

TEACHING PLAN

GETTING STARTED (10 MINUTES)

This time is designed to help organize children as they are entering their rooms and begin to help them think about the main idea for the week.

BUILD SOMETHING

As the children arrive, form teams of two to six kids. Give each team a bag of supplies. Challenge the teams to use the “stuff” in the bag to build something. They may use only what is in the bag to build something useful, something attractive, or something funny. Give the kids five minutes to work, and then call time. Invite each group to display and explain their work. Lead the children to applaud for each entry. The entry that received the loudest applause wins. Give each kid a foil-wrapped coin candy or other small token. Give each member of the winning team an extra foil-wrapped coin candy or other small token.

Point out that each team had to use just what was given to them to make something. Say: “Today you will discover how you can use what you have to serve God.”

OPTION FOR OLDER KIDS: Give each group fewer supplies, and challenge them to be a bit more creative. Allow kids to judge based on different categories, rather than just best overall (i.e.: funniest, most useful, most bazaar, etc.)

UNDERSTANDING

INTRODUCE THE MEMORY VERSE

Say, “Today we are learning what it means to be a faithful steward, and we will have a memory verse and a Bible story to help us understand those words.”

Introduce the memory verse. Continue: “I know God wants you to be a faithful steward because the Bible says so.” Lead the kids to open their Bibles to the memory verse, 1 Corinthians 4:2. Call on several volunteers to read the verse. If children have different versions of the Bible, discuss the different words and explain that the meaning is the same.

TELL THE BIBLE STORY

Show the bowls of pennies. Explain that for the story each penny will represent a talent. Place one bowl of pennies beside you and the other bowl of pennies to the side of the room. Invite three children to help you tell the story. Introduce yourself as the master and the three children as your servants. Instruct the three servants to go to the bowl on the other side of the room when they receive their talents (pennies).

Open your Bible to Matthew 25. Say: “Matthew recorded Jesus’ parable about a man and his three servants. Listen to the story.” Tell the Bible story with expression, pausing for the actions in parentheses.

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the third servant to hold out empty hands.

Ask: "Why do you think the master in the story rewarded the first two servants and punished the third servant?" Answers will vary. Emphasize that the first two servants used what they had wisely and well while the third servant did not use his talent at all.

Conclude: "The first two servants were good and faithful stewards because they made good choices. The third servant was a bad steward because he made a bad choice. You also can be a good and faithful steward by using the time, possessions, abilities, and talents God gives you."

APPLICATION

This time will reinforce the learning in the large group through guided question and answer and other activities.

DISCUSSION GUIDE

Review the Bible story. Say: "You will review today's Bible story with two motions, thumbs up or thumbs down. As I read each review statement, if it is true, put thumbs up. If it is not true, put your thumbs down." Begin the game by reading the following questions. For each false answer, ask a volunteer for what really happened in the story:

1. Today's story was a parable told by Jesus. (true)
2. The master decided to go on a trip. (true)
3. The master had four servants. (false—three servants)
4. The servant with five talents hid them. (false—He turned them into ten talents.)
5. The second servant, with two talents, turned them into four. (true)
6. The third servant lost his talent. (false—He buried it.)
7. The master was pleased with the first two servants. (true)
8. The master called the third servant lazy and evil. (true)

Guide the kids to talk about things they "manage," such as time, money, talents, chores, school work, and so on. Lead the boys and girls to explain how they manage the things they mentioned and evaluate if God would be pleased with their actions. Give the kids pencils. Help them complete "Good Steward Ruler" on their activity pages.

OPTION FOR OLDER KIDS: Instead of doing thumbs up or down, play a true/false game. Add additional questions as needed.

ACTIVE APPLICATION ACTIVITY

Assign three different spots in the room as "Agree," "Disagree," and "Not sure" (using signs if you wish). Invite the kids to listen to the statements and move to the wall or area that states how they feel about the statement. Read each statement and allow the kids to respond. Kids may disagree on their answers.

1. Just like the master in the story, God gives different talents to different people.
2. A talent can represent money, time, ability, or possessions.

