

K-5 | W4

Today's Suggested Schedule—September 2026, Week 4

Bible Story: The Lord Calls Out to Samuel • 1 Samuel 3

Bottom Line: I can ask God to speak to me.

Monthly Memory Verse: *My sheep listen to my voice. I know them, and they follow me.* • John 10:27 NIV

Loud sounds, bright lights, and large groups can be overwhelming or overstimulating for some children. To create a more inclusive large group experience, consider offering adaptive tools like noise-canceling headphones, sunglasses, sensory-friendly items, or access to modified spaces.

Prelude: Setting the Tone for the Experience

- See the Getting Ready pages at the end of this document for a detailed description of what you'll need for today.
- In the Prelude folder of your curriculum, you'll find a variety of other resources to help you prepare.

Social: Providing Time for Fun Interaction

- Opening Activity

Worship: Inviting People to Respond to God

- Opener
- Worship
- Bible Story
- Prayer

Groups: Creating a Safe Place to Connect

Bible Story Review: Act It Out (K–1st grade), Who's Calling? (2nd–3rd grade), Bible Story Extension and Discussion Questions (Preteen)

Application Activity: Blindfolded Trek (K–1st grade), Keys to Listening (2nd–3rd grade), Take a Snapshot (Preteen)

Memory Verse Activity: Whose Voice Is It? (K–1st grade), Blindfold Mix & Match (2nd–3rd grade), Verses to Take with You (Preteen)

Prayer Activity: Pray and Dismiss (K–1st grade, 2nd–3rd grade), Make It Personal with Prayer (Preteen)

Home: Prompting Action Beyond the Experience

- Parent Cue Card (Print or Email)
- Devotionals for Kids
- Parent Cue App



Bible Story

The Lord Calls Out to Samuel • 1 Samuel 3

Bottom Line

I can ask God to speak to me.

Memory Verse

My sheep listen to my voice. I know them, and they follow me. • John 10:27 NIV

10 min

Large Group Opener

5 min

Opener

What You Need

 Host	1
 Four pre-determined leaders	4
 Random props for the leaders to use to distract the kids during the game. Ideas: Bubbles, pool floats, balls, rubber chickens, confetti, random hats (several per Large Group)	Several
 Eight Kid volunteers	8

5 min

Large Group Game | Lost in the Noise!

What You Need

No supplies needed

Setting the Tone for the Experience

What You Say:

OPENER

HOST: "Hey, everyone! I'm so glad you're here today! If it's your first time, welcome! You picked a great day to be here because things are about to get a little ... noisy."

"This whole month, we've been in a series called 'Frequency—Learning to Hear from God.' This is our last week in the series, and today, we're going to hear a true story from the Bible about someone—a kid—who heard God's voice!"

"But before we get into that, let me ask you something: Have you ever tried to listen to something important, but there was just too much noise? Like trying to hear directions when people are talking around you, or trying to listen to your friend while music is blasting, or trying to listen to what your teacher is saying, but someone behind you won't stop whispering?"

"Yeah ... sometimes, the problem isn't that no one is talking. It's that there's too much noise to hear clearly."

"And today, we're going to play a game that shows just how easy it is for a message to get completely lost when things get loud."

"

What You Say:

Today's game is called ... 'Lost in the Noise!'

Game Slide 1: Lost in the Noise!

"Okay, I need eight volunteers for round one. If you think you can stay focused in the middle of chaos and want to volunteer, raise your hand!"

(Pick eight kids from the ones who have their hands raised, invite them to the game area, and line the kids up in a single file line next to each other.)

"Here's the deal: I'm going to whisper a message to the first person in line, and your job is to pass the message to the person next to you as

clearly as you can. It's a simple game, and I'm sure you've all played before. But you know, we can't just do a simple game like this! No way!

"While the message is being passed, you're about to hear lots of distractions from our leaders. But let's see if we can keep the message the same from the first person to the last!

(Here are some options of messages you can share, or feel free to come up with your own!)

Grandma's goldfish drives a tiny blue race car.

I slipped on spaghetti while juggling jellybeans.

The sleepy robot snored loudly inside a rocket ship.

A pirate traded treasure for one slice of pineapple pizza.)

"Players, are you ready? Try not to get the message lost in the noise! Best of luck!

(Play the game. Host whispers a message to the kid at the beginning of the line.)

AUDIO: Play high-energy music

(Leaders come in to distract the kids playing the game. Get creative with the distractions! Examples: Blowing bubbles, throwing confetti, putting pool floats on the kids in line, putting random hats on the kids in line, doing cartwheels, dancing, playing football with each other, singing opera, walking in between the kids, having a leader walk around in a funny costume, etc. This should be funny and engaging to watch!)

(Play until the message has been passed all the way down the line of kids.)

"Wow, that was crazy! Okay, let's see what message we ended up with! Our last friend in line—what did you hear?

(Pause while the last kid in line shares what they heard.)

"Okay, now let's see what the original message was! To our first friend in line—what was the message I whispered to you?

(Pause while the first kid in line shares what they heard.)

(Encourage the kids whether or not the message changed or stayed the same from the first kid to the last kid in line.)

(If time allows, continue with more rounds. Ask for eight new volunteers at the start of each round.)

"Wow, that was fun hearing how the message sometimes changed and sometimes stayed the same! This game actually shows us something

really important: When things get noisy and distracting, it becomes really hard to hear clearly.

"And that's not just true in games, it's true in real life too. God speaks to us, but sometimes, our world is so loud and busy, we don't hear Him clearly.

"And you know what, that actually reminds me of our Bottom Line for today. Let's see what it says!

[Bottom Line] "I can ask God to speak to me. Can you say that with me?"

KIDS AND HOST: **[Bottom Line]** "I can ask God to speak to me."

HOST: "Awesome job today, friends! We will be talking more about that in our Bible Story very soon!"

10 min

Worship | Amazing Music

5 min

Echo | Worship Song

What You Need

 Worship Leader(s)

1

5 min

Take You at Your Word | Echo | Worship Song

What You Need

 Worship Leader(s)

1

Inviting People to Respond to God

What You Say:

AMAZING MUSIC

WORSHIP LEADER: "Hey, friend! Our first song is called 'Echo.' Have you ever heard your voice bounce back to you? That's an echo! This song reminds us that God's love keeps coming back again and again. His love does not run out, fade away, or quit on us.

"So let's wake up our voices and get ready to move. As we sing, remember that God's love is louder than fear, stronger than mistakes, and always reaching for you.

SONG: "Echo" Dance Motion, Lyric or Instrumental Lyric Videos are available with Amazing Music on APlay

"That was awesome! We're going to continue with a song that's full of energy. If you want to clap, go for it. If you want to sing loudly, do it. If you're still learning it, that's okay too—just jump in when you're ready! Here we go!

What You Say:

SONG: "Take You at Your Word Dance Motion, Lyric or Instrumental Lyric Videos are available with Amazing Music on APlay

"When we worship, we are not just filling time—we are giving God the praise He deserves. Every song is a chance to remember who God is, thank Him for what He has done, and tell Him that He matters most. And even when the music stops, our worship can keep going in the way we live, the choices we make, and the love we show. Let's keep giving God our best today.

"Now it's time to learn our Memory Verse! Raise your hand if you know it!

(Pause while kids raise their hands.)

"Love it—I see a lot of hands! It's John 10:27! Our Memory Verse this month is the very words of Jesus! When Jesus speaks, it's not just information. Jesus actually helps you know what's right, what's true, and what to do next. You might not hear Him out loud, but He speaks through

His Word, through truth, through other people, and through the way He guides your heart.

"Here's our Memory Verse for this month! I'll read it first, then I will guide you through it. Jesus said ...

SLIDE: Memory Verse

WORSHIP LEADER: *"My sheep listen to my voice. I know them, and they follow me" (John 10:27 NIV).*

"Now, let me guide you through it. Repeat after me—nice and loud!

WORSHIP LEADER: *"My sheep listen to my voice."*

KIDS AND WORSHIP LEADER: *"My sheep listen to my voice."*

WORSHIP LEADER: *"I know them,"*

KIDS AND WORSHIP LEADER: *"I know them,"*

WORSHIP LEADER: *"and they follow me."*

KIDS AND WORSHIP LEADER: *"and they follow me."*

WORSHIP LEADER: *"John 10:27!"*

KIDS AND WORSHIP LEADER: *"John 10:27!"*

WORSHIP LEADER: "So this week, instead of just hoping things work out, you can actually go to God and ask Him, 'God, help me hear You.' And when you do that, you can trust that He will lead you.

"Thanks for worshipping with me today!"

15 min

Bible Story

5 min

StoryLab Bible Story | Video

What You Need

No supplies needed

Creating a Safe Place to Connect

What You Do:

- Download the slides and have them ready to use. If you do not have screen capabilities, you have Orange's permission to enlarge and print the slides on paper.
- Confirm that your church has appropriate licensing to perform or play music and sound effects in your kids' environments (see above under Opener).
- Set up the table at the front of the teaching area.
- Set the Bible and one walkie-talkie on the table. Make sure the walkie-talkie is turned on before the teaching.
- Pre-determine one leader to stand somewhere offstage during the teaching and speak to the Storyteller on cue using the second walkie-talkie or a microphone.
- If the leader is using a microphone instead of a walkie-talkie, make sure the microphone is connected to the sound system and turned on before the teaching.

5 min

So and So Show Bible Story | Video

What You Need

No supplies needed

What You Do:

- Download the slides and have them ready to use. If you do not have screen capabilities, you have Orange's permission to enlarge and print the slides on paper.
- Confirm that your church has appropriate licensing to perform or play music and sound effects in your kids' environments (see above under Opener).
- Set up the table at the front of the teaching area.
- Set the Bible and one walkie-talkie on the table. Make sure the walkie-talkie is turned on before the teaching.
- Pre-determine one leader to stand somewhere offstage during the teaching and speak to the Storyteller on cue using the second walkie-talkie or a microphone.
- If the leader is using a microphone instead of a walkie-talkie, make sure the microphone is connected to the sound system and turned on before the teaching.

5 min

Bible Story (Live)

What You Need

	Storyteller	1
	Host	1
	Bible	1
	Table	1
	Pre-determined leader	1
	Walkie-talkies	1
	Microphone for the leader to speak into during the teaching (if you decide not to use walkie-talkies)	1

What You Say:

INTRODUCTION

STORYTELLER: "Hey, friends! Welcome back to 'Frequency!' All month long, we've been in this series: 'Frequency—Learning to Hear from God.' And this is our last week in the series!

"Alright, let me ask you something. Have you ever been told to do something, but you weren't totally sure you heard it right?

"Like someone gives instructions, and you catch part of it ... but not all of it. So now you're standing there thinking, 'Wait ... what exactly am I supposed to do?'

"Or maybe someone says something across the room, and you think they're talking to you, so you respond ... and they're like, 'I wasn't talking to you.'

"Or this one ... you start doing something, and then halfway through, you realize, 'Wait ... I might be doing this completely wrong.'

"Yeah ... we've all had moments like that.

"Moments when you hear something, but you're not totally sure what you heard ... or what it means ... or what you're supposed to do next.

"And in those moments, you usually have to figure it out. You might think: Do I ask again? Do I guess? Do I just go for it and hope I'm right? Today's Bible Story starts with a moment like that. It was a moment when someone heard something ... but they didn't understand it right away. Let's dive in!"

Setting up the Story

STORYTELLER: "Today's true story from the Bible comes from the book of 1 Samuel. It's about a boy named Samuel. Samuel was living in the temple, which was the place where people would go to worship God. He wasn't just visiting. He was there to serve God and learn what it meant to follow Him.

"There was also an older man there named Eli. Eli was a priest, which means he helped lead people and taught them about God. Samuel stayed close to Eli and learned from him.

"Samuel was still young. He was learning, helping, and doing what he was told.

"Then, one night, it was getting late. Everything had settled down. The temple was quiet. And people were getting ready to sleep.

"Samuel had found his place to lie down. Eli had gone to rest too. There wasn't anything exciting happening. Just a normal, quiet night. But in the middle of that quiet ... something happened."

Samuel Hears but Misunderstands

STORYTELLER: "Let's look at what the Bible says.

(Open the Bible and read 1 Samuel 3:1-4 NIV.)

The boy Samuel served the Lord under the direction of Eli. In those days the Lord didn't give many messages to his people. He didn't give them many visions.

One night Eli was lying down in his usual place. His eyes were becoming so weak he couldn't see very well. Samuel was lying down in the Lord's house. That's where the ark of God was kept. The lamp of God was still burning. The Lord called out to Samuel.

Samuel answered, "Here I am."

"Picture this with me: The room was quiet. Samuel was lying there, getting ready to sleep. Nothing unusual. And then ... he heard something.

(From offstage, through the walkie-talkie or microphone, the leader says, "Samuel ...")

(Storyteller pauses, reacts, and looks around, as if trying to see where the voice is coming from.)

"Samuel heard his name called. He got up right away and went to Eli.

(Open the Bible and read 1 Samuel 3:5 NIV.)

He ran over to Eli and said, "Here I am. You called out to me."

But Eli said, "I didn't call you. Go back and lie down." So Samuel went back and lay down.

"Everything went quiet again. Samuel probably started to fall asleep.

(From offstage, through the walkie-talkie or microphone, the leader says, "Samuel ..." so the audience can hear.)

(Storyteller reacts again.)

"And then ... it happened again.

(Open the Bible and read 1 Samuel 3:6-7 NIV.)

Again the Lord called out, "Samuel!" Samuel got up and went to Eli. He said, "Here I am. You called out to me."

"My son," Eli said, "I didn't call you. Go back and lie down." Samuel didn't know the Lord yet. That's because the Lord still hadn't given him a message.

"Now it was getting interesting! I'm sure Samuel was thinking, 'What is going on here?' So Samuel went back again. He was probably lying there for a little bit, starting to fall asleep again, when all of a sudden ...

(From offstage, through the walkie-talkie or microphone, the leader says, "Samuel ..." so the audience can hear.)

(Open the Bible and read 1 Samuel 3:8a NIV.)

"The Lord called out for the third time. He said, "Samuel!" Samuel got up and went to Eli. He said, "Here I am. You called out to me."

"You can imagine this moment. Samuel kept getting up. Eli kept saying, 'That wasn't me.' Something was happening ... but Samuel didn't understand it yet."

Eli Helps Samuel Recognize God's Voice

STORYTELLER: "But this time ... Eli started to realize what was going on. Samuel had come to him three times, saying the same thing: 'You called me.' And every time, Eli said, 'That wasn't me.' And then it clicked. Eli understood that Samuel wasn't just hearing something random. Samuel was hearing the voice of the Lord.

(Open the Bible and read 1 Samuel 3:8b-9 NIV.)

Then Eli realized that the Lord was calling the boy. So Eli told Samuel, "Go and lie down. If someone calls out to you again, say, 'Speak, Lord. I'm listening.'" So Samuel went and lay down in his place.

"Eli didn't ignore what was happening. He helped Samuel understand what to do next.

"So Samuel went back and lay down again. And everything got quiet.

"And now ... this time ... he was ready.

(From offstage, through the walkie-talkie or microphone, the leader says, "Samuel ..." so the audience can hear.)

"Samuel didn't run to Eli this time. He stayed right where he was. He remembered what Eli said. He realized, this was different."

Samuel Listens and Responds

STORYTELLER: "This time, Samuel didn't jump up. He didn't run to Eli. He knew what to do.

(Open the Bible and read 1 Samuel 3:10 NIV.)

The Lord came and stood there. He called out, just as He had done the other times. He said, "Samuel! Samuel!"

Then Samuel replied, "Speak. I'm listening."

"For the first time, Samuel understood what was happening. He wasn't just hearing a random noise in the night. God was speaking to him.

"And notice what Samuel did. He didn't ignore it. He didn't get distracted. He didn't run somewhere else trying to figure it out. He stayed right there, and he listened.

(From offstage, through the walkie-talkie or microphone, the leader says, "Speak. I'm listening." so the audience can hear.)

"Now, of course, they didn't have walkie-talkies or microphones back then. This was just to show an example—that sometimes, we need to tune in and listen.

"Samuel said, 'Speak. I'm listening.' That means he was ready. He was paying attention. He wanted to hear what God had to say.

"And God did speak to him. God gave Samuel a very important message. And this was the beginning of Samuel learning how to hear from God. From that point on, Samuel kept listening. As he grew up, he continued to hear from God and share what God said.

"People began to recognize something about Samuel. They could see that God was with him, and that Samuel listened when God spoke.

"And it all started with Samuel continuing to be in the presence of God, and God speaking clearly to him."

Wrapping up the Story

STORYTELLER: "Samuel heard the sound, but he didn't recognize the voice. When Samuel finally understood it was God, everything changed. He didn't run somewhere else. He didn't ignore it. He stayed right where he was and said, 'Speak. I'm listening.' That's what it looks like to be ready to hear from God.

"God still speaks today. Not usually out loud like this moment, although it's possible. But He speaks in ways we can understand. He speaks through His Word. Through what He places in our hearts. Through other people who follow Him. And through creation. God can choose how He wants to speak to you. And just like Samuel, we can learn to recognize His voice over time.

"We don't have to guess if God wants to speak to us—He already does!

"And that's what our Bottom Line today is all about.

SLIDE: Bottom Line

[Bottom Line] "I can ask God to speak to me. Can you say that with me?"

(Host enters and joins in.)

KIDS, STORYTELLER, AND HOST: **[Bottom Line]** "I can ask God to speak to me."

10 min

Closing

5 min

What's Our Part in the Story?

What You Need

No supplies needed

5 min

Prayer

What You Need

No supplies needed

Prompting Action Beyond the Experience

What You Say:

WHAT'S OUR PART IN THE STORY?

HOST: "God still speaks. Not always out loud, like Samuel heard, but He speaks in ways we can understand. The more we spend time with God and read His Word, the more we start to recognize what His voice sounds like. When God speaks, it will always match what the Bible says.

"But just like Samuel, learning to hear God takes time. There are a lot of other voices and distractions around us—noise, opinions, even our own thoughts. So part of following God is learning to slow down, pay attention, and ask Him to speak. Not guessing, not forcing it, but trusting that He is already speaking and wants us to hear Him.

"And we don't have to figure it out alone. Samuel had Eli to help him understand what was happening. In the same way, if you're ever unsure about something, you can talk to a trusted grown-up who follows God. Someone who can help you think through what you're hearing.

"Let's take a moment to just be still before the Lord. It's so important to pause. Just like Samuel heard God's voice and said, 'Speak. I'm listening,' would you ask God to speak to you right now?"

(Pause for a moment before going into prayer.)

What You Say:

PRAYER

STORYTELLER OR HOST: "Let's take a moment to pray together, friends.

"God, we just take this moment to ask, 'Would You speak to us?' We want to hear from You—today and the rest of our lives. Would You guide us, and show us how to glorify You? Thank You that You still speak. Thank You that You aren't silent or far away. This week, we want to put aside the distractions and tune in to You. We are making room. We love You, and we pray these things in Jesus' name. Amen."

AUDIO: *Play calm music as the kids exit.*

SLIDE: *Theme*

Optional Video (Media Package): Theme Loop

Getting Ready | K5

Large Group

Here's everything you need to know to get ready for this week.

APlay

APlay is your all-in-one presentation, preparation, and curriculum ecosystem that saves you time and money. APlay is free with your curriculum subscription! APlay offers powerful tools that build media playlists, compile curriculum documents, auto-update supply lists by child count, cast media to screens, and so much more.

Built to work in harmony with your curriculum, APlay Service Builder allows leaders to drop in, toggle on and off, or customize teaching plans, worship elements, and media assets in seconds. For even more value, upgrade to Amazing+ to unlock the parent app, Parent+.

Story: Communicating God's Truth in Engaging Ways (25 minutes)

Worship: Inviting People to Respond to God (10 minutes)

1. Opener

What You Need:

- Host
- Four pre-determined leaders
- Random props for the leaders to use to distract the kids during the game. Ideas: Bubbles, pool floats, balls, rubber chickens, confetti, random hats; several per Large Group
- Eight Kid volunteers

Music and Sound Effects:

- Upbeat music to use as kids enter the room
- Upbeat music to use for the game

Large Group Visuals:

- Theme Slide
- Game Slide 1: Lost in the Noise Title
- Bottom Line Slide

Optional Videos:

- Theme Loop
- Countdown
- Theme Intro

What You Do:

- Download the slides or optional videos and have them ready to use. If you do not have screen capabilities, you have Orange's permission to enlarge and print the slides on paper.

- Download music and/or sound effects on an authorized basis from a resource such as Apple Music®, Amazon Music®, and/or a sound effect library and have it ready to play. Or, if you choose to stream music, refer to the terms and conditions of your streaming service. Note that you will likely need a commercial license in order to stream music publicly. Also confirm that your church has appropriate licensing to perform music and sound effects in your kids' environments, such as a blanket PERFORMmusic™ license from CCS. *Note: Legally, a song and/or sound effect belongs to the songwriter/composer who created it and the publisher who markets it. Performance rights organizations (PROs) license public performances (live or recorded) of their members' music. PROs in the U.S. are ASCAP, BMI, and SESAC. It is up to you to make sure your church has permission to perform or play a recording of a song and/or sound effect.*
- Pre-determine four leaders to use the random props and distract the kids during the game.
- Before the game, have the four pre-determined leaders ready to enter the game area with the random props. Put some of the random props in the game area if needed.

2. Worship and Memory Verse

What You Need:

- Worship Leader(s)

Music and Sound Effects:

- "Echo" - available on APlay with Amazing Music
- "Take You at Your Word"- available on APlay with Amazing Music

Large Group Visuals:

- Theme Slide
- Memory Verse Slide

What You Do:

- If you are utilizing the suggested songs from **Amazing Music-**, search for your desired video resource for each song under the Worship section on APlay and add to your service!
- You can access Amazing Music's Dance Motion, Lyric, and Instrumental Videos in APlay under the Worship section.
- Amazing Music Song Trainings are available in Amazing Leaders and FREE on YouTube. <https://www.youtube.com/@AmazingKidsMusic>

- *Make sure your church has obtained licensing rights to play or perform music. You can obtain a license to perform worship music from Christian Copyright Licensing International (www.ccli.com). It covers over 200,000 worship songs for congregational singing. You are responsible for including the copyright information on all songs reproduced under the Church Copyright License (including song lyrics projected onscreen). This includes the song title, writer credit(s), copyright notice, and your church's CCLI license number. You can include this information on one of the lyric slides, or you can create a separate slide detailing this information, but the copyright information must appear at least once for each song you play or perform. For example:*

"Hallelujah" words and music by John Doe

©2000 Good Music Co.

CCLI License \

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3. Bible Story

What You Need:

- Storyteller
- Host
- Bible
- Table
- Pre-determined leader
- Walkie-talkies, two per Large Group
- Microphone for the leader to speak into during the teaching (if you decide not to use walkie-talkies), one per Large Group

Music and Sound Effects:

- Calm music to use as kids exit the room

Large Group Visuals:

- Theme Background Slide
- Bottom Line Slide
- Theme Slide

Optional Video:

- Theme Loop

Optional Video: (available in APlay)

Our Large Group scripts are interchangeable with these videos so you can plug and play the way you need to each week.

For 252 Kids (Kindergarten through 3rd grade):

- *StoryLab*: Invite elementary kids to engage with inquisitive young hosts as they explore core biblical truths and stories in a STEAM-inspired setting.

For 252 Preteen (4th and 5th grade):

- *The So & So Show*: Guide preteens to explore questions of faith through a variety show full of humor and biblical truth.

Additional environment enhancements including:

- Motion graphics, including loops
- Countdown video

What You Do:

- Download the slides and have them ready to use. If you do not have screen capabilities, you have Orange's permission to enlarge and print the slides on paper.
- Confirm that your church has appropriate licensing to perform or play music and sound effects in your kids' environments (see above under Opener).
- Set up the table at the front of the teaching area.
- Set the Bible and one walkie-talkie on the table. Make sure the walkie-talkie is turned on before the teaching.
- Pre-determine one leader to stand somewhere offstage during the teaching and speak to the Storyteller on cue using the second walkie-talkie or a microphone.
- If the leader is using a microphone instead of a walkie-talkie, make sure the microphone is connected to the sound system and turned on before the teaching.

Supplies:

- Host
- Four pre-determined leaders
- Random props for the leaders to use to distract the kids during the game. Ideas: Bubbles, pool floats, balls, rubber chickens, confetti, random hats (several per Large Group)
- Eight Kid volunteers
- Music and Sound Effects
- Upbeat music to use as kids enter the room
- Upbeat music to use for the game
- Large Group Visuals
- Theme Slide
- Game Slide 1: Lost in the Noise Title
- Bottom Line Slide
- Optional Videos
- Theme Loop
- Countdown
- Theme Intro
- Worship Leader(s)
- Music and Sound Effects
- "Echo" - available on APlay with Amazing Music
- "Take You at Your Word"- available on APlay with Amazing Music
- Large Group Visuals
- Theme Slide
- Memory Verse Slide
- Storyteller
- Host
- Bible

- Table
- Pre-determined leader
- Walkie-talkies
- Microphone for the leader to speak into during the teaching (if you decide not to use walkie-talkies)
- Music and Sound Effects
- Calm music to use as kids exit the room
- Large Group Visuals
- Theme Background Slide
- Bottom Line Slide
- Theme Slide
- Optional Video
- Theme Loop
- Optional Video: (available in APlay)
- Motion graphics, including loops
- Countdown video

Supplies

Opener	Quantity
1. Host	1
2. Four pre-determined leaders	4
3. Random props for the leaders to use to distract the kids during the game. Ideas: Bubbles, pool floats, balls, rubber chickens, confetti, random hats (several per Large Group)	Several
4. Eight Kid volunteers	8

Echo Worship Song	Quantity
1. Worship Leader(s)	1

Take You at Your Word Echo Worship Song	Quantity
1. Worship Leader(s)	1

Bible Story (Live)	Quantity
1. Storyteller	1
2. Host	1
3. Bible	1
4. Table	1
5. Pre-determined leader	1
6. Walkie-talkies	1
7. Microphone for the leader to speak into during the teaching (if you decide not to use walkie-talkies)	1