

LESSON 6

I Will Obey God!



LESSON GOAL: This lesson will teach the children that we should always choose to obey God.

MAIN POINT: I Will Obey God!

BIBLE LESSON: The LORD Rejects Saul - 1 Samuel 15

BIBLE VERSE: *"For merely listening to the law doesn't make us right with God. It is obeying the law that makes us right in his sight." Romans 2:13 (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.

OBEDIENCE PYRAMID (OPENING ACTIVITY)

This activity will show the children how obeying those in authority over us is connected to obeying God.

SKIT AND BIBLE LESSON (LARGE GROUP ACTIVITY)

This Skit and Bible Lesson will teach the children that we should always choose to obey God.

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.

MINEFIELD (APPLICATION ACTIVITY)

This activity will show the children that obeying is the best way to go through life.

OBEY ALL THE WAY (APPLICATION ACTIVITY)

This activity will give the children a chance to distinguish between partial obedience and total obedience.

RULES OUR RULES (APPLICATION ACTIVITY)

This activity will show the children that they should obey the rules they have been given even if others do not.

LESSON 6

I Will Obey God!



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 we should always choose to obey God.

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 back to The Game Show: Big Questions! It's 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. Hopefully, you're ready to win some big points. (pauses) So...are you ready? (allows children to respond, points to screen) Random Generator, if you're ready too, then show us what's first on our game show today!



- 3 *Note: Play "Random Generator One [Head to Head Challenge]" chapter # 3.*

TEACHER

Excellent! A Head to Head Challenge. I need two contestants from two separate teams in this Head to Head Challenge. It's worth 25,000 points. Now who wants to volunteer?!

Teacher chooses two children from separate teams and leads them through the specific Head to Head Challenge that was chosen before the service from the Large Group Games Help Sheet. Afterward, a winner is declared and points are awarded.

TEACHER

That was great! Let's hear it for our Head to Head contestants! (allows the children to respond) Now that's the kind of energy I like to see! But don't use all of it up yet, I think the Random Generator has a lot more for us. Let's see what's next!



- 4 *Note: Play "Random Generator Two [Song]" chapter # 4.*

1



2



3



4



TEACHER

It's a song! That means I need everybody on their feet. Because whichever team sings the loudest and tries their best on the motions will get 30,000 points!



5 Note: Play "Now & Forever Song Video" chapter # 5.

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

5



TEACHER

Whew! I need to take a little break after that song. (pauses for brief moment) Okay, break is over. (to the screen) Random Generator, what's next?



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

TEACHER

(reads) What's the Main Point? I love this game! I need one contestant from each team.

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

6



TEACHER

(to the contestants) Here's how you play. Slowly, on the screen, the letters of the Main Point will be revealed one at a time. It is your job to guess what the Main Point is as quickly as possible. However, as more letters are revealed, the 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. And remember, each of you can only guess once. Let's play!

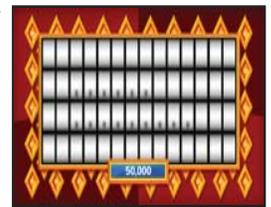


7 Note: Play "What's The Main Point?" chapter # 7.

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 Obey God!** 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.

7



TEACHER

Way to go, contestants! I think they all deserve some applause. Let's hear it! (allows children to respond) So our Main Point today is **I Will Obey God!** To obey God means to do what He tells us to do. And I have a big question for you about that. What kind of stuff does God tell us to do? (allows children to respond) Those are all good answers, and we get those answers from the Bible. God gives us instructions, rules, and even commandments on how to live our lives. We should honor our parents. We shouldn't be jealous of what other people have. We shouldn't steal, kill, or lie. And we definitely need to worship God and only worship God. And those are just some of the commandments that God has given to us. We should read our Bibles regularly so we will know the different ways we can obey God. Being obedient to God can be very difficult sometimes. But I'm telling you the truth when I say obeying God is always the best plan. And in case you were wondering...yes, things can turn out very badly if we choose to disobey God. In fact, the Random Generator might be able to help show us why. Eyes on the screen, everyone!



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

TEACHER

Aha! It's time for the Bible Lesson. In the Bible there are a lot of people who chose to obey God. But unfortunately, there are also many people that chose to disobey God and things didn't turn out too well for them. *(to children)* If you brought your Bible, hold it up. You will need it to look up answers to some of the questions that we ask during the Bible Lesson. I will give your team 30,000 points for each correct answer. So pay attention and get ready to answer those questions.

8



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.

9



TEACHER

King Saul didn't completely obey God and it cost him the kingdom! Things would have been much better for Saul if he had obeyed completely. He did most of what God said but there was this one thing God told him to do and Saul didn't do it. Mostly obeying God isn't enough. We need to choose to completely obey God. God doesn't want us to only obey our parents when we're at home. He wants us to obey them everywhere we go. And we're not supposed to only be kind to others at school, we're supposed to be kind to others at home, too. Even to your little brother who gets on your nerves sometimes. Remember that King Saul was not obedient and it cost him a lot. Learn from King Saul's mistake. Well, we've given out a lot of points, but I think there is still more game show to be played. *(to children)* Are you ready to see what's next? *(allows children to respond)* This sounds like a job for the Random Generator!



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

TEACHER

Ralph Raffinon's Real Life Review! These are always a lot of fun! It's 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.

10



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.

11



TEACHER

Great job on answering Ralph's question. You just won 35,000 points for your team! And wow, things did not turn out well for those kids who chose not to obey. The parents sold the TV! Think about that the next time you don't feel like being obedient. But don't worry, there is still more to do! *(to the screen)* What's next, Random Generator?

12



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

TEACHER

Woo hoo! Big Team Game! This is a game type that lets you play alongside your entire team! The key to winning is working together. I want to give out big points for this one. How about 50,000 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

Now that was awesome! Great job, everyone! And even though only one team can win a big team game, I want to give out 20,000 points to the other team(s) because everyone did a great job and gave it their best! And there might be something else I can give out points for. (*points at the screen*) Let's find out what it will be right now!



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

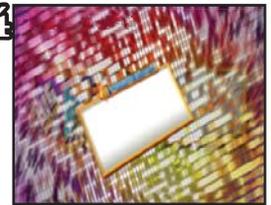
13



TEACHER

14 A Bible Verse! Yes, that sounds like a great way to learn some more and get some points. So let's check out the verse.

14



"For merely listening to the law doesn't make us right with God. It is obeying the law that makes us right in his sight." Romans 2:13 (NLT)

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

TEACHER

This Bible Verse says that it isn't enough just to listen and know what God's laws are. We do need to listen and know God's laws for us. But we need to go a step further and actually obey His laws and rules. And I love the way this verse ends. Obeying God is what makes us right in His sight. Even when obedience is difficult, it is always a better choice to obey than to disobey. But you know what else is great about this verse? It gives us a chance to play our Bible Verse Audio Challenge!



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

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

(to children) Great job on the Bible Verse Audio Challenge! You just won 20,000 points for your team. ~~I don't know what's next, but the Random Generator does!~~

16



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

TEACHER

~~It's a song! Everybody on your feet. Remember, when we sing at church we are singing to God and He deserves our best worship. I'm giving 40,000 points to the team that sings the loudest and tries their best on the motions!~~

17



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.~~

TEACHER

~~Great job, everyone, but this is still a time when we need to focus on God and give Him our worship. We're going 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 obeying God. So, you might say, "Dear God, we know that You have given us many rules and commandments in the Bible. Please give us the wisdom and courage to always obey You. Amen." Take up the offering.~~

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) Show us what is next, Random Generator.~~



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

TEACHER

Small Groups! In your Small Groups you will continue to learn and play games. 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.

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.~~

Teacher explains the specific Final Challenge game they have 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.

18



19



20



21





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

Question: Imagine that you are hanging out with some friends in a store and they all want to see which one of you can steal the most candy without getting caught. You know that God doesn't want you to steal. What should you do?

A. Tell your friends that you are not going to steal and they shouldn't either.

B. Do what your friends want, but try to only steal a little bit of candy.

C. Play along, but if someone gets caught, run!

D. Suggest that you all try to steal toys instead.

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



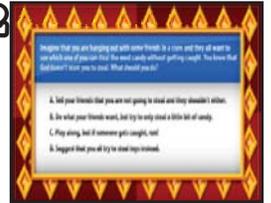
TEACHER
1 Wow! Great job contestants! Now I can tally the points and find out today's big winner!

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 Obey God!** Whenever you find yourself in a situation where you can choose to obey or disobey God, choose obedience. Things will always turn out better for us when we choose to obey. I'll see you back here next time for more games, more points, and more Big Questions!



OBEDIENCE PYRAMID

Opening Activity
Lesson 6 - I Will Obey God!



PURPOSE: This activity will show the children how obeying those in authority over us is connected to obeying God.

DESCRIPTION: The children will stand in the shape of a pyramid and will pass the actions the teacher shows them on to the next tier of the pyramid until the entire group is doing it.

MATERIALS NEEDED: You will need this Help Sheet.

Note: If you have younger children it might help them to have lines on the floor to show the rows in the pyramid to help them line up in the formation.

TO INTRODUCE THE ACTIVITY SAY:

1. We are going to see how well you can pass on a simple action from one person to the next.
2. I want you to stand in the shape of a pyramid, like bowling pins.
3. The first row will be just one person.
4. Then next row will be two people.
5. The next row will be three people, and so on.

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

DURING THE ACTIVITY SAY:

1. I will show a simple action, like clapping my hands twice, to the person at the start of the pyramid.
2. Then that person will do the action to make sure he or she has learned it then turn and show it to the next row.
3. Then that row will do the action once and turn and show it to the next row, and so on, until everyone has done it.
4. Let's try it once to make sure you have it, and then I will make it more challenging.

Note: The first time, just do one motion. Then follow along to make sure each row teaches the next row, and the next row passes it on.

5. Good. Now I will make it a little harder. I will pass an action to the first person. As soon as he or she has passed that action to the second row, and the second row turns to show the third row, the first person will turn back to me.
6. Then I will show a new action.
7. In each row, as soon as you have passed on the action, turn back to get the next one.
8. Let's see how fast you can do this and how many actions we can get traveling through our pyramid at once.

Note: Actions should be simple and easy to grasp after seeing them just once. Some suggestions are: Clapping (different patterns and numbers), drawing simple shapes in the air (circles, squares, or triangles), holding hands out in different arrangements (one hand palm up, two hands palm up, one palm up and one palm down, one flat hand and one fist).

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OBEDIENCE PYRAMID

Opening Activity
Lesson 6 - I Will Obey God!



Continued from page 1

AFTER THE ACTIVITY SAY:

1. When you were learning the actions from the person in front of you in the pyramid, you were obeying them and passing the action on.
2. Then the people behind you in the pyramid were obeying you and passing it on.
3. But who were all of you obeying? Who started the motions? (*You did.*)
4. That's right. Even if you were at the very back of the pyramid, you were ultimately obeying me when you obeyed the people in front of you.
5. Just like you were obeying me when you obeyed others in this pyramid, we are obeying God when we obey those who are in authority over us such as parents, teachers, babysitters, grandparents, and pastors.

CLOSING STATEMENT:

There are many people who God has placed as authorities in our lives, and when we obey them, we are obeying God.

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.

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.



PURPOSE: This activity will show the children that obeying is the best way go through life.

DESCRIPTION: The children will attempt to go across a pattern of colored paper laid on the floor. Some spaces are mines, and the only way across is to obey the instructions from the teacher.

MATERIALS NEEDED: You will need this Help Sheet and many sheets of colored paper.

Note: Spread the sheets of paper out in a grid pattern on the floor.

TO INTRODUCE THE ACTIVITY SAY:

1. Many times in life we disobey because we think our way will be easier or better than the way God or someone in authority wants us to do it.
2. But that is not usually true, and disobedience always gets us into trouble.
3. Let's play a game to show you what I mean.

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

DURING THE ACTIVITY SAY:

4. I have put these pieces of paper on the floor and I want you to walk across them.
5. Some of the pieces are mines, and if you step on one, you have to go to the back of the line and start from the beginning.
6. Each time someone steps on a mine, I will reset the minefield so that the mines are all in different positions.
7. You will all try it once on your own, and then you will try it obeying my instructions.

Note: You don't actually have to have a plan for where the mines are. Just allow the children to make it a very short distance across before informing them that they have stepped on a mine and have to start over.

8. Now let's have you try it obeying my instructions.
9. I will tell you what papers to step on and what papers to avoid.

AFTER THE ACTIVITY SAY:

10. How did it go when you tried to go through the minefield on your own? *(Not good. We hit the mines.)*
11. How did it go when you obeyed my instructions? *(It went better. We made it.)*
12. Just like in this game, your life will go better when you choose to obey those in authority over you.
13. Can you imagine someone in this game hearing me tell them where the mines are, and then choosing to disobey me and step on the mine? Doesn't that seem ridiculous? *(Yes.)*
14. As ridiculous as that seems, that is just what we are doing when we choose to disobey.

CLOSING STATEMENT:

Choosing to disobey might sometimes seem like a good idea, but obeying God, and those He has placed over us, is the best way to avoid the traps and mines of life.

OBEY ALL THE WAY

Application Activity
Lesson 6 - I Will Obey God!



PURPOSE: This activity will give the children a chance to distinguish between partial obedience and total obedience.

DESCRIPTION: The children will hear situations of partial obedience and will decide what the children in those situations should do to obey completely.

MATERIALS NEEDED: You will need this Help Sheet.

TO INTRODUCE THE ACTIVITY SAY:

1. When we don't obey completely, we aren't obeying at all.
2. Partial obedience might mean not finishing something we are supposed to do, not doing it to the best of our ability, or even just pretending to do it and hoping no one notices.
3. You might think that obeying partway will save you time, but really it's probably a waste of time.
4. Most of the time, we will just have to do what we were asked to do again, or do it better, so we might as well have done it right the first time.
5. Today I will read you some situations in which a kid or some kids are only obeying partway. Then you will work together to come up with what the kids should do to obey all the way.

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

Note: Divide the children into groups to compete to come up with the best solution.

DURING THE ACTIVITY SAY:

1. You will work together in groups to come up with the best solution.
2. I will read the situation, then I will give you some time to talk with your group to decide what the kids should do to obey all the way.
3. I will call time and then all the groups will share their ideas. I will pick the idea or ideas that I think are the best.

Note: Use the situations below in any order you wish. You may also add situations of your own. Judge the ideas based on the ones that show the best attitude of obedience and have a "going the extra mile" sense about them.

The coach says run four laps, you run two.

You are supposed to clean up your bedroom and you push everything under the bed so the room just looks clean.

You are supposed to eat all your food, but you smash up your peas so it looks like you ate most of them.

Mom tells you to come straight home, but you stop and play with your neighbor.

Mom says to come in before it gets dark, but you wait till it's completely dark to stop playing and start home.

Mom says to put your laundry away, but you stuff it in a pile in the corner.

You can only watch two shows before homework, but you keep watching because mom hasn't noticed and said anything about it.

Your mom says to take the trash out then ride your bike, but you ride your bike first and then take the trash out and miss the trash truck.

Teacher leaves the classroom unattended and asks everyone not to talk until she gets back. You wait until she is down the hall a bit and then start talking with your friends.

OBEY ALL THE WAY

Application Activity

Lesson 6 - I Will Obey God!



AFTER THE ACTIVITY SAY:

1. You came up with some great ideas of how to obey completely.
2. When we only obey partway, we are showing disrespect to the people we should be obeying.
3. That is why obeying partway is the same as disobedience.
4. What is likely to happen in the situations we talked about if you only obey partway? (*Have to do it over. Have to do it anyway. Get punished.*)
5. Showing disrespect and disobedience is a sure way to make your life miserable.

CLOSING STATEMENT:

Obeying partway won't help us because we will just get in trouble or have to do it again, and it shows disobedience and disrespect to the people we should obey. That is why the only way to obey, is to obey all the way.

RULES OUR RULES

Application Activity
Lesson 6 - I Will Obey God!



PURPOSE: This activity will show the children that they should obey the rules they have been given even if others do not.

DESCRIPTION: The children will play a game in which two teams will be given different rules. One team will think the other team is breaking the rules, and will be tempted to break their own rules.

MATERIALS NEEDED: You will need this Help Sheet and the "Our Rules Pages Lesson 6" from the Lesson Materials CD-ROM. Each team will need a large amount of paper wads and a bucket.

Note: Make sure that the teams do not see that the rules are different before the activity. Place the buckets near the center of the room and scatter the paper wads around the room.

TO INTRODUCE THE ACTIVITY SAY:

1. Our Main Point is **I Will Obey God!** Let's say that together. (**I Will Obey God!**)
2. One of the times that it is very important to obey, is when we are playing a game with rules.
3. We need to obey the rules that we are given in a game.
4. I am going to divide you into teams to play a game.

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

Note: After the teams are divided and facing each other, place the Our Rules Pages down near them. This will prevent the teams from seeing each other's rules.

DURING THE ACTIVITY SAY:

1. I have placed a copy of your rules for the game on each team's side.
2. This side will be Team A and this side will be Team B.
3. I want you to read the rules silently from your papers.
4. Each side will be responsible for following the rules of the game.
5. The goal of the game is to get as many paper wads in your team's bucket as possible before I call time.
6. After you have read the rules, I will tell you when to go.
7. Ready? Set? Go!

Note: The team with the more restrictive rules (Team A) will likely become upset and complain about the other team (Team B) "breaking" the rules. Respond to them that you will stop them if they break one of their rules. Remind them that they are wasting time complaining when they should be picking up paper wads. The teams' rules are below for you to refer to.

Continued on page 2

RULES OUR RULES

Application Activity
Lesson 6 - I Will Obey God!



Continued from page 1

Team A Rules

Do not cross to the other team's side of the playing area.

Keep one arm behind your back.

Pick up only one piece of paper at a time.

After putting one piece of paper in the bucket, run to tag the wall before getting another piece of paper.

Team B Rules

Do not cross to the other team's side of the playing area.

Use both hands.

Grab as many pieces of paper as you can.

Dump them in the bucket as fast as you can.

Note: Make sure to stop the game early if Team A starts to disobey the rules.

8. Team B won easily, why was that? *(They cheated! They were breaking the rules!)*
9. If you were on Team A, it might have seemed like Team B was breaking the rules. But I have to tell you that I played a little trick on you.
10. I gave the two teams different rules. Team A's rules were different from Team B's rules.
11. I did that to make two important points. Let's talk about them.

AFTER THE ACTIVITY SAY:

1. The first point is about how you feel when you see someone else disobeying the rules.
2. Team A, when you saw Team B doing things that you thought were against the rules, what did you want to do to compete with them? *(Break the rules.)*
3. In life, just because someone else is disobeying the rules does that mean that it is okay for you to disobey the rules? *(No.)*
4. If we disobeyed rules when we saw others disobeying them, we would never obey any rules! There will always be people who break the rules and disobey, but that is no reason for you to disobey too.
5. The second point is about different parents and places having different rules to obey.
6. There are lots of rules that are the same no matter where you are. Don't steal. Don't lie. Don't hurt other people. But there are also a lot of rules to obey that might be different depending on who is in charge of you or where you are.
7. Rules about bedtime, what shows to watch, what games to play, what chores have to be done might be different with different parents. But you need to obey YOUR parents' rules no matter where you are.
8. Just because some friends are allowed to do certain things, doesn't mean that you are.
9. You need to obey your parents' rules.
10. Also, different places have different rules. On the playground it is okay to run and yell, but not in the library. At home it might be okay to wear a hat, but not at school.

CLOSING STATEMENT:

Just because other people are disobeying, that doesn't mean it is okay for you to disobey the rules. No matter where you are and no matter what rules you are under, you are always under God's rules and God wants you to obey the rules of your parents and the rules of wherever you are.

(fold)

(fold)

(fold)

RULES **TEAM A**

- 1. Do not cross to the other team's side of the playing area.**
- 2. Keep one arm behind your back.**
- 3. Pick up only one piece of paper at a time.**
- 4. After putting one piece of paper in the bucket, run to tag the wall before getting another piece of paper.**

(fold)

(fold)

(fold)

RULES **TEAM B**

- 1. Do not cross to the other team's side of the playing area.**
- 2. Use both hands.**
- 3. Grab as many pieces of paper as you can.**
- 4. Dump them in the bucket as fast as you can.**

Romans 2:13 (NLT)

"For merely listening to the law doesn't make us right with God. It is obeying the law that makes us right in his sight."

BIBLE VERSE

MAIN POINT

I Will Obey
God!

Play a game that your children enjoy, but let them make up their own rules for the game. For example, they could add a rule to kickball saying that you have to count to ten before trying to tag them. The rules can be anything that they want. When you play the game, break the rules as much as possible. Especially break the special rules that your children make up. When they become upset and correct you for breaking the rules, stop the game. Ask your children about how they felt when you disobeyed the rules. Apologize for disobeying the rules and ask your children to forgive you. Tell your family that if the rules to a game are important to follow, imagine how much more important it is to follow God's rules for life. Ask them how they think God feels when we disobey His rules. Tell them that God's rules are there to make our lives the best they can be, and we make God happy when we obey them.

FAMILY ACTIVITY

GO TO:

 LeadershipForKids.tv

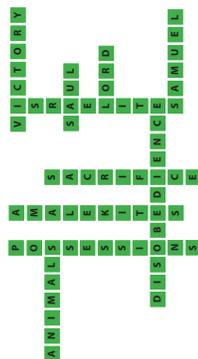
WATCH THIS WEEKS LEADERSHIP LESSON

making good kids
into great leaders

SHAPE MATCHER

Shapes **2** and **6** match

CROSSWORD CHALLENGE



THE GAME SHOW

BIG QUESTIONS



GAME SHOW CONTESTANT GUIDE

LESSON 6

SHAPE MATCHER

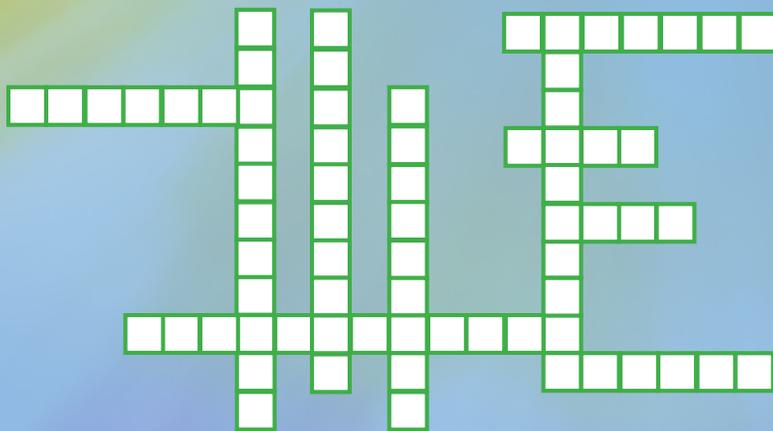
Find the matching pair of King Sauls.



ANSWERS ON BACK

CROSSWORD CHALLENGE

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



4 LETTERS
Saul
Lord

6 LETTERS
Samuel

7 LETTERS
Animals
Victory

9 LETTERS
Sacrifice

10 LETTERS
Amalekites
Israelites

11 LETTERS
Possessions

12 LETTERS
Disobedience

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

ANSWERS ON BACK