

LEADER'S GUIDE

YOUNGER CHILDREN

BIG PICTURE:

PROVERBS

BIG IDEA:

WALK ON THE WISE SIDE

BIG POINT:

WE ARE WISE WHEN WE BUILD GREAT FRIENDSHIPS

BIG WORD:

"TRUST IN THE LORD WITH ALL YOUR HEART; DO NOT DEPEND ON YOUR OWN UNDERSTANDING. SEEK HIS WILL IN ALL YOU DO, AND HE WILL SHOW YOU WHICH PATH TO TAKE."

PROVERBS 3:5-6 (NLT)

BIG USER AGREEMENT

Upon purchase of this resource, Hillsong Kids BIG gladly grants the buyer (The Licensee) or the organisation they represent, a free and non-exclusive license to tailor Hillsong Kids BIG print materials to fit their unique leadership requirements. However, it is prohibited to make changes to doctrine, scripture references, biblical principles and concepts presented. Please see doctrinal guidelines we have expressed in our What We Believe statement.

These resources are intended to be printed for use only by the buyer or the organisation they represent and may not be electronically transferred to or duplicated by others. Any unauthorised reproduction of this material or incorporation into a new work is a direct violation of copyright laws.

© Hillsong Church. All rights reserved.

DOCUMENT PURPOSE

This document is the Leader's Guide for BIG Picture PROVERBS. It contains an outline to prepare an impacting small group time for you and your children.

The BIG 'Psalms, Proverbs, Parables - Wisdom for Life' User Guide document contains all the service element information, including the large group segment of your service.

Make sure you read through and prayerfully study this material prior to your service to be fully prepared to minister to your children.

Learning Outcomes

At the conclusion of this lesson children will:

- Know that we are wise when we build great friendships.
- Learn from king Solomon who made some good and some bad friendships.
- Discover that when we walk with the wise, we become wise.

BIG POINT:

WE ARE WISE WHEN WE BUILD GREAT FRIENDSHIPS

BIG WORD:

"TRUST IN THE LORD WITH ALL YOUR HEART; DO NOT DEPEND ON YOUR OWN UNDERSTANDING. SEEK HIS WILL IN ALL YOU DO, AND HE WILL SHOW YOU WHICH PATH TO TAKE." PROVERBS 3:5-6 (NLT)

KIDS DISCIPLESHIP GROUP (KDG)

DOCUMENT PURPOSE

Use this KDG outline to prepare an impacting small group time for you and your children.

CONNECT TIME

What activities do you like to do with your friends?

THE BIG QUESTION (TO DISCUSS IN YOUR KDG'S)

1. What kind of friends did king Solomon have?

King Solomon had some good friends, friends who gave him good advice and helped him build the temple.

But Solomon also made some not so good friends. God had forbidden Solomon to follow other gods. He didn't keep the Lord's command and married many women who worshipped statues instead of the one true God. Solomon's heart turned away from God and his wives led him astray. 1 Kings 11:4 (NIV) "As Solomon grew old, his wives turned his heart after other gods, and his heart was not fully devoted to the Lord his God, as the heart of David his father had been."

2. How can we be a good friend to others?

We can be a good friend to others by being a friend to their future. A good friend is a friend in the tough times and the good times. A good friend is kind, encouraging and helpful. Ecclesiastes 4:9-10 (NIV) "Two are better than one, because they have a good return for their labor: If either of them falls down, one can help the other up. But pity anyone who falls and has no one to help them up."

3. Why is it important to build great friendships?

A great friendship doesn't just happen by accident. You need to build great friendships with the right people. We become like the people we spend the most time with. We become like them in values, beliefs and manner. Proverbs 13:20 (MSG) "Become wise by walking with the wise; hang out with fools and watch your life fall to pieces." Who we surround ourselves with is one of the most important decisions we can make.

ACTIVITY SHEETS

Children complete the activity sheets in this time.

THE BIG ACTIVITY

Purpose: To help the children discover ways to build great friendships.

Directions: Give each child a 'Friendship Goals' page printed from the print material files. Encourage them to think about their friends and what they could do to build a great friendship. Children can add the name of a friend next to each item on the list. Then get started at building some great friendships!

Explanation: A great friendship doesn't just happen by accident. You need to build a great friendship. 1 Thessalonians 5:11 (NIV) "Encourage one another and build each other up". You can either build a friendship with wisdom or tear it down by ignoring the wisdom found in God's Word. God's Word gives us wisdom for life. We are wise when we build great friendships, brick by brick on a solid foundation.

BIG WORD

"Trust in the Lord with all your heart; do not depend on your own understanding. Seek his will in all you do, and he will show you which path to take." Proverbs 3:5-6 (NLT)

Write the Big Word on a large sheet of paper. Say the Big Word aloud together a number of times then tear a section of the paper off and say the Big Word again. Keep tearing off sections and repeating the verse until the children can say the verse without any words left to read.

GAME

Coin Shuffle

Divide your group into two teams. Give each team a pile of coins or plastic tokens and set out each teams cup, with a little water in it, a few meters away. One at a time players must take a coin and holding it between their knees, shuffle across to drop it into the cup. The goal is to get as many coins in the cups as possible within two minutes. If a coin is dropped or misses the cup, it doesn't count and the player must start again. The team with the most coins in the cup at the end of the game are the winners.

PRAYER

Dear God,

Thank You that Your word gives us wisdom for our life. Help us to build good friendships with people who are a friend to our future.

In Jesus name, Amen

Supplies Needed:

'Friendship Goals' page printed for each child from the print material files. Pencils, markers.

Supplies Needed:

Large sheet of paper, marker.

Supplies Needed:

Two cups with a little water in each (to stop the coins bouncing out), a pile of coins or plastic tokens, timer.