

# LESSON 1

I Will Resist Temptation!



**LESSON GOAL:** This lesson will teach the children that when we are tempted to do wrong, we should resist that temptation and choose to do what is right instead.

**MAIN POINT:** I Will Resist Temptation!

**BIBLE LESSON:** Adam, Eve, and the Serpent - Genesis 3

**BIBLE VERSE:** *"The temptations in your life are no different from what others experience. And God is faithful. He will not allow the temptation to be more than you can stand. When you are tempted, he will show you a way out so that you can endure." 1 Corinthians 10:13 (NLT)*

## WHAT IS THE PURPOSE OF THESE ACTIVITIES?

### AUDIENCE WARM UP (WEEKLY OPENING ACTIVITY)

This activity will introduce the children to the game show theme and will divide them into teams for the service.

### I WILL UPGRADE YOU (OPENING ACTIVITY)

This activity will allow the children to experience the temptation to eat a piece of candy and to see the benefits of resisting temptation.

### SKIT AND BIBLE LESSON (LARGE GROUP ACTIVITY)

This Skit and Bible Lesson will teach the children that when we are tempted to do wrong, we should resist that temptation and choose to do what is right instead.

### LARGE GROUP GAMES (LARGE GROUP ACTIVITY)

These games occur within the large group time and are designed to reinforce the game show experience.

### GUESS THAT VERSE (WEEKLY REVIEW CRAFT ACTIVITY)

This activity will help the children remember the Bible Verse for the week and review the lesson.

### A OR B (APPLICATION ACTIVITY)

This activity will show the children that we can avoid consequences by resisting temptation.

### STAY ON TRACK (APPLICATION ACTIVITY)

This activity will show the children that we can resist temptation by remembering and following scripture.

### WRONG WAY RALPH (APPLICATION ACTIVITY)

This activity will show the children that giving in to temptation leads to bad consequences.

# LESSON 1

## I Will Resist Temptation!



Single Teacher using the "Watch It/Train" DVD

### Watching the Bible Lesson and Skit on DVD



#### PURPOSE:

This Skit and Bible Lesson will teach the children that when we are tempted to do wrong, we should resist that temptation and choose to do what is right instead.

**Important:** Before the service, review the Large Group Games Help Sheet and choose the types of Large Group Games you want to play. Gather the necessary supplies.

#### MATERIALS NEEDED:

Supplies for all Large Group Games (see Large Group Games Help Sheet for the activities you have chosen). Prizes for winning team (optional).

- Lead the children through the Opening Activity.



- 1 • Begin Large Group Time.

Welcome the children as they arrive and then begin the service.

*Optional: Take a few moments to assign roles to some of the children for the upcoming service. Choose children to be game leaders, to be song leaders, to take up the offering, to pray for the offering, to pass out materials, etc.*



- 2 Note: Play "Game Show Intro Video" chapter # 2.

#### TEACHER



- 1 Hello, everyone, and welcome to The Game Show: Big Questions! The game show with the biggest questions, the best prizes, that can only be played by you, the best contestants! I'm your host insert Teacher's name. Now I want to give out some points and play some games but first, we need to answer our first big question. Everybody say, "What's next?" (allows children to respond) Come on now, make it loud! On three! One...two...three! (allows children to respond) Great job! Let's find out what's next with our Random Generator!



- 3 Note: Play "Random Generator One [Song]" chapter # 3.

#### TEACHER



It's a song! Everybody up. Whichever team sings the loudest and tries their best on the motions will get 20,000 points!



- 4 Note: Play "Now & Forever Song Video" chapter # 4.

Teacher leads the children in singing the song. Afterward, a winning team is chosen and points are awarded.

#### TEACHER

That was awesome! But now I need everybody to say, "Now what?" One...two...three! (allows children to respond) That's a big question! And to get the answer, we'll have to ask the Random Generator. (to the screen) Hey, Random Generator, now what?

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5 Note: Play "Random Generator Two [Big Team Game]" chapter # 5.

### TEACHER

Ooooh, I love Big Team Games! You will be playing as an entire team against all other teams. Remember, you all have to work together to get the points. And this game is worth big points! Big, BIG points! The winner of this Big Team Game gets 30,000 points! Let's play.

*Teacher leads the children through the specific Big Team Game that was chosen before the service from the Large Group Games Help Sheet. Afterward, a winner is declared and points are awarded.*

### TEACHER

Great job, everyone! In fact, I am so impressed that I'm giving 10,000 points to the teams that didn't win because I think they still did an awesome job! But don't worry, there are still more games, more points, and more big questions to answer!



6 Note: Play "Random Generator Three [Main Point]" chapter # 6.

### TEACHER

Aha! It's time to play "What's the Main Point?" First, I need one contestant from each team.

*Teacher picks one contestant from each team and brings them to the front, near the screen.*

### TEACHER

*(to contestants)* It is your job to guess what the Main Point is as quickly as possible. The letters of the Main Point will be revealed one at a time. However, as more letters are revealed, the number of points you could win goes down. If you think you know the Main Point, yell out, "STOP!" We will pause the video and give you a chance to guess. If you are right, you win the points that are on the screen. If you are wrong, we will start the video again and give the other contestants up here a chance to play. Each of you can only guess once. Let's play!



7 Note: Play "What's The Main Point?" chapter # 7.

*Note: Pause the video when a child says "Stop." If the child guesses correctly, award his or her team the points that are displayed on the screen at the time the child said "Stop." When finally revealed, the Main Point for this week is **I Will Resist Temptation!** When the game is over, have the contestants go back to their seats.*

*Optional: Have the teams each come up with their own hand motions for the Main Point and have a competition to see which team can shout the Main Point with motions the loudest.*

### TEACHER

Let's give our contestants a big round of applause! *(allows children to respond)* So our Main Point is **I Will Resist Temptation!** Let's talk about that for a moment. Let me ask all of you a question. Have you ever been in a situation when you knew what the right thing to do was, but you kind of wanted to do the wrong thing instead? *(allows children to respond)* Yes, me too. One time my little brother and I were playing in the backyard when it started to rain. We ran for the house and I got there first. I knew I should let my little brother in, but I thought it would be funny to lock him outside in the rain. So I did

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and he got drenched! But later, I got in a lot of trouble with my parents for being mean. I was tempted to do something wrong, and I gave in to that temptation. Whenever we have a moment where we want to do what we know is wrong, we call that temptation. But the Main Point says we should resist temptation. To resist means that we choose not to give in. Instead we choose to do what is right. And I think the Random Generator may be able to help us with this idea.



8 Note: Play "Random Generator Four [Bible Lesson]" chapter # 8.

### TEACHER

Aha! A Bible Lesson! We'll learn important things about resisting temptation, but we'll also be able to win some points. If you brought your Bible, hold it up. You will need it to look up answers to some of the questions. I will give your team 25,000 points for each correct answer. So pay attention and get ready to answer some questions.



9 Note: Play "Bible Lesson Video" chapter # 9.

Note: The video will pause automatically when the multiple choice questions appear on screen. Have the children use their Bibles to look up answers. After the Teacher awards points for correct answers, press "Play" to continue the video.

### TEACHER

Being tempted to sin has been around for a long time! Unlike Adam and Eve, when we face temptation, we need to resist. We need to resist temptation, and there are a lot of things that will help. First, we need to read our Bibles so we will know what God says is right and what God says is wrong. Then, when we face temptation, we should think about what God would want us to do. And we should also remember that giving in to temptation never leads to anything good. Also, it helps to avoid people and situations that could tempt us to do things we know are wrong. We are all going to be tempted at some point and when we are, we need to resist temptation and obey God instead. (thinks) Hmmm, I still have a lot of points to give away. But what should we do? How about it, contestants, Random Generator? (allows children to respond) Sounds good! here we go!



10 Note: Play "Random Generator Five [Ralph Raffinon's Real Life Review]" chapter # 10.

### TEACHER

Now, I know what you're thinking. You're thinking, "Whoa! Wait a second. Who is Ralph Raffinon and what is a Real Life Review?" Those are some big questions! And I have answers! Ralph Raffinon is another guy who works here on The Game Show: Big Questions! He announces things, helps determine point totals, and he even helps come up with questions for the show. But the Real Life Review is a game we all can play that will help us see some real life situations where knowing our Main Point will come in handy. Let's watch and answer Ralph's big question.



11 Note: Play "Ralph Raffinon's Real Life Review" chapter # 11.

Note: When the text "What Should You Do?" appears on screen, Ralph will review the answer choices and the video will pause automatically. Select one child to choose an answer. When a choice is made, press "Play" to finish the video and find out if the answer was correct.

### TEACHER

Great job on answering Ralph's question. You just won 20,000 points for your team! It is important to mention that if you don't resist temptation, your mom probably won't

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make you eat broccoli and ground you for the rest of your life. However, disobeying your mom is a sin, and if you give in to the temptation, things won't turn out well. God takes sin very seriously and wants us to resist the temptation to sin. And while you're all thinking about that, the Random Generator will tell us what's next!



12 Note: Play "Random Generator Six [Goofy Game]" chapter # 12.

### TEACHER

Yes! It's time for a Goofy Game! Goofy Games are the ones where our contestants will get a little bit messy. If you win, you will get another 30,000 points. So who thinks they can handle getting a little messy?

*Teacher leads the children through the specific Goofy Game that was chosen before the service from the Large Group Games Help Sheet. Afterward, a winner is declared and points are awarded.*

### TEACHER

Now that was just plain goofy! Great job to our contestants! Today we've talked about resisting temptation, but sometimes that can be really hard. But there is some good news that I think all of you should know. And to find out that good news...let's use our Random Generator again.



13 Note: Play "Random Generator Seven [Bible Verse]" chapter # 13.

### TEACHER



14 Excellent! Our Bible Verse should give us some help. Let's check it out!

***"The temptations in your life are no different from what others experience. And God is faithful. He will not allow the temptation to be more than you can stand. When you are tempted, he will show you a way out so that you can endure."***  
**1 Corinthians 10:13 (NLT)**

*Optional: Teacher can have the children recite the Bible Verse and award points to the team that is loudest or most energetic.*

### TEACHER

According to this verse, God won't let us be tempted to such a level that it is too much for us. It even says He will give us a way out! This means that God helps us to resist temptation. We will still be tempted, and yes it will be hard sometimes, but there will always be a moment where we can choose to resist and say no. But we're not done with this verse yet. I still have points to give away and I think we need a Bible Verse Audio Challenge.



15 Note: Play "Bible Verse Audio Challenge" chapter # 15.

*Teacher listens to the Bible Verse Audio Challenge with the children. When the DVD pauses, the Teacher chooses a child or team to give an answer. When the children decide on an answer, press "Play" to finish the video and find out if the answer was correct.*

### TEACHER

Great job on the Bible Verse Audio challenge! You just won 20,000 points for your team. Way to go! ~~Now let's use the Random Generator to find out what's next!~~

**Begin Small Group Activities Now!**



16 Note: Play "Random Generator Eight [Song]" chapter # 16.

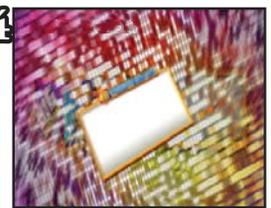
12



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## TEACHER

It's a song! Everybody up. Singing here in church is important because it is one of the ways we worship God. I want everybody doing their best and that's why I'm giving 40,000 points to the team that sings the loudest and tries their best on the motions!



17 *Note: Play "Psalm 23 Song Video" chapter # 17.*

Teacher leads the children in singing the song. Afterward, a winning team is chosen and points are awarded. Then, the Teacher begins the offering time.

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## TEACHER

Everyone did a great job on that song, but remember, even though the points are a lot of fun, it's not really about the points. It's about worshiping God. And I want to continue worshiping Him with our Offering Time. Please bow your heads and pray with me as we prepare to give.



18 OFFERING



4 *Note: Lead the children in prayer. If you want to, include elements of the lesson you are teaching today. For instance, today we are talking about resisting temptation. So, you might say, "Dear God, we know that we will be tempted to do what is wrong. Please give us the strength to resist temptation and to do what is right instead. Amen." Take up the offering.*

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## TEACHER



Thank you. We've played some games, earned some points, and learned a lot so far in today's Game Show, but we're not finished yet. (to screen) Random Generator?



19 *Note: Play "Random Generator Nine [Small Groups]" chapter # 19.*

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## TEACHER

Aha! Small Groups! That's where you will learn even more, and your Small Group Leaders will pick the team representatives to play in our Final Challenge for a chance at some big points! Have fun and learn all you can!

*Note: If the children do not change rooms for the Small Group time, review the Main Point before you begin the activities. If the children do change rooms for the Small Group time, have the children review the Main Point while they exit. Also, encourage the children to exit the room while performing some sort of creative motion.*

*Note: Have Small Group Leaders choose one child from each group to be the contestants in the Final Challenge. There can be several representatives playing in the Final Challenge, but there must be at least two for the challenge to work.*



20 SMALL GROUPS

Teacher greets the children as they return from Small Groups.

20



## TEACHER

Welcome back, my friends. All chosen representatives please come to the front of the room for the Final Challenge! The winner of this challenge will get an additional 50,000 points for his or her team!



21 *Note: Play "Final Challenge" chapter # 21.*

21



Teacher explains the specific Final Challenge game chosen before the service from the Large Group Games Help Sheet. Once game supplies are handed out to the representatives and they are ready to begin, press "Play" to start the 60 second countdown timer. The first two representatives to finish the challenge, or the two who have made the most progress when the time is up, are the winners. Award points and keep the two winners up front to answer the Final Question.

## TEACHER

(to the two winners) Great job, you two! And now you get to compete against each other again for even more points by answering our Final Question.

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22 Note: Play "Final Question" chapter # 22.

Question: Imagine that you are at school and the teacher is playing a video for the class. She says that the class is not allowed to talk during the video. However, you are tempted to talk with your best friend about something funny. What should you do?

- A. Make sure the teacher isn't looking, and then pass your friend a note.
- B. Whisper quietly to your friend so the teacher doesn't notice.
- C. Pay attention to the video and wait until the end to talk with your friend.
- D. Tell the teacher that the video is boring and she needs to turn it off so you can talk!

Teacher reads the question and the answers off of the screen and holds out his or her hands. The first child to slap the Teacher's hand gets to answer the question. Press "Play" to reveal if the child's answer was correct. Award points if the child answers correctly.

## CLOSING



1 TEACHER Wow! Great job, contestants! Let's tally up the points and find out which team won for the day!

Teacher adds up the points and declares which team is the winner.

Optional: Give out prizes to the members of the winning team.

## TEACHER

Congratulations to the winning team! Let's give them a big round of applause, everybody! (allows children to respond) And remember the Main Point we learned today: **I Will Resist Temptation!** When you are tempted, choose to do what is right instead of giving in and choosing to do what is wrong. I'll see you back here next time for more games, more points, and more Big Questions!

# I WILL UPGRADE YOU

Opening Activity

Lesson 1 - I Will Resist Temptation!



**PURPOSE:** This activity will allow the children to experience the temptation to eat a piece of candy and to see the benefits of resisting temptation.

## DESCRIPTION:

The children will be given a piece of candy. If they resist the urge to eat the candy, they will be given more candy.

## MATERIALS NEEDED:

You will need this Help Sheet and a timer. For game participants you will need individual pieces of candy. (*Jelly beans or fruit snacks*) For those who resist temptation, you will need a small bag of candy.

*Note: The amount of candy you need depends on how you wish to lead the activity.*

**Option 1 - Minimal candy:** Choose a certain number of volunteers to play the game in front of the other kids. You only need enough candy for the number of volunteers you have.

**Option 2 - A ton of candy:** Have every child participate in the activity. You will need enough for each child to hold a few pieces of candy, plus some packaged candy as a reward for resisting temptation.

**Option 3 - Middle ground:** Have only a few volunteers do the activity, but then have everyone get some candy at the end if the volunteers resist temptation.

## TO INTRODUCE THE ACTIVITY SAY:

1. Welcome to today's studio audience!
2. We have a game to play in which you will be rewarded for resisting the temptation to eat a piece of candy!
3. I will give everyone playing the game a piece of candy.
4. I will set a timer for a short amount of time.
5. You can eat the candy any time you want, but if a player can keep from eating the piece of candy until that time is up, I will give him or her another piece of candy.
6. Then I will set a longer amount of time and we will do the same thing.
7. Let's play!

**For detailed instructions on how to lead the activity, see the Small Group Leader DVD.**

*Note: Select the children who will play and give each child a piece of candy.*

## DURING THE ACTIVITY SAY:

1. I am starting the timer now. If you can wait, I will give you another piece of candy.
2. But that candy looks really good, doesn't it?
3. Smell the candy. How does it smell? (*Good.*)
4. Just imagine eating that delicious candy.

*Note: Keep talking to the children about how delicious the candy is until the timer goes off. If any children have eaten their candy early, have them sit down. Give an additional piece of candy to the remaining children, and reset your timer.*

5. You did a good job resisting the temptation to eat the candy. Let's see how you do this time.

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# I WILL UPGRADE YOU

Opening Activity

Lesson 1 - I Will Resist Temptation!



Continued from page 1

*Note: Continue as before, talking about how delicious the candy looks, smells, and how it would taste. You can repeat this part of the activity as many times as you want, rewarding the children who resist temptation with more candy.*

## AFTER THE ACTIVITY SAY:

1. What were the reasons that you might have decided to eat your candy before the timer went off? *(It smelled too good. I couldn't wait. I wanted to.)*
2. What were the reasons that you might have decided not to eat your candy before the timer went off? *(I could get more. I could get a reward. It was only a little candy.)*
3. In this game you knew that it would be better for you to not eat the candy because you would be rewarded with more candy. You resisted the temptation.
4. In life we can know that our life will be better if we resist temptations to do wrong things.
5. Just like you resisted the urge to eat the candy early, you should learn to resist temptations in life.

## CLOSING STATEMENT:

Giving in to temptation leads to bad things and resisting temptations leads to good things. Today we will learn more about resisting temptations in our Large Group time.

# LARGE GROUP GAMES

Big Team Games, Head To Head Challenges, Goofy Games, and Final Challenges



## PURPOSE:

These games occur within the Large Group time and are designed to reinforce the game show experience.

**DESCRIPTION:** In *Game Show* there are four different points in the script when you will have a choice of different games to play. There are Big Team Games, Head To Head Challenges, Goofy Games, and the Final Challenge. At each of these points you will have the choice of three different games to play. You can play the same games every week in each of those spots, or change it up as often as you wish.

**For detailed instructions on how to lead the activities, see the Small Group Leader DVD.**

possible games with supplies provided are highlighted in red

## BIG TEAM GAMES

**Line 'Em Up:** Teams compete to roll numbered balls under their chairs and line them up in the correct order.

*Materials needed for each team: Numbered tennis or play pen balls.*

- Divide your group into teams however you wish.
- Have ready several numbered balls at the back of the room for each team. Use as many (*and any kind of*) balls as you want.
- The children will pass them under the chairs to the front and the children at the front will put them in the correct numerical order.

*Note: To add a challenge for older children, you can use beach balls and have children inflate them before they can be passed.*

**Moving Target:** Each team competes to score the most points by throwing paper wads into their team's moving target that is racing against other teams' moving targets.

*Materials needed for each team: Paper wads, a bucket.*

- Divide your group into teams however you wish.
- Give each team a lot of paper wads, enough for each kid to have at least one.
- Pick a runner from each team to hold a tub or bucket above their shoulders.
- Runners will run around their teams however many times you designate.
- The rest of the team will throw the paper wads trying to get them in the bucket.
- The team to finish first gets 10,000 points. Teams also get 1,000 points for each paper wad that makes it in the bucket.

**Toilet Paper Snake:** Teams will compete to unroll a roll of toilet paper the fastest with as few breaks as possible.

*Materials needed for each team: Full rolls of toilet paper.*

- Teams start with 30,000 points.
- Teams pass the roll of toilet paper through the seats like a snake until it is empty or it goes all the way through the seats.
- The first team to finish gets an additional 10,000 points, but every break in the toilet paper costs the teams 2,000 points.

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# LARGE GROUP GAMES



Continued from page 1

## HEAD TO HEAD CHALLENGES

**Pick 'Em Up!:** Two contestants compete to see who can pick up the most balloons without dropping or popping one.

*Materials needed for each contestant: Lots of balloons.*

- Two contestants simultaneously try to pick up the most inflated balloons, one at a time, without dropping any.
- Contestants are allowed one popped balloon, but if a second pops they are out.
- If they both drop their balloons on the same number, it is a tie and both teams win.

**Slippidy Slidin' Race:** Two contestants race each other around a marked course by sliding along on sheets of waxed paper (for carpet) or dish towels (for tile or gym floors).

*Materials needed for each contestant: Waxed paper or dish towels.*

- Contestants follow a marked course on the floor.
- Contestants must keep both of their "skates" under their feet.
- If a "skate" is lost, the contestant must go back for it and continue from that point.

**Take Up The Slack:** Contestants each balance on a bucket or block and compete to see who can take up the slack in a rope the fastest without falling off.

*Materials needed for each contestant: A bucket or block, and a rope.*

- Two contestants each stand on small buckets or block and face each other.
- They will hold the ends of a tug of war rope with all of the slack between them.
- When the Teacher says, "Go," the contestants each try to get all of the rope or get their opponent to step off onto the floor.
- The winner is the contestant who remains on his or her bucket or block or gets all the rope.

## GOOFY GAMES

**Gummy Face:** Contestants compete to stick the most number of gummy candies to their faces within the time limit.

*Materials needed for each contestant: Gummy candies and wet wipes.*

- Choose multiple contestants from each team.
- Contestants have one minute to lick gummy candies and stick them to their faces.
- The team with the most gummy candies still stuck to their face at the end of the minute wins.
- Have wet wipes ready for clean up.

**Fuzzy Nose:** Contestants smear petroleum jelly on their noses and compete to try to move cotton balls from one container to another.

*Materials needed for each contestant: Bowl of cotton balls, empty bowl, petroleum jelly, wet wipes.*

- A smear of petroleum jelly is placed on each contestant's nose.
- Contestants from each team transfer cotton balls from one bowl to another using only their noses to pick up and drop the cotton balls.
- After one minute, the team that has the most cotton balls in their bowl is the winner.
- Have wet wipes ready for clean up.

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# LARGE GROUP GAMES



Continued from page 2

**Candy Sorter:** Teams compete to sort colored candies the fastest.

*Materials needed for each team: Bag of colored candies.*

- Pick one contestant from each team to sort each color of candy. (If six colors of candy, then six members on each team.)
- Dump bags of candy out in front of each team.
- First team to sort all the candy is the winner.

## FINAL CHALLENGE

**Blow 'Em Away:** Contestants use balloons to blow cups off of a table the fastest.

*Materials needed for each contestant: Balloon, 10-15 disposable cups, table.*

- Contestants repeatedly blow up the balloons and use the air to blow the cups off the edge of the table without touching them.
- First one to blow all the cups off wins.

**Noodling Around:** Contestants compete to put noodles in a cup the fastest.

*Materials needed for each contestant: 6 dry penne noodles on a table, 1 dry spaghetti noodle, and 1 cup.*

- Contestants have to pick up the penne noodles and drop them into the cup using only a spaghetti noodle held in the mouth.
- The first one to pick up and drop all six noodles in the cup wins.

**Face the Cookie:** Contestants place cookies on their foreheads and try to be the first to eat theirs without using their hands.

*Materials needed for each contestant: a cookie.*

- Contestants balance the cookies on their foreheads and move them down to their mouths without touching the cookies with their hands.
- If the cookie falls it can be placed back on the forehead or replaced with another cookie.
- The first to get the cookie to his or her mouth and eat it wins.

# GUESS THAT VERSE

Weekly Review Craft Activity

Lesson 1 - I Will Resist Temptation!



**PURPOSE:** This activity will help the children remember the Bible Verse for the week and review the lesson.

**DESCRIPTION:** The children will play a game that will review the lesson while they guess the correct Bible Verse reference. They will also have the chance to take a version of the game home to play with family and friends.

**MATERIALS NEEDED:** You will need this Help Sheet and the "Guess That Verse Classroom Game Board Lesson 1" and "Guess That Verse Classroom Host Card Lesson 1" from the Lesson Materials CD-ROM. Each child will need a "Guess That Verse At Home Version Lesson 1" and "Guess That Verse Game Board Instructions" from the Lesson Materials CD-ROM.

*Note: Cut out and assemble the classroom game board ahead of time.*

## TO INTRODUCE THE ACTIVITY SAY:

1. Welcome to Guess That Verse.
2. It's our game show within a game show where everyone goes home a winner because each of you will get a copy of our popular at home version, Guess That Verse At Home.
3. Let's divide into teams to play.

*Note: You can have two or more teams. Determine which team will go first and, if you have more than one team, determine what order they will take their turns in.*

**For detailed instructions on how to lead the activity, see the Small Group Leader DVD.**

## DURING THE ACTIVITY SAY:

1. During the game, each team will attempt to uncover the letters and numbers of today's Bible Verse reference. If you remember the Bible Verse from our Large Group time, it will help you in the game. But you can't just shout it out, you have to uncover the letters and numbers.
2. To uncover letters or numbers, we will complete physical challenges and answer questions from the Bible Lesson.
3. The team that gets the question correct or completes the physical challenge first, will get to guess a letter or number that they think is in today's Bible Verse reference.
4. As you can see on the board, each letter or number is worth a certain amount of points. If you guess that letter, you will get the points on that space for your team.
5. Once the secret number of spaces get turned over, then you may guess the entire reference. The secret number is different each week, and you won't know you have reached it until I tell you.
6. If your team guesses the reference correctly, you will double the points that you have earned.
7. The team with the most points is the winner! Let's play!

*Note: The Bible Verse reference, complete Bible Verse, secret number, physical challenges, and questions are all on the Host Card. Ask the questions and give the challenges in any order you wish. It is okay to repeat challenges if the teams need more guesses to uncover the reference.*

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# GUESS THAT VERSE

Weekly Review Craft Activity

Lesson 1 - I Will Resist Temptation!



Continued from page 1

## AFTER THE ACTIVITY SAY:

1. You did a great job in the challenges, answering the questions, and uncovering our Bible Verse reference. Let's look up our Bible Verse and read it together.

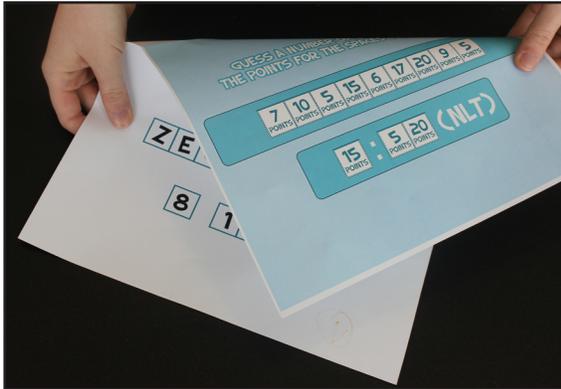
*"The temptations in your life are no different from what others experience. And God is faithful. He will not allow the temptation to be more than you can stand. When you are tempted, he will show you a way out so that you can endure." 1 Corinthians 10:13 (NLT)*

2. Remember, you will always be tempted to do things that you know are wrong. But there is always a way out.
3. Help your friends and family learn about resisting temptation by taking a copy of this game home.
4. Follow the instructions, put the game together, and be a game show host for your own audience.
5. When you play the game with your friends and family you will not only be sharing the Bible Verse and our lesson with them, you can also invite them to come with you to church next week to get their own version of the game.

## CLOSING STATEMENT:

Teach your friends and family and be your own game show host, by using the Guess That Verse At Home Game. And don't forget to invite your friends to come to church next week to get their own version of the game.

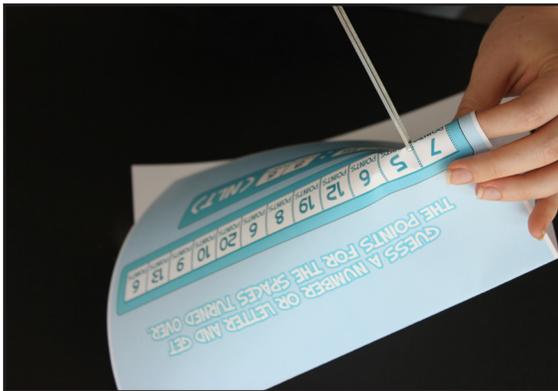
## Guess That Verse Game Board Instructions



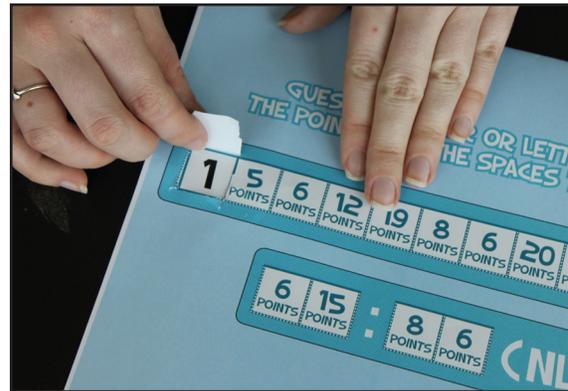
**Step 1:** Print the “Guess That Verse Classroom Game Board” double-sided, or duplex.



**Step 2:** Gather materials.



**Step 3:** Cut out the boxes on three sides, along the dotted lines, leaving the top edge attached.



**Step 4:** Fold your game board in half. Line up the flaps so that the letters and numbers are revealed when the flaps are lifted.

**\*These pictures use the materials from Lesson 1.**

1. Who were the main characters in the Bible Lesson? (Adam and Eve.)
2. What book of the Bible did the Bible Lesson come from? (Genesis.)
3. When God placed Adam and Eve in the garden, how many rules did He give them to follow? (One rule.)
4. What kind of animal was it that spoke to Eve? (Snake.)

### BIBLE LESSON QUESTIONS:

1. Most number of push ups by the group in a time limit. (Use tag in method. One at a time. Go as fast as you can. As soon as you start to slow down tag the next person.)
2. Most number of sit ups by the group in a time limit. (Use tag in method. One at a time. Go as fast as you can. As soon as you start to slow down tag the next person.)
3. Starting contest.
4. Rock, paper, scissors showdown. Last group with a member standing wins.
5. Count to the highest number in one breath.
6. Hold out a musical note the longest.

### PHYSICAL CHALLENGES:

7 6 5 4 3 2 1 2 3 4 5 6 7  
 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22  
 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22  
 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22

ANSWER KEY:

THE SECRET NUMBER: 11

(fold)

(fold)

(fold)

**GUESS A NUMBER OR LETTER AND GET THE POINTS FOR THE SPACES TURNED OVER.**

7 POINTS	5 POINTS	6 POINTS	12 POINTS	19 POINTS	8 POINTS	6 POINTS	20 POINTS	10 POINTS	9 POINTS	13 POINTS	6 POINTS
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6 POINTS	15 POINTS	:	8 POINTS	6 POINTS	(NLT)
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1	0
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1	3
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1	<	O	R	I	N	T	H	I	A	N	S
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**GUESS A NUMBER OR LETTER AND GET THE POINTS FOR THE SPACES TURNED OVER.**

7 POINTS	5 POINTS	6 POINTS	12 POINTS	19 POINTS	8 POINTS	6 POINTS	20 POINTS	10 POINTS	9 POINTS	13 POINTS	6 POINTS
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6 POINTS	15 POINTS	:	8 POINTS	6 POINTS	(NLT)
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10 13

1<OR I N T H I A N S

# ANSWER KEY:

1 C O R I N T H I A N S  
 7 5 6 12 19 8 6 20 10 9 13 6

1 0 : 1 3  
 6 15 8 6

SECRET NUMBER:  
 11

# PHYSICAL CHALLENGES:

1. Most number of push ups by the group in a time limit. *(Use tag in method. One at a time. Go as fast as you can. As soon as you start to slow down tag the next person.)*
2. Most number of sit ups by the group in a time limit. *(Use tag in method. One at a time. Go as fast as you can. As soon as you start to slow down tag the next person.)*
3. Staring contest.
4. Rock, paper, scissors showdown. Last group with a member standing wins.
5. Count to the highest number in one breath.
6. Hold out a musical note the longest.

# BIBLE LESSON QUESTIONS:

1. Who were the main characters in the Bible Lesson?  
*(Adam and Eve.)*
2. What book of the Bible did the Bible Lesson come from?  
*(Genesis.)*
3. When God placed Adam and Eve in the garden, how many rules did He give them to follow?  
*(One rule.)*
4. What kind of animal was it that spoke to Eve?  
*(Snake.)*



**PURPOSE:** This activity will show the children that we can avoid consequences by resisting temptation.

**DESCRIPTION:** The children will choose between A and B. One choice will bring a consequence of being pelted by paper wads thrown by the other children.

**MATERIALS NEEDED:** You will need this Help Sheet, a large number of paper wads, and the "Choice Labels Lesson 1" from the Lesson Materials CD-ROM.

**TO INTRODUCE THE ACTIVITY SAY:**

1. We are going to play a game today where you have to make a choice.
2. One of the options will be a bad choice and will have a consequence.
3. The other choice will be a good choice and will not have a consequence.
4. The hard part is, you will have no idea which choice is good or bad.
5. Good luck avoiding the consequences! Let's play.

**For detailed instructions on how to lead the activity, see the Small Group Leader DVD.**

*Note: Have all the children stand in a circle with the Choice Labels in the middle. Choose a child to begin the game and have him or her stand between the Choice Labels.*

**DURING THE ACTIVITY SAY:**

1. Our player standing in the center is between two choices.
2. The player will choose by standing on either choice A or choice B.
3. Then I will say if the choice is right or wrong.
4. If I say it is a wrong choice, all of you in the circle will get to throw your paper wad at the player.
5. If I say it is a right choice, then all of you in the circle will applaud the player for making a right choice.

*Note: Don't call more than one or two "right" choices. Make sure almost every player gets pelted instead of applauded. After a player gets pummeled or applauded, select another person to be the player, or allow the player to select the new player.*

**AFTER THE ACTIVITY SAY:**

1. What happened to you most of the time? Did you get pelted with consequences or applauded for right choices? (*Mostly pelted.*)
2. What would have happened if, before you chose, I had told you which choice was the right choice? Could you have avoided getting hit with the paper wads? (*Yes.*)
3. When we make the wrong choice in life, we will get hit with consequences.
4. But in life we don't have to make choices blindly, like we did in this game. We can learn what God wants us to do by reading the Bible.

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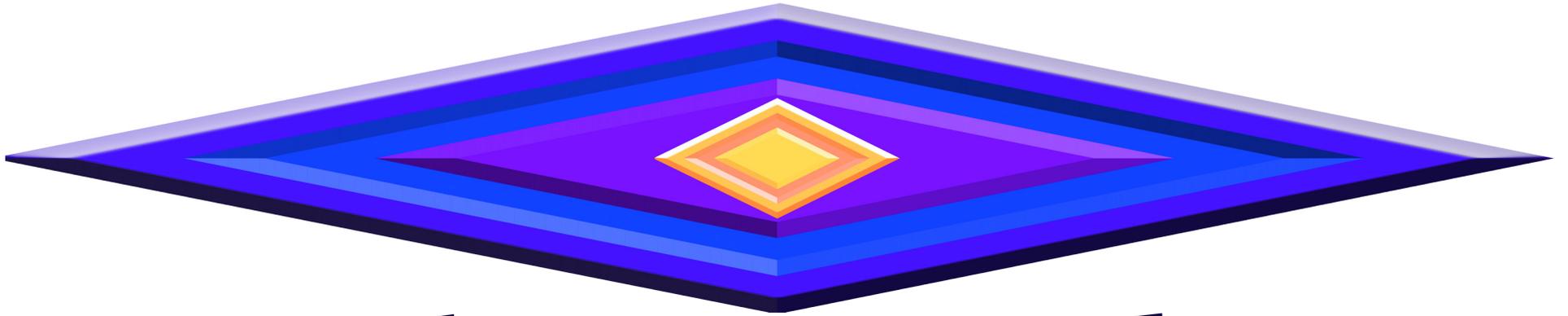


Continued from page 1

5. Resisting temptation is easier if you are familiar with the Bible and with the things that God wants us to do and the things that God doesn't want us to do.
6. Coming to church regularly, reading the Bible at home, and memorizing scripture are great ways to help you use the Bible to resist temptation.

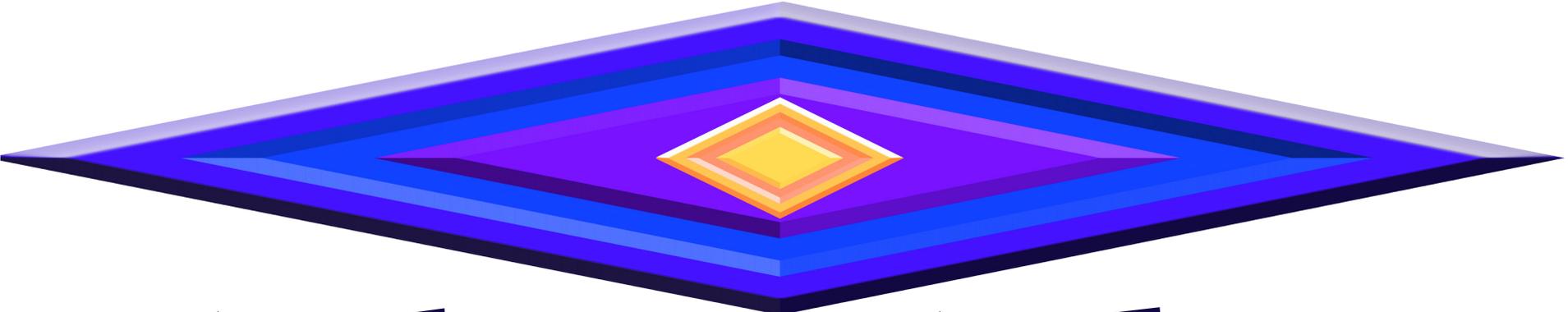
### **CLOSING STATEMENT:**

It is hard to resist temptation and do the right thing if you don't know what the right thing is. Study and memorize God's Word to help you know what is right when you need to resist temptation.

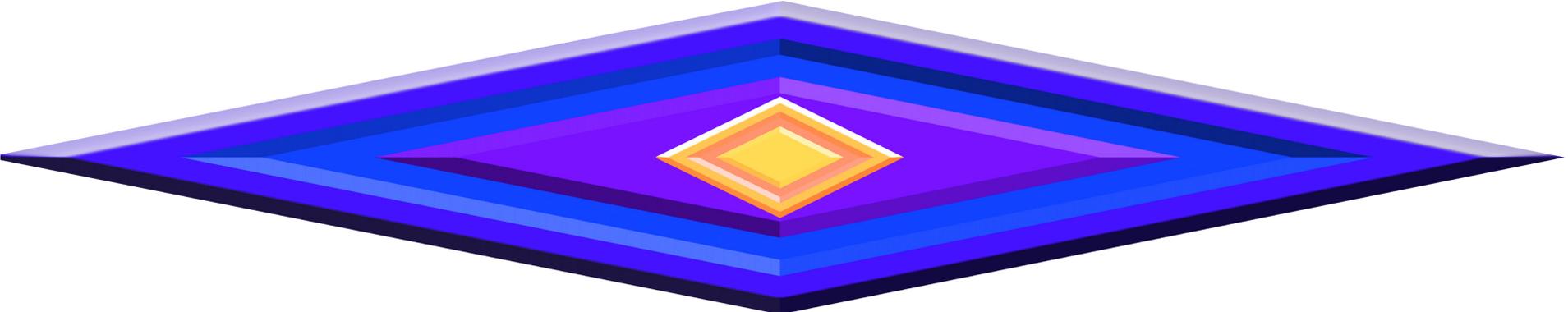


**CHOICE A**





**CHOICE B**



# WRONG WAY RALPH

Application Activity  
Lesson 1 - I Will Resist Temptation!



**PURPOSE:** This activity will show the children that giving in to temptation leads to bad consequences.

**DESCRIPTION:** The children will listen to the story of Ralph. Each time Ralph faces temptation, the children will advise him to choose the right way. But Ralph will give in to temptation, allowing the children to see the consequences.

**MATERIALS NEEDED:** You will need this Help Sheet and the "Wrong Way Ralph Story Lesson 1" from the Lesson Materials CD-ROM.

## TO INTRODUCE THE ACTIVITY SAY:

1. We all get tempted to do wrong things.
2. When we are tempted, doing the wrong thing might look like a good idea at the time.
3. We might think we can get away with it. We might think that it will help us.
4. But giving in to temptations always brings bad consequences that we can't see at first.
5. Today I will tell you a story that shows how things that look good at first, can turn out very badly.

**For detailed instructions on how to lead the activity, see the Small Group Leader DVD.**

## DURING THE ACTIVITY SAY:

1. I am going to read about Wrong Way Ralph. Ralph is called that because he almost always chooses the wrong way.
2. We will try to help Ralph today. When Ralph faces a choice, I will say "What should Ralph do?"
3. When I say that, you will say "Choose the right way, Ralph!" Let's practice.
4. What should Ralph do? (*Choose the right way, Ralph!*)

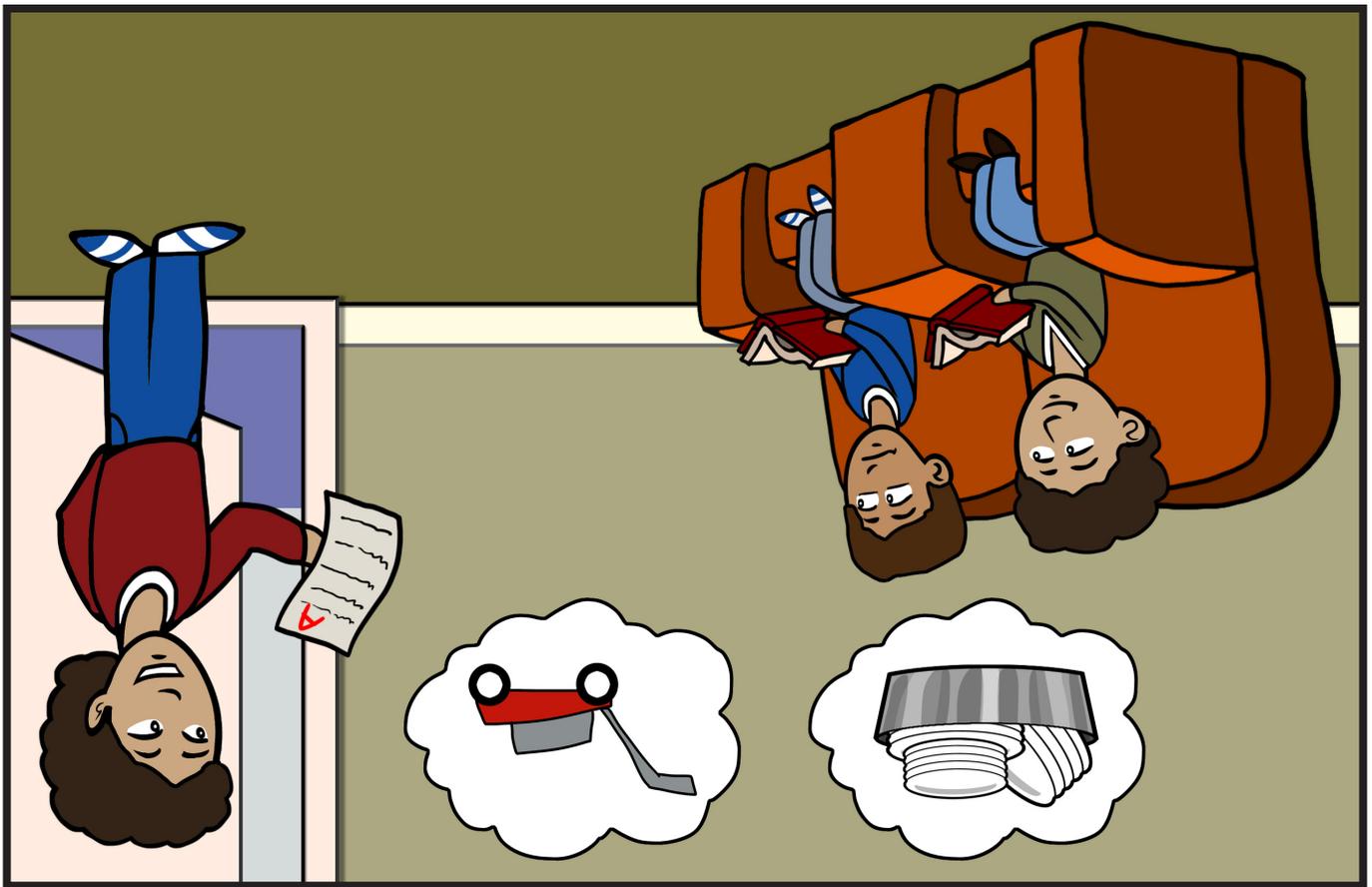
*Note: Read the story. Stop where indicated to allow the children to respond.*

## AFTER THE ACTIVITY SAY:

1. You guys did a great job! I'm glad that Ralph finally resisted temptation.
2. When you face temptation you can do some of the same things that Ralph did.
3. Think about the bad things that could happen if you give in to temptation.
4. Pray and ask God to help you resist temptation.
5. Do something else to get away from or stop thinking about the wrong thing you are tempted to do.

## CLOSING STATEMENT:

If wrong things didn't look good at first, they wouldn't be very tempting! But giving in to temptations always leads to bad consequences. That is why we should always resist temptation and choose to do the right thing.

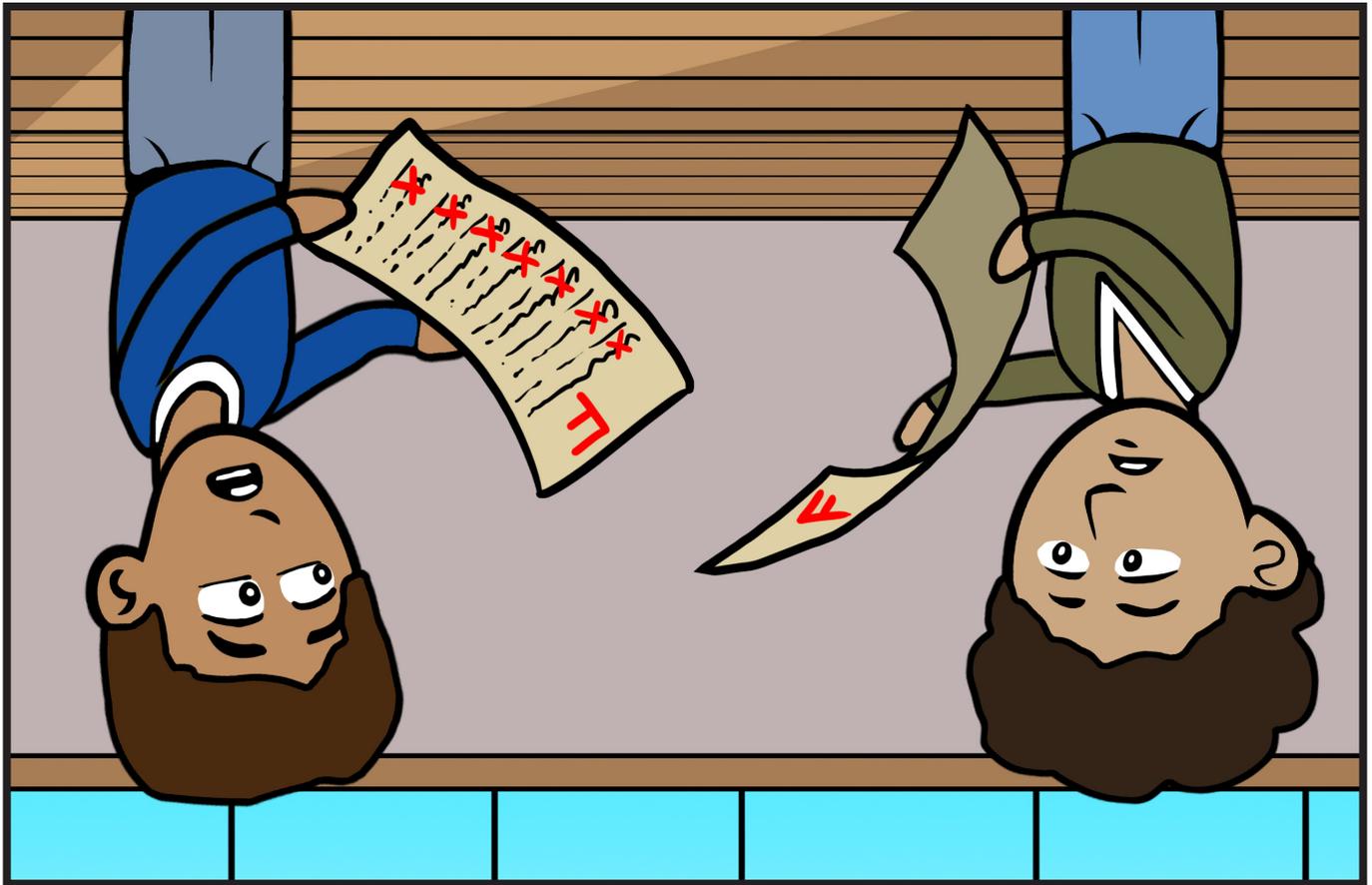


# WRONG WAY RALPH

Ralph was a kid who knew the right way but always seemed to choose the wrong way.

One day Ralph was at his friend Waldo's house studying for a test in Miss Dickinson's class. Waldo's older brother, Emerson, came in and told them that he had that same test when he was in Miss Dickinson's class. He offered to give them the test so they could memorize the answers if they would do his chores. Ralph and Waldo knew it was wrong to use Emerson's test to cheat, but it looked like a good way to get a good grade.

What should Ralph do? **Choose the right way, Ralph!**



Ralph and Waldo did Emerson's chores and then memorized the answers to the test. The next day they smiled as they filled in the memorized answers. But when they got their papers back, they were very sad! Miss Dickinson had changed all the questions and none of their answers were right!



Ralph's brother, Percy, got a new skateboard. Ralph wanted to ride it with his friend, Shelly. Percy said Ralph and Shelly could ride later, but not while he was gone. After Percy left with his friends, Byron and John, Shelly told Ralph that he should ride the skateboard anyway and that Percy would never know. Ralph knew it was wrong to ride his brother's skateboard without permission, but it looked like a good way to have fun.

What should Ralph do? **Choose the right way, Ralph!**

Ralph took the skateboard out to the sidewalk to ride it. It was fun for a while, but then Ralph fell and the skateboard shot out from under his feet. The skateboard zoomed out into the street and was run over by a car and broken! Percy was furious when he came home and saw his new skateboard destroyed. Ralph got in big trouble with his parents for using his brother's skateboard without permission.



Ralph was excited about his birthday. When he got home, he saw that his mom had made a big plate of his favorite cupcakes. Ralph asked if he could have one, but his mom said to wait until later. Ralph's mom asked him to wait in his room while she went to the store to get a surprise for his birthday. As she drove away in the van, Ralph knew that he should stay in his room, but it seemed like the perfect chance to eat one of his favorite cupcakes.

What should Ralph do? **Choose the right way, Ralph!**

Ralph wanted to sneak out of his room to the dining room. He wanted to eat a cupcake. But Ralph thought about what might happen if he did. He knew he would get a cupcake later. He knew his mom was coming back with a surprise. He knew that if he snuck out, he might get caught. Ralph prayed and asked God to help him resist temptation. Then he played some games in his room to get his mind off the smell of the delicious cupcakes.

Before long, Ralph heard his mom's van pull into the driveway. She came to his door and said she noticed that all the cupcakes were still there. She was proud of him for not eating a cupcake and asked him to come downstairs. When Ralph got downstairs, all his friends were there and yelled, "Surprise!" His mom had picked them up in her van! And the house was decorated for a party! Ralph had a great time at his party playing games with his friends and sharing the cupcakes with all of them. Ralph was glad that he resisted temptation!



# SHAPE MATCHER

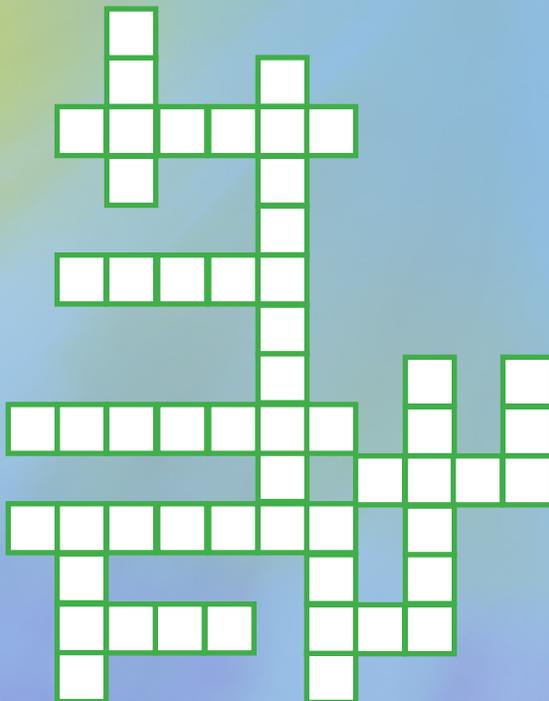
Find the matching pair of Adam and Eves.



ANSWERS ON BACK

# CROSSWORD CHALLENGE

See if you can find a place in the puzzle for the Bible Lesson keywords.



**3 LETTERS**  
Eve  
God

**4 LETTERS**  
Adam  
Eden  
Tree  
Good  
Evil

**5 LETTERS**  
Fruit

**6 LETTERS**  
Garden  
Choice

**7 LETTERS**  
Genesis  
Serpent

**10 LETTERS**  
Temptation

**Hint:** Start with word(s) that have only one word for that number of letters.

ANSWERS ON BACK