



### **Emcee Intro Konnection**

Focus your small group on emcee

### 30 sec



### **Rules Video**

Focus your small group on video • Encourage kids to count out and say each rule with video

30 sec

90 sec



**Emcee Giving Konnection** 

Focus your small group on emcee

Focus your small group on the video • Follow campus procedure to collect offering



### **Worship Teaching Video** Focus your small group on video • Stand with your kids when video prompts you to

Worship Music Videos

Sing and dance along • Encourage your small group to join in  $\cong 6 \min$ 

Get to Give

Undefeated

**Emcee Activity Konnection** Focus your small group on emcee

Have fun doing activity with your small group

# **Small Group Activity**

9 min

### You'll Need

30 sec

Per Kid	Nothing
Per Group	1 Set of 16 carpet spots

### After Activity

Kids Keep N	ouning
You Keep C	arpet spots (save to reuse)

### To Do

Say: Let's play a game that helps us learn from mistakes!

- 1. Don't allow kids to see activity supplement printed on the back of this guide at all!
- 2. Place carpet spots in a 4x4 grid on floor. Leave about 12" between spots. Note: Color doesn't matter.
- 3. Line kids up next to the floor grid so they can see which spots the kids ahead of them choose to step on.
- 4. Tell the first kid where to stand so they are in the Start Here position as shown on the diagram.
- 5. The first kid tries to guess the right path according to Diagram 1 by stepping on spots in numerical order.
- 6. Each time the kid steps on a spot, they wait for you to tell them if they are "safe" and can continue OR if they must **go to the end of the line** because they chose a spot that corresponds with a  $\bigotimes$  or is out of order, numerically, on Diagram 1.
- 7. Repeat steps 4 and 5 for each kid in line as many times as necessary until a kid finds the right path.
- 8. If time allows, repeat game with a different diagram.



### **Emcee Point Konnection**

Focus your small group on emcee

# *≅* 17 min

**Konnect HQ Teaching Show** Focus your small group on video as you watch it together



### **Konnect HQ ABCs**

Focus your small group on video • Help kids say admit, believe, and choose with video



### **Emcee Wrap-Up Konnection**

Focus your small group on emcee

30 sec



### Small Group Talk & Prayer

Get kids talking • Pray with your small group Build relationships

### **Review the Point and Bible verse:**

**Point:** God can help me learn from my mistakes.

Verse: Proverbs 26:11 NLT As a dog returns to its vomit, so a fool repeats his foolishness.

What do you think we can learn from this verse?

### Choose a question to get your group talking:

- When can mistakes be helpful?
- You can learn from other people's mistakes. Talk about a mistake someone else made that you learned from.
- Think of a mistake you made. Share it with the group if you feel comfortable.
- What do you think you can learn from the mistake you made?

### Pray Together:

- Ask kids what they'd like to talk with God about.
- Lead prayer or help kids pray for each other.

### What to do with extra time:

Check Out

- Help kids talk with each other and build friendships.
- **Do** the small group activity again or **play** a different game like Simon Says or 20 Questions.



Greet parents • Praise kids • Stay in small *aroup until check out ends* 



## LEARN FROM MISTAKES ACTIVITY SUPPLEMENT LEARNING FROM YOUR MISTAKES // 1 WEEK ONLY

What You Need to Know:	What Kids Do:
<ul> <li>DON'T LET KIDS SEE THIS ACTIVITY SUPPLEMENT</li> </ul>	• One kid stands where the diagram says "Start Here" and tries to find the correct path, one step at a time, while the other
DURING GAMEPLAY!	kids sit in a line and watch them. (You will need to tell them where to stand to start.)
<ul> <li>You will only need to use one diagram per round.</li> </ul>	• For each step:
• The object is for a kid to successfully step on all the black	<ul> <li>If the kid steps on the correct next spot, tell them they are safe and they can take another step.</li> </ul>
spots in numerical order without stepping on a $\otimes$ .	○ If the kid steps on a Spot or a spot that is out of order numerically, their turn ends. They go to the end of the line
• You might not make it through all the diagrams.	and <b>someone else gets a turn</b> to guess the path.

• Kids get multiple turns if no one finds the right path, so they need to pay attention!

