



Date: _____
Series: God is Our Rescuer
Summer Year 2, Lesson 7

A Rescue Plan You Can Count On

Take Home Point: * Trust God. You can count on him.

*Repeat this phrase throughout the lesson.

Bible Event: Exodus 16. God feeds the people with manna and quail.

Key Verse: Matthew 6:31-32, "Don't ever worry and say, 'What are we going to eat?' or 'What are we going to drink?' or 'What are we going to wear?' Everyone is concerned about these things, and your heavenly Father certainly knows you need all of them."

We will help kids know:

- They can trust God to provide every day things such as food and shelter, as well as big things (*salvation*) for them.
- The Bible event of God providing manna and quail to the Israelites in the midst of their complaining.

We will help kids feel:

- Conviction that whining is not pleasing to God and neither is complaining against him.
- Confidence as they trust God for their daily provision and salvation.

We will help kids do:

- Identify those areas in their lives in which they take for granted God's provision or whine about what they don't have.
- Be thankful for the many blessings that God gives them.
- Receive the big things from God, especially salvation, if they have yet to receive Christ Jesus as their Savior.

THIS LESSON'S ROADMAP

DESTINATION	PAGE #	DISCOVERIES ON YOUR JOURNEY	SUPPLIES NEEDED
Small Group Warm-Up 	4	Children learn to trust when playing during warm-up. Positive statements result in receiving a “goodie.” This will relate to how God provides when we trust him.	<ul style="list-style-type: none"> • bag of goodies for each group with suggested items: <ol style="list-style-type: none"> 1. A small carrot 2. A piece of celery 3. A chocolate Kiss 4. A Skittles candy 5. A slice of apple 6. Several raisins 7. A potato chip 8. Jelly beans 9. Sour candy 10. Popcorn • numbered list of the goodies in the bag • chair for each group
Large Group 	5 9 10 13	<p>Overview</p> <p>Puppet Presentation: “Gordy and the Art of Whining.”—Of course, Gordy is the master whiner, but he learns that complaining is really showing lack of trust in God to give us the best.</p> <p>Interactive Storytelling: “God Feeds His People with Manna.” Kids participate in the retelling of this Bible event from Exodus 16.</p> <p>Interactive Game and Puppet Conclusion: “Let’s Make a Deal—Trust God.” Volunteers from the audience are contestants in this game that reinforces the concept of trusting in God.</p>	<ul style="list-style-type: none"> • Gordy • three doors for <i>Let’s Make a Deal</i>. These can be dividers with the numbers 1, 2, and 3 on them. • table or chair behind each door • two plates of manna (flour tortillas with a light glaze of honey cut in sections.) • crown that reads, “Everlasting Life” • Now and Later candy (<i>optional</i>) • three large Reese’s Peanut Butter Cups filled with sausage OR three Baby Ruth bars replaced with carrots (see script) • SIGN 1: Side One: Oooh Side Two: Aaah • SIGN 2: Side One: It’s not fair Side Two: You don’t care • SIGN 3: Side One: Aww, c’mon Side Two: We wanna go back to Egypt
Small Group Application 	5	By discussing everyday blessings, children realize that nothing comes from their own effort but from the hand of God.	<ul style="list-style-type: none"> • half flour tortillas for each child • small bowl of lemon juice for each group • small bowl of honey for each group • napkin for each child

Small Group Warm-Up: 15 minutes



Purpose: *Get pointed in the right direction!* Build relationships and help guests feel at ease. Do the learning readiness activity that will point your group in the right direction for the lesson.

CAUTION: *The following is a list of suggested items to be used. However, modify this list to provide what is easiest for you. If you use peanut foods, be aware that some children are allergic to peanuts. Identify those children before serving any foods with peanuts or peanut oil.*

Supplies needed: some goodies in a bag (suggestions are listed below), a list of the 10 items found in the goodie bag and numbered from 1-10, a chair

Suggested goodies in bag and to be printed on a separate sheet of paper:

1. *A small carrot*
2. *A small piece of celery*
3. *A chocolate Kiss*
4. *A Skittles candy*
5. *A slice of apple*
6. *Several raisins*
7. *A potato chip*
8. *Jelly beans*
9. *Sour candy*
10. *Popcorn*

Begin by saying:

Today we will see how much you trust me. We will play a game called, "Trust Me, You Can Eat It... But Can You Guess It?"

Have kids take turns sitting in the "trust" chair in front of the group. When sitting in the "trust" chair, they are to say one thing they trust their parents to provide for them. This could be a small thing or a big thing. It could be as simple as saying, "I trust my parents to provide food for me" or "I trust them to provide love for me." Children cannot repeat something another child mentions. Encourage each child to be as specific as possible. You can use this as an example: "I trust my parents to provide hamburgers at McDonald's." This is more specific than "I trust them to provide food." This way kids are challenged to come up with their own illustrations about how they trust their parents for various things in their lives.

After each child has shared with the group, feed him an item from the "goodie" bag. Have the child pick a number between 1-10. Use the list of food items to pick which goodie to feed the child seating in the trust seat. Have the child keep his eyes closed

completely and try to guess what has been fed to him by taste alone. While feeding the child say,

“Trust me, you can eat it...But can you guess it?”

Don't repeat food items and corresponding numbers until all have been tried. Move through the event quickly so all children may participate. Then say:

To trust someone means that you can count on him. The things you mentioned that your parents provide for you are things that you can count on. These are things you trust your mom or dad to provide.

Today we will learn to **trust God. You can count on him.* We will see that God is the one who really provides. He wants us to trust him. He rescues his people and teaches them to trust him.

Large Group Overview: 20-30 minutes



Purpose: *Help kids observe what the Bible says. Present the Bible Event in creative fashion. Help kids begin to interpret what it means.*

Puppet Presentation: “Gordy and the Art of Whining”—Of course, Gordy is the master whiner but he learns that complaining is really showing lack of trust in God to give us the best.

Interactive Storytelling: “God Feeds His People with Manna”—Kids participate in the retelling of this Bible event from Exodus 16.

Interactive Game and Puppet Conclusion: “Let’s Make a Deal—Trust God” Volunteers from the audience are contestants in this game that reinforces the concept of trusting in God.

Small Group Application: 20-25 minutes



Purpose: *Help kids map out the meaning of the Bible event in their lives. Use the questions to stimulate discussion but don't feel tied to them. Allow the Holy Spirit to guide you. Include personal examples from your own faith journey. The example of Christ at work in your life will leave lasting impressions of how Christ can work in the children's lives.*

Use your Bibles! Children need to learn how to look up references and follow along when scripture is read aloud. Allow for quality time of prayer at the close of the lesson.

Observation Questions: What happened?

Have kids refer to Exodus 13-16 in their Bibles.

What had God done for the Israelites last week? *(He helped them cross the Red Sea.) Do you think they should have remembered how God took care of them?*

How did God lead the people? *(Exodus 13:20-22. He led them by a column of smoke by day and a column of fire by night.)*

What did the people do when they got hungry? *(Exodus 16:3. They whined.)*

When the people complained against Moses, who were they really complaining against? *(Exodus 16:8. They were complaining against the Lord.)*

How did God feed them? *(He sent them manna and quail.)*

What does manna mean? *(Exodus 16:15. It means, "What is this?")*

Interpretation Questions: What does this mean?

Why did God want them to take only one day's worth of food? *(Because the food would spoil and he wanted the people to trust him for each day's provision.)*

What was God trying to teach them? *(*Trust God. You can count on him.)*

Application Questions: What does this mean to me?

Application Activity:

Supplies: a half of a flour tortilla for each child; a bowl of lemon juice, a bowl of honey, and plastic knives or craft sticks to spread the honey

Have each child share what his favorite food is. Then say:

Did you receive that food from the grocery store or your parents? Who gives you food to eat? Where does it come from? *(The children will likely make the connection that the food is supplied by the grocery store, however, their parents give it to them.)*

When you complain about food or what you have, is it a complaint against your parents or the grocery store?

Pass out half of a flour tortilla to each child. Have them tear off a small section of tortilla, dip it into the bowl of lemon juice, and eat it.

Just like this lemon juice is sour to taste, complaining is sour to hear.

I bet each one of us complained about something this last week and we probably didn't even realize we did it. Maybe it wasn't about food, but did you complain about something else? Can you think of something you complained about? Not getting your own way? Not having a certain toy? Complaining about what someone else in your family has done?

Discuss.

Who really provides you with food? Is it your parents or is it God? It is God who gives us our skills and our jobs to earn money. He provides. It is God who gives us all good gifts. Though our parents might purchase things at a store for us, we are supplied by God who gives us both small things and big things. So when we complain, we are complaining against God.

What should we do instead? We should trust God and count on him. We should be thankful instead of complaining.

Have the children spread honey on their tortillas and roll them up.

Share one simple thing that God gives you daily and then take a bite from your tortilla. We will call these our own manna blessings!

After many of these daily blessings have been mentioned, talk about the big blessings God gives us.

Some blessings that God gives us will last much longer than food. Can you think of what they might be? *(Jesus, our salvation, heaven, God's love, peace, God's direction, etc.)*

We especially want to trust God and count on him to give us these big blessings.

Our key verse from Matthew 6:31-32 says:

“Don’t ever worry and say, ‘What are we going to eat?’ or ‘What are we going to drink?’ or ‘What are we going to wear?’ Everyone is concerned about these things, and your Heavenly Father certainly knows you need all of them.”

When we pray today, let’s thank God that we are able to count on him for our blessings. When we say the Lord’s Prayer, there are some words that remind us of counting on him for our *daily* blessings, “Give us this day our daily bread.” There are also words that remind us of counting on him for the big blessings such as “Thy kingdom come,” “forgive us our trespasses,” and “deliver us from evil.”

Closing Prayer:

Have the children confess to God something they have complained about. Let them then give thanks for specific blessings, both the small things and the big things. Close with the Lord’s Prayer. Have the children open their hands when they get to the part, “Give us this day our daily bread.”

Our Father in heaven, hallowed be Your name, Your kingdom come, your will be done on earth as in heaven. Give us today our daily bread. Forgive us our sins as we forgive those who sin against us. Lead us not into temptation, but deliver us from evil. For the kingdom, the power, and the glory are yours now and forever. Amen.

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Large Group Presentation: 20-30 minutes

Gordy and the Art of Whining Puppet Presentation

Supplies:

- Gordy
- three doors for *Let's Make a Deal* These can be dividers with the numbers 1, 2, and 3 on them.
- table or chair behind each door
- two plates of manna (flour tortillas with a light glaze of honey cut in sections.)
- crown that reads, "Everlasting Life"
- Now and Later candy (optional)
- three large Reese's Peanut Butter Cups filled with sausage or three Baby Ruth bars replaced with carrots (see script)
- SIGN 1: Side One: **Oooh** Side Two: **Aaah**
- SIGN 2: Side One: **It's not fair** Side Two: **You don't care**
- SIGN 3: Side One: **Aww, c'mon** Side Two: **We wanna go back to Egypt**

Presenter: Good morning, kids! Welcome to Kingdom Quest. And good morning to you, Gordy.

Gordy: What's so good about it?

Presenter: Wow. Aren't you in a bad mood.

Gordy: I am not. It's just that I got celery in the trust game. I hate celery. Why couldn't I have been fed a Reese's Peanut Butter Cup?

Presenter: Because they weren't in the bag.

Gordy: They should have been. We don't want celery and crackers for our snacks. We need candy. Right, kids? C'mon, give us candy! *(Kids will respond probably with agreement.)*

Presenter: I don't know if that's the best way of getting what you want.

Gordy: Yeah, I know. We can even do better. C'mon, kids, help me. Do what I do. *(Gordy starts with a nasal sounding whine, "Aaawwwww." He then continues with a very whiney tone of voice on the following.)* I doon't like celery. I waaant candy. Pleeeze. Whhhhy not? C'mon.

Presenter: All right, cut it out. That whining will drive me crazy.

Gordy: See, kids. I told you it would work.

Presenter: No Gordy, it doesn't work. Whining is not a good habit to get into. You will become just like the Israelites in the wilderness.

Gordy: You mean people whined in Bible times?

Presenter: You bet. And God hates complaining and whining. We show lack of trust in him when we whine and complain.

Gordy: When did the Israelites complain? Last week we learned how they were rescued at the Red Sea. All that water divided and then... *ker-splash!* No more Egyptians! How could they whine after that?

Presenter: Well, they did. Let me tell you the story and then let's play a game that will help us remember the main point!

God Feeds His People with Manna

Interactive Storytelling

While telling the Bible event, use three signs to encourage audience participation. Each sign has the first response on one side and a second response on the other. When the presenter holds the response card up, the audience in its best whiney voice reads the sign in unison. Immediately the card is flipped and the audience says the second phrase. Of course, Gordy can help encourage audience participation. Be sure to practice the sign cues before telling the story. Help the kids perfect their nasal, whining inflection with signs two and three.

SIGN 1: Side One: **Oooh** Side Two: **Aaah**

SIGN 2: Side One: **It's not fair** Side Two: **You don't care**

SIGN 3: Side One: **Aww, c'mon** Side Two: **We wanna go back to Egypt**

Have your Bible open with the following script inside.

God now led his people through the desert. By day he led with a pillar of smoke and by night a pillar of fire.

Hold up Sign 1.

Soon the people were out of water. They came to a spring of water, but it tasted bitter, so bitter they could not drink it. So they complained to Moses, but they were really complaining to God.

Hold up Sign 2

God showed Moses a piece of wood and told him to toss it into the bitter water. When he did, the water became sweet.

Hold up Sign 1.

But as the days passed, the people traveling through the wilderness ran out of food. By now, you would think that they would learn to trust God. Instead they complained. It's the same thing as saying...

Hold up Sign 2.

They even forgot how God had rescued them. They imagined that life had been great as slaves in Egypt. They said, *"If only we had died in Egypt, at least we ate meat and all the food we wanted."* That wasn't even true. They ate slave food in Egypt. But I think I can hear them now...

Hold up Sign 3.

Moses and Aaron told the people they were not complaining against them, but against the Lord. This is very serious.

Hold up Sign 2.

God had been their rescuer. Remember how he sent the plagues on Egypt? Remember how he parted the Red Sea? But do you think the Israelites remembered? No. They said...

Hold up Sign 3.

God hates whining. He knows that when we whine, we do not trust him. So God told Moses, *"I will rain down bread from heaven for you."*

Hold up Sign 1.

"Each day you will go out and gather just enough for that day. On the sixth day, gather twice as much because on the seventh day, you will rest. You should not gather any on the seventh day."

From then on, every morning there was bread-like flaky stuff on the ground. The Israelites didn't know what to name it, so they called it manna. Manna means, "What is it?"

Hold up Sign 1.

If the Israelites ever tried to gather more than one day's worth of manna, it would spoil. But they could gather twice as much on the sixth day before the Day of Rest and it would not spoil. God was teaching them, **Trust God. You can count on him.*

Hold up Sign 1.

God also sent them birds called quail so they would have meat to eat. There were so many birds covering the camp they could catch them with their hands. God was teaching them, **Trust God. You can count on him.*

Hold up Sign 1.

So what kind of person do you want to be? One who says...

Hold up Sign 2.

Or one who says...

Hold up Sign 3.

Or one who says, “Trust God. You can count on him!*”**

Hold up Sign 1.

Let’s Make a Deal—Trust God

Interactive Game and Puppet Conclusion

Staging:

You will need three doors that can be opened to reveal a surprise. These do not need to be literal doors. These could be partitions that can be turned around. The front of the doors should be labeled one, two, and three. Behind each door is a table or chair that will hold the surprise.

A person is needed behind the scene to plant “manna” behind whichever two doors are chosen first. The manna should be flour tortillas with a light honey glaze cut in small sections.

The third door chosen will conceal the prize of salvation. This is a paper crown that reads “Everlasting Life.” You could also have in addition to the crown some “Now and Later” candy or something that reminds us of heaven.

Summary:

Three contestants are chosen from the audience to play the game. Each contestant is given a large candy bar, which he can keep or trade for one of the prizes behind the three doors. The first contestant will likely trade the candy bar for the door. He would receive a piece of flour tortilla. Complaining similar to that of the Israelites will probably follow.

After seeing this, the second contestant will likely keep his candy. To his dismay, all the candy bars will have been previously tampered with.

The candy in each wrapper has been replaced with something less desirable. (For example, a Reese's Peanut Butter Cup can be replaced with cooked sausage by carefully slitting the bottom of the paper and gluing. Or a carrot can replace a Baby Ruth bar.) Again, there will be complaining.

NOTE: If you prepare a candy wrapper with a perishable food item, be aware that the food item may not be safe to eat if it left out overnight. Make sure the child does not eat it. You may offer to exchange it later in the morning.

Finally, the third contestant will likely choose a door. Whichever door he chooses will reveal the crown. This contestant gets the big blessing of everlasting life.

Use the following script for the game.

Gordy: That was cool. I mean "ooh-aaah."

Presenter: Let's do one more fun thing reviewing today's Bible event. Let's play the game, "Let's Make a Deal—Trust God."

Gordy: Great. How do we play?

Presenter: Invite three contestants up.

Gordy calls three names from random drawing or some other selection.

Presenter: Let me introduce our special guests. Makes introductions. Now I'd like to offer each of you one of these wonderful candy bars. You can keep the candy bar or you can trade it for what's behind door number one, door number two, or door number three. What would you like to do?

Gordy can ad-lib or give advice.

Presenter: And let's see what you've won.

If the child traded, collect his candy bar and open the chosen door. If the child did not trade, have him open his candy bar. In both cases the child might be disappointed.

Gordy: *(Whining voice)* Whoa! That's not fair. You got gypped. I'd ask for another turn.

Presenter: Gordy, it sounds to me like you are whining and complaining.

Gordy: Oops! I guess you're right. I almost forgot.

Presenter: That's just like the Israelites. They forgot so quickly. So let's make a deal. **Trust God. You can count on him.*

Gordy: Let's do another door.

Presenter: Address the next contestant. **Now would you like to trade for door number (fill in number) **or door number** (fill in number)?**

If the child chooses a door, let him see what's behind it—manna. Then offer to let the child trade it back for his candy bar. The child will probably take the offer. Let him open the candy bar and be disappointed.

Gordy: Rip off! Rip off! That's not fair! That candy bar was fixed!

Presenter: Gordy!

Gordy: Oops! Sorry. I almost forgot. No whining.

Presenter: Gordy, let's make a deal. **Trust God. You can count on him.* Did they still get something to eat? Yes! It might not have been just what they wanted, but it was what they needed. This is like the Israelites. They learned they could trust God to give them what they needed every day.

Gordy: What's behind the last door?

Presenter: Let's see if our last contestant would like to trade and find out.

If this contestant doesn't want to trade, a new contestant can be drawn from the audience. Open the last door with the prize of salvation.

Presenter: And the winning prize is the crown of everlasting life.

Gordy: It looks just like a paper crown to me.

Presenter: Yes, but it reminds us that God provides the most important blessing of all. He has given his own Son Jesus, to us. Jesus died on the cross to give us the big things like everlasting life with him in heaven.

Gordy: And remember—no whining because it's just a paper crown...for now.

If another candy prize such as a *Now and Later* is available that further illustrates God giving us the big things, that can be given at this time.

Presenter: So I think you have it. **Trust God. You can count on him.* Gordy, would you like to have a closing prayer for us?

Gordy: Sure. Do I get something behind one of those doors if I do?

Presenter: Gordy!

Gordy: Okay. Dear God, thank you for giving us the stuff we need every day, like our food. And thank you for giving us the big things like heaven. We're sorry about the times we complain. Help us trust you, instead. We can count on you. In Jesus' name. Amen.