



CHILDREN'S WORSHIP PROGRAM GUIDE



Each week we achieve our goal of reaching kids and their families for Christ by making programming for children
Fun, Intentional, Scriptural, and Helpful.

Fun

The fun level of our activities should reflect the fun level of our God. 28nineteen™ KIDS teaches God's Word in a way that is attractive and memorable to the children. God is not boring, and neither are we! And, if children have a great time, they will want to return ... with friends!

Intentional

We are intentional about knowing these children's names and needs. God hand-picked the children who attend your church every weekend. They are precious to Him and they are precious to us! The focus of 28nineteen™ KIDS is always on reaching children and their families for Jesus Christ.

Scriptural

28nineteen™ KIDS is an unapologetically Bible based curriculum. In other words, we stand on the Word of God. All of our Bible Study and Worship lessons come directly from the Bible and teach our children straight biblical truth.

Helpful

Our goal is to teach children to be "doers of the Word, and not merely hearers" (James 1:22). To do this, we teach practical applications of biblical truths in each lesson. The children should leave with a challenge or an action to live their lives for Christ.

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JUMP Children's Worship

JUMP is a worship service intentionally designed to teach elementary aged children the importance of worship. During JUMP, children express their worship through high-energy music and dancing. The Bible lesson is further enforced through fun, engaging skits and object lessons. You will discover that JUMP is an exciting and engaging curriculum for children's worship!

VIDEO ELEMENTS

High quality video elements are incorporated to capture each child's imagination and to allow time for transition between live elements.

SKIT

With every lesson, a fun skit is performed to help put the main point of the day into a humorous, modern and memorable scenario. These skits are fun and serve as object lessons for the Bible story and main point. You and your kids will love laughing and learning with these fun characters. Children will not want to miss a single lesson!

On the skit pages, **screen elements** and **AUDIO ELEMENTS** are highlighted as cues for your audio/visual team. Skits include a variety of descriptive sound effects; however, these are not included in the digital pack, as they are not absolutely necessary. You will need to obtain these online or make them yourselves.

Green text denotes important lines dealing with spiritual truths. Be sure your actors memorize the green lines!

MAIN POINT

The Bible is so rich! Every time we read a Bible story, be it the first or the fiftieth time, God can teach us something new. To help everyone stay on the same page, 28nineteen™ KIDS narrows in on one main point from the Bible story. Everything we do intentionally teaches the Bible story and this one point.

LEADER DEVOTION

The goal of the leader devotion is to help your leadership first learn the lesson personally which will help your leadership feel an empowerment and excitement to share what they have learned with their classes. For this reason, each lesson begins with the same devotion for all leaders on an adult level. Pertinent background information is incorporated to make the study richer in meaning for your leaders as well as for your kids.

JUMP BIBLE LESSON

JUMP Bible lessons are designed for large group teaching and often include object lessons and anecdotes to help teachers clearly present the Bible story and main point. Bible lessons are clearly outlined into three sections: Intro, Bible Story, and Application.



Intro: Short for “introduction”, this section helps leaders grab kids’ attention, quickly review past lessons, teach the overarching theme of the series, and get kids excited about the Bible story.



Read the Bible: Now we get to the good stuff! In this section, leaders encourage kids to read in the Bible as they discover God’s Word for themselves.



Object Lesson: Object lessons use everyday, ordinary objects to teach important spiritual truths. A good object lesson helps the audience remember the spiritual truth in a tangible way.



Application: Our goal is to teach children to be “doers of the Word, and not merely hearers” (James 1:22). To do this, we teach practical applications of biblical truths in each lesson. The children should leave with a challenge or an action to live their lives for Christ.

JUMP TEAM

Often lessons refer to the JUMP Team. The JUMP Team is a group of highly committed, fun-loving volunteers. These upstanding high school volunteers and fun-loving adults lead worship by acting in skits, leading motions to songs, assisting with classroom management, interacting with children, and more.

ORDER OF SERVICE

Knowing each church has its own method of operating, JUMP curriculum is designed to be flexible. Each time segment in JUMP is clearly designated and can occur in whatever order you are most comfortable.

The following pages are an example of an order of service and are adaptable to any sized group.

JUMP CHILDREN'S WORSHIP

ORDER OF SERVICE

Pre-Service

This time before the service begins allows children to make it to their seats and interact with volunteers.

COUNTDOWN VIDEO

Song

MAIN POINT VIDEO

Welcome

The welcome is designed to introduce who is leading, what it means to worship, the rules for service, and what the children will learn that day. This should be done by the worship director, can involve a teacher/co-teacher scenario, and always ends with a prayer.

A few rules are said at the beginning of service so expectations for behavior are known. Always end with HAVE FUN!

Who's excited to be here today?! My name is (_____) and I am so happy you are here to worship with us! Today we are going to be learning that (MAIN POINT). Can you do those motions and say that with me on the count of three? One, two, three: (MAIN POINT). Oh, I think you can be louder than that! One, two, three: (MAIN POINT). WOW! Great job!

As you know, we come to JUMP to worship God together. What are some ways we can worship the Lord? We can worship God by singing, dancing, reading our Bible, and even praying! These are all ways that we worship God together. We are going to do ALL of those things today! We are going to learn some AMAZING things about God's Word, so everyone please sit up straight, look up here at me, and turn on your listening ears!

We have a few rules to help us worship God together. Rule number one is: (Stay quiet). When someone is speaking up here, please stay quiet. God has something to say to you and me today. We do not want to distract anyone from hearing exactly what the Lord has for us to hear.

Rule number two is: (Keep your hands and feet to yourself). We worship God when we focus on Him alone and put Him first. Keeping your hands and feet to yourself will help you and everyone around you focus on God.

Rule number three is: (Stand during songs). Anytime you hear a song, we stand so we can worship together, be reverent to the Lord, and show Him that we love Him. JUMP is a worship service, not a show. Stand up and participate with us when we worship through song!

Rule number four is: (HAVE FUN)! We are going to have so much fun today as we worship God together. Let's start this service right by talking to our amazing God in prayer right now.

PRAY

Song

SKIT INTRO VIDEO

JUMP Skit

The skit falls before the JUMP Bible Lesson, so the pastor or teacher can refer back to the lessons the characters learned during the skit.

Song

BIBLE LESSON INTRO VIDEO

JUMP Bible Lesson

The Bible lesson falls roughly halfway through the service to make sure all of the kids have arrived. We do not want anyone to miss out on the best part! JUMP Bible lessons often include object lessons and anecdotes to help teachers clearly present the Bible story and main point in 15 minutes or less.

PRAY

We are about to go into our time of offering. "Offering" is a big word for present. This is the time when we give our presents to the Lord. We give back to God from everything He has given to us. Let's stand together and sing this song as an offering, a big present to God.

Offering Song

PRAY

MEMORY VERSE VIDEO

Memory Verse

The goal of the memory verse time is long-term understanding and memorization of Scripture. For this reason, 28nineteen Curriculum focuses on one verse or passage during each series. Throughout the series, kids are encouraged to memorize these verses by making motions to the words and repeating the verse together.

Song

Announcements

What can the children look forward to in your ministry? Use this time to encourage kids to bring friends and participate in whatever you may have coming up next.

Review Game

Play a fun game that allows everyone to remember what they have learned.

It's time for the REVIEW GAME! I need one volunteer from each grade to come up on stage. I want to choose people who have been listening and paying attention the whole service and want to play in our game!

During this game, your grade can win by getting very quiet when you hear the wrong answer and very loud when you hear the right answer. Each grade is going to have a different silly move and sound that you must do when you think you hear the right answer. *(Let your contestants choose a silly motion and sound for their grade.)*

I hope you are ready. I hope you have been paying attention. The game begins ... NOW!

(Ask review questions. Give kids the opportunity to do their motions and silly sounds when they hear the correct answer. Award points to the winning grade.)

Song

Dismissal

INVESTIGATIVE SUMMARY



OVERARCHING PLOT:

Z. Oxford and O. Mayer start ZOOM Incorporated, a detective agency under the guidance of Detective Zander Octavius Oswald Merriman. Each week they follow clues to catch the notorious thief, the Puzzler. Along the way, Z and O learn clues about the identity of Detective Zoom.

CHARACTERS:

Z. OXFORD – New detective, eager to solve cases and catch the Puzzler

O. MAYER – New detective, eager to solve cases and catch the Puzzler, a little goofy

THE PUZZLER – Thief who always leaves question mark clues behind

COSTUMES:

Z. OXFORD – Trench coat, fedora, spy gear

O. MAYER – Trench coat, fedora, spy gear

THE PUZZLER – Colorful suit and hat with question mark pattern

SET:

Detective Zoom's abandoned mansion: In his office, there is a cluttered desk on top of an old rug, his portrait, a phone, book case with books and pictures, etc.

ZOOM!

CLUE 1

ELOHIM: God is Creator.

.....

MEMORY VERSE

"Therefore, God elevated him to the place of highest honor and gave him the name above all other names, that at the name of Jesus every knee should bow, in heaven and on earth and under the earth, and every tongue declare that Jesus Christ is Lord, to the glory of God the Father." Philipians 2:9-11



zoom!

Bible Lesson: The Mystery of the World
(Genesis 1-2)

INVESTIGATIVE DETAILS



SPIRITUAL CONNECTION:

Z and O recover a painting stolen by the notorious Puzzler. They discover Detective Zoom, the greatest detective of all time, is an artist. They are excited to work with such a well-known and accomplished detective. Genesis 1-2 reveals God is the greatest Artist. He is the Creator!



CHARACTERS:

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SET:

Detective Zoom's abandoned mansion: In his office, there is a cluttered desk on top of an old rug, his portrait, a phone, book case with books and pictures, etc.

PROPS:

Skit: Stack of mail, Envelope addressed to Z. O. O. Merriman, Letter, Clue/question mark, Stolen art, Cell phone.

Lesson: Easel, Paintbrushes, Paint, Canvas



ZOOM!

LEADER DEVOTION

Read Genesis 1-2:3; Isaiah 40:28-31; Psalm 121:1-2; 139:13-14.

At first, the question “Who is God?” sounds simple; however, the more we think about it, the harder it becomes to answer. God is so many things. He is Creator. He is Provider. He is just and merciful and kind and loving. He is Father, and He is Friend. The list goes on and on. Our God is not only bigger than words can describe; He is bigger than our imaginations. Studying the individual names of God allows us to “zoom in” on a single aspect of God’s character, breaking down the “Who is God?” question into more manageable concepts.

The first name of God in the Bible is “Elohim,” God the Almighty Creator, and represents the plural Trinity of God the Father, God the Son, and God the Holy Spirit. Even this one name is packed full of information about our God. Throughout the Bible, God is praised for His work of creation. He made everything perfectly and on purpose, including you and me.

As you study the name Elohim and the fact that God is the Creator, you may want to do some things you may not normally do, such as spending time outside or looking up scientific facts and processes. Doing so will help you look at all of creation as God sees it – His. Every scientific law man has discovered was first created by God. Sir Isaac Newton, for all of his intellect, did not create gravity. Through the intelligence God created in him, he was able to discover God’s creation. Copernicus, for all of his keen powers of observation, did not create a sun-centric universe. Elohim did and allowed Copernicus to discover a small piece of the system He put into place at the dawn of time.

The name Elohim reminds us we serve a God who is big enough and powerful enough to have created everything; yet, He is still involved in the small things. In Isaiah 40, God reminds us He is a source of strength to those who wait on Him. In Psalm 121, God reminds us He is not sleeping in our times of need. He is awake and aware. He is both the Creator and the Maintainer. In Psalm 139, God reminds us He knows us intimately – in such a small and detailed way, unexpected from One with such enormous power. God made us wonderfully.

Elohim is the Almighty Creator. He deserves our worship.

For more Bible study on Elohim, read Job 38-41; Isaiah 43:1-3, 7; Revelation 4:11.



CLUE 1

PRE-SERVICE

Play a combination of upbeat music and fun video elements before worship begins. Encourage your JUMP Team to welcome kids and engage them in conversation.

SONG

Lead the congregation in a fun worship song.

MAIN POINT VIDEO

WELCOME

Welcome to JUMP, where we come to worship God together! I am so excited to see each and every one of you. Especially you! And you! And you! ALL of you! You never know what fun and exciting things might happen in JUMP, and today we have some very exciting things planned.

In our new series, we are going to begin answering one really big question – Who is God? Everyone say “Who is God” on the count of three. One, two, three: WHO IS GOD? Good job. That is the mystery we are trying to solve during this series. We will begin answering this question by ZOOMING in on different names of God. Each name gives us a small clue to the big picture of who God is. God is many things, and all of them are good!

Today we are ZOOMING in on one of God’s many names, the name Elohim. Elohim means God is Creator. God created everything, including you and me. God is so creative! He made us all different, and He loves each of us very much. I can’t wait to learn more about God with you.

Before we can begin, it's important to know why we come to church in the first place. Can someone raise their hand quietly, and tell me why we come to church? That's right! We come to church to worship God together. He loves when we worship Him in ALL we do. When we put God first as we sing, dance, pray, and read from God's Word, the Bible, we are worshiping God together.

I love to worship God with all of you. And do you know what else I love? Having FUN!!! It's one of my favorite rules here in JUMP! Oh, that reminds me! Let's go over our rules. I need help from three of you. Because we are looking for clues during ZOOM, everyone make your best detective face. Three JUMP Team members will pick three people with the best detective faces to help me on stage with the rules. (*JUMP Team members come on stage with each child as they help make motions and say the rules.*) Rule number one is STAY QUIET. Rule number two is KEEP YOUR HANDS AND FEET TO YOURSELF. Rule number three is STAND UP DURING SONGS. Great job! Have a seat. Let's give our detectives a huge round of applause.

Following these rules will help us stay focused on God, so we can worship Him together. Before we go any further, let's talk to God. Everyone bow your heads, close your eyes, and pray with me.

PRAY

Now everyone stand up and yell our last rule as loud as you can, on the count of three! One, two, three: HAVE FUN!!!

SONG

Lead the congregation in a fun worship song.

JUMP SKIT

See skit script beginning on page 14.

CLUE 1 SKIT

zoom!



.....
ELOHIM: God is Creator.

Skit Intro Video

Lights flicker into Puzzler cue.

Video: Puzzler

Puzzler sneaks across the stage, then exits.

SLIDE: ZOOM MANSION

SFX: SECRET AGENT MUSIC

Z. Oxford and O. Mayer enter through the audience.

Z: Zoinks! This place is super dusty!

O: Look, Z. The letter told us to come right here, if we really wanted to start up ZOOM Incorporated, our very own mystery solving company, just like the real detective, Zander Octavius Oswald Merriman ...

Z & O: DETECTIVE ZOOM!

Z: I love Detective Zoom! He is the greatest detective of all time!

O: I know! That's why we're naming our company after him. ZOOM Incorporated. We will be the greatest mystery solving company of all time! And this letter right here is our first mystery! But who wrote the letter? Why here? ZOOM Incorporated never leaves a case unsolved!

Z: But this is a dusty old mansion. Nobody has been here for years. What could we possibly find –

SFX: PHONE RING

Z and O look at each other and gasp.

SFX: DUN DUN DUN

Lights flicker.

O: What was that?

Z: It's the phone. Look over there!

O: Let's answer it!

Z: No! This isn't our house. We can't just answer the phone.

O: *Answers the phone.* Hello? Thank you for calling ZOOM Incorporated, this is O. Mayer!
Listening. **SFX: MUFFLED TALKING** What? Really? **SFX: MUFFLED TALKING** No way! Wait,
wait, wait. Calm down. **SFX: MUFFLED TALKING** Tell me again? **SFX: MUFFLED TALKING**
OHHH. Okay. Let me think about it and get back to you. *Hangs up.*

Z: Who was that? What's going on?

O: What? Oh, the phone?

Z: Yeah! Who was that? Was it a clue?

O: No, it was a telemarketer. He had a really unbelievable deal on this new vacuum cleaner.

Z: Seriously?!

O: It sounded amazing. This vacuum could clean the dirt out of a desert!

Z: Focus, O. Look around. What would the great Detective Zoom do? I know! Look for clues about who sent us this letter and what this dusty old mansion has to do with us starting the greatest mystery solving company of all time: ZOOM Incorporated!

SFX: SECRET AGENT MUSIC

O: We never leave a case unsolved!

Does a secret handshake with Z.

Z: I'm Z. Oxford!

O: And I'm O. Mayer!

Z & O: And together, we're ZOOM!

Z and O start looking around the stage.

O: Look over here! There is a HUGE painting of Detective Zoom above the fireplace. Whoever lived here must have been a huge fan of Detective Zoom, too!

Z: Look over here! You'll never believe this!

O: What is it? What did you find?

Z: THIS! *Holds up a stack of mail.*

O: *Grabbing an ad.* Oooh! Seventy-five percent off the whole electronics store – TODAY ONLY!

Z: What? No. Look at the address on this one.

O: It's addressed to Mr. Z. O. O. Merriman.

Z: That's DETECTIVE ZOOM!

O: But that would mean ... This is Detective Zoom's house!

SFX: PHONE RING

Z and O look at each other and gasp.

SFX: DUN DUN DUN

Lights flicker.

O: I got it! Maybe the vacuum guy is calling back!

Z: No, wait! We can't just answer Detective Zoom's phone!

O: *Answers the phone.* Hello, ZOOM Incorporated here. *Listening.* **SFX: MUFFLED TALKING**

Z: *Whispering.* But this isn't our phone!

O: *Ignores Z.* Oh, wait ... No, this isn't Detective Zoom. This is ZOOM Incorp — Wait, what?!

SFX: MUFFLED TALKING No way! Tell me more. Okay, great. I'll get back to you. *Hangs up.*

Z: Let me guess. This time, the telemarketer wanted to see if you would buy two vacuums for the low, low price of \$19.99?

O: No, of course not. Actually, it was a clue, I think.

Z: I'm looking under the rug, so you go check the bookcase. Wait. Did you say it was a clue?!

O: I think it was. This museum curator just called looking for Detective Zoom. I tried to tell her that he wasn't here right now, but she was so upset. Apparently, she has video surveillance of someone stealing a great work of art, a painting. They left a clue with a huge question mark in its place.

Z: A question mark? You know what that means?!

O: You don't think ...

Z: Yeah, I do. It must have been ...

Z & O: THE PUZZLER.

Lights flicker into Puzzler cue.

Video: Puzzler

Z: What did you say?

O: I said what you said.

Z: What did I say?

O: I'm puzzled.

Z: Exactly!

Z & O: THE PUZZLER.

Z: The Puzzler is Detective Zoom's arch nemesis. And every time he steals something or messes something up, he always leaves a puzzle clue behind with a question mark on it. And why does he leave the question mark? To make us all think, "Hmmm ... I'm puzzled." Because he's the PUZZLER! Now, what did you say to the museum lady? **MUSIC FADES**

SLIDE: ZOOM Mansion

O: I said I'd talk with you, and we would get back with them. Should we take the case?

Z: We already have a case. We have to find out who sent us this letter that led us to Detective Zoom's old mansion.

O: Well, maybe whoever sent this letter was the person who used to live here, Detective Zoom! And MAYBE he wanted us to come to his old house, so we could solve the cases that come in.

Z: Mind. Blown.

O: It makes sense. The letter said to come here, if we wanted to become a real mystery solving club.

Z: So, we're taking the case?

O: We'll call it, "The Mystery of the Golden Frame."

SLIDE: "The Mystery of the Golden Frame"

SFX: MYSTERY

Lights flicker.

O: ZOOM is on the case!

Z: Let's get to the museum, solve the puzzle the Puzzler left behind, and find the painting!

Z and O exit.

Lights flicker into Puzzler cue.

Video: Puzzler

The Puzzler sneaks around the stage with a big painting, then exits.

SLIDE: "3 Hours Later"

Z and O enter, holding a piece of paper with a giant question mark on the back.

MUSIC FADES

SLIDE: ZOOM Mansion

O: The Puzzler left a pretty interesting clue for us at the museum. I'm so puzzled.

Z: What was the puzzle again?

O: *Reciting the puzzle.* It says, "Glub, glub, glub, bubbles, bubbles, fish breath." I've got it! He must have hidden the puzzle inside a live fish! Oh no! How are we going to get a painting out of a fish? It would have to be a VERY big fish. I DON'T KNOW WHAT TO DO! I'm so PUZZLED!

Z: Or the boat yard?

O: The boat yard! Genius! He hid the painting at the boat yard!

Z: Let's go!

Z and O exit.

SLIDE: "2 Hours Later"

SFX: SECRET AGENT MUSIC

SLIDE: ZOOM Mansion

Z and O enter with the painting. **MUSIC FADES**

Z: That was great! We solved our first case! ZOOM is the greatest!

O: Yeah, but I smell like fish now.

Z: *Looks at the painting.* Wait. Did you see the artist's name?!

O: Zander Octavius Oswald Merriman.

Z: ZZZander OOOctavius OOOswald MMMeriman?! Z.O.O.M?! Detective Zoom painted this painting!

SFX: THE DETECTIVE MUSIC

O: No way! You know what that means??

Z: Yes!

O: Oh ... I don't actually know what it means. What does it mean?

Z: It means that Detective Zoom is an artist! Not only is he the world's greatest detective, he is also a famous artist. It makes sense. He would need to be an artist to create all of those master disguises. **MUSIC FADES**

O: Like a gecko!

Z: Like a what?

O: You know ... A gecko. It changes colors?

Z: That's a chameleon.

O: What were we talking about?

Z: Ugh. We were talking about Detective Zoom. We now know that he is both a detective AND an artist. Just look over here at this other painting.

O: This painting over here? He painted a portrait of himself?! Detective Zoom painted a selfie!

Z: Right! I think this case is going to take a little time to figure out!

SFX: PHONE RING

Z and O look at each other and gasp.

SFX: DUN DUN DUN

Lights flicker.

Z: Thank you for calling ZOOM Incorporated. This is Z. Oxford! **SFX: MUFFLED TALKING**
You do? No way! Okay, we're on it. *Hangs up.*

O: Another case?

Z: Yup! And we have no time to waste! Let's go!

SFX: SECRET AGENT

O takes a selfie with the portrait and follows Z. They exit.

SONG *Lead the congregation in a fun worship song.*

The Mystery of the World (Genesis 1-2)



BIBLE LESSON

BIBLE LESSON INTRO VIDEO



INTRO

I love mysteries! Collecting clues and finding answers is awesome! During this series, we are beginning to solve the mystery of who God is by ZOOMING in on different clues, different names of God each week.

Each one of us has different names. Some of us have nicknames. Some of us have two or three names that our parents gave us: a first name, a middle name, and a last name. Everyone has other kinds of names, too, that describe who they are or what they do. For example, someone who plays a lot of sports might be given the name Athlete. Someone who plays music would be called Musician. You are Son or Daughter to your parents. You may have someone who calls you Friend.

God has many names, too. Each one of God's names tells us something about who He is. God is so big and so amazing, we can't answer the question "Who is God" in just one day. In fact, even after studying the different names of God, we will still not know the full picture of who God is. He is way too big. But we can get a very good idea from all of the clues He has left us in the Bible, God's Word.



READ THE BIBLE

The first name of God is found in the first verse, of the first chapter, of the first book, of the Bible. That is a lot of firsts! **Genesis 1:1** says, "In the beginning God created the heavens and the earth."

The Bible was not written in English at first. The Old Testament was written in Hebrew. Today, people who know Hebrew have translated it into English, so we can understand God's Word, too. The Hebrew name for God in Genesis 1:1 is "Elohim," and it means God is Creator.



OBJECT LESSON

MATERIALS: Easel, Paintbrushes, Paint, Canvas

Have an artist (or someone who can fake being an artist for a few minutes) set up a blank canvas, and paints. Tell everyone you have asked an artist to draw a masterpiece. Let the artist get started while you talk.

Because we are talking about creation today, I have asked an artist to join us on the stage. The artist is going to paint a masterpiece while I give the lesson.



READ THE BIBLE

Genesis 1-2 tells us about the beginning of the world. God, Elohim, created everything in six days and rested on the seventh day.

On the first day, God created light. When He had finished, He looked at the light and saw that it was good. Say that with me, everyone - "It was good."

On the second day, God created the sky. He separated the atmosphere from the ocean. When He had finished, He looked at the sky and the ocean and saw that - say it with me - "It was good."

On the third day, God created dry land and plants. Imagine what it must have looked like when God made mountains and trees come up out of the ocean for the first time. Amazing! When God - Elohim - had finished, He looked at the land and the plants and saw that - say it with me - "It was good."

On the fourth day, God created the sun, moon, and stars. There are so many stars, and God knows every single one of them by name. In fact, **Isaiah 40:26 says, "Look up into the heavens. Who created all the stars? He brings them out like an army, one after another, calling each by its name. Because of his great power and incomparable**

strength, not a single one is missing." When God had finished creating the sun, moon, and stars, He looked at His creation and said, "It was good."

On the fifth day, God created every kind of bird and every kind of sea creature. He made whales and fish and storks and octopuses! Our God is so creative! When He had finished, He looked at the birds and the sea creatures and said – say it with me – "It was good."

On the sixth day, God made every kind of animal. Then He made something special: God made people. **Genesis 1:26-27 says, "Then God said, 'Let us make human beings in our image, to be like us. They will reign over the fish in the sea, the birds in the sky, the livestock, all the wild animals on the earth, and the small animals that scurry along the ground.' So God created human beings in his own image. In the image of God he created them; male and female he created them."**

God made people in His image. We were made to have a relationship, a friendship, with God. He looked at everything He had made and said – say it with me – "It was good."



OBJECT LESSON WRAP UP

Let's check in on our artist over here. Your masterpiece looks good, but I think I can do better. I know you are the artist, and I'm not, but ...

Take the paintbrush out of the artist's hands and mess up the painting in order to do it your way.

Hmmm ... boys and girls, did I make the painting better? I definitely did not make the painting better. In fact, I made it much much worse. Our artist here was not finished yet.

Ask the artist if they can fix the painting. The artist needs to answer no, that in order to fix it, they will have to start over.

That is exactly like you and me. The Bible says we have all sinned. We have all chosen to do things our way instead of God's way. God is like the artist. He is the one who created you and me, and He made us to be masterpieces. But we keep taking the paintbrush out of His hand every time we choose to do things our way instead of God's way.

Our artist needs to start over. Because we have sinned, we need a do-over, too. God sent Jesus from Heaven to earth. He lived a perfect life, the life we were created to live, and then He took the punishment for all of our sins. Now, because of Jesus, we can have a clean start.

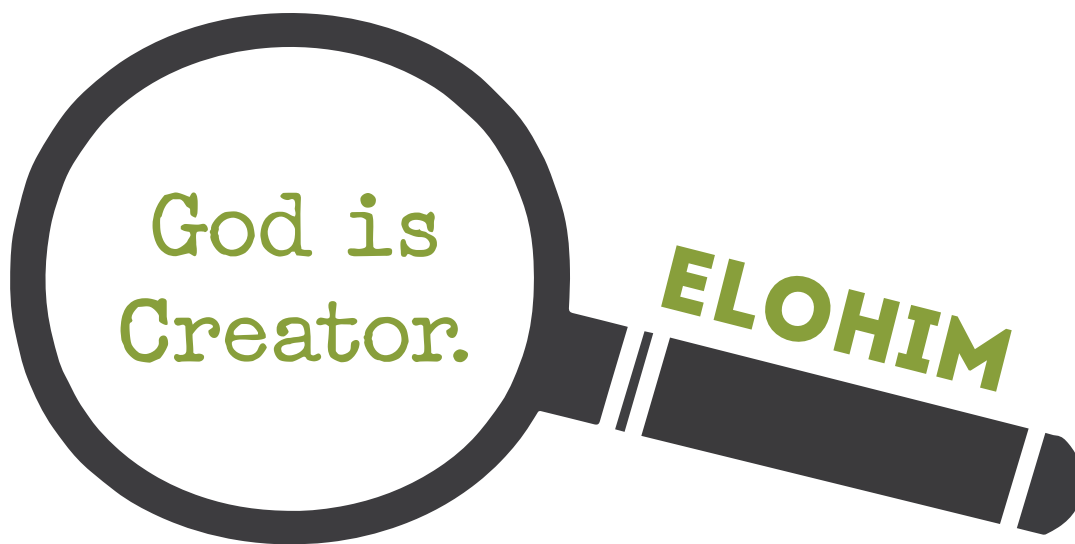


APPLICATION

God is not finished creating. He creates new and clean hearts in you, and in me, when we accept Jesus as our Lord and Boss. God is the Creator of everything including you and me, and He made us “good.” God, Elohim, did not make even one mistake when He created this world. He is strong. He is powerful. He loves you, and He loves me, so much He sent Jesus to create a new heart in us. God is Creator! He deserves our worship.

OFFERING SONG

Lead the congregation in a slower worship song.



MEMORY VERSE VIDEO #1

MEMORY VERSE

Who is God? God is many things, and all of them are good. Today we learned God is Elohim, the Creator. From just one name, we learned God is powerful, creative, and perfect. We already know so much, and we only have one clue! Our memory verses for this series are also about God. These verses tell us Jesus has the best name of all. Jesus deserves our worship, because Jesus is God.

Read Philippians 2:9-11 with me: **“Therefore, God elevated him to the place of highest honor and gave him the name above all other names, that at the name of Jesus every knee should bow, in heaven and on earth and under the earth, and every tongue declare that Jesus Christ is Lord, to the glory of God the Father.”**

Today, we are going to learn verse nine. Everyone stand up and shake out your hands and feet. Memorizing can be hard, but I know you can do it!

(Ask kids to help you make motions for the key words and phrases in the verse. Use these motions each time you say the verse.)

Repeat after me:

“Philippians 2:9-11 (*Philippians 2:9-11*)

Therefore (*Therefore*),

God elevated him (*God elevated him*)

to the place (*to the place*)

of highest honor (*of highest honor*)

and gave him (*and gave him*)

the name above all other names (*the name above all other names*) ...”

Good job! Now let’s say the verse together, starting with “Philippians.” One, two, three: **“Philippians 2:9-11. Therefore, God elevated him to the place of highest honor and gave him the name above all other names ...”**

Awesome! God is Creator. He deserves the highest honor. You all did a great job memorizing. Let’s give honor to Him as we sing this next song together.

SONG

Lead the congregation in a fun worship song.

ANNOUNCEMENTS

Use this time to encourage kids to bring friends and participate in whatever you may have coming up next.

REVIEW GAME

It's time for the REVIEW GAME!! I need one volunteer from each grade to come up on stage. I will choose people who have been listening and paying attention the whole service and want to play in our game.

Choose contestants and introduce them to the group in game show style.

During this game, your grade can win by getting very quiet when you hear the wrong answer and very loud when you hear the right answer. Each grade is going to have a different silly move and sound that you must do when you think you hear the right answer. *(Let your contestants choose a silly motion and sound for their grade.)*

I hope you are ready. I hope you have been paying attention, because the game begins ... NOW!

Give kids the opportunity to do their motions and silly sounds when they hear the correct answer. Award points to the grade who is the quietest when they hear the wrong answer and participates the most when they hear the right answer.

Question 1: What is our Main Point today?

- | | |
|---------------------------------|---------------------------------------|
| a. Detective ZOOM is an artist. | c. God is Creator. |
| b. God made most things. | d. Detectives use magnifying glasses. |

Question 2: Where can you find today's Bible lesson?

- | | |
|-----------------------|----------------|
| a. Genesis 1-2 | c. Exodus 1-2 |
| b. Philippians 1-2 | d. Genesis 3-4 |

Question 3: What did God create on the first day?

- a. Animals
- b. Light
- c. Sky
- d. Plants

Question 4: What name of God means “God is Creator?”

- a. El Rey
- b. El Salvador
- c. El Shaddai
- d. Elohim

Question 5: What did God create? You have five seconds to name as many things as possible. The team who names the most things in five seconds wins!

**Question 6: Fill in the blank: “Therefore, God _____ him to the place of highest honor and gave him the _____ above all other names ...”
Philippians 2:9**

- a. elevator, title
- b. showed, position
- c. elevated, name
- d. raised, giraffe

SONG

Lead the congregation in a fun worship song.

DISMISSAL



