EXPERIENCE A BETTER STORY 0-0-0-0-0-0 The Bible Series



Week 7 / Juniors KS2 **Hope** & Home

Session plan

Core value: 'Join God's family. Be filled with the Holy Spirit. Boom: changed you, changed world!'

Key Verse:

Revelation 21.1–6 (ESV)

Then I saw a new heaven and a new earth, for the first heaven and the first earth had passed away, and the sea was no more. And I saw the holy city, new Jerusalem, coming down out of heaven from God, prepared as a bride adorned for her husband. And I heard a loud voice from the throne saying, "Behold, the dwelling place of God is with man. He will dwell with them, and they will be his people, and God himself will be with them as their God. He will wipe away every tear from their eyes, and death shall be no more, neither shall there be mourning, nor crying, nor pain any more, for the former things have passed away." And he who was seated on the throne said, "Behold, I am making all things new." Also he said, "Write this down, for these words are trustworthy and true." And he said to me, "It is done! I am the Alpha and the Omega, the beginning and the end. To the thirsty I will give from the spring of the water of life without payment.





Twirl of Love

Choose a volunteer and blindfold or have them face the wall (so that they can't see the other three volunteers about to be chosen). Choose another three volunteers (careful not to choose using their name), number them 1,2,3. Hand volunteer 1 this week's question – if not blindfolded they can read aloud, if blindfolded leader reads (with younger ones who find reading hard, leader may need to read). Encourage volunteer 1 to listen carefully to the answers 1,2 and 3 give. They must choose the best answer – whoever they choose, will be the one they share the 'Twirl of Love' with (any two-piece chocolate bar can be used).

This week's questions (based on what the group learned in last week's session about Jesus):

When we are Christians what is the name of the family we join? (Answer - Church.)

When we join God's family, what power are we given? (Answer - the power of the Holy Spirit.)

What does God's power do? (Answer - it changes us and the world.)

Zoom tweak

- This can still be played volunteer 1 simply needs to blindfold themselves on screen
- When you choose your three additional volunteers, write their names on paper and hold to the screen, so they can see and know who you have chosen
- Have a physical Twirl with you to show on screen and pretend to hand it to the final winners

Bible Starter

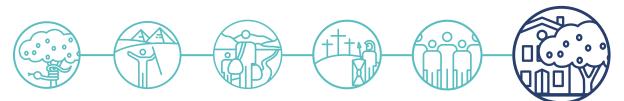
Reference the key Bible verse – if using paper, write out the verses on separate pieces of paper like the diagram below. Read the verse aloud together.

Start each reading with these lines: 'The Bible is FULL of God's words. It is a marvellous treasure chest, full of beautiful and important things. What does it have to tell us today?'



Zoom tweak

- The easiest way to achieve this is to have the verse on a PowerPoint and share your screen
- You can also have it written on paper which you can hold up to the screen





Activity: Hanger Game

Seat your children in a circle and pass the hanger round, one child at a time. As each child receives it they must make it become something else and act that out (e.g. hold each end of hanger and make a motorbike engine sound, or hold by its hook upside down and it's an umbrella). The others then try to guess what the hanger has changed into.

Application: What if I told you that one day you and our world would totally change? What if I told you that one day, you and our world will be made new? What would you say? Invite the children to give a one-word response

Application: The Bible says that one day, you and the world will be made new. Everything bad in us and in the world will go. WOW! Is there one word that describes what a promise of a world like that gives us?

Explain that every so often throughout the session, you will stop to play the Promise Word Hangman – each time you stop they have to find a letter for the word

Zoom tweak

- Have a hanger on screen that all can see
- Call the children's names one at a time and as their names are called they can decide what they want the hanger to change into by telling you you then act it out
- OR you can ask each child to have a hanger ready ahead of time

Activity: Promise Word Hangman Round 1

Play a game of Hangman. Have four spaces drawn up on your flipchart (it will eventually spell the word HOPE). Explain that this is a word that describes what a new world one day gives us.

The Rules:

- They have four chances each round to guess the right letter
- Each time they guess wrong, the classic way of playing hangman is to draw a bit at a time
- If they don't guess it, leave the space blank (In this round you just want the letter 'H')

Zoom tweak

- This can be done on the whiteboard in Zoom and sharing the screen
- OR you can have some paper or a flipchart ready to play as you would if you were together

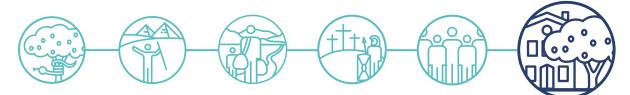
Activity: A Whole New World

Play a karaoke (or music only) version of the *Aladdin* song 'A Whole New World'. Start by having each child lie on their back with eyes closed, imagining what their 'whole new world' might be like.

Talk them through the following stages:

• Stage 1 – you wake up and look out the window and everything has changed – what do you see? What's different? What can you smell? What does it smell like? Allow them to imagine the sky, sun and the trees – are they the same colour? The same shapes? In the same places?

• Stage 2 – your day starts but it's new – what do you do in your new world? What don't you do? Allow them to imagine getting ready to go and do something – is it school? If so, how is it new? If it isn't, what are they doing instead?





Week 7 / Juniors KS2 **Hope** & Home

• Stage 3 – they bump into three people they love/like a lot – they are different. How? Do they look different? Do they act differently? How is it different in your new world between them and you? What are they doing now they didn't do before?

If you have a lively group, they can act this out – without words – as the music plays. Allow them to be totally immersed as they imagine their new world.

Feedback: Allow children to feed back each of their stages – what was different? Was it better? What didn't happen in the new world?

Activity: God's New World

Explain that Jesus will renew this world as he first created it – PERFECT. So what will no longer exist in this new world?

Use an inflatable globe (a normal ball will suffice, but tell the children to imagine it's a globe). This activity is a little like the game 'hot potato' – the children sit in a circle and the globe is passed from child to child as quickly as possible. As they receive the globe, they must say one thing they think won't be in God's new world (e.g. crying, pain, illness, bullying etc). If they say something that's incorrect – it's the same as if someone drops the ball – they must run around the outside of the circle, faster than the globe is being passed in the circle, to return to their space before the globe does. Any child who doesn't get back to their space before the globe, stays in the circle but sits and is out of play

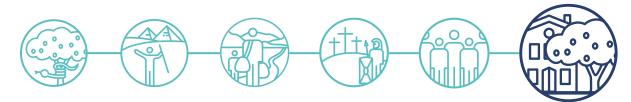
Application: (With reference to any children who are sat and out) – in God's new world, NO ONE will be left out. In God's new world there is no sadness or illness. Everything will be good, very good. Just as it was in the very beginning. What one word describes what this new world gives us?

Zoom tweak

- Ensure that each child watching has a small ball or something roughly the size of a tennis ball, that they can easily throw in the air and catch (e.g. a teddy)
- Explain that their object is the world
- All children must throw up and catch their ball for the whole time
- As they do, you as leader will call them one at a time by name, and they offer something that WON'T be in God's new world
- If incorrect they stop throwing their ball up and down and wait until the game ends

Activity: Promise Word Hangman Round 2

Play another round of the Hangman game. This time round you just want the letter 'O'





Activity: Mirror, Mirror

Hold a mirror up to the children. Explain that in the new world they also will be made new. Invite the children to come and look in the mirror and say what changes they would make to themselves to make a whole new them. Start by illustrating yourself – look in the mirror and perhaps say things like 'Ooh a whole new me. I would be taller; I am a diabetic and so would have a working pancreas; I am very impatient so would quite like to be patient ...'

As many children as you have time for can come and try the mirror game.

Application: The Bible says that not only will the world be new, but so will we. We will still be us, but perfect versions of us! What one word describes what this new world gives us?

Zoom tweak

• Hold a mirror up to the screen and allow anyone who volunteers to give the activity a go.

Activity: Promise Word Hangman Round 3

Play another round of the Hangman game. This time round you just want the letter 'P'

Activity: Hope

Can you guess the one word that describes what this new world and new us gives us? (If they can't guess, play one more round of Hangman to get the letter 'E'.)

Application: We get the word HOPE. Jesus gives us HOPE. Question: What is hope?

Activity: Remote CONTROL 1

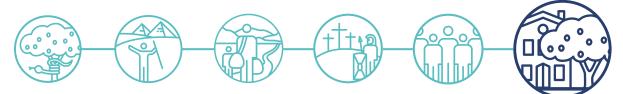
(The basic concept you are relaying is that HOPE is knowing God is in control and we can trust that no matter what, he will always bring something good.)

Create a small obstacle course on the floor using objects you can easily access. Ask a volunteer child to drive the remote-controlled car around the course. If the car crashes reassure the child – 'Oh don't worry' – then ask them to go and pick the car up and put it back on course. Allow as many children as you have time for to try and control the car.

Application: Ask the children who was always in control of the car? (Whoever had the controls!) God gives us HOPE because we know he is ALWAYS in control of all the things that happen in the world and in our lives. Ask the children what happened every time someone crashed the car, or it went off course? You stepped in to put the car back on course. No matter what. WE can know that God is in control – even when it gets bad. That is HOPE.

Zoom tweak

- Set up your device so that you control the remote-controlled vehicle and the children can see it on your screen
- You control the car and crash it etc and apply all the above the children will love seeing you being unable to control the car





Activity: Remote CONTROL 2

This time clear the floor so the space is empty – so that it looks easy! Lay a start sign at one point and a finish sign at another. Explain that the objective is to get the remote-control car from the start to finish on your mark. As the volunteer drives the car, put some obstacles in the car's way – surprise your volunteer by standing in its way, or placing a box or a book in its way etc. Each time, encourage the volunteer to try to navigate around the obstacles. As the car reaches each obstacle and the volunteer successfully navigates it, apply in the following ways:

Obstacle 1 – Imagine this is your life and this first obstacle in your way is someone being mean to you at school. You HOPE because even though it isn't nice, God is always in control, just like you are in control of the car, but HOPE also means God will make something good happen, even from the bad. So, in this case, you learn that the best way to deal with people being mean to them is to be kind to them. You realise you don't want anyone to feel like you feel when this person is mean to you. So you decide to be kind to everyone always. You end up with loads of good friends as a result.

Obstacle 2 – This is your life and you have hit another obstacle – maybe this time you are sad because your Mum is poorly, and you are really worried about her. Always have HOPE, God is in control just like you are of the car. And God can bring something good even from the bad. So maybe in this case, because your Mum is poorly, you spend more time with her sitting on her bed chatting and laughing and telling her about your day. She is poorly, but you are having a brilliant time together. (Leaders – you will need to be sensitive with this illustration.)

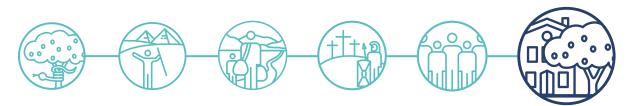
Obstacle 3 – This is your life and you have hit another obstacle – maybe this time you have a big test at school. It's spelling and you are rubbish at spelling. You don't want to look silly. HOPE is knowing God is in control like you are of the car and HOPE is knowing God will make good things come even from the bad. In this case you tell your teacher how worried you are and she gives you extra help. You don't have a perfect score in your test but it's much better than you thought. You learning to be honest when you find things hard and to ask for help.

Application: Hope is knowing God is in CONTROL and even when things are bad, knowing God will cause something good to happen.

Zoom tweak

- Run as above, with the children watching you
- Perhaps ask a second person who you live with to add the obstacles
- Or you do it, one at a time and apply as stated

Application: God will make a new world and a new you. Still you, but perfect. This means we always have HOPE no matter what happens. Because God is always in control and always makes something good come from something bad.





Creative Prayer

Sit the children in a circle and in the middle place a beautifully wrapped gift.

Tell the children that hope is like a beautiful gift from God. Unwrap the gift and find the candle; light it.

Application: HOPE is like a light in the dark – it's knowing that God is in control and will make something good even when it's bad, and that one day he will make a whole new us and a whole new world. This is an incredible gift – light ALWAYS shines in the dark.

Ask children to either close their eyes or look at the candle as you pray.

Pray:

Jesus thank you that you are HOPE.

Thank you that you are always in control.

No matter what happens, even bad things, your HOPE means something good can always happen.

Optional Craft Activity

You will need:

• Multiple squares of paper (roughly 2 cm x 2 cm) in different colours (you could make life easier and just provide paper in multiple colours and let the children cut their own squares out – determining their own size etc.)

• Some pictures of Minecraft characters to illustrate how everything is square

- A4 card for each child
- Glue
- Scissors

• The word HOPE printed out for each child

- A speech bubble for each child
- Stapler

Tell the children that on their A4 card they are going to make a Minecraft version of themselves – a Minecraft self-portrait. This means everything has to be made from squares. Explain they are going to make a perfect version of themselves – so if they have blue eyes, they still have blue eyes but perfect blue eyes, if brown hair, still brown hair but perfect brown hair.

Once they have completed their pictures, glue the word HOPE somewhere on their portrait (e.g. a girl could use it as a bow in her hair). Finally, staple a speech bubble to the portrait and write in it, 'One day God will make a new me.'

