

ALLEY SG – May 3- 4, 2025

Today's Bible Story: Living Hope (God So Loved the World) • *John 3:16-17*

Today's Key Question: How has God met your needs?

Today's Bottom Line: God took care of our greatest need.

Monthly Memory Verse: None of you should look out just for your own good. Each of you should also look out for the good of others. Philippians 2:4 (*NIRV*)

1. Take a Snapshot

Application Activity

What You Need: Bibles, Pens, "Scrambled Clues" Activity Page (one per kid)

What You Do:

- Invite the kids to form groups of two or three.
- Give each group a Bible, a "Scrambled Clues" Activity Page, and a pen.
- Instruct the groups to look up today's Bible Story, John 3:16-17.
- Explain that each scrambled word is a clue related to today's Bible story.
- Allow time for the groups to unscramble the words on the page.
- Scrambled words answers:
 - vinltaitie (initiative)
 - oLev (love)
 - doG (God)
 - Drowl (world)
 - fiLe (life)
 - Beevile (believe)
 - cReevei (receive)
- Once everyone is finished, review the answers as a group to ensure all the scrambled words were unscrambled correctly.
- Use the unscrambled words to spark conversation. Ask:
 - What does this word mean to you?
 - How does this word describe something about God or people?
 - How was this word used in today's Bible Story?
 - Which word do you think is the most important? Why?

2. Bible Story Extension

Bible Story Review

What You Need: Bible marked at John 3:16-17, dice (4 per group), "Evidence" Activity Page (1 per kid) "Dice Rules" Cards (4 per group), scissors

What You Do:

- Invite the kids to form groups of three or four OR do this as a whole group if your group is smaller.
- Direct each group to sit in a circle and give them scissors.

- Hand each kid an “Evidence” Activity Page and have them cut out their 4 cards. Have all the kids in the group place their 4 cards in the center and shuffle them face down.
 - Each kid should have one full set of cards in the shuffled pile.
- Give each group a “Dice Rules” card and a die.
- Explain the game:
 - Kids will take turns rolling the die and following the instructions for the number they roll.
 - The goal is for each kid to collect all four evidence cards.
- Continue playing until everyone has collected all four evidence cards.
- Invite a kid to read John 3:16-17 from the Bible.
- Ask:
 - What evidence of God’s love for the world do you find in John 3:16?
 - What is sin, and why is it a problem?
 - How did Jesus take care of our sin problem?
 - What does it mean to trust Jesus?
 - Why did God give us Jesus?
 - After reading John 3:16-17, what do you think is our greatest need?
- Encourage kids to use the cards at home to remind them that God met their greatest need by sending Jesus to take the punishment for what we deserve.
- Share with the kids that God knew our sins would keep us from living with God forever. But because God loved us, God gave us what we needed most. So, God’s Son, Jesus, came to earth to fix our relationship with God and make a way for us to live with God FOREVER!
- Jesus gave up His life on the cross to pay for our sin. Three days later, Jesus defeated sin and death by coming back to life. Trusting in Jesus is the only way we can make our relationship with God right again.

3. Discussion Questions

- How would you explain salvation to someone your age?
- How has God met your needs?
- Is it easy or hard for you to put your trust in Jesus? Explain why.
- If you have questions about what it means to trust in Jesus, who can you talk to?

4. Verses to Take with You

Memory Verse Activity

What You Need: Bibles, mirror (1 per group), note card (1 per kid), markers

What You Do:

- Gather your group together and give each kid a Bible.
- Invite the kids to look up Philippians 2:4
- Repeat the verse together several times.
- Ask:
 - What are some ways we look out for the good of others?
 - Who do you know that looks out for you? In what ways do they do that?
 - Who is someone you can look out for?

- Select a child to be the guesser and have them face away from the group.
- Distribute a note card and a marker to each of the remaining kids.
- Quietly assign one of the kids a keyword from the verse and instruct them to write it on their notecard.
- Then, quietly prompt the remaining kids to write a random word not found in Philippians 2:4. (For example, kids could write “cat” or “pepperoni.”)
- If using NlrV, consider the following keywords:
 - None
 - Look
 - Others
 - Good
 - You
 - Own
- Once every kid has a word written on their note card, have them line up shoulder to shoulder.
- Tell the kids in line to hold their note card in front of them with the word facing out.
- Share with kids that a spy might use a special gadget to help them see what’s happening behind them.
- Give a mirror to the guesser and direct them to hold up the mirror in front of them to view the lineup of kids behind them.
- Challenge that kid to identify the word from the Memory Verse as quickly as they can.
- After the word is guessed, say the verse together, emphasizing the word mentioned on the paper.
- Select another kid to be the guesser and repeat the process with a new lineup of words.
- Continue several rounds to give any kids who want to be the guesser an opportunity to do so.

AT THE 5- MINUTE CALL:

PRAY

Ask, “Does anyone have any prayer requests or things they want to thank God for from this week? (*Let the kids share their prayer requests and praises*)

- Take some time to pray for these things as a group, then finish with the prayer below...
 “God, we have SO much to be thankful for! Thank You for loving us more than we could ever fully understand. Thank You for making us in Your image and taking the first step to restore our relationship with You by sending Jesus. You took care of our greatest need, and we are SO grateful! Help us to believe and trust in Jesus. Help us share Your love with others by seeing the needs of others and doing something about them. We love You, and we pray these things in Jesus’ name. Amen.”
- If there is still time, pass out the Discussion Guides to the kids and begin to read through them together. Remind them they can do the activity at home to bring back next week for a prize.

PARENT PICK UP POINT: As adults arrive to pick up, invite kids to share and explain their cards from Activity 2.