

LESSON SNAPSHOT

BOTTOM LINE:

When God says move, don't hesitate. Do it!

OBJECTIVE:

Kids will learn that God can move others through our obedience.

KEY PASSAGE:

Acts 8:26-39, Philip and the Ethiopian

MEMORY VERSE:

"Trust in the Lord with all your heart and lean not on your own understanding; in all your ways submit to him, and he will make your paths straight." - Proverbs 3:5-6 (NIV)

SUMMARY:

When an angel of God said, "Move!" Philip obeyed. Because of Philip's immediate obedience, a man from Ethiopia was able to learn the truth about Jesus, and become a Jesus follower himself. Kids will play Spud (<http://www.group-games.com/action-games/spud-game.html>) as a reminder that when God calls, it's important to move fast.

SIMPLE PRAYER:

Dear God,

Tell us to move, and we will go!

*In Jesus' name,
Amen*

MEMORY VERSE

“Trust in the Lord with all your heart. Do not depend on your own understanding. In all your ways remember him. Then he will make your paths smooth and straight.”

- Proverbs 3:5-6 (NIV)

“Trust in the Lord with all your heart and lean not on your own understanding; in all your ways submit to him, and he will make your paths straight.” - Proverbs 3:5-6 (NIV)

“Trust in the Lord with all your heart; do not depend on your own understanding. Seek his will in all you do, and he will show you which path to take.” - Proverbs 3:5-6 (NLT)

“Trust in the Lord with all thine heart; and lean not unto thine own understanding. In all thy ways acknowledge him, and he shall direct thy paths.” - Proverbs 3:5-6 (KJV)

LARGE GROUP:

Split the main group in two. See which group can recite the memory verse from memory the loudest.

SMALL GROUP:

Put each word of the memory verse on a card. Have the kids rearrange the cards and put the words in order.

SKIT

MOVING WITH MR. SIMMONS: SPUD!!

ITEMS NEEDED:

An easy chair
A potato

CHARACTER BREAKDOWN:

2M

CHARACTERS:

Mr. Simmons - A fitness guru
Ernest - A lazy, out of shape man

Ernest enters with a regular chair and some rope. He sits down and starts tying himself to the chair while he talks to the kids.

ERNEST: You know what today is? It's Sunday. It's the day that guy comes and tries to make me move. Well he's not making me move today. I'm going to tie myself to this chair, and nothing, I mean nothing, will get me to move.

Mr. Simmons enters, holding something behind his back.

SIMMONS: Oh Ernest!

ERNEST: Hello, Mr. Simmons.

SIMMONS: Guess what time it is?

ERNEST: It's not time to move!

SIMMONS: Oh yes it is!

ERNEST: Forget about it, exercise boy! I've tied myself to this chair, so I can't move today.

SIMMONS: I was afraid you might do that. So I took extreme measures.

SKIT

ERNEST: Extreme? How extreme?

SIMMONS: The kids today are playing SPUD.

ERNEST: SPUD? Never heard of it.

SIMMONS: It's a game where someone tosses an object in the air, calls out a number, and everybody has to run fast so they can't get tagged with the object.

ERNEST: Sounds awful.

SIMMONS: Sounds like Philip. You remember, the guy in the book of Acts who was always on the move?

ERNEST: Sure, sure. God told him to move different places so he could share the gospel with the Ethiopian and others.

SIMMONS: Yeah. Good old Phil. He always knew when God said to move, he needed to move quickly.

ERNEST: He did. But what does that have to do with me?

SIMMONS: I thought we might play our own version of SPUD.

ERNEST: Forget it. I'm not running. I'm not catching any objects tossed in the air, and I'm not throwing anything. Well, I might throw a chair at you if I wasn't tied to it.

SIMMONS: If I were you, Ernest, I'd get untied pretty quickly.

ERNEST: Why? What are you tossing?

SIMMONS: It's a grenade.

ERNEST: A grenade? You maniac!

Ernest starts struggling against the ropes.

ERNEST: I can't get free.

SIMMONS: That's right, Ernest! On the count of three, run for your life! One!

ERNEST: No!

SKIT

SIMMONS: Two!

Ernest picks up the chair and runs off, as best as he can, still tied to the chair. Simmons reveals what's behind his back – a potato.

SIMMONS: Ernest, come back! I was just teasing! It's only a spud! *(to the kids)* I got him moving, didn't I?

OBJECT LESSON OR KIDS SERMON

ITEMS NEEDED:

- A rubber bounce ball
- A stuffed animal

One of the great things about the games we've been playing is that they can be played with just about anything. If you're outdoors, you can play SPUD with a bouncy ball. If you're indoors with breakable things, you can tag people with a stuffed animal like we did, or tag people with your hands. The important thing isn't that you have the right equipment. The important thing is if your number isn't called, you get up and move FAST.

Philip was one of heroes of the early church for that reason. He moved when God said move. He stopped when God said stop. Because of his quickness and obedience, he was always in the right place at the right time. Philip would do anything for Jesus, and because of his quick feet, the good news of Jesus began to spread even to Africa!

God calls us all to serve in different ways. It doesn't matter how He asks us to serve. What matters is that we do it when God tells us to move. Let's ask God to make our feet as quick as Philip so He can use us to spread His love.

LARGE GROUP GAME

SPUD

ITEMS NEEDED:

A stuffed animal

INSTRUCTIONS:

This is a game everyone can play. Choose one person to start the game, and give them the stuffed animal. The person with the animal will call out someone's name and toss the animal in the air. The person whose name is called must catch the animal while everyone else runs away. As soon as the person catches the animal, they yell out "Spud!" Everyone freezes. The person with the stuffed animal can take three steps in any direction and try to toss the animal at someone. If they hit that person, that person gets an "S". If the person misses on their throw, they get an "S." Then the person with the stuffed animal will start the next round. When players are tagged a second time they get a P, then a U, then a D, at which time they are out.

This game would normally keep going until everyone except one player has spelled SPUD, but since you won't have time for this, just play a few rounds so everyone can participate and have fun.

VARIATION:

You can choose a smaller group of kids and play a full elimination game, if time allows, but this would leave other kids out of the fun.

WHAT'S THE POINT?

When God calls us to move, we must MOVE quickly, just like in this game.

LARGE GROUP LESSON

BOTTOM LINE:

When God says move, don't hesitate. Do it!

OBJECTIVE:

Kids will learn that God can move others through our obedience.

KEY PASSAGE:

Acts 8:26-39, Philip and the Ethiopian

INTRO:

Begin this lesson by bringing the object used in SPUD on stage. Toss it into the crowd, and see who catches it. Ask that child their name. Then ask them their favorite game that's been played in this series. When they give their answer, have all the kids get up to quickly play a round or two of that game. *(You can restrict this to just the large group games like Camouflage, Octopus Tag, SPUD, etc. by giving them options – mostly so you won't have to set up the obstacle course or 3-legged race again!)* Then bring everyone back to sit down.

I bet you all weren't expecting that to happen this morning, did you? We got a bonus game. Because *(child's name)* was alert and quick enough to capture the toy, we got to play one more round of *(game name)*.

Today's game, SPUD, is a game that requires you to move quickly. A lot of our games required quick movement, like Camouflage and Octopus Tag. In our series, we've also talked about the importance of being quick to obey God and do what He commands. When God tells us to "Move!" we need to move. The same goes for God telling us to stop, to listen, to do anything He requires so we can serve Him.

There are a number of early church believers in the book of Acts who model obedience for us. One guy who often gets overlooked is Philip. This is not Philip the disciple Philip, but another believer who was part of the early church. Philip is remarkable because He was very in tune with God's commands. When God said go, Philip got moving. When God said stop, he stopped. He was ready and willing to do anything for the Lord, and this led to an amazing encounter.

READ ACTS 8:26-39

LARGE GROUP LESSON

MAIN POINT:

Philip found himself next to a river at the same time a man from Ethiopia had stopped to take a break in his travels. Philip saw the man was reading from the Old Testament, and he knew why God had told him to move. God had brought the Ethiopian and Philip together in the right place and time for the Ethiopian to receive Jesus and be baptized. Because of this encounter, the Ethiopian took the good news of Jesus home with him to Africa, and the church continued to spread.

Some might say this was just a coincidence, Philip being in the right place at the right time, but there are never any coincidences when people are following God. Just as the Holy spirit led Philip to the right place at the right time, He will lead us. We can have confidence that if we move when God asks us to move, we will be where we need to be. God will use us just as he used Philip to bring glory to His name.

DRIVE IT HOME:

We've talked a lot in this series about how God can work through our lives. When we obey God, when we move as He tells us to move, God can use us to help others. God can put us in the right place to make a new friend, to invite someone to church, or just to pray with someone. It's obvious that God was using Philip, who was always willing to go where God led him, but there's another side to the story. God led the Ethiopian to the right place as well. It wasn't just Philip who ended up next to a body of water perfect for a baptism. The Ethiopian stopped his chariot in just the right spot for this moment.

God is working in the lives of others. He is reaching out, trying to draw everyone to Jesus. God knows where and how He can best reach out to our friends, and He knows if He can get us to be there at that moment, He can use us to share Jesus with them. It's important we move quickly when God gives us that opportunity because we do not know if that opportunity will ever come again.

It's highly unlikely Philip and the Ethiopian would ever have met one another again if Philip had just ignored the man reading in the chariot. God changed the life of the Ethiopian because of Philip's quick action. God is counting on us to move just as quickly, to seize the day, so that we can be the one to lead our friends and even strangers to Jesus.

Is God moving you this week? Has he asked you to move closer to a new friend? To go somewhere new and different? To take a chance on something or someone? If God tells you to move this week, listen and respond. Remember that God has prepared the people you meet for that moment just as He has led you to that same moment. Reach out. Speak up. Share the love of Jesus when the opportunity comes because you may never get that chance again. God will use you to bring glory to His name, and the church will grow when you obey His call!

LARGE GROUP LESSON

CLOSE WITH A SIMPLE PRAYER:

Dear God,

Motivate us to go out and share Jesus with the world.

In Jesus' name,

Amen

SMALL GROUP DISCUSSION (K-2ND)

ICEBREAKER:

What is your favorite game from this series?

MEMORY VERSE ACTIVITY:

Proverbs 3:5-6

Put each word of the memory verse on a card. Have the kids rearrange the cards and put the words in order.

SMALL GROUP GAME/ACTIVITY:

Play some Red Light/ Green Light to practice moving quickly.

DISCUSSION QUESTIONS:

Read Acts 8:26-39

Where did the angel tell Philip to go?

Who did Philip meet?

What was the Ethiopian doing?

What did Philip do for the Ethiopian?

Why should we move quickly when God says to move?

SIMPLE PRAYER:

Dear God,

Help us spring into action when you are ready for us to move!

In Jesus' name,

Amen

SMALL GROUP DISCUSSION (3-5TH)

ICEBREAKER:

What is your favorite game from this series?

MEMORY VERSE ACTIVITY:

Proverbs 3:5-6

Put each word of the memory verse on a card. Have the kids rearrange the cards and put the words in order.

SMALL GROUP GAME/ACTIVITY:

Play some Red Light/ Green Light to practice moving quickly.

DISCUSSION QUESTIONS:

Read Acts 8:26-39

Why did the angel tell Philip to get on the move?

What was the Ethiopian doing when Philip found him?

How did Philip teach the Ethiopian about Jesus?

Why should we move quickly when God says to move?

How can we prepare ourselves to move when Jesus says move?

SIMPLE PRAYER:

Dear God,

Help us spring into action when you are ready for us to move!

In Jesus' name,

Amen

POWERPOINT REVIEW GAME

Q&A

Who told Philip that God wanted him to get moving?

AN ANGEL

Whom did Philip meet?

AN ETHIOPIAN

What book of the Bible was the Ethiopian reading?

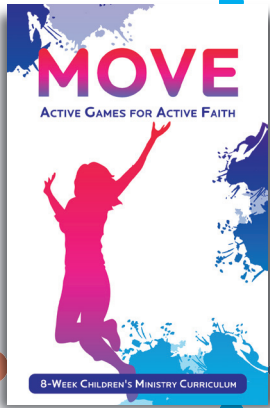
ISAIAH

What did Philip do when the Ethiopian pointed out the water nearby?

HE BAPTIZED HIM

True or False: When God says, "Move," we should do it slowly and hesitantly.

FALSE



MAKE IT STICK

5 Simple Ways You Can Make This Lesson Stick With your Kids

Move Lesson 7

THIS WEEK'S LESSON: SPUD



IN THE CAR:

Ask your child what they learned about this week on the drive home: When an angel of God said, "Move!" Philip obeyed. Because of Philip's immediate obedience, a man from Ethiopia was able to learn the truth about Jesus, and become a Jesus follower himself. The game Spud reminds us that when God calls, it's important to move fast. Acts 8:26-39, Philip and the Ethiopian



HANGING OUT:

Make this week's lesson real: How quickly do people respond in your house when it's time for dinner? What about when it's time to do chores? Talk with your kids, and encourage everyone to move quickly this week, no matter what the reason, so you can practice moving quickly for Jesus.



AT DINNER:

Here are some great discussion starters:

- Why did the angel tell Philip to move?
- How was Philip able to serve the Ethiopian?
- How can we help God by moving quickly when He asks us to?



AT BEDTIME:

Quiz your child on this week's memory verse:

"Trust in the Lord with all your heart and lean not on your own understanding; in all your ways submit to him, and he will make your paths straight." Proverbs 3:5-6 (NIV)



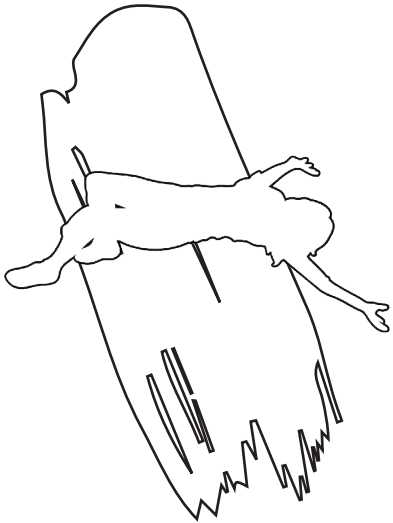
PARENT TIME:

What you need to know:

We all struggle with responding quickly, not just to God but to others. Ask God to give you and your kids a willing and responsive heart, and pray for opportunities to serve Him this week.

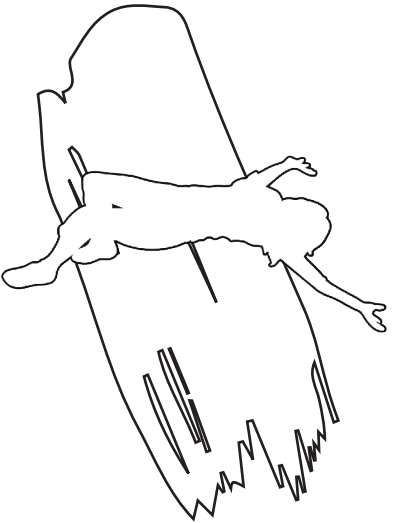
CRAFT ACTIVITY

Have the kids make bracelets/ wristbands with lettered beads or blocks and leather straps that spell out MOVE. Or have some wristbands made up with MOVE printed on them that you can hand out.



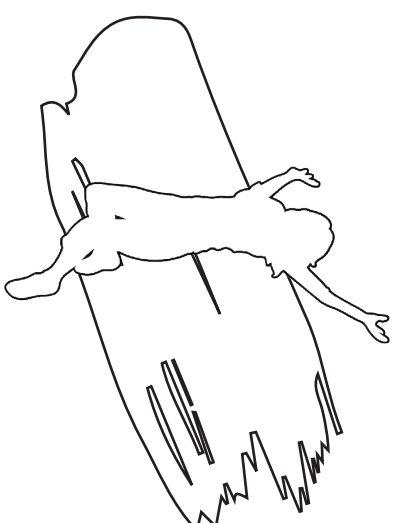
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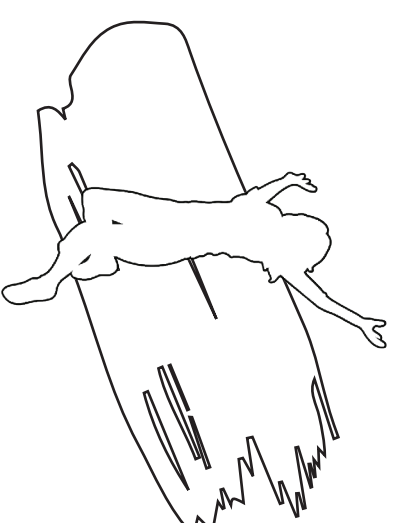
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