

Age-Level Overview

	Open the Bible	Activate Faith
Lower Elementary		
<p>WORKSHOP FOCUS: God's joy is a joyful giver.</p> <p>JOYFUL GIVING: Kids watch a video clip that demonstrates the joy we find when we share with others.</p>	<p>SPARK RESOURCES: Spark Story Bibles</p> <p>SUPPLIES: Stickers</p>	<p>SPARK RESOURCES: None</p> <p>SUPPLIES: DVD player and TV, <i>The Aristocats</i> DVD or <i>The Adventures of Elmo in Grouchland</i> DVD</p>
Upper Elementary		
<p>WORKSHOP FOCUS: I can put someone else first.</p> <p>GIVEN FOR YOU: Kids watch a video clip in which characters choose to put someone else's needs ahead of their own.</p>	<p>SPARK RESOURCES: Spark Bibles, Spark Bible Stickers</p> <p>SUPPLIES: Individually wrapped candies</p>	<p>SPARK RESOURCES: None</p> <p>SUPPLIES: DVD player and TV, <i>Stuart Little</i> DVD or <i>The Chronicles of Narnia: The Lion, the Witch, and the Wardrobe</i> DVD</p>
All Kids		
<p>WORKSHOP FOCUS: I can help others.</p> <p>PLEASE, AFTER YOU! Kids watch a video clip depicting characters that use cooperation and collaboration to get through challenges.</p>	<p>SPARK RESOURCES: Spark Story Bibles, Spark Bibles, Spark Bible Stickers</p> <p>SUPPLIES: None</p>	<p>SPARK RESOURCES: None</p> <p>SUPPLIES: DVD player and TV, <i>Ratatouille</i> DVD or <i>Hercules</i> DVD</p>



Visit www.sparksundayschool.org for more Spark content. Watch a short Lesson Prep Video that will prepare you and give you confidence to explore this Bible story with the kids you are leading. You will also find a downloadable Family Page for this rotation's story filled with ideas for families to use to explore this story and live out their faith at home.

Workshop Focus: God's joy is a joyful giver.

Keep these tips in mind as you welcome kids to the workshop and explore the story together.

- Each week, remember to welcome kids to the rotation. Keep in mind that for some kids it may be the first time they are visiting your workshop!
- If kids have heard the story several times during previous weeks, read it again! Kids learn through repetition, and every workshop will explore the Bible story in a slightly different way.
- Remember that the Shepherds are there to support you as they accompany kids each week.
- Be sure to visit www.sparksundayschool.org to download the Family Page for this story. Make copies of it and ask Shepherds to distribute it during the Wrap Up.

Open the Bible (10 minutes)

The Widow's Offering Storytelling

Welcome to Video! God is happy when we give to others. I'm going to give you each three stickers and you get to share these stickers with other kids in our class. Make sure you give all your stickers away. Give kids stickers and encourage them to give them to one another. Make sure all kids get some stickers. **Was it hard to give away all your stickers? It can be a little hard, but it can also feel great to give things away. God wants us to share. God shows us how to share in the Bible.**

Today we'll read a story about a woman who gave everything she had. Distribute copies of the Spark Story Bible. Help kids find The Widow's Offering on page 342. Read the story, inviting kids to follow along.

Spark Resources
Spark Story Bibles

Supplies
Stickers, 3 per kid

Activate Faith (25 minutes)

Joyful Giving

Set Up: Preview and select the DVD clip you would like to use. Set up the TV and DVD player in your space, making sure that everyone in the room will be able to see it. If desired, prepare a snack for kids to enjoy while they watch the DVD. *Before serving any food, always check with caregivers for kids who have food allergies. Provide an alternative if necessary.*

Video Option 1: *The Aristocats* (1970, animated, G)

Start Cue: (Chapter 14, 55:45) The cats walk along the rooftop.

End Cue: (Chapter 19, 1:12:41) A man at an outdoor café pours out his bottle of wine.

Scene Set Up: Duchess and her kittens have been kidnapped by the butler and driven out of town. A friendly alley cat named O'Malley finds them and helps them find their way home.

Activity Instructions for *The Aristocats*

Watch the clip from *The Aristocats* together. Following the clip, discuss the following questions:

Duchess and her kittens come from a rich home. O'Malley and his friends are poor. Are the poor alley cats sad or happy? (*happy*) **Why do you think they're so happy?** Give kids time to respond to all questions. **Do you have to have money to be happy?** (*no*) **Why or why not?**

What can O'Malley give Duchess and her kittens? (*help to find their way home, a father figure for the kittens*) **Roquefort is a tiny mouse. What can he do to help the cats when they are again captured by the butler?** (*go for help, be brave and risk his own safety to call on the alley cats*)

What can we give to others? (*smiles, money, help, time, toys, an invitation to come to Sunday school, the good news that Jesus loves them*) **What does it mean to be a joyful giver?** (*We find joy in sharing what we have.*)

Spark Resources

None

Supplies

Option 1: *The Aristocats*
DVD player and TV

Option 2: *The Adventures of Elmo in Grouchland*
DVD player and TV

Video Option 2: *The Adventures of Elmo in Grouchland* (1999, G)

Start Cue: (Chapter 16, 32:52) Elmo's eyes glow as he tries to find his way out of a mine.

End Cue: (Chapter 22, 51:21) Elmo leaves the garbage dump singing, "It's all about your point of view."

Scene Set Up: Elmo is in Grouchland trying to rescue his favorite blanket from Huxley, who believes everything in Grouchland belongs to him.

Activity Instructions for *The Adventures of Elmo in Grouchland*

Watch the clip from *The Adventures of Elmo in Grouchland* together. Following the clip, discuss the following questions:

What is Elmo looking for? (*his blanket*) **Who has Elmo's blanket?** (*Huxley*) **Who does Huxley believe everything in Grouchland belongs to?** (*Huxley; "mine"*) **Is Huxley's obsession with stuff good or bad? Why?** Give kids time to respond to all questions. **When Elmo finds himself in the Queen of Trash's dump, whom does she say Elmo sounds like?** (*Huxley*) **What must Elmo do to be free from the dump?** (*give 100 raspberries*) **What does Elmo learn about himself in the dump?** (*that he can give and not be selfish*)

Do you think God wants us to give or to keep for ourselves? (*give*) **Why?** (*God loves all God's people and wants us to share with one another.*) **Will giving bring us joy or sorrow?** (*Giving gives us joy because we have God's love inside of us.*) **Why do you think so?**

Send (5 minutes)

Wrap Up

Remind the Shepherds to distribute the Family Page for this story if the kids haven't already received it, and come together for Wrap Up.

Look at the stickers the others in the class gave you. Which one is your favorite? What can you give to someone else when you get home? Give kids time to respond to each question.

Spark Resources
Family Pages



Supplies
Stickers

Prayer Time

Invite kids to sit in a circle for the closing prayer.

**Generous God,
You have always given us what we need. Give us big hearts to share what we have.
Amen.**

Workshop Focus: I can put someone else first.

Keep these tips in mind as you welcome kids to the workshop and explore the story together.

- Each week, remember to welcome kids to the rotation. Keep in mind that for some kids, it may be the first time they are visiting your workshop!
- If kids have heard the story several times during previous weeks, read it again! Kids learn through repetition, and every workshop will explore the Bible story in a slightly different way.
- Remember that the Shepherds are there to support you as they accompany kids each week.
- Be sure to visit www.sparksundayschool.org to download the Family Page for this story. Make copies of it and ask Shepherds to distribute it during the Wrap Up.

Open the Bible (10 minutes)

The Widow's Offering Storytelling

Before serving any food, always check with caregivers for kids with food allergies. Provide an alternative, if necessary.

Set Up: Choose a noncynical volunteer to help you.

Activity Instructions

Welcome to Video! Choose a kid volunteer. **My volunteer has a choice to make. You can either take three candies for yourself, or you give away all of your candy. What will you choose and why?** Give the volunteer time to decide and follow through on her or his choice. Repeat this game two or three times with other volunteers.

For those of you who had the choice to make, how did it feel to choose what you chose? Give kids time to respond. **For those of you who were in the larger group, what did it feel like when these kids made the choices they made?**

Today we'll read a story about a widow who had to choose between keeping her money and giving it back to God. Let's read Mark 12:38-44 in our Spark Bibles, on page 1118. Invite a kid to read the story. **Put a red Spark Bible Sticker next to the story after you read it and respond to the question.**

Why do you think the widow chose to give what she had? Give kids time to respond.

Spark Resources

Spark Bible
Spark Bible Stickers

Supplies

Individually wrapped candies

Activate Faith (25 minutes)

Given For You

Set Up: Preview and select the DVD clip you would like to use. Set up the TV and DVD player in your space, making sure that everyone in the room will be able to see it. If desired, prepare a snack for kids to enjoy while they watch the DVD. *Before serving any food, always check with caregivers for kids who have food allergies. Provide an alternative if necessary.*

Video Option 1: *Stuart Little* (1999, PG)

Start Cue: (Chapter 24, 59:57) Stuart drives his little red car into Central Park.

End Cue: (Chapter 28, 1:18:44) The Littles welcome Stuart home through the window.

Scene Set Up: Stuart is a mouse that has been adopted by the Little family. When he turns up missing, the Little family makes flyers to hang all over the city. When Stuart returns home, the family cat, Snowbell, tells him a lie that the Little family doesn't want him in their family anymore. Stuart prepares to leave so that the Little family can be happy.

Activity Instructions for *Stuart Little*

Watch the clip from *Stuart Little* together. After the clip, discuss the following questions:

Why does Stuart decide to leave home? (*He believes the Little family would be happier without him.*) **Why does Snowbell tell Stuart the Little family doesn't love him anymore?** (*He doesn't like Stuart; he doesn't want Stuart in the family anymore.*) **When Stuart is in danger, Snowbell comes to his rescue. Why do you think he does that?** (*He does like Stuart after all.*) **What does Snowbell risk by rescuing Stuart?** (*He risks losing his friends.*) **How do the Littles feel when Stuart returns?** (*happy, relieved*)

Do you think the people in your life are willing to put you first? Why or why not?
What would you do for the people you love? Give kids time to respond to each question.

Spark Resources

None

Supplies

Option 1: *Stuart Little*
DVD player and TV

Option 2: *The Chronicles of Narnia: The Lion, the Witch, and the Wardrobe*
DVD player and TV

Video Option 2: *The Chronicles of Narnia: The Lion, the Witch, and the Wardrobe*
(2005, PG)

Start Cue: (Chapter 15, 1:26:14) Peter puts his sword tip on the ground and Aslan says, "Rise, Sir Peter Wolfsbane, Knight of Narnia."

End Cue: (Chapter 17, 1:44:57) Lucy says, "No, look," pulls the rope off Aslan's head, and puts her head on his head.

Scene Set Up: Peter, Susan, Edmund, and Lucy discover the land of Narnia. When Edmund betrays his siblings to work with the White Witch, Aslan the lion comes to rescue him and deliver Narnia from her terrible rule. Once Edmund is rescued, the White Witch comes to claim the life of the traitor in their midst. Aslan decides to give up his own life to save Edmund's.

Activity Instructions for *The Chronicles of Narnia: The Lion, the Witch, and the Wardrobe*

Watch the clip from *The Chronicles of Narnia: The Lion, the Witch, and the Wardrobe* together. After the clip, discuss the following questions:

When Edmund is rescued from the White Witch, how do Peter, Susan, and Lucy receive him? (*with forgiveness and joy*) **Why is the White Witch entitled to Edmund's life?** (*He is a traitor; he betrays his siblings for his own gain.*) **What does Aslan do to save Edmund?** (*He gives his life instead.*)

To give one's life for another is the ultimate way one can put another first. Who has done that for us? (*Jesus*) **How do you think Jesus would like us to honor his sacrifice? What are some ways we can put others before ourselves?** Give kids time to respond to each question.

Send (5 minutes)

Wrap Up

Remind the Shepherds to distribute the Family Page for this story if the kids haven't already received it, and come together for Wrap Up.

Sometimes God asks us to put others first. Tell of a time you put someone else first. How does it feel to put someone else first? How does it feel to give to others? Give kids time to respond.

Spark Resources
Family Pages



Supplies
None

Prayer Time

Invite kids to sit in a circle for the closing prayer. **We sit in a circle regularly when we pray. How is it different to sit in a circle, rather than standing in line?** (*A line has a first and a last; in a circle all are equal.*) **Let's pray a popcorn prayer so that everyone has a chance to pray. You can pray for someone you know who needs God's love.**

**God of all people,
Hear us as we pray.** Give kids time to pray petitions. **Thank you for your faithfulness to us!
Amen.**

Workshop Focus: I can help others.

Keep these tips in mind as you welcome kids to the workshop and explore the story together.

- Each week, remember to welcome kids to the rotation. Keep in mind that for some kids it may be the first time they are visiting your workshop!
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Open the Bible (10 minutes)

The Widow's Offering Storytelling

Welcome to Video! God has given all of us the ability to help others. In groups of three or four, talk about ways you have helped someone. Give kids time to share.

Today we'll read a story about a widow who helped others by giving. Turn to The Widow's Offering in your Spark Story Bibles on page 342 or Mark 12:38-44 in your Spark Bibles on page 1118. Read the story aloud. If you have a Spark Bible, put a green Spark Bible Sticker next to the story after you read it.

Spark Resources
Spark Story Bibles
Spark Bibles
Spark Bible Stickers

Supplies
None

Activate Faith (25 minutes)

Please, After You!

Set Up: Preview and select the DVD clip you would like to use. Set up the TV and DVD player in your space, making sure that everyone in the room will be able to see it. If desired, prepare a snack for kids to enjoy while they watch the DVD. *Before serving any food, always check with caregivers for kids who have food allergies. Provide an alternative if necessary.*

Video Option 1: *Ratatouille* (2007, Animated, G)

Start Cue: (Chapter 8, 20:20) The imaginary chef says to Remy, “Ah, you are a clever rat. Now, who is that?”

End Cue: (Chapter 13, 40:53) The head chef says, “Collette will be responsible for teaching you how we do things here.”

Scene Set Up: Remy is a rat who loves to cook, but he can’t work in a human kitchen. Linguini is a cleaning boy who wants to be a chef, but he can’t cook. Neither one can cook alone, but together they can create masterpieces in the kitchen.

Activity Instructions for *Ratatouille*

Watch the clip from *Ratatouille* together. After the clip, discuss the following questions:

How do Remy and Linguini meet each other? (*Remy falls into the kitchen; Linguini catches him when he stops to fix the soup.*) **What does Remy want?** (*to be a chef*)

Why can’t he be a chef? (*He’s a rat.*) **What does Linguini want?** (*to be a chef*) **Why can’t he be a chef?** (*He can’t cook.*) **What do they decide to do?** (*work together*)

Why do you think Remy is willing to let Linguini take the credit for his kitchen creations? Which is more important: the credit or the creation? Give kids time to respond to each question.

What are some ways we can put others before ourselves? What will happen if we put others first? Give kids time to respond.

Video Option 2: *Hercules* (2000, Animated, G)

Start Cue: (Chapter 24, 1:07:24) Hades says, “The name is Hades, Lord of the Dead. Hi, how’re you doing?”

End Cue: (Chapter 30, 1:24:30) Zeus says, “A true hero isn’t measured by the size of his strength, but by the strength of his heart.”

Scene Set Up: Hercules, son of Zeus, is given a choice by Hades, lord of the underworld. Hercules can save Meg, but he must give up his powers. When Hercules chooses Meg, Hades uses the opportunity to unleash the Titans and take over the world.

Spark Resources

None

Supplies

Option 1: *Ratatouille*
DVD player and TV

Option 2: *Hercules*
DVD player and TV

Activity Instructions for *Hercules*

Watch the clip from *Hercules* together. After the clip, discuss the following questions:

Why does Hercules give up his powers? (*to save Meg from Hades*) **What happens when Hercules becomes a mortal?** (*Hades releases the Titans and tries to take over the world.*) **What does Meg do to help Hercules?** (*She gives up her life to give Hercules his powers back.*) **How does Hercules save Meg?** (*He trades his life for hers.*) **How do you think Meg and Hercules feel when they sacrifice their lives to save each other? How do you think they feel to be given their lives back? What would you do?** Give kids time to respond to each question.

Send (5 minutes)

Wrap Up

Remind the Shepherds to distribute the Family Page for this story if the kids haven't already received it, and come together for Wrap Up.

God has given everyone the ability to help others. How can we help others? Give kids time to respond.

Spark Resources
Family Pages



Supplies
None

Prayer Time

One way we can help others is to pray for them. Whom can we pray for today?

Invite kids to sit in a circle for the closing prayer and pray for whomever they choose.

Loving God,

Bless all the people we pray for today. Give kids time to pray petitions here.

Thank you for placing these people in our lives.

Amen.

