

Large Group



I Wonder...

LESSON 9: LARGE-GROUP

What should I do if my friends encourage me to do bad things?

MAIN IDEA

When friends tempt us to do bad things, God has made a way of escape for us. We can choose to walk away and make new friends rather than be pulled in a direction we do not want to go. We should choose good friends who will help us be the best we can be.

BIBLE PASSAGES

- 1 Corinthians 10:13
- 1 Thessalonians 5:11
- 1 Corinthians 15:33
- Proverbs 13:20
- Hebrews 2:14-18

BIBLE VERSE

So the Word became human and made his home among us. He was full of unfailing love and faithfulness. And we have seen his glory, the glory of the Father's one and only Son.

John 1:14, NLT



Prepare your heart to teach.
Plan for the lesson.



Introduce the story of the Gospel.
(10 – 15 minutes)



Play large-group games.
(25 minutes)

Prepare



Prepare your heart to teach.
Plan for the lesson.

QUESTIONS

- How can you be praying for the students this week? Are there any specific students or requests you can pray for?
- Are any changes and additions needed for the Large-Group Lesson?
- Is there anything specific you need to communicate to the small-group leaders?

MATERIALS NEEDED:

- Heavy rope to play tug of war
- Masking tape to mark a line on the floor

Large Group



Introduce the story of the Gospel.
(10 – 15 minutes)

REVIEW

Quickly review last week's lesson and Bible verse:

- God made us to be in a relationship with him.
- Each person is different from every other person, but everyone can have a relationship with God.
- Review Ephesians 2:10, which was last week's Bible verse.

FRIENDS CAN INFLUENCE US

Tell the students that today's question is about friends.

Ask, **Do you think God cares who your friends are?**

Have you ever had a friend or a group of friends who encouraged you to do something you knew was wrong?

After several students indicate that they have had this experience, ask,

What did they want you to do?

Is it hard to choose the right thing when a friend wants you to do something wrong? Why?

How can we resist doing what we know is wrong?

OBJECT LESSON: TUG OF WAR

Divide the group into two teams, and play a game of tug of war. One team will try to drag the other team across a tape-line that separates the teams. Once one team wins, ask the losing team members these questions:

How did it feel to lose?

Was it fun to be dragged across the middle line?

What could you have done to avoid being dragged across the middle line? (They could have pulled harder, or they could have chosen not to play the game at all. They could have walked away.)

Did you choose to lose? (No, you were just dragged across the middle line.)

Ask the students how this game of tug of war is like the way our friends influence us to do wrong.

Say, **Sometimes we get tugged in a direction we do not want to go by our friends. Sometimes we cannot resist the pull of our friends, and so we need to walk away and choose new friends.** (Choosing friends is the topic of small group time today.)

WRAP IT UP

Read 1 Corinthians 10:13 together.

Explain, **Even though we want to please God, if we hang out with people who are bad influences, we will get dragged along in their sin. Thankfully, God has promised to provide a way of escape. Sometimes that way of escape is to walk away and choose new friends. We can fight being pulled** (and we may sometimes win) **and give in to sin a lot, or we can walk away.**

Read Proverbs 13:20 together.

Discuss that we tend to become like the people we hang out with. **If we choose to hang out with foolish people, we will end up doing foolish things. We will just get dragged along. If we hang out with wise people who want to honor God, we will become wise, too.**

(Optional) You may wish to play some Bible verse games to help the students remember the verse, if time allows.

Pray with the students, and dismiss them into small groups.

Games



Play large-group games.
(25 minutes)

MATERIALS NEEDED:

- Colorful tape
- Chalk or tape
- 5 papers marked with X and 5 marked with O

LARGE-GROUP GAME: LINE TAG

Materials: Tape (if you have a gym with a lot of lines already drawn, then you need no supplies)

How to play: If you do not already have a large room that has lines on the floor, use some tape to draw lines around the floor in various designs and locations to make for a great “game area”. Have students spread out around the game area, standing on a line. Choose one student who will be “it”. On your signal, the student who is “it” attempts to tag everybody else. The last person standing is the winner. Here is the catch: Everyone can only move around by following the lines. They must run on the lines, not just anywhere. (Note: They don’t have to walk or run as if on a tightrope, but they can only follow the lines and must have at least one foot touching them.) Everyone is allowed to jump from one line to another. However, if a student steps off of the line (or misses it when jumping from one to another), they are “out”. If the person who is “it” steps off a line or misses one, then they have to have a 15-second “freeze” in place before they can continue chasing others. Whenever a person is tagged, they are “out” and must sit down right where they were tagged. This ends up causing some slight “roadblocks” for those who are still in the game and trying not to get caught.

Variation: There is another way of playing this game which makes it last a LOT longer. In this version, when a person is tagged, they sit down where they were tagged. However, another person who is still in the game can come over and tag them to restore them back into the game. This would mean that the person who is “it” would have to tag everyone before they can restore anyone to the game. If you use the variation, have more than one person who is “it” to make it more fair.

LARGE-GROUP GAME: 4 CORNERS

Materials: None

How to play: Assign a number or color to each corner. For example, you could label them Corner 1, Corner 2, Corner 3, and Corner 4, or give them distinct colors like red, blue, green, or yellow.

Choose someone who is “it” or a leader: One player is chosen such. This player will be responsible for calling out the corners. Consider having a leader countdown from 10 each round. The person who is “it” must keep their eyes closed while counting down and calling a corner.

Players Scatter: All other players scatter and move around the play area. They must stay on their feet and cannot leave the designated play area. While the person who is “it” counts down, players must choose a corner before the counter reaches zero.

Call a Corner: The person who is it or the leader calls out one of the corners by

its number or color. For example, they might say “Corner 2!”

Eliminate Players: All the players in the called corner are out of the game. Make a designated spot for players who are out to remain until the end of the game.

Continue calling corners until there are only a few players left. The last player remaining is declared the winner.

LARGE-GROUP GAME: TEAM TIC TAC TOE

Materials: Chalk or tape, 5 sheets of paper marked with “X” and 5 with “O”.

Setup: Draw a large Tic Tac Toe grid on the ground using chalk, tape, or cones. Make sure it’s big enough for players to move around comfortably within each square. Divide the participants into two or more teams, depending on the number of players. Each team should have an equal number of players. Designate start and finish Lines: Mark them clearly, as you would in a regular relay race. Each team will have chalk or paper to add their symbol (“X” or “O”) on the Tic Tac Toe grid.

How to play: Each team lines up behind the start line, with the first player ready to begin the relay race. The first runner from each team starts the race upon the signal to begin. Their objective is to reach the Tic Tac Toe grid and place their team’s symbol (“X” or “O”) in an empty square. As each runner completes their leg of the relay race, they must place their team’s symbol on the Tic Tac Toe grid before the next teammate can start their race. The race continues until one team successfully forms a winning line on the Tic Tac Toe grid (horizontally, vertically, or diagonally). That team then declares victory in both the relay race and the Tic Tac Toe game.

Alternative 1: Teams can strategize to place their symbols strategically on the Tic Tac Toe grid to create winning lines while also blocking their opponents from doing the same.

Alternative 2: To add complexity, you can introduce different paths or obstacles that runners must navigate before reaching the Tic Tac Toe grid.

Additional Rounds: You can play multiple rounds, with teams alternating starting positions in each round, to determine the overall winner.



I Wonder...

LESSON 9: PRIMARY SMALL GROUP

What should I do if my friends encourage me to do bad things?

MAIN IDEA

When friends tempt us to do bad things, God has made a way of escape for us. We can choose to walk away and make new friends rather than be pulled in a direction we do not want to go. We should choose good friends who will help us be the best we can be.

BIBLE PASSAGES

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BIBLE VERSE

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John 1:14, NLT



Prepare your heart to teach.
Plan for the lesson.



Connect with the kids, and help them feel heard and cared for. (15 minutes)



Facilitate activity and study to help kids know and love Jesus. (20 – 25 minutes)



Lead kids to live out the mission of the Gospel. (5 – 10 minutes)

Prepare



Prepare your heart to teach.
Plan for the lesson.

QUESTIONS

- How can you be praying for the students this week?
- Are there any specific students or requests you can pray for?
- Are there any adaptations you can make to the lesson this week to better serve the kids in your small group or make your small group more effective?

MATERIALS NEEDED:

- Deflated (flat) soccer ball, basketball, or beach ball
- Air pump and needle (to put air in the ball)
- Bible Verse Cards, 1 per child

Connect



Connect with the kids,
and show them that
they are heard and cared for.
(15 minutes)

Small Group

ICEBREAKER

Distribute name tags and snacks. Choose one of the following icebreaker activities to do together while children eat their snack:

- Option 1: Ask the children to share their highs and lows (the best and worst things that happened to them either today or from the past week).
- Option 2: Ask the children to take turns sharing how they're feeling today using the "How Are You Feeling?" chart (from the CKC Games Bag).

PRAY TOGETHER

Collect prayer requests from the students. The leader or a student can pray for the entire group, or a leader can pair up students and invite them to pray for one another.

INTRODUCTION

Ask each student to share with you who their best friends are.

Ask, **Why are you close to your best friends?** (things they have in common or do together) **Do you think God cares who your friends are?**

Say, **God cares very much who our friends are because they will influence us—helping us to be better or worse.**

(CHOOSE ONE)

ACTIVITY OPTION 1: TWO TRUTHS AND A LIE

In this game, players sit together and form a circle. Then, going around the circle, each player takes turns to tell three facts about themselves with one of the "facts" being a lie. The point of this activity is for listeners to figure out the lie among the three facts mentioned by a player.

ACTIVITY OPTION 2: HUMAN KNOT

This game is just as it sounds. Teammates come to an open space, form a circle facing inwards, then join their left and right hands with someone else other than the person at their immediate right or left.

The goal of this activity is to unravel the knotted circle of joined hands while twisting, turning, and passing through each other's hands.

Say, **With this game we can see that the people around you can have an effect on you. Who you surround yourself with and keep close to you can either help you or hurt you.**

God cares who you let influence you, and you should care too. The people closest to you have the greatest influence on your life, either helping us get better or worse.

Heart



Facilitate activity and study to help kids know and love Jesus.
(20 – 25 minutes)

Small Group Session 2

OBJECT LESSON: DO YOUR FRIENDS PUMP YOU UP OR DRAG YOU DOWN?

Ask for two student volunteers to help with a demonstration.

Give the two students the deflated (flat) ball and ask them to demonstrate how they would pass and dribble the ball.

Obviously, they will have trouble doing these things since the ball is flat. Ask, **Why are you having so much trouble?** Say, **This ball is definitely not at its best. What could we do to make it better?** (Put air in it!)

Pump up the ball and allow the students to try passing and dribbling again. Point out how much better it works when the ball is at its best.

Ask, **How do you think that the ball and pump might be like you and your friends?** (You are the ball, and your friends will either pump you up so that you are at your best or they will drag you down and make you flat so that you are not at your best.)

Read 1 Corinthians 15:33 together.

Say, **There was nothing wrong with the ball at first or later. The ball was fine. It just needed air to make it be at its best. Bad friends will corrupt us. They will drag us in a direction we do not want to go and leave us deflated.**

CHARACTERISTICS OF GOOD FRIENDS

Read 1 Thessalonians 5:11.

Ask, **What is it that a good friend should be doing? How can you be a good friend?**

Discuss with the students specific ways that they can be a good friend to others—how can they build others up, encourage them, and help them to be their very best?

Say, **If we become the kind of friend who builds others up, then we will also attract the right kind of friends to us.**

Hands



Lead kids to live out the mission of the Gospel.
(5 – 10 minutes)

Small Group Session 2

WRAP IT UP

Say, **Think in your mind** (but don't say aloud) **whether you have a friend that makes you deflated. Think about how they are influencing your life. It may be hard, but consider adding more distance in that friendship so that you can make room for friends who can inflate you by encouraging you.**

Lead the students in prayer asking God for courage to walk away from these friends.

Say, **Think of someone who needs a friend—someone who you can encourage and build up. Pray for the Lord to give you the courage and strength to take action and to become a friend to that person this week.**

RESPONSE & REFLECTION:

Take the students' other prayer requests and pray with them.

(Optional) If time permits, review the Bible verse with the students.



I Wonder...

LESSON 9: INTERMEDIATE SMALL GROUP

What should I do if my friends encourage me to do bad things?

MAIN IDEA

When friends tempt us to do bad things, God has made a way of escape for us. We can choose to walk away and make new friends rather than be pulled in a direction we do not want to go. We should choose good friends who will help us be the best we can be.

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John 1:14, NLT



Prepare your heart to teach. Plan for the lesson.



Connect with the kids, and help them feel heard and cared for. (15 minutes)



Facilitate activity and study to help kids know and love Jesus. (20 – 25 minutes)



Lead kids to live out the mission of the Gospel. (5 – 10 minutes)

Prepare



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QUESTIONS

- How can you be praying for the students this week?
- Are there any specific students or requests you can pray for?
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MATERIALS NEEDED:

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- Bible Verse Cards, 1 per child

Connect



Connect with the kids, and help them feel heard and cared for.
(15 minutes)

Small Group Session 1

ICEBREAKER

Distribute name tags and snacks. Choose one of the following icebreaker activities to do together while children eat their snack:

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Heart



Facilitate activity and study to help kids know and love Jesus.
(20 – 25 minutes)

Small Group Session 2

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Hands



Lead kids to live out the mission of the Gospel.
(5 – 10 minutes)

Small Group Session 2

WRAP IT UP

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RESPONSE & REFLECTION

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(Optional) If time permits, review the Bible verse with the students.

Bible Verse Cards

BIBLE VERSE

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