a tie, play a tiebreaker round.
- Card values are:
  - K, Q, J = 10
  - Aces = 1 or 11
  - 2 through 10 = face value
- If time allows, **play** a few rounds.
- The winner of the round can pick the target number (11 or higher) for the next round.

**What You Say:**

“The key to winning this game was knowing when to stop. Pick one card too many and you go over the target and you are out of the game. When you hit the target spot on, it is easy to know to stop. But sometimes knowing when to stop isn’t always clear. **Large Group taught us from Solomon in the Bible, that going over the limits of something can actually be a bad thing.**”

## 2. Take a Snapshot

**What You Need:** Plush Snowballs/Foam Balls (1 per pair of children)

**What You Do:**

- **Recruit** a volunteer and **ask:** What is your favorite food?
- **Tell** the group that the snowballs will represent the volunteer’s favorite food, e.g. pizza.
- Gently **toss** a snowball to the volunteer and **encourage** him to catch it.
- **Challenge** the volunteer to see how many snowballs (pieces of pizza) he can catch before he drops (or “vomits!”) one.
- **Allow** kids in the group to gently toss snowballs as well. Be sure to play it up as snowballs are tossed.
- **Ask** the group to list two or three downfalls of not knowing when to stop eating pizza.

- **Repeat** the activity several times.
- Potential lead-ins for subsequent rounds could be:
  - Ask who likes to play video games. Video games are fun. Pretend each of the snowballs represents an hour of playing a video game and repeat the activity. See how many “hours” kids can hang on to before dropping the ball. Ask the group to list two or three downfalls of playing too many hours of video games.
  - Does anyone have a favorite TV show or YouTube channel? Pretend the snowballs are an episode of your favorite show or a video on your favorite YouTube channel. See how many “TV episodes” you can “watch.” Ask the group to list two or three downfalls of watching too many episodes of that TV show in one day.
  - Encourage kids to give other examples of things that are good in normal quantities, but bad in large quantities. If kids are still interested, keep the game going, using the examples they provide.

### 3. Discussion Questions

- How do you recognize when you need to stop doing something?
- Who can you depend on to help you stop?
- Is it ever too late to stop? Are you ever in too deep that stopping isn’t an option?
- How can good things be bad for you?
- Is it always bad to lose track of time making something cool or doing something fun? What examples of things can you think of where it might be okay to let three hours go by while you barely notice the time passing? *(Get kids to think about stuff like practicing an instrument, making an art project, decorating a cake, playing in a creek, etc. Help them make the distinction between overindulging and “losing yourself” in something creative or productive.)*

### 4. Verse to Take with You

**What You Need:** Jenga Tower (one per group)

**What You Do:**

- **Explain** you are going to play the game “Jenga”
- To set up the game:
  - **Build** the Jenga Tower (3 blocks per row).
- To **play**:
  - Kids take turns **pulling** blocks from the tower.
  - The object is to avoid letting the tower tip over, causing the blocks to spill everywhere.
  - Play a couple rounds (have the students help you build the tower) and then gather kids together for discussion.
- **Read** the memory verse, 2 Peter 1:3a.

**What You Say:**

“Continuing to add blocks to the top of the tower eventually resulted in it tipping and dropping the blocks everywhere. Just like in our game, to keep going when you should stop can cause you to fall. *(Pause for responses to the following questions.)* What’s an example of a consequence of doing or saying something when you know you should stop? What does God give us to help us identify when we need self-control? How can God help us recognize when it is time to stop doing something?”

## 5. Make it Personal with Prayer

**What You Need:** Ball (one per group)

### What You Do:

- **Gather** kids in a circle and hold a ball.
- **Open** with a prayer. An example:
  - “God, You are AWESOME! You give us everything we need! You know what our favorite things are; You know what we love to do and what we avoid doing. You know where we struggle with stopping and you know when we struggle to have self-control. This week, God, help me to know when to stop, especially when it comes to *[fill in the blank.]*”
- **Toss** the beach ball to someone in the group and when he or she catches it, **encourage** him or her to say a short prayer, asking God to help in a specific area where he or she may struggle.
- Kids can say their prayers out loud or pray silently.
- When the first kid is finished praying, he or she tosses the ball to someone else.
- **Continue** until everyone has prayed.
- When the ball returns to you, **close** in prayer.

### What You Say:

*“Thank You, God! We know You give us everything we need to live a godly life. Thank You for giving us Your wisdom in book of Proverbs and showing us how we should live. Open our eyes and ears to see You and hear You. Amen.”*

**BEFORE DISMISSAL: AT “COMMUNION CALL”**

**HAND OUT “GOD TIME” CARDS TO EACH STUDENT BEFORE DISMISSING AND ALLOW THEM TIME TO BEGIN WORKING ON THE WEEKLY ACTIVITY**

**IF STUDENTS BRING THEM BACK THE FOLLOWING WEEK, THEY RECEIVE \$3 IN ALLEY CASH!**