



WEEK ONE – AUGUST 2025 – PRETEEN

Bible Story: *Creation + The Fall | Genesis 1-2:3, 3 (suppt. Romans 5:8)*

Conversation Starter: *How do you know that you can trust God?*

Memory Verse: *“Faith is being sure of what we hope for. It is being sure of what we do not see.”- Hebrews 11:1 (NIRV)*

Insight: *Faith in God’s Son – I believe in Jesus and will continue to trust Him even when life doesn’t make sense*

Application: *Faith – Trusting in what you can’t see because of what you can see*

Series Overview: Every story has a beginning. As we explore Creation, the Fall and other pivotal moments in the origin of our faith, kids will discover that not only did God create everything, but even after people chose to go their own way, God had a plan to restore us. We can see how God faithfully began to fulfill that plan in Abram’s call and in the lives of Jacob and Joseph—and we look forward to the fulfillment of that plan in Jesus. When kids see how God has worked in the past, they can grow in faith that our faithful God continues to work in and through each person who chooses to follow Jesus.

8:45 - 9:00 | 10:45 – 11:00 | EARLY ARRIVERS ACTIVITY

CONNECTION CENTERS

Connect: a time that invites kids to share with others and leaders

What You Need: Game Room, Card Games + Art Room

What You Do:

- *PRE-CONNECTION TIME*
 - Before kids arrive, pray for your group before they arrive. Pray for those who might visit your group for the first time. Ask God to remind every kid that God is with them, even when they don't feel ready. Pray that the kids would find the courage to try new things. Ask God to help the kids remember that even when it feels big or scary, God's plan is perfect!
- *DURING CONNECTION TIME*
 - Greet each child by name and with a high five or fist bump!
 - **Make sure to grab second sticker from the child + place it on your sticker sheet**
 - Invite kids who brought an offering to place it in the offering container.
 - Interact with preteens in their respective spaces (Game Room/Art Room/Board Games, etc.)
 - Ask questions in order to connect with + get to know your few as you partake in activities alongside them:
 - ***“What's one memory from this summer that you think you'll remember for a long time? Why is it so memorable”***
 - ***“If you could invent a new app or video game, what would it be called and what would it do”***
 - ***“What's one skill you're hoping to learn or improve this school year, either at school or outside of it”***
 - ***“What's one small thing that always makes you smile or brightens your day?”***

- *AFTER CONNECTION TIME*
 - *Use this time to review over how to be successful in small group time as well as Flatirons Kids by using the SG Structure 101 sheet featured on your activity shelf*
 - Go over each rule to create a great small group experience
 - Transition into the Opening Small Group Activity

9:00 - 9:15 | 11:00 – 11:15 | OPENING SMALL GROUP

OPENING ACTIVITY

What You Need: Yarn pieces; Masking Tape; Permanent Marker

What You Do:

- Welcome kids by name as they arrive with a high-five, fist bump, or a wave.
- Invite any kids who brought an offering to place it in the offering container.
- Before you begin, place the pieces of yarn in a pile on the floor. Ensure the ends of each piece of yarn are visible around the edges of the pile.
- Encourage the kids to get into pairs.
- Invite the pairs to sit down around the pile of yarn.
- Explain the goal.
 - Each pair of kids is to find the ends of the same piece of yarn without touching or moving the pile.
 - Once they think they've found it, the pair is to pick up the ends to reveal if they identified the same piece of yarn.
- Show a visual example of how the game works as you explain the goal.
- Encourage the pairs of kids to communicate and agree on which two ends belong to the same strand.
- Emphasize that once the pair decides, they can't change their minds.
- Tape the pair's chosen ends to the floor, and write their initials on the tape with a permanent marker.

- Invite the next pair to make their choice, then mark the ends with tape and initial.
 - *NOTE: It's okay if multiple teams choose the same piece. If another team picks the same ends, mark them with another piece of tape.*
- Continue until all of the pairs have selected a piece of yarn.
- Once everyone is ready, invite the pairs to pull their ends to see if they're correct.
- Gather the entire group to discuss.
 - How did you and your partner decide which ends to pick?
 - Was it easy or difficult to agree? Why?
- If time allows, rearrange the yarn, direct the kids to partner up with another kid, and play again.

Inclusive Pro-Tips:

- Consider using various colors of tape to make the kids' selected yarn pieces easier to see.
- If a kid feels overwhelmed, allow them to observe a round of the game before participating.

What You Say:

“Wow! You all had some great guesses about which tangled piece of yarn would match. This game reminds me of how God's good plan for us got all tangled up after what happened in the Garden of Eden. But there's more to the story!

[Transition] Because even from the beginning, our good God had a rescue plan to 'untangle' it all. Let's go find out more!”

9:15 - 9:50 | 11:20 – 11:50 | LARGE GROUP

In the beginning—the very beginning... God created everything, including people! We were made to live in perfect friendship with God forever. But when people turned away from God, sin entered the world. Everything was broken, including our relationship with God. But God already had a plan to rescue us and restore that

relationship... and everything else in the whole world. **[BOTTOM LINE]** *You can trust God no matter what.*

9:50 – 10:10 | 11:50 – 12:10 | SMALL GROUP

TAKE A SNAPSHOT

[Live for God | Application Activity]

What You Need: “Kaboom” Activity Page

What You Do:

- B Place the “Kaboom” Activity Pages on the floor in three different areas of your group space.
- Ask the kids: “What does it mean to you to trust God?”
- Share with the kids that when God created the universe and EVERYTHING in it, it was good because He is good. God is always good, so we can trust Him. We can trust God loves us no matter what and wants to guide us in the right direction, toward more goodness.
- Explain the goal.
 - The group will discuss various scenarios where the kids will indicate how easy or hard that situation would be for them to trust God by moving to one of the “Kaboom” Activity Pages.
- Direct the kids’ attention to each “Kaboom” Activity Page and explain what each stands for.
 - Instruct the kids to stand by the “Pfft” sign if kids think trusting God would be easy.
 - Instruct the kids to stand by the “Yikes” sign if kids think trusting God would be a little difficult.
 - Instruct the kids to stand by the “Kaboom” sign if kids think trusting God would be very difficult.
- Read the scenarios below one at a time.

- After each scenario is read, give kids a chance to share why they chose that specific sound effect.
- If kids faced something similar to a scenario read, invite them to tell their stories by asking:
 - What made it easy or hard to trust God in that situation?
 - How did God help you?
 - ***[Make It Personal] (Share an age-appropriate time when you or someone you know had to trust God in a significant way. How did God show up in that situation?)***
- Share with kids that it can feel hard to trust God when they can't see what's next or when they think they know what's best.
 - Explain that even though people disobeyed God, sinned, and ushered in a curse that infected everyone's hearts and did awful things to the world, God never left us alone. He loves us and He wants to be close to us! God sent Jesus to rescue us, to break that awful curse, and make a way for us to be friends with God again!
- **Pfft, Yikes, Kaboom Scenarios**
 - *(Adjust scenarios based on your few and what applies more directly to them.)*
 - Your parents don't want you to see a movie that all your friends are going to.
 - Your birthday party got canceled because you are sick.
 - You just found out that your family is moving to another state.
 - You didn't get invited to a classmate's birthday party.
 - Someone you love is sick and not getting better.
 - A friend made fun of you for following Jesus.
 - Your grown-ups are arguing a lot lately, and things aren't good at home.
 - Your sports team counted on you, and you missed the game-winning point.

- All of your friends have their own cell phones except for you.
- You really wanted to be picked for a role in the school play, but another kid got the part.

Inclusive Pro-Tips:

- Offer a seated option for this activity. Instead of moving to a sign, allow kids to point to or call out the sound effects (“Pfft”, “Yikes”, “Kaboom”) instead of moving.

DISCUSSION QUESTIONS

[Talk About God | Bible Story Review]

What You Need: N/A

What You Do:

- ASK:
 - How do you know you can trust God?
 - What do you think it means to trust God with something you can’t see or control?
 - When you’re having a hard time trusting God, what can you do? Who can you talk to?
 - What would you tell someone who doesn’t believe God exists?

Inclusive Pro-Tips:

- Be sensitive to kids who may need extra time to process their thoughts and respond. Be patient and create a safe space where everyone has a chance to share when they’re ready.
- Frequently check for understanding during discussion by asking questions like, “Can someone share in their own words what we’re talking about?”

VERSES TO TAKE WITH YOU

[Hear from God | Memory Verse Activity]

What You Need: Bibles; Plastic Cups; Index Cards; Pens

What You Do:

- Invite kids to get into pairs.
- Give each pair a Bible and direct them to look up this month’s Memory Verse, Hebrews 11:1.
- Use the Bible Navigation tips below to help kids find the verse.
 - ***Finding verses with 4th-5th graders:** Ask kids to tell you if the book of the Bible they’re looking for is in the Old Testament or New Testament. If it’s in the Old, instruct kids to flip slowly, starting at the front of the Bible and heading toward the back, until they find the book they’re looking for. If it’s in the New, instruct kids to start flipping from the back, going forward to find the book they’re looking for. Once they find the book, explain that the big numbers on the page are the chapter numbers. First, have them find the chapter they’re looking for. Then explain that the small numbers are verse numbers. Tell kids to find the verse within the chapter they’ve already found.*
- Repeat the verse together several times.
- Ask:
 - What do you think it means to be “sure of” what you do not see? (Or, to have “confidence in” what you do not see—for the NIV.)
 - What things do you know exist even though you’ve never seen them? (*Kids might say air or wind, love, Wi-Fi, germs, etc.*)
 - What do you know is true about God even though you’ve never seen Him?
- Pause after asking kids each question to give them time to process and respond.
- Give each group four index cards, five cups, and a pen for each kid.
- Direct the kids to divide Hebrews 11:1 into four parts and write one part of the verse on each index card.
- For example, if using NIV:
 - *Now faith is confidence in*
 - *what we hope for*

- *and assurance about*
- *what we do not see. Hebrews 11:1*
- Create a model cup tower for the kids to reference as they build their own.
- Walk the kids through the following steps to create the cup tower:
 - Set one cup upside down on the floor, and place the first index card (with the first part of Hebrews 11:1 face up) on top of the cup.
 - Place another cup on top of that card, then add the second index card on top of that cup.
 - Continue stacking cups, alternating with index cards in verse order.
- As the kids successfully stack the cups, they must recite the portion of the verse on the index card they pulled out.
- Check the kid's towers to ensure the cups are being stacked upside down.
- Once each cup tower is complete, challenge the groups to take turns pulling an index card from the cups as fast as possible so that the cup drops onto the one underneath it.
- Encourage the kids to re-build their tower if the cups fall off.
- Play a few rounds before inviting the kids to place their verse cards in order and recite the verse together again.

Inclusive Pro-Tips:

- Kids may need extra time to process the verse and respond to discussion questions. Be patient and give them space to think and speak without pressure.
- If necessary, consider adapting the game's structure. For example, you can modify the speed or process of taking turns to help kids with physical or processing challenges succeed.