

Alley SG - July 27-28, 2019

Bible Story: More Than Words (Taming of the Tongue) • *James 3:3-10*

Bottom Line: God gives you the power to have self-control.

Key Question: What can happen when you lose control?

Memory Verse: “being confident of this, that he who began a good work in you will carry it on to completion until the day of Christ Jesus.” *Philippians 1:6, NIV*

1. Just for Fun

What You Need: Quarters (4 per group)

What You Do:

- **Pair** students up.
- **Give** each pair a quarter.
- **Challenge** students to take turns spinning the quarter and trying to stop it (mid-spin and standing on its edge) with their pointer fingers.

What You Say:

“Just like this game took focus and control, so do our lives. We must be in control of ourselves, like we are in control of our coins in this game.”

2. Get Your Head in the Game

What You Need: No supplies needed

What You Do:

- **Gather** kids in a circle.
- **Select** a volunteer and **ask** him to sing a song to the group while holding his lips shut.
- **Challenge** the group to guess what song he is singing. The first kid to guess gets to be the next volunteer.
- If needed, **select** a song from the list below to give to kids.
- Potential songs:
 - “Row, Row, Row, Your Boat”
 - “Happy Birthday”
 - “Twinkle, Twinkle, Little Star”
 - “This Little Light of Mine”
 - “Jesus Love Me”
 - “The Wheels on the Bus”

What You Say:

“It is hard to communicate if your mouth is shut. But I can think of times where keeping your mouth shut is a wise choice. **[Transition] The key is to know when we should open our mouths and when we should keep them shut.**”

3. Verse to Take with You

What You Need: Bible, Poppers (1 per student, per service), "Say What? Cards"

What You Do:

- **Read** James 1:19.
- **Give** each kid a "popper."
- **Allow** kids time to press their "poppers" onto flat surfaces, ideally a table, and wait for them to "pop" up.
- **Explain** a "popper" is a great gadget to demonstrate self-control. **Ask:** Does anyone want to guess why? (*Just like we need to wait for the "popper" to "pop" we should wait, or be slow, to speak or get angry.*)
- **Explain** kids are going to practice responding with self-control to a situation.
- **Read** a scenario from the "Say What? Cards."
 - When you finish reading, **tell** kids to press their poppers on the table.
 - **Instruct** kids to try to be the first to give an idea for how to react with self-control in that scenario, but they have to wait to speak until their popper pops up.
 - If a kid starts sharing his idea before his popper pops, he's out for that round!

4. Memory Verse Scramble

What You Need: Bibles, Memory Verse Cards from Week 1 (2 sets per group)

What You Do:

- Look up Philippians 1:6, and review it together as a group.
- Divide your group into 2 teams.
- Give each team a set of "Memory Verse Cards".
- Scatter the phrases on the floor/table face down.
- On your "GO!" teams will compete to put the verse in order.
- Play as many rounds as time/interest allows.

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!