

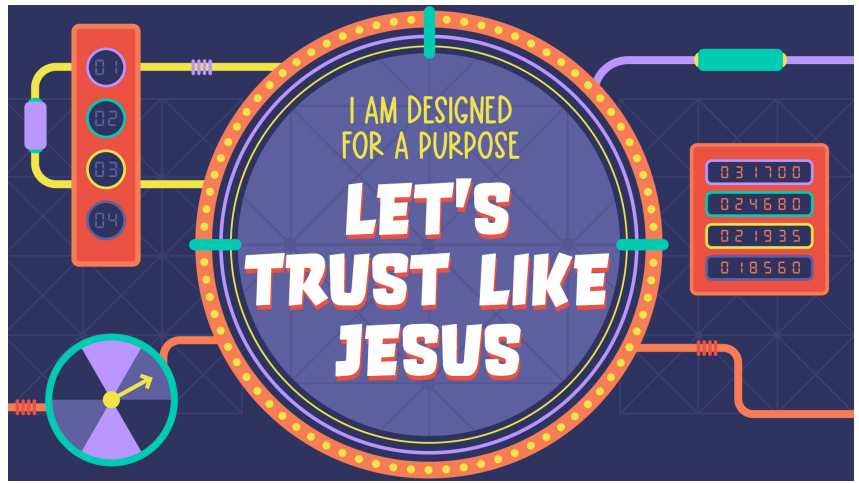


I Am Designed for a Purpose — Let's Trust Like Jesus

Leader Guide • All Leaders

8/16/2026

Center Grove Kids Ministry



Bible Story: Do Not Worry (Matthew 6:25-34)

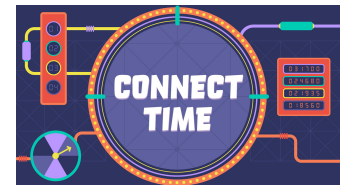
Theme Verse: "Let your light shine before others, so that they may see your good works and give glory to your Father in heaven."
(Matthew 5:16b)

Small Group

1. Connection Questions / Small Group Leader

Leader Tip

Upon arrival children will go to their designated pod based on their grade level for small group connections time. Each "pod" will have a leader waiting for them to begin connections conversations to start the morning.



Use these questions to help you get to know kids as they arrive. Ministry happens best through relationships. By spending this time with kids at the beginning of the session, you will be able to make stronger connections as you begin teaching about how God knows them!

- What was the best part of your week?
- What do you enjoy doing when you first wake up in the morning?
- If you had to pick between ketchup and mustard, which would you pick and why?
- Thunderstorms: are they neat, scary, or average?
- If you were a hot dog or a pizza, what toppings would you have?



2. Countdown Video / Large Group Leader

5 minutes

The Countdown Video is meant to be played as a signal to transition to Large Group. The video is fun and interactive with opportunities for the kids to respond and cheer.



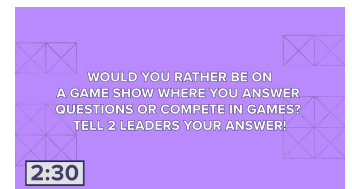
Leader Tip

Help kids engage and interact with the video by calling out what is happening, asking for their guesses, and cheering with them.



Presentation

Play Aug2026_S3_CountdownVideo_Kids



3. Welcome / Large Group Leader

5 minutes

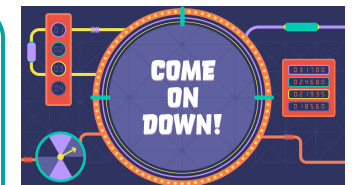
Leader Tip

Between songs remind children of the purpose for giving an offering. Give them examples of ways the offering contributes to the church and community. Ask students if they know how else our giving reaches out. Then remind them that during the next worship song they can bring their offering forward and drop it into the basket.

**Warehouse Kids Leave After Worship Song*

Script

Hey there, everybody! My name is _____. What is my name? (*Allow responses.*) It is great to be here with you today! Are you ready for what is next? We can know next up in our lives is discovering the truth that God designed us for a purpose! God knows everything. We can trust Him. What a great God we have! Say, "Next!" (*Next!*) Say, "Up!" (*Up!*) Say, "Next up!" (*Next Up!*) Now, without further ado, next up is—drumroll please (*pat legs to make a drumroll sound, then cut off*)—a fun game!



4. Stage Game — Wheel Of Contortion / Large Group Leader

10 minutes

Supplies

☐ No supplies needed 0 per child

Leader Prep: None

Game Rules:

1. Start the video.
2. Direct the kids to move around the space while the music plays; then choose a pose and freeze after the buzzer.
3. Start the next video to spin the "Wheel of Contortion."
4. Instruct the kids to stay frozen during the next round if the wheel landed on their pose.
5. Continue playing for six more rounds.

Script

Next up is "Wheel of Contortion!" Say, "Huh?" (*Huh?*) Sounds like you might be wondering what *contortion* means. It means you contort, or twist, your body when you move it around into different poses like this! (*Strike a pose.*) Or this! (*Strike a different pose.*) Five poses are in this game. Before each spin of the "Wheel of Contortion," you will travel around the room until you hear a buzzer. When the buzzer sounds, you will choose one of the five poses and freeze. I will then spin the wheel. If the wheel lands on the pose you chose, you must remain frozen through the next round of gameplay.

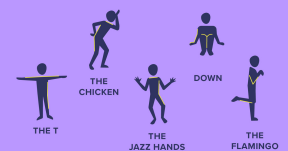
Before we spin, let's take a look at each of our poses! Say, "Show me the poses!" (*Show me the poses!*)

WHEEL OF CONTORTION

Script

We have "The T!" "The Drop!" "The Flamingo!" "The Chicken!" and "The Jazz Hands!" Practice these poses with me. (*Demonstrate as you lead the kids.*) Show me "The Flamingo!" (*Allow kids to pose.*) "The Drop!" (*Allow kids to pose.*) "The Jazz Hands!" (*Allow kids to pose.*) The T! (*Allow kids to pose.*) And "The Chicken!" (*Allow kids to pose.*)

All right, you all look ready to play "Wheel of Contortion!" Start moving until you hear the buzzer!



Presentation

Play Aug2026_S3_StageGame_Video1_Kids

Script

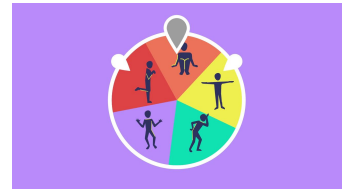
Choose your pose and freeze! (*Allow kids to pose.*) Say, "Spin that wheel!" (*Spin that wheel!!*)





Presentation

Play Aug2026_S3_StageGame_Video2_Kids



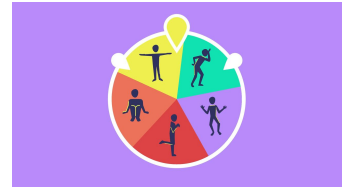
Script

(Start when the wheel stops.) Looks like we landed on "The Drop!" If you are in this pose, stay frozen! Those of you not frozen, walk around the room until you hear the buzzer!



Presentation

Play Aug2026_S3_StageGame_Video3_Kids



Script

Choose your pose and freeze! *(Allow kids to pose.)* Say, "Spin that wheel!" *(Spin that wheel!)*



Presentation

Play Aug2026_S3_StageGame_Video4_Kids



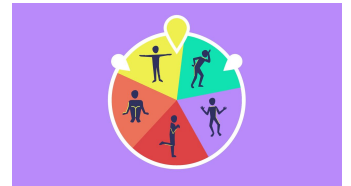
Script

(Start when the wheel stops.) "The Jazz Hands!" If you are in this pose, freeze! If you were frozen before, you can unfreeze! Those of you not frozen, walk around the room until you hear the buzzer!



Presentation

Play Aug2026_S3_StageGame_Video5_Kids



Script

Choose your pose and freeze! *(Allow kids to pose.)* Say, "Spin that wheel!" *(Spin that wheel!)*



Presentation

Play Aug2026_S3_StageGame_Video4_Kids



Script

(Start when the wheel stops.) “The Jazz Hands” *again!* That was tricky! If you are in this pose, freeze! If you were frozen before, you can unfreeze! Unfrozen players, walk around the room until you hear the buzzer!



Presentation

Play Aug2026_S3_StageGame_Video1_Kids



Script

Choose your pose and freeze! *(Allow kids to pose.)* Say, “Spin that wheel!” *(Spin that wheel!!)*



Presentation

Play Aug2026_S3_StageGame_Video6_Kids



Script

(Spin the wheel) Looks like we landed on “The T!” If you are in this pose, freeze! If you were frozen before, you can unfreeze! Everyone not frozen, walk around the room before the buzzer tells you to choose a new pose!



Presentation

Play Aug2026_S3_StageGame_Video7_Kids



Script

Pick a pose and freeze! *(Allow kids to pose.)* Say, “Spin that wheel!” *(Spin that wheel!!)*



Presentation

Play Aug2026_S3_StageGame_Video8_Kids



Script

(Spin the wheel!) Looks like we landed on “The Chicken!” If you are in this pose, freeze! If you were frozen before, you can unfreeze!

OK, those of you not frozen, walk around the room before the buzzer tells you to choose a new pose!



Presentation

Play Aug2026_S3_StageGame_Video2_Kids



Script

(Start when the wheel stops.) It is “The Drop” again! If you are in this pose, stay frozen! Those of you not frozen, walk around the room until you hear the buzzer!



Presentation

Play Aug2026_S3_StageGame_Video3_Kids



Script

Choose your pose and freeze! *(Allow kids to pose.)* Say, “Spin that wheel!” *(Spin that wheel!)*



Presentation

Play Aug2026_S3_StageGame_Video9_Kids



Script

Choose your pose and stay frozen! *(Allow kids to pose.)* Say, “Spin that wheel!” *(Spin that wheel!)*



Presentation

Play Aug2026_S3_StageGame_Video10_Kids



Script

(Start when the wheel stops.) Looks like we landed on “The Flamingo!” This is actually our final round, so *everyone*, make “The Flamingo” pose on the count in 3-2-1! (Allow response.) Great contorting! You can return to your seats.

Script

You contorted yourselves into some pretty funny poses! You were pretty fortunate whenever the wheel did *not* land on your pose. This wheel was designed specifically for this game. It was made to spin and land on poses that were already chosen. Its purpose was for us to be able to play the game. It was designed for a purpose!

God has designed us for a purpose too! God can tell us what is up next in our lives because He is in control and designed everything and everyone. This doesn't mean that we get to know everything that will happen, but we can know what is next up when it comes to following Him. Today we will explore how God designed you for a purpose. Turn to your neighbor and say, “You were designed for a purpose!” (*You were designed for a purpose!*) Put a hand on your heart and say, “I am designed for a purpose!” (*I am designed for a purpose!*)



5. Main Idea Video / Large Group Leader

5 minutes

Script

Let's get caught up with the latest news by watching, “Nifty News with Nikki Nevada!” Say, “Gee, that sounds nifty!” (*Gee, that sounds nifty!*) Let's get the news started by saying, “3-2-1! Action!” (*3-2-1! Action!*)



Presentation

Play Aug2026_S3_MainIdeaVideo_Kids



Script

Though I am sure he would have enjoyed some of Neena's popcorn, Socrates—a.k.a. Lil' Soccy—did not seem worried at all. We have Someone we trust who really helps us not to worry. Like Nikki said, we can trust God like Jesus trusted God, which we will learn about in the Bible. Say, “**Let's trust like Jesus!**” (*Let's trust like Jesus!*) When worries come or bad things happen, we can know God designed us for a purpose and part of that purpose is to trust Him.



Supplies

☐ Bible	1 per group	☐ Game buzzer	1 per group
☐ Masking or painter's tape	1 per group	☐ Marker	1 per group

💡 **Leader Tip**

Create a "help buzzer" by writing *HELP* on a piece of tape and placing it on top of a game buzzer. Bring the help buzzer out with you to use as an object lesson. A small table to hold your Bible and the help buzzer may be helpful as you teach.

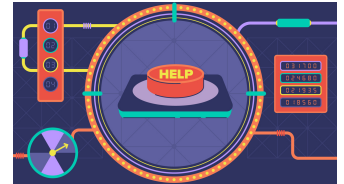
💬 **Script**

I am going to count down from three, and then everyone will make a game show buzzer sound. Ready? 3-2-1! (*Allow response.*) Great buzzing! Many different game shows use buzzers. Hosts on game shows can use buzzers to announce the next contestant or to show when the time is up. Contestants can use buzzers to be the first to answer a question. Sometimes contestants might even use a special buzzer to signal to the game show host, "I need help!" That kind of buzzer is a "help buzzer."

(*Hold up the help buzzer and press it.*) When contestants push this buzzer, someone will help them! When contestants do not know the answer to a question, they are not sure about the next part of a puzzle, or they need advice about how to make something, they can push the help buzzer and an expert will give them help.

If you have ever needed help in your life, say, "That is me!" (*That is me!*) We all face hard situations in our lives. Sometimes, those situations cause us to worry. *Will I pass this test? Will I make the team?* All of that and more can cause us to worry. But whenever we worry, we can know that we have something even better than a help buzzer! We can turn to God and talk to Him about our worries. We can trust that He will help us.

God wants us to know that we do not have to worry. He made us to trust Him and follow Him in faith, knowing He will take care of us. When we are worried about friends, family, school, or anything else, we can remember that we can trust God. He is in control, and He loves us. God takes care of us and provides what we need when we need it. Point to your neighbor and say, "You have a help buzzer!" (*You have a help buzzer!*) Say, "**Let's trust like Jesus!**" (*Let's trust like Jesus!*)



7. Bible Story Video / Large Group Leader

Supplies

☐ "Session 3 Bible Story" printable	1 per group (optional)
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💬 **Script**

(*Open the Bible.*) Next up is today's Bible story! (*Hold up your Bible.*) This is a Bible! What is it? (*A Bible!*) Right! The Bible is God's true message to us about Himself. Today's Bible story comes from the book of Matthew. Which book? (*Matthew!*) We will hear that Jesus talked to a

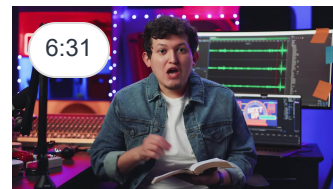


group of people about what they should do when they worry. If you are ready to hear what Jesus has to say, let me hear you say, “Next!” (*Next!*) Say, “Up!” (*Up!*) Say, “Next up!” (*Next up!*)



Presentation

Play Aug2026_S3_BibleStoryVideo_Kids



8. Make The Connection / Large Group Leader

5 minutes

Script

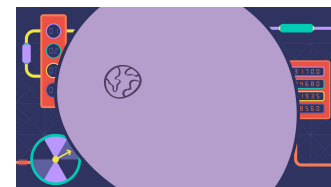
Jesus told the people in today’s Bible story that instead of worrying, they could remember how God provides for all His creation. He feeds the smallest bird. He clothes the fields with flowers. God not only provides for His creation, but He also cares everything in creation! And if He cares about birds and flowers, then He most certainly cares about people—His most special creation! He cares about us, and He designed us with a purpose—to trust Him like Jesus trusted Him. Repeat after me: “I am designed for a purpose!” (*I am designed for a purpose!*) “**Let’s trust like Jesus!**” (*Let’s trust like Jesus!*)



Script

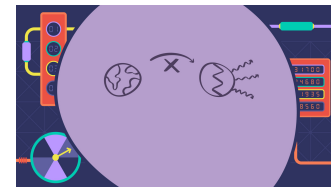
Gospel Connection:

(*Circle one*) God’s purpose for us to trust Him makes more sense when we know that God made us to have a relationship with Him. When God made the world, He made everything perfect. The first two people God made had a perfect relationship with Him! There was no pain, suffering, fear, or shame. People never worried about anything. Nothing stopped them from enjoying God’s love.



Script

(*Circle two*) But the first people God created decided to do what they thought was best rather than follow what God said is best. That is called *sin*. What is it called? (*Sin!*) Sin breaks our relationship with God and with other people. When sin came into the world, so did pain, suffering, doubt, fear, and worry. People began to worry that they would not have enough. They worried about what other people thought of them. They worried that God did not love them. Since then, all people have sinned and struggled with worry. Sin breaks our relationship with God. Even when we try *not* to sin or *not* to worry, we cannot fix this problem on our own. Our sin deserves punishment, and we need Someone to step in and help us.



Script

(*Circle three*) The good news is that the same God who designed us for a purpose designed a plan to rescue us! God loves and cares for us more than the birds in the sky or flowers in the fields. God even loves us so much that He sent His Son, Jesus, for us. Jesus came and lived a perfect life. He followed God and trusted Him. Jesus took the punishment we deserved for



sin by dying on a cross. He trusted this was God's plan to rescue people from sin. But the story did not end there! On the third day after Jesus died, He came back to life, showing He is more powerful than both sin and death! Let me hear you say, "That is good news!" (*That is good news!*)

So what can we do when we are worried? The first thing we can do is trust Jesus. When we trust Jesus and ask Him to forgive our sins, He rescues us and makes the way for us to have relationship with God forever. One day, Jesus will return and make everything new. People who trust and follow Jesus will get to enjoy a life with no more sin and nothing to worry about. But until then, we can go to God every time we are worried. We can admit that we are worried and ask God to help us. We can read the Bible and celebrate God's amazing promises and care. And we can remember all the ways God has taken care of us in the past to help us remember that He will take care of us in the present and in the future.

Trusting God does not mean that everything will go the way we want and be easy. It can be hard to trust God when things are difficult or when hard times come. But trusting like Jesus means that we trust that God's love and care will be with us, no matter what is happening around us.

If you want to know more about trusting Jesus, please come talk to me or one of your leaders! God loves you very much and has provided a way for you to have a relationship with Him through His Son, Jesus!

Because of Jesus, we do not have to worry. Instead, we can trust God and believe that He loves us and provides everything we need. Say, "**Let's trust like Jesus!**" (*Let's trust like Jesus!*)

Small Group

9. Buzzer Bucket Toss — Older Game / Small Group Leader

13 minutes

Kids will attempt to toss cotton balls into a bucket far away before being given some help from the help buzzer.

Big Goal: See that we can turn to God and trust Him when we are worried.

Leader Prep: Place a 6-foot tape line on the floor as the tossing line. Place 10 cotton balls in each cup and place one bucket about 6 feet away from the tossing line. Place the table tennis balls in the second bucket and keep the bucket out of sight.

Supplies

☐ Masking or painter's tape	1 per group	☐ Plastic cups	1 per child
☐ Buckets	2 per group	☐ Cotton balls	10 per child
☐ Table tennis balls	20–30 per group		

Script

What To Do: (*Make a buzzer noise.*) Give me your best buzzer noise! "Bzzz!" (*Bzzz!*) Next up is "Buzzer Bucket Toss!" In this game, you will take a cup filled with cotton balls and find a spot on our tossing line. When I say, "Toss," you will toss your cotton balls one at a time into that bucket.

TEAM TIME
**BUZZER
BUCKET TOSS**

Now ask, "What about the buzzer?" (*What about the buzzer?*) Good question! When you run out of cotton balls and feel you need a little help, just make a buzzer sound and see what happens! Come get your cotton balls! (*Allow kids to grab cups of cotton balls and find a place on the tossing line.*) On your mark, get set, toss!

(*Allow kids to attempt to toss the cotton balls into the farthest bucket. This will be very challenging. Once someone makes a buzzer sound, go to him and allow him to swap his cotton balls for table tennis balls. This will make tossing much easier.*)

Keep It Going: Invite kids to make a buzzer sound twice for help. First time, exchange their cotton balls for table tennis balls. Second time they buzz for help, lay down the new tossing line. Invite kids to give suggestions of what else could help them when they buzz.

Leader Tip

Encourage kids to keep tossing, even though it is challenging.

Script

Loud And Clear: Bzzzzz! Time is up! Way to stick with "Buzzer Bucket Toss!" This game was designed to be a bit challenging at the beginning. Cotton balls are not easy to throw! But what happened when you got worried and made a buzzer noise? (*Allow kids to answer.*) Right! You got some help! Tossing table tennis balls into a bucket from only 3 feet away is much easier! Just like our help buzzer in the game, we can always ask God for help when we are worried. He loves you and knows what is up next in your life. When you are worried, you can always turn to God! He is better than a help buzzer. Say, "Bzzzz!" (*Bzzzz!*)

Large Group

10. Video-Led Theme Verse (Option 2) / Large Group Leader

5 minutes

Leader Tip

Theme Verse Motions:

Let your light shine before others, (*Move your arms in a circle toward each other with palms facing forward, crossing in front of your body.*)

so that they may see your good works (*Move your arms in a circle toward each other with palms facing up, crossing in front of your waist.*)

and give glory to your Father in heaven. (*Push your hands up to the sky with palms facing in.*)

Matthew 5:16b (*Hold your hands out like a book.*)



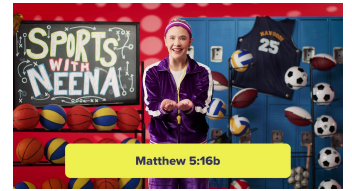
Script

We are going to learn a verse from the Bible to help us remember that God has designed us for a purpose! Point to yourself and say, "I am designed for a purpose!" (*I am designed for a purpose!*) Now let's learn our Theme verse together!



Presentation

Play Aug2026_ThemeVerseVideo_Kids



Script

God has designed us for a purpose. We do not need to ask, “What should I do next?” because God already has a purpose and plan for us! When we trust God like Jesus—instead of worrying nonstop—people notice. They see our trust, and it is like light shining in darkness, pointing others to God. Everyone, say, **“Let’s trust like Jesus!” (Let’s trust like Jesus!)**



11. Music Option / Large Group Leader

5 minutes

Script

Trusting God is something to celebrate! If you can, let’s stand and sing about our great and awesome God!



Presentation

Play Aug2026_ThemeSong_LyricVideo_NextUp_Kids



Presentation

Play Aug2026_ThemeSong_MotionVideo_NextUp_Kids



Leader Tip

Consider adding additional video-led worship music for kids.

Small Group

12. Team Time Optional Section / Small Group Leader

10 minutes

Supplies

☐ Bibles 1 per child

*Big Deal/Key Verse Review & Prayer Requests/Prayer Time

Finish up time in your small group pod by reviewing the Theme for the month, the verse and the “Big Deal” for today’s lesson. Ask for prayer requests, pray and wrap up.

💡 Leader Tip

During this time children may wait around the room while videos play on the screen. There must be a leader at the door to receive parents and a second leader checking tags as they exit the room.

