

LESSON 8

I Will Pray And Ask For Help!



LESSON GOAL: This lesson will teach the children that whenever we face problems, we can and should bring them to God in prayer.

MAIN POINT: I Will Pray And Ask For Help!

BIBLE LESSON: Nehemiah's Prayer - Nehemiah 1 and 2

BIBLE VERSE: *"As for me, I look to the LORD for help. I wait confidently for God to save me, and my God will certainly hear me." Micah 7:7 (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.

BALLOON AND A PRAYER (OPENING ACTIVITY)

This activity will introduce the children to the lesson of the day.

SKIT AND BIBLE LESSON (LARGE GROUP ACTIVITY)

This Skit and Bible Lesson will teach the children that whenever we face problems, we can and should bring them to God in prayer.

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.

CLUES AND ANSWERS (APPLICATION ACTIVITY)

This activity will help the children understand the different ways that God answers our prayers.

HOW TO ASK GOD FOR HELP (APPLICATION ACTIVITY)

The children will learn to follow the example of Nehemiah in asking God for help.

WHO CAN HELP (APPLICATION ACTIVITY)

This activity will show the children that God is able to help with any problem, big or small.

LESSON 8 I Will Pray And Ask For Help!



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 whenever we face problems, we can and should bring them to God in prayer.

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 Welcome back for our last session of The Game Show: Big Questions! It's the best game show ever! But don't worry, even though this is the last session, there is still plenty of fun to be had, my friends. We're going to answer some big questions, we're going to play the big games, and we're going to win some big points! And I mean really big points. I want to give out more points than I've ever given out before! So let's check our Random Generator to see what is first!



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

TEACHER

A Head to Head Challenge! Two contestants will compete against each other for some fun and some points! I got 50,000 points for the winner of this challenge. Now who is ready to go head to head?



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 awesome! The winner gets 50,000 points to take back to the team?! And we're just getting started! (points to screen) Tell us what is next, Random Generator!



- 4 Note: Play "Random Generator Two [Main Point]" chapter # 4.

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TEACHER

(reads) What's the Main Point? I'm glad that someone asked that, because I don't know the Main Point. But I'm ready to find out! I need one contestant from each team.

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

TEACHER

Here's how we play "What's The Main Point?" 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. As time goes on, more letters of the Main Point will be revealed and it will be easier to guess the Main Point. However, the more time that passes, the less points you can win. 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!



5 Note: Play "What's The Main Point?" chapter # 5.

*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 Pray And Ask For Help!** 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

Great job guessing the Main Point, contestants. Our Main Point today is **I Will Pray And Ask For Help!** That is really important for us to know. But I want to talk about this a little more. We can pray and talk to God about anything, at any time, and anywhere we go! And whenever we have a problem, we can and should talk to God about it and ask Him for help. We should pray to God every day because He loves us all very much and He wants us to talk to Him through prayer. And I have more good news: God always answers our prayers! Now it might not be the answer we want or expect, and the answer might not come right away, but God will answer our prayers. Now I want everyone to take a moment and think about how awesome it is that God loves us enough to not only listen to our prayers, but answer them too. And in the meantime, I'll find out what's next!



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

TEACHER

It's a song! Everybody needs to get up out of their seats and onto their feet. Because whichever team sings the loudest and tries their best on the motions will get 60,000 points!



7 Note: Play "Now & Forever Song Video" chapter # 7.

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

5



6



7



TEACHER

Whoa! I need a second to catch my breath, but there's no time. We need the Random Generator to show us what is next! I need everybody to point at the screen and, on the count of three shout, "Help us out, Random Generator!" One...two...three! (*allows children to respond*)



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

8



TEACHER

The Bible Lesson! This will teach us even more about how we should pray and ask God for help when we have a problem. (*to children*) If you brought your Bible, hold it up. There will be questions during the Bible lesson and you'll need to look up the answers in your Bibles. I will give your team 75,000 points for each correct answer! Pay attention, learn all you can, and be ready for the questions.



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

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

So Nehemiah prayed and asked God for help, and God really helped him. God helped Nehemiah through the king. And many times God will help us through other people as well. But the point of the story is that Nehemiah had the right idea about prayer. When he learned that things were bad in Jerusalem, he didn't panic, he didn't worry, and he didn't complain. Instead, he prayed to God and asked for help. And we should do the same thing. Just like our Main Point says, we should pray and ask God for help. Now I don't know about you, but I think it is awesome that we can go to God in prayer whenever we need help. And you know something that is not quite that awesome, but still pretty cool? The Random Generator!



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

10



TEACHER

Ralph Raffinon's Real Life Review! Wow, I am really going to miss saying that each week. So let's enjoy it one last time!



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

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 50,000 points for your team! Wow, things sure turned out better when that student chose to pray instead of trying to cheat. Choosing to cheat on that test was obviously a bad decision. But choosing to pray is always the right decision. And remember, we don't have to pray only when we have problems. We can pray to God whenever we want! We can pray anytime, anywhere, and about anything! Don't forget it. Even if the Random Generator gives us something really fun and exciting to do, I still want all of you to remember how important prayer is. And speaking of the Random Generator...



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

TEACHER

It's time for a Big Team Game! A Big Team Game means that you get to play a game with your whole team. So work together and win big points! 60,000 points for the winning team! 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

That's 60,000 points for the winning team, but I'm also giving 30,000 points for the other team(s) for doing their best and trying hard! But I don't want to slow down. I want to keep going and that means the Random Generator needs to tell us what's next!

12



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

TEACHER

A Bible Verse! I always love seeing our verse for the day because I know it will really help us out. You should all do your best to memorize these verses each week. Let's check out today's Bible Verse.

"As for me, I look to the LORD for help. I wait confidently for God to save me, and my God will certainly hear me." Micah 7:7 (NLT)

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

TEACHER

That's a great verse! *(reads)* I wait confidently for God to save me, and my God will certainly hear me! This verse tells us we can look to God for help and that we can be sure God hears our prayers. Remember, we should spend time every day praying to God. But now I want to see if you can really remember that Bible Verse. We're going to play the Bible Verse Audio Challenge. 75,000 points to the team that gets this right.



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

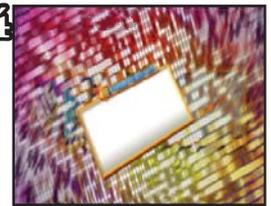
(to children) Great job on the Bible Verse Audio Challenge! You just won 75,000 points for your team. I love giving out the big points, ~~but is there anything else we can give out some points for? (gets idea) Any ideas, Random Generator?~~

13



14 today's Bible Verse.

14



15



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

TEACHER

Aha! It's time for another song! Everybody up and get ready to sing loud and proud. We're going to give God our best worship! 80,000 points will go to the team that sings the loudest and tries their best on the motions!

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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 we're not finished giving God our worship. We're going to continue 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 how we should pray to God and ask Him for help. So, you might say, "Dear God, thank You so much for always hearing us when we pray to You. Please help us to always remember that we can come to You in prayer whenever we need Your help. And please help us to remember to pray every day. 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) Random Generator, I know you have something good for us!



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

TEACHER

Small Groups! Okay, leaders, get your groups together. Contestants, keep learning and paying attention because the game isn't over yet. Your leaders will pick representatives to compete in our Final Challenge and answer our Final Question. Victory is still up for grabs!

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 60,000 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

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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.

23



23 Note: Play "Final Question" chapter # 23.

Question: Imagine that you see one of your friends crying by herself at school. You know she's been having some problems at home. You want to talk with her, but you are nervous because you don't really know what to say. What should you do?

- A. Pretend not to notice your friend and just walk away.
- B. Tell your friend to stop crying because nobody likes a crybaby.
- C. Pray and ask God to help you say the right words, then go talk with your friend.**
- D. Start making goofy faces at your friend so she will cheer up.

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 Awesome job, contestants! And now I have a job to do. I need to add up these points and find out who won!

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 Pray And Ask For Help!** Remember that God loves us and He is always there to listen to us. When you have problems you should pray and ask God for help. We've had a lot of fun here on the set of The Game Show: Big Questions! But now it's time to say goodbye to our game show for the last time. Come back here next time as we kick off a brand new series!

BALLOON AND A PRAYER

Opening Activity

Lesson 8 - I Will Pray And Ask For Help!



PURPOSE: This activity will introduce the children to the lesson of the day.

DESCRIPTION: The children will compete to hit a balloon the farthest distance. Each player will hit the balloon and then call for help. A teammate has to run from behind the starting line to help. The farther the balloon gets, the more difficult it will be for the teammate to get there.

MATERIALS NEEDED: You will need this Help Sheet and tape. Each team will need a balloon.

Note: Put a tape line on the floor as the starting line for all the teams.

**If you have a smaller room, you can tape down a path on the floor that the teams need to run along. Have the path curve all around the room to make the longest distance possible.*

TO INTRODUCE THE ACTIVITY SAY:

1. In many game shows you are allowed to ask for help.
2. The game we will play today allows players to call for help from their teammates.
3. Each team will try to help their teammates hit a balloon farther than the other team can, without it hitting the ground.
4. Let's play.

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

Note: Divide the children into teams and have them line up behind the start line.

DURING THE ACTIVITY SAY:

1. The first player on each team will start at the line with the balloon.
2. The player will hit the balloon as far away from the starting line as possible.
3. But after hitting the balloon the player cannot move any farther. He or she has to call out, "Help!"
4. As soon as the player calls for help, the next player on that team can run to the balloon and hit it to keep it off the ground and move it farther away from the start line.
5. Every time new players hit the balloon they need to call for help and the next players can run to try to get to the balloon.
6. As the balloon gets farther and farther away from the starting line, it will be harder and harder for the players to get there in time.
7. Remember, all players have to stay behind the starting line until the previous player calls for help.

Note: Play for as long as you have time and congratulate the winners.

AFTER THE ACTIVITY SAY:

1. You did a good job of helping your teammates, but eventually you let them down and the balloon always ended up hitting the ground.
2. Why couldn't your teammates help you near the end? (*They weren't close enough. They weren't fast enough.*)

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BALLOON AND A PRAYER

Opening Activity

Lesson 8 - I Will Pray And Ask For Help!



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3. Imagine in this game if there was a teammate who was always standing right by you when you needed him, and he was always fast enough to hit the balloon before it hit the ground. What do you think would happen then? (*We could keep going. We'd always keep the balloon up.*)
4. The point of this game is to help us know that there is no one in life who will always be there and able to help us. However, we do serve a God who *IS* always there and we can call on Him for help any time, anywhere, and with anything.

CLOSING STATEMENT:

When we ask other people for help, they might be able to help us or they might not. But God is always able to help us so we should always pray to God to ask for help. Let's go into Large Group and learn more about it.

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



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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.

CLUES AND ANSWERS

Application Activity

Lesson 8 - I Will Pray And Ask For Help!



PURPOSE: This activity will help the children understand the different ways that God answers our prayers.

DESCRIPTION: The children will be asked to guess something. They will get clues, one at a time, from the other children. The clues will get progressively easier until the answer is revealed by the last clue.

MATERIALS NEEDED: You will need this Help Sheet and the "Clues And Answers Lesson 8" from the Lesson Materials CD-ROM.

TO INTRODUCE THE ACTIVITY SAY:

1. Sometimes when we have a problem it can be like a puzzle that we have to solve.
2. Today you will try to solve the puzzle of what is on the card that I am holding.
3. However, you will be able to ask me for help.
4. To help you, I will have other kids show you clues on cards they are holding.

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

Note: Choose a person to be the Guesser and then choose other children to hold the clues. The clues for each item all have the same number on them. The clues are to be revealed in order by the letters A - F.

DURING THE ACTIVITY SAY:

1. The Guesser will ask me for help and I will ask the clue holders to reveal the clues in order, clue 1-A, 1-B, and so on.
2. The Guesser can't try to guess the answer until asking for all the clues.
3. Once all the clues are revealed, if the Guesser still can't guess, he or she can ask me for help and I will show a picture of the person or thing so that the Guesser can guess it.
4. Let's play.

AFTER THE ACTIVITY SAY:

1. In this game, when you were searching for the answer, you couldn't get the answer right away, but you had to keep coming back to me for help.
2. I helped you by having other people show you clues.
3. In the game, even though it took a while, you always got the answer you needed from me.
4. In life, when we pray to God for an answer, we might not get the answer right away.
5. Just like Nehemiah had to wait and keep praying for God to answer his prayer, we need to keep praying and working as we wait for God to answer our prayers.

CLOSING STATEMENT:

We don't just ask God for help one time. We can go to Him in prayer over and over. And when we have a difficult problem, God will be there with an answer for us.

Furry

Wags tail

#1A

#1B

Four legs

Wet nose

#1C

#1D

Barks



#1E

#1F

Brave

Helps people

#2A

#2B

**Drives a
red truck**

**Has a
dalmatian**

#2C

#2D

Fights fires



#2E

#2F

Looks pretty

#3A

**Comes in a
bunch of colors**

#3B

Smells good

#3C

Has leaves

#3D

Has petals

#3E



#3F

Has a spine

#4A

Has a jacket

#4B

Has words in it

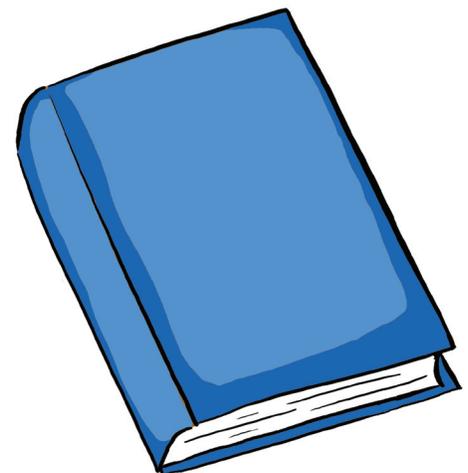
#4C

Has pictures in it

#4D

**Is found in
a library**

#4E



#4F

WHO CAN HELP?

Application Activity

Lesson 8 - I Will Pray And Ask For Help!



PURPOSE: This activity will show the children that God is able to help with any problem, big or small.

DESCRIPTION: The children will match problems with people who are the most skilled to help solve those problems.

MATERIALS NEEDED: You will need this Help Sheet and the "Problems And Helpers Matching Cards Lesson 8" from the Lesson Materials CD-ROM.

TO INTRODUCE THE ACTIVITY SAY:

1. When someone is good at something, it is a good idea to ask that person for help when you need it.
2. We are going to match up some problems with the best people to help us with those problems.

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

Note: Put the Problems Cards face down in one area and the Helper Cards face down beside them.

DURING THE ACTIVITY SAY:

1. On your turn, you will choose two cards.
2. Choose one from the Problem section and one from the Helper section.
3. Then we will decide if that person is the best match for the problem you picked.
4. If so, you will keep the match. If not, you will put the cards back face down.
5. Let's find those matches.

AFTER THE ACTIVITY SAY:

1. Why are these people great people to ask for help with the problems they are matched with? (*They are good at it. They can do it.*)
2. Asking these people for help is a pretty good idea. But what if there was someone who was good at everything and you could ask him about any problem? Wouldn't you ask him? (*Yes.*)
3. I've got good news. God is that person. There is no problem too big or too small that we can't ask God for help.

CLOSING STATEMENT:

All these people were able to help because they are good at certain things. God, however, is good at all things and He can help us with any problem we face. Whenever we have a problem, we should pray and ask God for help.



Feeling sick



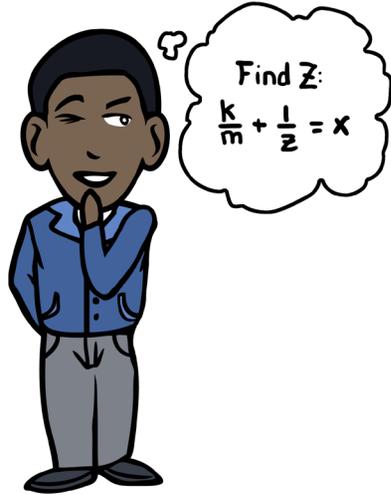
DOCTOR



Learning about the Bible



PASTOR



Hard math problem



TEACHER



Learning to kick a soccer ball



SOCCER COACH



Picking up a barbell



STRONGMAN



Making a wise choice



PARENT



Toothache



DENTIST

BIBLE VERSE

Micah 7:7 (NLT)

"As for me, I look to the Lord for help. I wait confidently for God to save me, and my God will certainly hear me."

MAIN POINT

I Will Pray And Ask For Help!

- P-Powerful: Prayer is powerful because God is powerful. Place: We can pray in a special place or anywhere. Private: We can tell God anything. Please: We can ask God to help us.
- R-Remember: Writing down what we ask will help us remember when God answers our prayers. Request: No request is too big or too small to bring to God.
- A-Anything: We pray to God about any problem we face. Anytime: We can pray to God at any moment we want. Anywhere: God can hear and help us no matter where we are. Assistance: God wants us to ask Him for help. Ask: We can ask God to help us with any problem.
- Y-You: God hears your prayers. Yearn: We can ask God's help with things we want very much. Yield: We agree to do what God wants as we pray to Him.

Help is available to us when we pray. Help your family make a habit of praying by making a personalized family prayer acrostic. Use construction paper or other means to make an image of each letter in the word, pray. Assign your own words and meanings to each letter. Some suggestions are below with suggested explanations. Explain what each word means and how that reminds us about prayer. Make a time when you meet together as a family to pray. (Other than at meals.) Meet at the prayer acrostic and pray together.

FAMILY ACTIVITY

GO TO:

 LeadershipForKids.tv

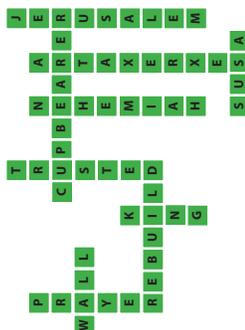
WATCH THIS WEEKS LEADERSHIP LESSON

making good kids into great leaders

SHAPE MATCHER

Shapes 1 and 6 match

CROSSWORD CHALLENGE



THE GAME SHOW

BIG QUESTIONS



GAME SHOW

CONTESTANT GUIDE

LESSON 8

SHAPE MATCHER

Find the matching pair of Nehemiahs.



1



2



3



4



5

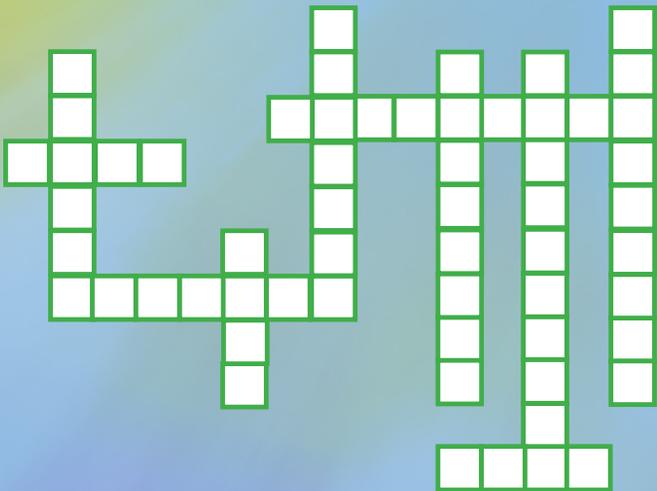


6

ANSWERS ON BACK

CROSSWORD CHALLENGE

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



4 LETTERS

King
Susa
Wall

6 LETTERS

Prayer

7 LETTERS

Rebuild
Trusted

8 LETTERS

Nehemiah

9 LETTERS

Cupbearer
Jerusalem

10 LETTERS

Artaxerxes

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

ANSWERS ON BACK