

Bright Side: Find the Light in the Dark

WEEK
ONE

APRIL 2019

GRADES
K-1

SMALL GROUP

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

252 KIDS

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PRELUDE

SOCIAL

STORY

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GROUPS

HOME

BIBLE STORY

You Raise Me Up
Lazarus Raised
John 11:1-45

MEMORY VERSE

**"In this world you will have trouble.
But be encouraged! I have won
the battle over the world."**
John 16:33b, NIV

LIFE APP

**Hope—Believing that
something good can come
out of something bad**

BOTTOM LINE

**Whatever happens, remember
how powerful God is.**

BASIC TRUTH

I can trust God no matter what.

PRELUDE: Setting the tone for the experience

For Leaders Only
Create the Environment
Monthly Overview

15
MIN

SOCIAL: Providing time for fun interaction

Early Arrivers
More Power to Ya

25
MIN

STORY: Communicating God's truth in engaging ways

Opener
Bible Story
Worship
Prayer
Closer

10
MIN

WORSHIP: Inviting people to respond to God

"You Are My Hope" from *Every Beat*
"Good Always" from *Every Beat*

25
MIN

GROUPS: Creating a safe place to connect

Finger-piece Theater
God Can!
Jesus Can!
Prayer

HOME: Prompting action beyond the experience

GodTime
Parent Cue

GETTING READY

SOCIAL: PROVIDING TIME FOR FUN INTERACTION

CHOOSE ONE OR BOTH OF THESE ACTIVITIES.

EARLY ARRIVER IDEA

Made to Explore: an activity that extends learning through hands on experimentation and discovery

WHAT YOU NEED:

- An offering container
- Eight small objects; ideally ones that require power, such as a flashlight, a phone, a battery-operated toy, a remote control, a handheld game, etc.
- A tray large enough to hold your objects
- A towel or blanket large enough to cover the tray
- To prepare the activity, set the items on the tray and cover it with the towel.

MORE POWER TO YA

Made to Move: an activity that increases the oxygen in the brain and taps into the energy in the body

WHAT YOU NEED:

- No supplies needed

GROUPS: CREATING A SAFE PLACE TO CONNECT

CHOOSE AS MANY OF THESE ACTIVITIES AS YOU LIKE.

* If you don't have time to do all these activities, be sure to do activity #1.

*** 1. FINGER-PIECE THEATER**

[TALK ABOUT GOD | BIBLE STORY REVIEW]

Made to Imagine: an activity that promotes empathy and facilitates biblical application through role-play and reenactment

WHAT YOU NEED:

- Bible marked at John 11
- Print the "Finger Puppets" Activity Page on cardstock and cut out; one set for each small group
- Print the "Lazarus and Tomb" Activity Page on cardstock and loosely cut apart; one set for each kid

- Scissors
- Markers or crayons
- Tape
- *Optional:* A strong flashlight
- *Optional:* A smooth white or light-colored backdrop, such as a wall or dry erase board

2. GOD CAN!

[LIVE FOR GOD | APPLICATION ACTIVITY]

Made to Move: an activity that increases the oxygen in the brain and taps into the energy in the body

WHAT YOU NEED:

- No supplies needed

3. JESUS CAN!

[HEAR FROM GOD | MEMORY VERSE ACTIVITY]

Made to Connect: an activity that invites kids to share with others and build on their understanding

WHAT YOU NEED:

- Bibles; for Kindergarteners, mark Bibles at John 16
- Inflatable globe

NOTE: If you don't have access to a globe, use a playground ball, beach ball, or balloon.

PRAYER

[PRAY TO GOD | PRAYER ACTIVITY]

Made to Explore: an activity that extends learning through hands on experimentation and discovery

WHAT YOU NEED:

- Print the "GOOD out of BAD" Activity Page on cardstock and cut out; assemble according to the instructions on the Activity Page.

ADDITIONAL RESOURCES:

- Make copies on cardstock or email this week's GodTime and Parent Cue cards.
- Tell parents about our additional family resources: **Studio252.tv** and the **Parent Cue app**.

BIBLE STORY

You Raise Me Up
Lazarus Raised
John 11:1-45



EXPLORE

an activity that extends learning through hands on experimentation and discovery

MEMORY VERSE

**"In this world you will have trouble.
But be encouraged! I have won
the battle over the world."**
John 16:33b, NIV

LIFE APP

**Hope—Believing that
something good can come
out of something bad**

BOTTOM LINE

**Whatever happens, remember
how powerful God is.**

BASIC TRUTH

I can trust God no matter what.

Welcome kids and spend time engaging in conversation and catching up. Get ready to experience today's story.

Before kids arrive, take a few moments to pray for them. Pray that the abstract concept of God's power would start to make sense in kids' hearts. Ask God to help kids understand that they can take comfort in His ultimate power and in the knowledge that no matter what happens, He is always there for them. Pray that God would continue to put people in your kids' lives who can guide them to His presence.

1. EARLY ARRIVER IDEA

WHAT YOU NEED: Offering container, items on a covered tray

WHAT YOU DO:

- Invite kids to place their offerings in the container.
 - Guide kids to gather around you. Set the tray where every child can see it.
 - Remove the towel and prompt kids to look carefully at the items.
 - After a few seconds, replace the towel and guide kids to close their eyes. (No peeking!)
 - When all eyes are closed, remove and hide one object.
 - Tell kids to open their eyes.
 - Lift the towel and challenge kids to identify the missing item.
- HINT: Guide kids to silently point to their noses, touch their ears, or give another sign when they identify the missing object. This will help ensure that every child has time to guess independently.*
- Repeat. Play as long as time remains.
 - End by encouraging kids to identify what the objects have in common.

BIBLE STORY

You Raise Me Up
Lazarus Raised
John 11:1-45

MEMORY VERSE

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John 16:33b, NIV

LIFE APP

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something good can come
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BASIC TRUTH

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MOVE

an activity that increases the oxygen in the brain and taps into the energy in the body

2. MORE POWER TO YA

WHAT YOU NEED: No supplies needed

WHAT YOU DO:

- Direct kids to stand about an arm's length apart from each other.
- Name two objects or animals.
- Guide kids to vote for the one they think is more powerful by pantomiming that object or animal.
- Possible pairings include:
 - a polar bear or a kitten
 - a lion or a mouse
 - a car or a rocket ship
 - a whale or a goldfish
 - a lightbulb or the sun
 - a bicycle or a motorcycle
 - an elephant or an ant

WHAT YOU SAY:

[Transition] "Let's go to Large Group where we'll hear about someONE who's more powerful than anything in the world!"

Lead your group to the Large Group area.

**TALK
ABOUT GOD**
BIBLE STORY
REVIEW

BIBLE STORY

You Raise Me Up
Lazarus Raised
John 11:1-45

MEMORY VERSE

**"In this world you will have trouble.
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John 16:33b, Nlrv

LIFE APP

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IMAGINE

an activity that promotes empathy and facilitates biblical application through role-play and reenactment

*** 1. FINGER-PIECE THEATER**

WHAT YOU NEED: Bible marked at John 11, "Finger Puppets" and "Lazarus and Tomb" Activity Pages, scissors, markers or crayons, tape, flashlight (optional), backdrop (optional)

WHAT YOU DO:

- Give each child a "Lazarus and Tomb." Guide kids to cut out around the figures.
- Provide hand-over-hand assistance as necessary.
- Invite kids to color the figures.
- Give four volunteers the Mary, Martha, Jesus, and Crowd finger puppets and help them tape the puppets around their extended pointer and middle fingers. (See illustration on the Activity Page.)
- All of the remaining kids can play the part of Lazarus. Help them attach the Lazarus puppet to their pointer and middle fingers.
- Narrate the story while the kids "dramatize" with the puppets.
 - Lazarus and his two sisters, Mary and Martha, lived in Bethany. One day, Mary and Martha sent a message to Jesus that their brother was very sick. Jesus said: *"This sickness will not end in death"* (John 11:4 Nlrv).
 - Jesus stayed where He was for two more days, and then He and His friends traveled to Bethany. When they arrived, they learned that Lazarus had died and had been in the tomb for four days.
 - Martha went out to meet Jesus. When she saw Him, she said: *Lord, . . . I wish you had been here! Then my brother would not have died* (John 11:21 Nlrv).
 - Jesus called for Mary, and when she came out, she also said: *Lord, I wish you had been here! Then my brother would not have died* (John 11:32 Nlrv).
 - Some people said: *Couldn't he have kept this man from dying?* (John 11:37 Nlrv).
 - Mary, Martha, and Jesus came to the tomb—a cave with a stone in front. Jesus said to take away the stone. Martha said it would smell bad, but Jesus said: *"Didn't I tell you that if you believe, you will see God's glory?"* (John 11:40 Nlrv) Jesus prayed to God and told Lazarus to come out, and Lazarus did!
- **NOTE:** If you have older kids, they can narrate independently, with help as necessary.

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

25 MINUTES

TALK ABOUT GOD BIBLE STORY REVIEW



IMAGINE

an activity that promotes empathy and facilitates biblical application through role-play and reenactment

- *Optional: Create a "shadow puppet theater" by shining a light on the puppets as kids dramatize. Provide a smooth, light-colored backdrop and dim your lights as necessary.*

WHAT YOU SAY:

"How do you think Mary and Martha felt when their brother died? How do you think they felt after they saw Lazarus walk out of the tomb? How would you have felt?"

"Sometimes things don't go the way you expect. Think of Mary and Martha. They expected Jesus to heal their sick brother, Lazarus. But they expected Jesus to heal Lazarus BEFORE he died. So when Lazarus died, they thought Jesus was too late.

"But it turned out that God had a different plan—a better plan, a more AMAZING plan. A plan to show the world how powerful He is by bringing Lazarus back from the dead!"

"So **whatever happens, remember how powerful God is.** Remember that He loves you and that He can do more than you could ever imagine!"

LIVE FOR GOD APPLICATION ACTIVITY



MOVE

an activity that increases the oxygen in the brain and taps into the energy in the body

BIBLE STORY

You Raise Me Up
Lazarus Raised
John 11:1-45

MEMORY VERSE

**"In this world you will have trouble.
But be encouraged! I have won
the battle over the world."**
John 16:33b, NIV

LIFE APP

**Hope—Believing that
something good can come
out of something bad**

BOTTOM LINE

**Whatever happens, remember
how powerful God is.**

BASIC TRUTH

I can trust God no matter what.

2. GOD CAN!

WHAT YOU NEED: No supplies needed

WHAT YOU DO:

- Lead kids to pantomime the following things that only God can do. Use timing and inflection to help keep kids' interest high.
 - God can make the sun rise in the morning (*pause*) and set at night (*pause*).
 - God can make a tiny seed (*guide kids to pantomime a seed in the ground*) sprout leaves (*prompt kids to "sprout" leaves*) and grow from a small tree (*pause*) to a medium tree (*pause*) and then to a GIANT tree (*pause*) that sways in the wind (*pause*).
 - God can make a chick peck out of an egg (*pause*) and grow into a bird that soars in the sky (*pause*).
 - God can make the wind blow softly (*pause*) or fiercely (*pause*).
 - God can send rain (*pause*) to water the earth.
 - God can make a rainbow in the sky (*pause*).
 - God can make someone who can't walk (*pause*) . . . walk (*pause*)!
 - God can make someone who is blind (*pause*) see (*pause*).
 - God can make someone who is sick (*pause*) well (*pause*).
 - And God can make someone who is dead (*pause*) come back to life (*pause*)!

WHAT YOU SAY:

"Is God powerful? (*Pause*.) Yes! God is more powerful than anything! Nothing is impossible or too hard for Him.

"So no matter what problems you face—whether it's someone who isn't kind to you, something that makes you really sad, troubles at home, or troubles at school—remember how powerful God is, and remember that He can do anything. So, **whatever happens, remember how powerful God is.** He loves you, and He can help you!"

**HEAR
FROM GOD**
MEMORY VERSE
ACTIVITY



CONNECT

an activity that invites kids to share with others and build on their understanding

BIBLE STORY

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Lazarus Raised
John 11:1-45

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BASIC TRUTH

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3. JESUS CAN!

WHAT YOU NEED: Bibles, inflatable globe or similar

WHAT YOU DO:

- Lead kids in a memory verse mash-up of "Hot Potato" and "Duck, Duck, Goose."
- Help kids look up and "read" the verse using the navigation tips below.

Finding verses with kindergartners: Guide children to open the Bibles to the marked page. Point to the word John at the top of the page as you say "John" aloud. Then guide children to find the big number 16 on the page. Explain that this is the chapter number. Finally, guide them to look under the big 16 for the little 33; this is the verse number. Tell them to put their finger on the words "in this world" as you read the verse aloud. Then lead everyone to say the verse together.

Finding verses with 1st graders: Guide children to open their Bibles to the front and find the table of contents. (*Hold up a Bible opened to the table of contents to show the kids what the page looks like.*) When the kids find the table of contents, lead them to find John in the list under "New Testament." You can help by telling them that John starts with the letters J-O. When the kids find John, lead them to look at the page number beside the word. Explain that the number tells them on what page they can find John. Help the kids find the page. When they find John, explain that the big numbers on the page are the chapter numbers. Help them find chapter 16. Explain that the small numbers are verse numbers. Help them find verse 33 in chapter 16. Tell them to put their finger on the words "in this world" as you read the verse aloud. Then lead everyone to say the verse together.

- Next, guide kids to name some troubles we might have, whether it's sickness, moving to a new place, losing a pet, or being sad.
- Emphasize that no matter what happens, we can have hope because God is bigger and stronger than anything.
- Guide kids to sit in a circle.
- Give one child the globe and guide her to quickly pass it to her right.
- As kids continue to pass the ball "Hot Potato"-style and methodically say the first sentence of the memory verse: "In . . . this . . . world . . . you . . . will . . . have . . . trouble."

PRELUDE

SOCIAL

STORY

WORSHIP

GROUPS

HOME

25 MINUTES

HEAR FROM GOD MEMORY VERSE ACTIVITY



CONNECT

an activity that invites kids to share with others and build on their understanding

- When you say, “trouble,” the child holding the globe names a trouble someone might have.
 - He might say: getting sick, losing a toy, having a pet die, a friend moving away, or feeling sad.
 - After he names a trouble, compassionately say (to all the kids), “Jesus said: *“But be encouraged! I have won the battle over the world.”*”
- *NOTE: As kids learn the words of Jesus’ promise, invite them to say it with you, too.*
- Continue the game for several rounds, heightening kids’ anticipation by varying the length of time you pause before saying, “Trouble!”
- *NOTE: If a child is too shy or uncomfortable to say a trouble aloud, invite him to whisper it in your ear or choose someone to say one for him.*

WHAT YOU SAY:

“Jesus knows that we’ll have troubles in this world. Bad things and sad things WILL happen to us. But Jesus also promised that He’s won the battle over the world. That means that no matter what bad things happen, Jesus is more powerful and He’ll work everything out for good. That’s why we can always have hope!

[Make It Personal] (Tell the kids about a time God worked something good from something bad, like meeting new neighbors while looking for a lost pet.)

“So **whatever happens, remember how powerful God is.** And remember: *“In this world you will have trouble. But be encouraged! [Jesus has] won the battle over the world!”* (John 16:33 NIV).”

PRAY TO GOD PRAYER ACTIVITY



EXPLORE

an activity that extends learning through hands on experimentation and discovery

BIBLE STORY

You Raise Me Up
Lazarus Raised
John 11:1-45

MEMORY VERSE

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LIFE APP

**Hope—Believing that
something good can come
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BOTTOM LINE

**Whatever happens, remember
how powerful God is.**

BASIC TRUTH

I can trust God no matter what.

PRAY AND DISMISS

WHAT YOU NEED: "GOOD out of BAD" Activity Page

WHAT YOU DO:

- Position the "GOOD out of BAD" visual to display the word "BAD."
- Hold it so all the kids can see, and invite them to read the word.
- Use the conversation below to lead kids into prayer.
- If time allows, pass around the visual and let each kid have a turn bringing "Good" out of "Bad."

WHAT YOU SAY:

"Sometimes bad things happen, and we feel sad or angry or confused. But when we know God, we can have HOPE even when bad things happen. Hope is believing that something GOOD (*pull the slide to reveal the word GOOD*) can come out of something BAD.

"In today's Bible story, what was something good that came out of something bad? (*Jesus brought Lazarus back to life after he'd died; Jesus showed that He is powerful; Jesus showed that He is God when He brought Lazarus back to life.*)

"Sometimes it's hard to believe that good things can come out of bad things, like when your pet gets lost, someone's in the hospital, or sad things are happening in your family. But **whatever happens, remember how powerful God is.** Remember that He can make something good come out of something bad. And remember that Jesus loves you more than you could ever imagine. Let's pray.

"Dear God, You are powerful! You are more powerful than anything in the universe. Nothing is too hard for You. Thank You that You love us and that You work all things for good in our lives—even the things that make us feel sad or confused. Help us remember that You can always bring good things out of bad things. We love You, Lord. Amen."

As adults arrive to pick up, encourage kids to say today's Bottom Line:
Whatever happens, remember how powerful God is.