

MAY LG K-3 | W4

Bible Story: Paul Shipwrecked • Acts 27–28:10

Bottom Line: Don't give up on God when bad things happen.

Monthly Memory Verse: *Let us not become tired of doing good. At the right time we will gather a crop if we don't give up.* • Galatians 6:9 NIV

Today's Suggested Schedule

Kids arrival: 9:25 / 11:10

Play high-pitch music as kids arrive

Countdown: 9:30 / 11:15

Start the countdown with excitement!

Large Group: 9:30-9:55 / 11:15-11:40

- Opener
- Bible Story
- Memory Verse
- Talk it Out!
- Prayer

Transition to Small Group: 9:55-10:00 / 11:40-11:45

Kids move with their leader to small groups

Small Group: 10:00-10:25 / 11:45-12:10

Creating a safe place to connect



Bible Story

Paul Shipwrecked • Acts 27–28:10

Conversation Starter

How do you keep trusting God when bad things happen?

Bottom Line

Don't give up on God when bad things happen.

Monthly Memory Verse

Let us not become tired of doing good. At the right time we will gather a crop if we don't give up. • Galatians 6:9 NIV

15 min

Large Group Opener

5 min

Opener





What You Need

No supplies needed

10 min

Large Group Game | Weather Wheel!

What You Need

-  Host 1
-  Spinner wheel that's big enough to write on 1
-  Dry-erase marker 1
-  kid volunteer for every 2-3 rounds you do (Ask for a new volunteer every 2-3 rounds!) 1

AUDIO: Play high-energy music as kids enter.

SLIDE: Theme

(Host enters with energy and excitement.)

SLIDE: Countdown

SLIDE: Theme Intro

OPENER

HOST: "Hey, everyone! I'm so glad you're here today! Go ahead and get comfortable, take a look around, and give someone near you a friendly wave or high-five. It's awesome to see so many faces ready for another adventure together!"

"Every time we gather, we're stepping into another part of our 'TREK,' our big journey of learning what it means to keep going with God. The full name of our series this month is 'TREK: Don't Stop, Don't Give Up—God's with You!' And let me tell you ... Today's trek is a wild one. If you like action, surprises, and plot twists, then you picked the perfect day to be here.

"But before we jump into our story, we're going to kick things off with a game that might feel a little unpredictable ... because when you go on hikes and treks, you have to prepare for all types of weather. It could be hot and sunny, rainy, fog could roll in, or a thunderstorm might even show up! So we're going to play a game called 'Weather Wheel!' and get prepared for lots of different types of weather! Are you ready?"

SLIDE: Weather Wheel! Title

AUDIO: Upbeat music

"Here's how it works: I'm going to need one volunteer to come up here and spin the Weather Wheel! I'll call out what type of weather the spinner lands on, and then you, the audience, have to act it out!"

"So if it lands on 'SUNNY,' stretch your arms up like you're in the warm sun, or wave a pretend fan because it's so hot.

"If it lands on 'RAIN,' move your arms down like rain is falling.

"If it lands on 'WIND,' lean side to side like you're blowing in the breeze.

"If it lands on 'STORM,' stomp your feet and clap like thunder and lightning.

"And if it lands on 'SNOW,' spin slowly like falling snowflakes.

"Now, who would like to come up here and help me? Raise your hand to volunteer!

(Pick one volunteer from the kids who have their hands raised and invite them to join you at the front of the game area.)

"Thank you for volunteering, friend! Are you all ready to see what the weather is going to be?

(Pause for audience response.)

"Let's go! Okay, you can go ahead and spin!

(Play the game. The volunteer spins the Weather Wheel, the Host calls out whatever weather the spinner lands on, and the audience acts out the weather.)

(Continue for as many rounds as time allows. Ask for a new volunteer every two or three rounds.)

"You all did awesome! You can go ahead and take your seats.

"Just like the weather can get really stormy, our lives can get really stormy too. And in today's true story from the Bible, something BIG and STORMY happened to a Jesus-follower who was just doing God's work. It's gonna be a wild ride! Our Jesus-follower totally lived out our Bottom Line for this week. I'll read it to you!

SLIDE: Bottom Line

[Bottom Line] "Don't give up on God when bad things happen. Say that with me!"

KIDS AND HOST: [Bottom Line] "Don't give up on God when bad things happen."

HOST: "Great job! Now let's get ready to hear our awesome Bible Story!"

12 min

Bible Story

12 min

StoryLab Bible Story | Video

What You Need

No supplies needed

WRAPPING UP THE STORY

What You Need

No supplies needed

MONTHLY MEMORY VERSE

"Let me ask you something: have you ever had a day where things would be normal, and then, boom, something unexpected happened.

"Well, today's true story from the Bible is part of Paul's trek--his journey of following Jesus no matter what. And the moment we're stepping into today is one where Paul's adventure takes a turn not-so-good.

"Hmm... what do you think happened? Let's watch our Bible story video and find out!

SLIDE: STORY LAB W4

WRAPPING UP THE STORY

STORYTELLER: "Paul was traveling by ship as a prisoner, and the weather turned dangerous fast. The storm grew so strong that everyone on board thought they were going to die. But in the middle of that chaos, God sent a message to Paul, letting him know that everyone on the ship would survive. Even though the storm didn't stop, Paul trusted God and encouraged everyone else to stay calm. Eventually, the ship broke apart and crashed onto land, but just like God said, every single person made it safely to shore.

"And even after that, when Paul was bitten by a snake, God kept protecting him. Nothing that happened could stop God's plan. A lot of horrible stuff happened to Paul, but he kept trusting God.

"Why could Paul keep trusting God? Because Paul knew something that's always true: No matter what he was facing, God was still good and was still working for good. And we can trust God no matter what too, because in every situation we face, God is good and He is working for good.

"That reminds me of our Bottom Line for today.

SLIDE: Bottom Line

[Bottom Line] "Don't give up on God when bad things happen. Say that with me."

KIDS, STORYTELLER, AND HOST: **[Bottom Line]** "Don't give up on God when bad things happen."

"Let's say our Memory Verse together: 'Let us not become tired of doing good. At the right time we will gather a crop if we don't give up. Galatians 6:9.'

What You Need

No supplies needed

"One more time! 'Let us not become tired of doing good. At the right time we will gather a crop if we don't give up. Galatians 6:9.'

3 min

Closing

3 min

PRAYER

What You Need

No supplies needed

TALK IT OUT!

What You Need

No supplies needed

STORYTELLER OR HOST: "Dear God, thank You so much that You're always with us. When we face hard things, please help us trust that You're still with us and that You're working things out for good. Remind us that in the end, You will make everything right. We love You, and we pray these things in Jesus' name. Amen."

Now, before we move on, I have a question for you... (lean in and whisper) do you know what time it is?

It's time to... (pause, cup your hand to your ear) **TALK IT OUT!** That means it's your turn to do the talking! You get to share your thoughts, ask questions, and see how this story connects to YOUR life. So, let's put on our 'thinking caps' ... zip up our listening ears... and get ready to Talk. It. Out!"

SLIDE: TALK IT OUT!

1. **Who did Paul trust to help him during the storm and shipwreck?**

(Answer: God)

2. **What happened to the ship while Paul and the people were sailing?**

(Answer: A big storm came)

3. **Where did Paul and the others land after the shipwreck?**

(Answer: The island of Malta)

4. **What happened when a poisonous snake bit Paul?**

(Answer: Nothing happened—he was not hurt because God was with him)

5. **Even when things were scary, what did Paul do?**

(Answer: He trusted God and never gave up)

Supplies

Large Group Game Weather Wheel!		Quantity
1.	Host	1
2.	Spinner wheel that's big enough to write on	1
3.	Dry-erase marker	1
4.	kid volunteer for every 2-3 rounds you do (Ask for a new volunteer every 2-3 rounds!)	1