

Large Group Leader Guide

Today's Suggested Schedule

Prelude: Setting the tone for the experience

See the Getting Ready pages at the end of this document for a detailed description of what you'll need for today. In the Prelude folder of your curriculum, you'll find a variety of other resources to help you prepare.

Small Group (15 minutes)

Social: Providing time for fun interaction

1. Opening Activity

Large Group (35 minutes)

Worship: Inviting people to respond to God

Story: Communicating God's truth in engaging ways

- Opener
- Worship ("Know You More" and "Further Faster")
- Bible Story (sections about God's Big Story are listed as optional)
- Conversation Starter
- Prayer

Small Group (25 minutes)

Groups: Creating a safe place to connect

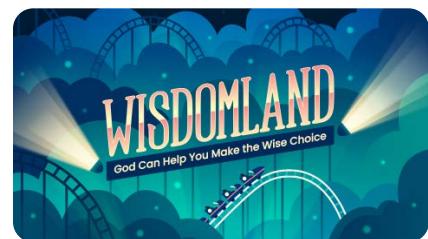
1. Take a Snapshot
2. Bible Story Extension and Discussion Questions
3. Verses to Take with You
4. Pray and Dismiss

Home: Prompting action beyond the experience

- Devotionals for Kids
- Parent Cue Card (print or email)
- [Parent Cue App](#) and [ParentCue.org](#)

Need activities for a K-5th group? Check out the 2nd-3rd guide.

THIS MONTH
▼



Today's Bible Story

The Kings

1 & 2 Kings

Conversation Starter

Why do your choices matter?

Bottom Line

Be wise because your choices matter.

Memory Verse

"It is much better to get wisdom than gold. It is much better to choose understanding than silver."

Proverbs 16:16 NIV



Inclusive Pro Tips

Loud sounds, bright lights, and large groups can be overwhelming or overstimulating for some children. To create a more inclusive large group experience, consider offering adaptive tools like noise-cancelling headphones, sunglasses, sensory-friendly items, or access to modified spaces.

25 MINUTES

Story

10 MINUTES

Worship

① Welcome

AUDIO → Play high-energy music as kids enter.**SLIDE** → Theme**Optional Video** → Theme Loop

→ Host enters.

Optional Video → Countdown**Optional Video** → Theme Intro**Optional Video** → Theme Loop

Host has lots of energy as he or she welcomes everyone to [NAME OF ENVIRONMENT]. Host is relatable and inviting. Host can talk about something that happened culturally throughout the week like a big sports game, movie opening, a viral video on YouTube, etc. Host tells them how excited he or she is that they're there and briefly runs through what they can expect. This is especially helpful for first-time guests to make them feel like they know what's happening.

Opener

HOST: "Hey, everyone! Welcome to Wisdomland! Take a look around—imagine you just walked through the front gates of the world's best theme park. You can smell popcorn, hear people laughing, and see a hundred different ways to have fun. But what really makes a theme park awesome? Is it the biggest roller coaster? The wildest snacks? The souvenirs? I think it's all about the choices you get to make. Every step, you get to decide: Which ride next? Who do you hang out with? Do you go for the thrill, or do you play it safe?"

→ Pause, let students respond.

HOST: "But here's a question: Have you ever made a choice at a theme park that totally changed your day? Maybe you picked the longest line, and waited forever. Maybe you spent all your money on one snack and missed out on something better. Or maybe—just maybe—one little decision led to the absolute best day ever. This month we're looking at how God goes with us throughout our lives to help us make wise choices, to live wisely and well. But let's start our time off with a little game, shall we?"

HOST: "To kick things off, we're doing a Wisdomland challenge called the 'Thrill Ride Line-Up!' Let's get into our Small Groups for this game.

→ Pause as kids get in their Small Groups.

"Here's how the game works: I'll call out a few scenarios, and your job is to line up across where your group is—in order—based on that prompt. For example, maybe it's by birthday, from January to December. Or

25 MINUTES

Story

10 MINUTES

Worship

maybe it's by how many theme parks you've visited, or who got up the earliest today, or who would actually ride the scariest coaster. You can talk to each other, but you only have 30 seconds for each challenge. It's all about making quick decisions, listening, speaking up, and figuring out where you fit."

"Let's try a practice round first. I'll call out a challenge, and you do that challenge in your Small Group. Ready for the first one? (PAUSE FOR RESPONSES.)

- Set your timer for 30 seconds, and start it after you've read the challenge.

"Okay, here's your first challenge: Put yourselves in order of who's most likely to try a new ride first.

- Let the kids debate, laugh, and solve the problem together.
After 30 seconds, call "time."
- Try 2-3 more rounds, some options are listed below.

Challenges:

- Put yourselves in order by who got the least sleep last night.
- Put yourselves in order by answering this question: "Who's tried the weirdest fair food?"
- Put yourselves in order by answering this question: "Who's the biggest morning person?"

HOST: "Freeze! Take a look at where you ended up. Did you have to speak up, or did you let someone else lead? Did anyone disagree on what order to stand in? Did you learn anything new about someone else? That's real life, isn't it? Sometimes you have all the facts, sometimes you just guess, and sometimes you wait for someone else to make the call. But either way, your choices—what you say, how you listen, how you act—they all add up."

"As you head back to your seat, think about this: Today, every single part of Wisdomland is about the choices we make and how God wants to help you make the wise choice—not just here, but everywhere you go."

② Worship

- Worship Leaders enter as Host exits.

WORSHIP LEADER: "Hey, everyone! I don't know about you, but after that Thrill Ride Line-Up, I'm feeling pretty hyped. But here's what's cool about Wisdomland: No matter how many rides you go on or what choices you make, worship is always the main event. It's the moment we get to connect with God, be real, and invite Him into every part of our lives."

"You might think worshipping with music is just about singing, but it's way more than that. It's about saying, 'God, I need Your closeness'

25 MINUTES

Story

10 MINUTES

Worship

more than anything. I need You in my choices, my thoughts, and my friendships. I want Your wisdom, not just what everyone else is doing. Whether you're the first one to stand up and sing, or you like to hang back and listen, this time is for you. God isn't looking for perfect voices—He's looking for honest hearts. God wants friends.

"We've got two songs today that fit this theme perfectly. The first one is called 'Know You More.' As we sing, think about the words and make it your prayer—ask God to help you know Him more. Being God's friend is the wisest thing you can do with your life!"

AUDIO → "Know You More" / track 1 from Focus

WORSHIP LEADER: "Love it. Our next song is 'Further Faster.' It reminds us that when we follow God and His wisdom, He helps us go even further in life.

"Think about where you want God to lead you this week. Maybe it's being brave, maybe it's making a wise choice at home, or maybe it's just not feeling alone. Wherever you are, He's right there with you."

AUDIO → "Further Faster" / track 6 from This Little Light

WORSHIP LEADER: "Let's look at the verse we're memorizing this month. We memorize verses from God's Word, we put them in our hearts, to help us know and live by what is true.

"This month's verse will help us remember how valuable God's wisdom is!

SLIDE → Memory Verse

"Let's say it all together, loud and clear:
It is much better to get wisdom than gold.

It is much better to choose understanding than silver. (Proverbs 16:16 NIV)

"God's wisdom is so precious, and He wants to give it to us! Let's sit down to hear our true story from the Bible today about what happened when some kings chose to follow God and that precious wisdom, and some kings didn't."

③ Bible Story (Communicator Script)

SLIDE → Theme Background

→ Communicator enters as Worship Leaders exit.

25 MINUTES

Story

10 MINUTES

Worship

INTRODUCTION

COMMUNICATOR: "Okay, before we get to the story, let's imagine something for a second. Picture yourself as the ride operator at the front of the biggest, most popular roller coaster in Wisdomland. The line is outside the gate. People are excited, nervous, some are trying to sneak ahead, some are with friends, some are totally alone.

"You aren't just pushing buttons—you're in charge of the whole experience. And your rules? They matter. You could make them super-strict, super-chill, or somewhere in the middle. But whatever you choose, it's going to change how everyone in the park feels.

TENSION

COMMUNICATOR: "So, let's do this—if you were in charge, what's the first rule you'd make for your ride or your park? Think for a second, then share it with someone next to you."

→ **Pause, let students share with a neighbor.**

"All right, let's hear a few! If you want, just shout your park rules out." Let students share—funny, serious, creative answers. Respond to a few: "I like that one!" "Interesting. Why?" "What if someone breaks that rule?" "You know what's interesting? Even the best rules—like 'no cutting,' 'be kind,' or 'everyone gets a turn'—aren't always easy to follow. And not everyone agrees on what's fair. Sometimes people push back. Sometimes they break the rules on purpose. Sometimes you're the rulebreaker. Sometimes it's me.

COMMUNICATOR: "Here's the real-life twist: Leadership always means making choices for other people, not just for yourself. Sometimes it means doing the hard thing, or the unpopular thing, because it's right. Sometimes you won't know if your decision is wise until later. Sometimes it costs you something. And sometimes, even with the best intentions, things go sideways.

"Have you ever tried to do the right thing and still got misunderstood or called out? Have you ever made a rule in a game and then realized it didn't actually work? Real wisdom isn't just about knowing the right answer—it's about the courage to choose what's best for everyone, even when it's tough."

COMMUNICATOR: "That's what today's Bible Story is about. It's not just a history lesson or a list of kings. It's the story of what happens when people—leaders—stand at their own 'Decision Doors' and have to choose which way to go. Sometimes they chose God's way. Sometimes they didn't.

"But no matter what, God kept working in the story. He didn't give up on people who made mistakes. God was faithful to His great rescue plan, even if people weren't faithful to Him.

"So, as we jump in today, ask yourself: What kind of leader do you want to be? What rules do you want your life to run by? And when you're standing in front of your own 'Decision Door,' what helps you choose the wise way—even if it's not easy?"

25 MINUTES

Story

10 MINUTES

Worship

"Let's get ready for the ride—because the choices in the story you're about to hear changed everything, and the choices you make can too." "Before we get into our story today, let me tell you about something amazing we're doing this year! We're going through the story of the entire Bible together!"

"Why? Is it just so we can become really smart Bible people? No! Part of the reason God gave us the Bible is so that we can get to know Him. So we're going through the Bible together to get to know God!"

GOD'S BIG STORY OPENER (OPTIONAL)

"We're going to go through God's Big Story! (GESTURE TO SLIDE.)

SLIDE → God's Big Story

"Each week, we'll look at a story from God's Big Story and add a picture of that story to our timeline, so we can see where we've been in the Bible as we journey along. (GESTURE TO TIMELINE.)

"Let me bring you up to speed on where we've been in God's Big Story so far!

"So you might remember that in the very beginning, God made everything! He made the world, the animals, people ... everything! God made the first people for the same reason He made all people—to be His close, close friends. But sadly, the first people God made chose to turn away from Him and sin. God wanted people to be close to Him, but they couldn't anymore! It was so sad.

"And awful things happened to the world too. Pain, sickness, and death entered into it.

"But God didn't want to leave things that way! So He put His rescue plan in motion right from the start!

"God was going to rescue everything through a family! God chose a man named Abraham and promised that his family would bless the whole world. Many years later, Abraham's great-grandson Joseph ended up in Egypt. After some hard times, God helped Joseph become a super-important leader there! Joseph saved his whole family by bringing them to Egypt. But hundreds of years passed. God grew and grew His people. A new Pharaoh, the king of Egypt, came along. He didn't know about Joseph. He saw how many of God's people there were, he got scared, and he started being mean to them.

"God's people cried out to God for help. He answered! God brought His people out of Egypt into a beautiful home He had for them—the Promised Land!

"After some time living in the Promised Land, God's people wanted a king like the other nations around them. God gave them a king, and then many more kings (AND ONE QUEEN) followed. And that's where we are in God's Big Story."

25 MINUTES

Story

10 MINUTES

Worship

TRUTH

"So let's get started as we continue looking at the big story in the Bible. This week, we're going to look at some of the kings of God's people and whether or not they followed Him and His wisdom.

"Here's the thing about wisdom: It's not just about knowing the right thing. It's about choosing it and doing it—sometimes when it's complicated, and sometimes when nobody's watching. The kings of God's people? They had every kind of 'Decision Door' you could imagine. And the ride they took—up, down, and all over the place—affected not just themselves, but their whole nation.

"So today, we're going to live-vote our way through their wild story. At each crossroads, I'll ask what you think the king will do. Raise your left hand if you think they're going to make the wise choice, and raise your right hand for the other option. Ready?"

→ **NOTE: The kids' hand raising will line up with the image on the screen—LEFT hand for the wise choice, the RIGHT hand for the not-so-wise choice. Because of the mirror effect and the effect of presenting things on stage, the Communicator will be calling out the opposite hand arrangement than the one they experience. But the kids will line up with the image!**

COMMUNICATOR: "The story starts with King Saul—the first king Israel ever had. The people wanted a king like the other nations around them, so God gave them Saul.

"At first, Saul tried to do things God's way, but soon he faced a huge moment: a battle was coming, and he was supposed to wait for the prophet Samuel before offering a sacrifice. But Samuel was late, the people were nervous, and Saul got scared."

SLIDE → Wait/Go Ahead Decision Doors

"All right, let's do a live vote:

"Raise your left hand if you think Saul waited for Samuel, even if it was hard and everyone was getting worried.

"Raise your right hand if you think Saul just did it himself. It was faster, and everyone expected him to lead."

→ **Pause while the kids vote. If the room is split, point it out.**

"Saul chose to go ahead and make the sacrifice himself. Maybe he thought, 'I'm the king, I'll take control.' But God had told him to wait. That one choice? It changed everything. Samuel arrived, saw what Saul did, and said:

→ **Open the Bible to 1 Samuel 13:13-14 (NIV) and read.**

"You haven't obeyed the command the LORD your God gave you. If you had, he would have your kingdom secure over Israel for all time to come. But now your kingdom won't last."

25 MINUTES

Story

10 MINUTES

Worship

"Saul's shortcut looked smart in the moment, but his disobedience cost him the kingdom. Sometimes the wise way takes longer. Sometimes you lose people's approval. But following God's way is still the right thing."

COMMUNICATOR: "Next up, King David. God had anointed David as king because God saw that David loved and followed Him. And that was the most important attribute for a king to God."

"Before David even assumed the role of king, the Bible says this about him:

→ Open the Bible to 1 Samuel 13:14 (NIV) and read.

"The LORD has already looked for a man who is dear to his heart. He has appointed him king of his people."

"Once David did become king, he made tons of choices. Sometimes he totally failed, but what made him different was that when he messed up, he came back to God. He was good friends with God."

"One day, David's army was attacked by a giant enemy, the Philistines. When enemies attack God's people, part of a king's job is to defend them. When enemies came up against God's people, what do you think King David did?

SLIDE → Trust God/Hide Decision Doors

"All right, let's do a live vote:

"Raise your left hand if you think David asked God what his battle plan should be, then he trusted God and what He said."

"Raise your right hand if you think David just hid and hoped someone else would fight.

→ Pause while the kids vote. If the room is split, point it out.

"David chose to pray and trust God. That's what David did over and over and over as king—he talked to God about whatever he was facing and followed Him. David went through everything with God! God was his closest friend.

COMMUNICATOR: "After David, his son Solomon became king. God literally gave Solomon a blank check: 'Ask Me for anything,' God said. Solomon could have asked for money, power, fame—anything."

SLIDE → Wisdom/Wealth Slide

"Let's do a live vote!

"Raise your left hand if you think Solomon asked God for wisdom.

25 MINUTES

Story

10 MINUTES

Worship

"Raise your right hand if you think Solomon asked for money, power, or anything else."

→ **Pause while the kids vote.**

"Solomon asked for wisdom. The Bible says:

→ **Open the Bible to 1 Kings 3:9 (NirV) and read.**

"Give me a heart that understands. Then I can rule over your people. I can tell the difference between what is right and what is wrong."

"Because Solomon valued wisdom, God gave it to him—and more. For a while, he was the wisest, richest king ever. But even the wisest people have to keep choosing to follow God and His ways."

COMMUNICATOR: "As Solomon got older, he stopped listening to God and made some choices that didn't just hurt him—they changed the country. He started marrying people from nations that didn't follow God and leading the people to worship other evil gods from those nations."

SLIDE → God's Way/Crowd Decision Doors Slide

"Let's do another live vote for King Solomon because he changed his ways at the end of his life.

"Raise your left hand if you think King Solomon stuck with God's way even when it meant going a different way from what a lot of the people around him were doing.

"Raise your right hand if you think King Solomon tried to please the crowd.

→ **Pause while the kids vote.**

"Solomon drifted away from God and His ways. He went with the way of the crowd, choosing to follow their evil gods. The Bible says:

→ **Open the Bible to 1 Kings 11:6 (NirV) and read.**

Solomon did what was evil in the sight of the LORD. He didn't completely obey the LORD. He didn't do what his father David had done. "His choices really hurt the nation."

COMMUNICATOR: "After Solomon, his son Rehoboam became king. The people came to him and said, 'Please, be kind to us. Don't be so harsh and strict.' Rehoboam had a choice—listen to his father's older, wiser advisors who said, 'Be gentle and make the people's work lighter,' or listen to his friends who said, 'Show the people who's boss. Be even tougher!'"

25 MINUTES

Story

10 MINUTES

Worship

SLIDE → Wise Advice/Friends' Advice Decision Doors

"Let's do a live vote for King Rehoboam!

"Raise your left hand if you think King Rehoboam listened to wise advice, even if it felt less cool.

"Raise your right hand if you think King Rehoboam just did what his friends said, showed off, and tried to look tough."

→ **Pause while the kids vote.**

"Rehoboam ignored the wise advice. He did what his friends wanted—he was harsh, and the people walked away from him. The Bible says:

→ **Open the Bible to 2 Chronicles 10:13-14 (NirV) and read.**

The king answered them in a mean way. He didn't accept the advice of the elders. Instead, he followed the advice of the young men.

"And because of that unwise choice, something absolutely terrible happened. Lots of people abandoned King Rehoboam, and the kingdom split in two. Now there were two kingdoms—the northern kingdom of Israel and the southern kingdom of Judah. Two whole groups of people, two sets of leaders, and double the drama.

"One moment of pride changed so much."

COMMUNICATOR: "From there, the northern kingdom of Israel had evil king after evil king after evil king. There were 19 kings in the northern kingdom of Israel, and every single one turned their back on God and His ways. They worshipped evil gods, hurt their own people, and just did whatever felt good in the moment."

"Let's speed-run a couple, and you vote on what they did. It'll be really easy because every one of the 19 kings of the northern kingdom of Israel was bad, bad, bad.

→ **Do these two rounds quickly.**

SLIDE → Stick with God/New Idols Decision Doors

"King Jeroboam: Do you think he led the nation to keep worshipping God the way God wanted, or did he make up new ways and new idols to follow God?

"Raise your left hand if you think he stuck with God and the ways He said to follow Him.

"Raise your right hand if you think King Jeroboam made up his own way to follow God and made up new idols.

25 MINUTES

Story

10 MINUTES

Worship

"King Jeroboam didn't want the people to go down to the nation of Judah to worship God the right way. So he made new idols and disobeyed God. Boo, King Jeroboam!

SLIDE → Help Others/Selfish Decision Doors

"King Ahab: He had power, but he was greedy and mean. He killed a man just to get the man's vineyard! So do you think King Ahab used his power to help others, or to just get whatever he wanted no matter what?

"Raise your left hand if you think King Ahab used his power to help others.

"Raise your right hand if you think King Ahab used his power to be selfish."

"You got it! He was selfish. King Ahab was one of the cruellest kings of all. Boo, King Ahab! You were so bad!"

"After 19 kings and decades and decades of turning their back on God so badly, God allowed other nations to conquer the kingdom and scatter the people in it. The northern kingdom of Israel was never heard from again. Their kings led the people to a bad place, and bad things happened."

"In the southern kingdom of Judah, things were a little bit different! It was a bit like a wild roller coaster—some kings went up high by making wise choices and following God, but most kings went crashing down with unwise ones. There were 20 kings in the southern kingdom of Judah. Most didn't trust and follow God, but there were a few bright spots! We'll look quickly at those!"

"Raise your left or right hand quickly on these! Let me give you a hint, these were all bright spots in the southern kingdom, so your left hand might get tired!"

→ **Go through these kings and slides quickly.**

SLIDE → Lead Back to God/Go with the Flow Decision Doors

"King Asa: He worked to help people worship God again. Did he go with the flow, or lead everyone back to God?"

"Raise your left hand if you think he led people back to God."

"Raise your right hand if you think he went with the flow."

"Asa picked wisdom and led people back to God! Go, King Asa!"

SLIDE → Invest in God/Ignore Problems Decision Doors

25 MINUTES

Story

10 MINUTES

Worship

"King Joash: He fixed up God's temple and encouraged everyone to worship God again. Do you think he invested in what matters to God, or did he just ignore the problems?

"Raise your left hand if you think he fixed the temple, helped people worship God, and invested in God.

"Raise your right hand if you think he ignored the broken temple.

"Joash picked wisdom! He restored the temple! Go, King Joash!"

SLIDE → Pray/Do It Alone Decision Doors

"King Hezekiah: Surrounded by enemies, he could pray or panic. Do you think he trusted God, or just tried to face the enemy apart from God?

"Raise your left hand if you think he prayed and trusted God.

"Raise your right hand if you think he panicked and faced the enemy alone.

"Hezekiah chose wisdom! He prayed! Yay, King Hezekiah!"

SLIDE → Lead People/Easy Road Decision Doors

"King Josiah: Last one! He became king at only eight years old, he found God's word that was lost in the temple, and he called everyone to follow God again. Do you think he took the easy road, or did he lead people back to God, even though it was hard?

"Raise your left hand if you think he led people back to God, even though it was hard!

"Raise your right hand if you think he took the easy road!"

"Josiah chose wisdom! He led the people back to God! Yay, King Josiah!"

COMMUNICATOR: "But even after some great kings in the southern kingdom of Judah, more and more kings turned away from God. The Bible says:

→ **Open the Bible to 2 Kings 17:13-14 (NIV) and read.**

The LORD warned Israel and Judah through all his prophets and seers. He said, "Turn from your evil ways. Keep my commands and rules. Obey every part of my Law." ... But the people would not listen. They were stubborn just as their people of long ago had been.

"After Josiah, unwise king after unwise king after unwise king led the southern kingdom of Judah. The people turned away from God, and soon the southern kingdom fell to enemies too. It was the lowest part of the roller coaster—a total crash."

25 MINUTES

Story

10 MINUTES

Worship

COMMUNICATOR: "Here's the part that still blows my mind: God never quit on them. Even when they failed, even when all those kings seemed to mess it up, God kept working. He kept whispering, 'I have a rescue plan, and I'm not done yet. This ride is not over.'

"Even though the northern kingdom of Israel was destroyed, God did something different in the southern kingdom of Judah. He preserved a remnant, a small group of people! He was going to bring His Savior through that little group of people He preserved. God had not forgotten His plan to rescue us. He loves us too much.

"The truth is, all those ups and downs, all those wise and unwise choices—they weren't the end of God's story. God kept His promise. He didn't leave His people in failure. He didn't let the ride end in a crash. Instead, He brought hope. He sent Jesus.

APPLICATION

COMMUNICATOR: "Jesus is God's own Son. Jesus' whole life was God's wisdom in action. He welcomed the people others left out. He spoke truth even when it made people angry, and He forgave people nobody else would. Jesus did what no king before Him ever could: He chose God's way, every time—even when it cost Him everything."

"The Bible says:

→ Open the Bible to **1 Corinthians 1:24 (NIV)** and read.

Christ is God's power and God's wisdom.

"Jesus is what real wisdom looks like. He trusted God, He loved people, and He gave His life to rescue everyone—even people who kept making the wrong choices. That's what the cross is all about. It's not just forgiveness for our mistakes, it's also an invitation to a new way of living—one where we can actually make wise choices, because God is with us and in us and for us."

COMMUNICATOR: "That doesn't mean life gets easy or that you'll always get it right. But the biggest thing is this: You're not on this ride alone. God gives you His Spirit to go with you. He faces every Decision Door you do, with you. And He promises to give you His wisdom when you ask.

"You don't have to fake it, you don't have to be perfect, you don't have to know all the answers. You just have to go with God throughout your life, and He will help you every step of the way."

"Every time you face a choice, God is right there. You get to decide: Will you take the shortcut? Will you follow the crowd? Or will you trust that God's way—even if it's slower, harder, or less popular—is always worth it in the end?"

"Your story matters. Your choices matter. And wisdom isn't about always getting it right—it's about choosing, every day, to lean in, ask God for help, follow His way no matter what, and trust that He's leading you somewhere good."

25 MINUTES

Story

10 MINUTES

Worship

GOD'S BIG STORY CLOSER (OPTIONAL)

STORYTELLER: "Let's take a look at the progress we made in God's Big Story this week!"

SLIDE → God's Big Story

"Let's zoom out like we're at the highest point of a super-tall roller coaster and take a look at where we are in God's Big Story. This week, we covered a lot of ground in this picture of God's Big Story. We talked a little bit about King David in this picture here, where he was being anointed as king, and then we went a little down the path and talked about some other kings who came after David! We're a little down the path—that's where we are in God's Big Story!"

"This week we saw how God put kings over His people because they asked Him for one. Some kings were wise—like David, Hezekiah, and Josiah! But even the best kings sinned sometimes. That's why God promised to send someone even better—a perfect King. This perfect King lived a perfect life, and He gave His perfect life so that anyone who wanted to could be close friends with God. God was continuing His rescue plan through that little group of people in the nation of Judah who He protected. Because many, many years later from that little group of people would come Jesus! Jesus was the Savior God had promised. And Jesus would rescue us all!"

"God had been working on His rescue plan to save us through every image of this timeline! (**GESTURE FROM THE BEGINNING OF YOUR TIMELINE ALL THE WAY TO THE LAST IMAGE YOU'VE PUT UP.**)

"Let's put the next image on our timeline!"

SLIDE → Week 4 Timeline Image

→ **If you're making a timeline of printed images on your wall, take this moment to place today's timeline image on the clothesline.**

"This week we talked about the kings of Israel and Judah and how their choices mattered!"

LANDING

COMMUNICATOR: "As we saw today, the kings of Israel and Judah changed history with their choices, for better or worse."

"You might wonder, 'What about me? I'm not a king or queen.' It can be easy to think their choices were way bigger or more important than ours. But God's Word reminds us that our choices matter just as much. Every word you say, every action you take, every time you decide to help or hurt, to forgive or hold a grudge, to listen or ignore—each one is a decision door that shapes your story, and even shapes the world around you."

25 MINUTES

Story

10 MINUTES

Worship

"When you choose to help a classmate instead of laughing at them, that's a wise choice. When you tell the truth—even if it means getting in trouble—that's a wise choice. When you forgive someone who hurt you or include someone who feels left out, those are wise choices. Every time you choose kindness, honesty, or patience, you're showing the world Jesus. He is kind. He is patient. He is good. And you are being just like Him.

"God hasn't called you to be perfect. He hasn't promised you'll never mess up, or that every decision will be easy. What He has promised is that He will go with you every step of the way and show you the wise way to go.

"And what you choose in the quiet, in the conflict, in the moments nobody else sees—those choices are the story you're writing with your life. So here's the Key Question to take with you:

SLIDE → Conversation Starter

[CONVERSATION STARTER] "Why do your choices matter?"

SLIDE → Theme Background

"Think about it this week. Your choices shape who you become, the impact you have, and the story you tell about what matters most. God's story isn't finished—and you get to be part of it, as you go with Him one choice at a time.

"Let's pray.

③ Prayer

COMMUNICATOR: "God, thank You for never giving up on Your people, for always working in the mess and the mystery. Thank You for Jesus, who shows us what wisdom looks like and who gave His perfect life to rescue us. Please help us remember that our choices really do matter—to You, to others, and to ourselves. Give us Your wisdom when we need it. Help us to walk with You every step of our lives and choose Your wisdom at every Decision Door we face. We want to go with You through everything. We love You, God, and we pray these things in Jesus' name. Amen."

Transition → Dismiss kids to their small groups.

AUDIO → Play high-energy music as the kids exit.

SLIDE → Theme

Optional Video (MEDIA PACKAGE) → Theme Loop

PLANNING

Getting Ready: Welcome/Opener

What You Need

- Host
- Timer (phone, watch, or countdown video)

Music and Sound Effects

- Upbeat music to use as kids enter the room

Large Group Visuals

- Theme Slide
- Memory Verse Slide

Optional Videos

- Theme Loop
- Countdown
- Theme Intro

What You Do:

- Download the slides or optional videos and have them ready to use. If you do not have screen capabilities, you have Orange's permission to enlarge and print the slides on paper.
- Refer to week 1 to confirm that your church has appropriate licensing to perform or play music and sound effects in your kids' environments.
- *Optional: Download a countdown video from a royalty-free site. Load it into your presentation software and have it ready to play during the Opener. You could also keep time on a smartphone or watch. Note: Some presentation software, such as ProPresenter, has a countdown clock built into the program that you can overlay on a still image*

PLANNING

Getting Ready: Worship

What You Need

- Worship Leader(s)

Music and Sound Effects

- "Know You More" from Focus
- "Further Faster" from This Little Light

Optional Videos

Available for purchase.

- "Know You More" Dance Moves or Live Lyrics Video (available through Store.ThinkOrange.com)
- "Further Faster" Dance Moves Video or Live Lyrics Video (available through Store.ThinkOrange.com)

What You Do:

Note: We've suggested worship songs below from Amazing Kids Worship and Orange Kids Music. We've created these songs to be developmentally appropriate for elementary and preteen kids, incorporating simple, direct language, fun dance movements, and upbeat, current arrangements.

We've chosen these specific songs that amplify our teaching content for this month. We recommend that you use these songs as scripted below, or combined with other popular worship songs that your kids know and love. Be sure to share the links to these songs with parents so they can stream them at home or in the car! Songs can be purchased at store. thinkorange.com or for free with APlay.

A Worship Leader and live instruments are recommended to sing along with the music tracks. Encourage children to be active during worship by incorporating the appropriate hand motions.

- Download all songs and have them ready to use.

Note: Make sure your church has obtained licensing rights to play or perform music. You can obtain a license to perform worship music from Christian Copyright Licensing International (www.ccli.com). It covers over 200,000 worship songs for congregational singing. You are responsible for including the copyright information on all songs reproduced under the Church Copyright License (including song lyrics projected onscreen). This includes the song title, writer credit(s), copyright notice, and your church's CCLI license number. You can include this information on one of the lyric slides, or you can create a separate slide detailing this information, but the copyright information must appear at least once for each song you play or perform. For example: "Hallelujah" words and music by John Doe ©2000 Good Music Co.

CCLI License # 0000

- Dance Moves Videos and Live Lyrics Videos are available for many Orange Kids Music songs. For more information, visit Store.ThinkOrange.com.
- Visit the Orange Store for Music Scope and Cycle purchases. Check out the Ministry Leader Guide for more information.

PLANNING

Getting Ready: Bible Story

Optional for God's Big Story

- Clothesline and clothespins for the timeline in your room
- God's Big Story Slide
- Week 4 Timeline Image Slide
- We recommend that you create a timeline in your Large Group room that you can add to throughout this curriculum year as we travel through the Bible. This can be a simple clothesline or a section of the wall where you can hang the printed timeline images in order, week by week. We'll provide a timeline image for each week of curriculum. The timeline image is listed as a slide, but can be printed. A [God's Big Story poster](#) is available as well in the Orange Store.

Optional Videos

- Theme Loop

What You Need:

NOTE: We're so excited to be going through key stories of the Bible this year and learning more about its Author—God! It's God's Big Story! But to provide you with flexibility as you experience God's Big Story in your own unique setting, there's more than one way to use the following script!

If you want to follow "God's Big Story," read the following script straight through. Each week will build on the previous ones. But, if your church wants to teach a Large Group session on its own as a standalone, without connecting it to what has come before, there are two sections in the script below that are optional—"God's Big Story Opener" and "God's Big Story Closer."

Whatever way you decide to use the following, know that we're praying diligently for you—we're asking God to help kids see and believe that He loves them, He invented them, and He wants to be their closest Friend. Forever. It's an honor to get to know God with you through the Bible this year!

- Communicator
- Bible
- "Decision Doors" Slides (printed or projected)

Music and Sound Effects

- Upbeat music to use as kids exit the room

Large Group Visuals

- Theme Background Slide
- Conversation Starter Slide
- Bottom Line Slide
- Theme Slide
- Wait/Go Ahead Decision Doors Slide
- Trust/Hide Decision Doors Slide
- Wisdom/Wealth Decision Doors Slide
- God's Way/Crowd Decision Doors Slide
- Wise Advice/Friends' Advice Decision Doors Slide
- Stick with God/New Idols Decision Doors Slide
- Help Others/Selfish Decision Doors Slide
- Lead Back to God/Go with the Flow Decision Doors Slide
- Invest in God/Ignore Problems Decision Doors Slide
- Pray/Do It Alone Decision Doors Slide
- Lead People/Easy Road Decision Doors Slide

What You Do:

- Download the slides and have them ready to use. If you do not have screen capabilities, you have Orange's permission to enlarge and print the slides on paper.
- Confirm that your church has appropriate licensing to perform or play music and sound effects in your kids' environments (see above under Opener).

Video Enhancements for Your Environment

Available in your media files and APlay.

Our Large Group scripts are interchangeable with these videos so you can plug and play the way you need to each week.

For 252 Kids (KINDERGARTEN THROUGH 3RD GRADE):

→ StoryLab: Invite elementary kids to engage with inquisitive young hosts as they explore core biblical truths and stories in a STEAM-inspired setting.

For 252 Preteen (4TH AND 5TH GRADE):

→ The So & So Show: Guide preteens to explore questions of faith through a YouTube-style show full of humor and lots of zany fun.

Additional environment enhancements including:

→ Motion graphics, including loops
→ Themed transitions
→ Countdown videos (30 seconds, 60 seconds, and 5 minutes)

APlay

Get the most out of your curriculum with APlay! JoinAPlay.com is an all-in-one media organization and presentation tool. Experience all of your Orange Curriculum media assets, now pre-built and fully customizable. No more sorting through multiple download folders.

APlay is free with your curriculum subscription and packed with features to help your weekly experience run smoother. APlay gives you more time to focus on what truly matters — more ministry, less media management with Apple TV-based media solutions.