

God: The Creator King

Optional Pre-Club Activities (5-10 minutes)

The purpose of a pre-club activity is to allow the children entering the room for GNC to be engaged immediately into an interactive experience that will engage their thinking with the teaching that is soon to come during the club. It may connect to the memory verse, "word-up" or Bible lesson in a tangible way. This benefits classroom management, student involvement, cooperation and a positive learning experience.

Lesson One

Have rose pedals scattered throughout the room in easy-to-find places. As each child enters, tell them to follow their sense of smell to find 4 flower pedals. Then they are to go to a table with cards and glue sticks to try to reconstruct the flower and glue them on a card.

Introduce the lesson/verse. Have an attractive, intact real rose and a nice artificial rose to use for teaching Isaiah 40:8. (The grass withers and the flower fades, but...) Compare and contrast the real flower, the artificial flower and their attempt to put a flower back together.

People can copy God's design, but only God can create and design a living rose (flower.) The living flower will die because we live in a world broken with sin and dying. "However, the Good News is: God has a plan and purpose for life. Let's find out about it in the Bible today."

Another activity that can introduce and explain with an experience, the verse, II timothy 3:16, on page 16 in the paragraph with the "Growth" symbol is as follows:

Place a 12' piece of yarn on the floor with definite turns and curves. Place a blindfold on a mature student or team helper or just have the child look to the ceiling. Appoint a "coach" among the clubbers to give verbal directions to the blindfolded player by walking along side the player. No touching allowed. See how quickly and safely the blindfolded person can walk the line with coaching directions for example, "Take two steps forward, now to the right. Stop. Curve around to the left two steps. Now turn left." Choose 2 observing clubbers to quietly give opposite or different directions.

This is a visual example of what it means that the Word of God is profitable for "teaching, rebuking, correcting and training." This means that God's Word tells us the right path to take. God coaches us through His Word where we get off the path, how to get back on the path and how to stay on the path. In this world there are many "voices" telling us what we should do and even our own hearts tell us what to do. However, we need to focus on what God's Word tells us to successfully stay on the right path.

Lesson Two

When the clubber enters, have him/her open their hand so that you can put "nothing" into it. Tell them to close their hand and hold on to it. Then direct them to a direction card on the wall or piece of furniture. There are 6 cards to direct their activity with their "nothing."

1. Bounce it.
2. Throw it up and catch it.
3. Smash it.
4. Blow air into it.
5. Spin it.
6. Create something with it.

Only God can create something out of nothing.
 God created the universe out of nothing.
 Memory verse:
 Genesis 1:1 In the beginning God created the heavens and the earth.

Lesson Three

As children enter, tell them they are free to follow the leader. One GNC team member is in front leading a “Simon Says” game. After about 4 commands, a new leader is chosen (a student) who uses similar commands and then chooses a new leader.

The Take-Away: In this game, the players are only free to move when the leader says or gives the command. Jesus is the one who gives us real freedom to live as we follow His commands. When we don’t follow His commands, we lose our freedom. Lesson 3 is about sin entering the King’s world and the loss of freedom.

Lesson Four

As children enter, ask them, “What do you think you will need?” Then, direct them to the leader in front who has prompt cards with the question: What do you need to:

See the doctor?	An appointment
Get on an airplane?	A ticket
Get into a new school?	An immunization
Go to another country?	A visa
Go into outer space?	A space suit and a space ship
See the dentist?	An appointment
Get gas for your car?	Money to buy the gas
Get a snack at the end of GNC?	To come to Good News Club

The Big Question: What do you need to come to God? Let’s find out more about that now.

Lesson Five

As the children enter, tell them that a game is being played and that they will begin “in jail.” Direct them to one side of the room. That part or half of the room is marked off by a rope or yarn line held in front of the “jail” zone with a “jail” sign taped in the middle. Two assistants or team members are holding the ends of the rope about 3’ off the ground (not at head level for the children).

On the opposite side of the room facing the “jail,” is an older clubber or team assistant who is acting as the king, sitting on a chair with a crown on his/her head and a scepter in hand.

The children are prompted by the rope holders, to raise their hand to be recognized by the king one by one. With the help of a prompt card, the child recognized by the king, asks,

“Oh King, will you save me?”

King: “Why should I save you? What will you give to me or do for me?”

The children make up answers as the king listens. No gifts or works can satisfy the king. The child can only give 1-2 brief answers.

King: "Nothing you can give or do can buy your freedom. Do you want to receive MY gift of setting you free?"

A "yes" answer by the clubber allows him/her to be released from jail by the assistants holding the ends of the rope. The "freed" child approaches the king. The king recognizes the child with a small movement of the scepter (no touching) who is asked to sit at the king's feet. The next child whose hand is raised is recognized by the king. The child asks, "Oh, King will you save me?" and the sequence is repeated until all the children are sitting by the king and it's time for club to start.

(If time runs out, the rest of the group in jail all raise their hands and the king recognizes them as a whole. When they together answer, yes, that they accept the king's gift, all are freed to sit in front of the king.

The Take-away: Only God the Creator King can set us free from the bondage of sin. The "Word Up" is "God can save me!"

Lesson Six

When children enter, place on them a sticker with a word that represents an object from nature or an animal. Since this is a review lesson/party, at the end of the previous club (or sometime within the teaching) ask the children each to suggest the name of an animal or something in nature that God has created that shows His amazing intelligent design, power and creativity. Tell them that when they come the following week, the clubbers will play a new game with this list.

Direct each child with a sticker to create a line from the lightest to the heaviest according to the item on their sticker. As each child enters, he/she will have to figure out where his/her object is placed in the line. Other children can give clues. A bumble bee would go at the light end while an elephant will go at the heavy end, for example.

The line grows longer each time a child joins. The clubbers will think about the weight caused by gravity for each item. For items weighing about the same, the children simply stand next to one another. When all the clubbers have arrived or it's time to start club, they can remain standing for the starting song.

Connect with the Lesson

Christian scientists, like George Washington Carver always investigate carefully how God made things to discover His intelligent design and praise Him. The things God the Creator made weigh something because He designed gravity. He is all powerful!