

City SG-January 18th-19th, 2020

Bible Story: I'm Still Standing (Jesus Is Tempted in the Desert) • *Luke 4:1-13 (Supporting: Matthew 4:1-11)*

Bottom Line: Discovering what's in the Bible can help you make the wise choice.

Memory Verse: *The LORD gives wisdom. Knowledge and understanding come from his mouth.*
Proverbs 2:6 (NirV)

1. Conversation Starters

What You Need: No Supplies Needed

What You Do:

- Ask kids what it means to be tempted.
- Explain that it's when you want to do something you shouldn't do or when someone tries to get you to do something you shouldn't do.
- Ask: Would it be tempting for you to:
 - eat all the cookies in the jar?
 - eat an ice cream cone with broccoli on it?
 - play a video game all day?
 - want to do 100 push-ups?
 - watch a TV show you know you shouldn't watch?
 - want to annoy your brother or sister?
 - act like a monkey all day?
 - disobey your mom or dad to do something your friend wants you to do?

2. Who Said?

What You Need: "Who Said?" cards (Activity Page) in a bag (1 set per group); Bible; music on your phone (*optional*)

What You Do:

- Lead kids in a variation of Hot Potato.
- Guide kids to sit in a circle.
- Before beginning the game, ask leading questions to briefly review the Bible story. Be sure to touch on the following key points:
 - God's Spirit led Jesus into the desert for 40 days.
 - While Jesus was in the desert, the devil tempted Him. But every time he tried, Jesus answered with a verse from the Bible.
 - When the devil saw that he couldn't trap Jesus, he gave up and left.
 - God sent angels to take care of Jesus and give Him everything He needed.
 - Because Jesus had spent His whole life discovering what God said, He was ready when He needed to make a wise choice.
 - Begin the music and give one child the Bible, guiding kids to pass it around.
 - **NOTE: If you do not have music on your phone, you can simply say "Stop!" at any point that your group is passing the Bible around.**
- When you stop the music, the child holding the Bible reaches into the bag and pulls out a card.
- For kids who are advanced enough readers, let them read the card. Otherwise, help the child read the card.
- Lead the group to identify who said it: Jesus or the devil. If Jesus, kids jump up and say, "Jesus!" If the devil, kids give a thumbs-down.
- Play until each child has a turn. (If you run out of cards, return the cards to the bag and do it again.)

What You Say:

“Today we’re learning that **[Bottom Line]** discovering what’s in the Bible can help you make the wise choice. How did knowing what’s in the Bible help Jesus make the wise choice? (*He said scripture / Bible verses to the devil when the devil tried to tempt Him.*) Knowing what’s in the Bible can help you make the wise choice, too.”

3. Looking for Knowledge Bookmarks

What You Need: Memory Verse Bookmarks Page (1 page per child); markers

What You Do:

- Give each kid a bookmark activity page.
- Encourage them to look up Proverbs 2:6 and fill in the missing words (or fill in the words from memory, if they have it memorized).
- Instruct kids to use markers to decorate them.
- When they’ve finished decorating say...

“These bookmarks can go in your Bibles or a chapter book as a reminder that all knowledge comes from God. We can make wise decisions and discover the best way to live—God’s way—when we read our Bibles. Wisdom and knowledge come from whom? (*Pause.*) Yes! Those things come from God. The Bible is God’s Word to us. Remember, **[Bottom Line]** discovering what’s in the Bible can help you make the wise choice.”

4. Wise Choices

What You Need: Bibles, “Wise Choices” Page (1 per group)

What You Do:

Lead kids in a variation of “Mother May I?”

- Guide kids to line up shoulder to shoulder at one end of your environment while you stand at the opposite end.
- Call out a child’s name and read a scenario from the Activity Page.
- Encourage the child to describe what the wise choice would be in that situation.
- If kids are stuck or shy, offer two alternatives and allow them to choose; or let them choose someone to answer for them.
- When they answer, say, “Discovering what God said helped you make the wise choice. Move forward _____ (*three steps, two hops, one giant step, five baby steps, etc.*).”
- The game ends when every child reaches you.
- *Variation: Invite kids to play in pairs. This can help shy or reluctant children enjoy the game more.*

What You Say:

“When you know what God says, you can know what God wants you to do, and that’s always the wise choice!”

[Make It Personal] (*Share a child-appropriate time when knowing what God said helped you make the wise choice.*)

“And you know what? Just like God helped me make the wise choice, God can help you make the wise choice, too. So, remember: **[Bottom Line]** discovering what’s in the Bible can help you make the wise choice.”

5. Pray and Dismiss

What You Need: “What’s In the Bible” Activity Sheet (1 per child, on cardstock) zip-top plastic baggies(1 per child); markers

What You Do:

- Give each kid a “What’s in the Bible” Activity Sheet.
- If you have time, invite kids to cut out and decorate the cards.
- When they finish, give them baggies to put their cards in.
- Use the conversation below to lead kids into prayer.

What You Say:

“All this year you’ve been learning Bible verses that can help you make the wise choice. You’ve learned (*read each verse aloud, encouraging kids to point to the cards as you read*). So take your cards home and keep them in a place where you’ll see them often. You can put them by your bed, in the car, or in your backpack. Read them as much as you can; or, if you need help, ask someone to help you read them. Because the more you know what’s in the Bible, the more you can make the wise choice.” (*Lead kids in prayer, thanking God for His Word and how it helps us make the wise choice.*)

BEFORE DISMISSAL: AT “COMMUNION CALL”

HAND OUT “GOD TIME” CARDS TO EACH CHILD AND ALLOW THEM TIME TO BEGIN WORKING ON THE WEEKLY ACTIVITY

IF CHILDREN BRING THEM BACK THE FOLLOWING WEEK, THEY RECEIVE A PRIZE!