

Defeating the Boss

Level Two

The Level

Your objective:

This level is all about courage, but courage based in our identity that God gave us. We do not defeat giants with our own strength, but with the strength that our God has given us to stand strong for Him.

How David handed over the controller to God:

Put simply, he stood up for God and God stood up for him. He stepped into a match he could never win and said, "God, you got this, not me".

Romans 12 Connection

David was a leader, and it was time for him to step up. Your kids are leaders in many ways. They'll explore verses 3-8 and focus on exploring the ways that they can destroy giants.

Level Map

Level 1: No one was in line to play this game!

Kids explore the Bible story by acting it out.

Level 2: My Battles

"What battles do you trust God with?" Kids write the answers on several plastic cups.

Level 3: Romans 12 Network Connection

Each of us can lead and stand strong for God!

Level 4: Beat the Boss

Kids will write different ways they can TRUST God and crumple up papers to be "rocks". As you create a Giant out of the plastic cups, kids will knock it down!

Your Toolbox

Before you play this level, make sure to get these supplies ready:

- 10 plastic cups/child
- Permanent Markers (for cups if needed)
- 5 sheets papers / child (for "stones")
- Markers (for paper)
- Bible or "Level 1" Bible Sheets (Index)
- White/Clear Board

To create your "Giant", begin by just stacking cups as high as you can. The goal is to make one very high stack of cups out of the 10 plastic cups that each child writes on. This will be the giant they defeat when they trust God!

Game Manuel: Kids will write down how they will fight life's battles with God's strength, and that God has programmed them with gifts. Together, we can do the impossible.

Script:

Hello, gamers! It's so awesome to see you return to the 3D game floor virtual tour. For some of you, it may be your first time on our floor. I'm the head programmer and it's my job to make sure that you learn everything from this game floor that you can so that we can have an awesome adventure of a life! One of the ways we do that is by looking at the game that's already been played a long time ago, by David! And David's life was amazing! He went from being a shepherd to a hero to a runaway to a king! Today, we are going to discover his "Hero" level! We are looking at it 3D, so we'll take 3D's; the first is our "Data": What are the facts of the story? Second is to notice the "Direction" of the story. Did the person in the story follow their God? The third is what "Decision"! What decisions will we make to give God control!



Level 1: No One wants to Play this Game...or even this Level!

- Assign children quickly to roles in the story; assign one David, one Saul, one Goliath (a leader), and five stones, one of which "David" will spin around, let go, and defeat Goliath! The other children can be the Jewish army or Philistine army!
- Read through the Bible story, pausing to instruct kids to act out what is happening. Encourage creativity and connection points with the story! (1 Samuel 17)
- Ask children what they remember from the Level: characters, the story, the drama, the props, etc.
- Remember to say "Defeat the Boss" which is your Playing Goal of the day ; kids will shout "Game On" in response!

+iUp: Creativity

Yes, 5 children will be chosen to play the role of "stones"! Why? It's weird, right? Yes, and that's why it sticks! Kids are creative; they love others showing kid-like creativity, too! It's awesome to see a kid yell "Pick me!" out of the five stones or say "I'm flying" as a stone running toward your "Goliath". This quirky creativity will help kids engage in the story and help them remember it!!

On the white board, write down your "Data Points". What did kids remember about the story? Then move on to the next level!





Script:

Now that we have our data, let's talk about what direction David took. It seems to me he had two choices! One was stay safe and just go home. The other was to hand the control over to God! David believed in God so strongly that he gave God the credit for rescuing him from facing a lion and a bear! We face battles every day, and they may not be actual Giants, but maybe a Giant Test, a bully, a big game, or the dark! We can Defeat the Boss! ("Game On")

Level 2: Your Battles!

- Ask children to write down their battles where they feel outmatched- like they just can't handle it on their own. Explain that all of these battles can create a Giant of fear and uncertainty in our lives that's facing us down just like Goliath!

Level 3: Romans 12 Connection

- Explain how Romans was written by Paul like other letters so that we can learn from David and others who have lived their life for God!
- Explain that David had faith and that God had given David the ability to defeat this Giant!
- Read Romans 12:3-8; ask kids to focus in on 8!
- Write down the second "D" for "Direction"; what direction did David take? When God is in control, what happens to our fear?

Gamers Manuel:

Ask kids to record their "3D's" in their Gamer's Manuel. Give children about 3 minutes to write down their thoughts and encourage gamers to pray with their Network Teams!

Level 4: Beat the Boss!

- 3rd "D": Decisions. How will we react? Stand strong and know God has already given us the power and abilities to face our fears and doubts!
- Kids will write the "powers " and "tools" that God gives us to win the game; love, courage, hope, etc. on the papers that will be crumpled into stones to beat the boss!
- After the cups (their giants) are stacked up against them, they can attack them with the stones!
- As you say, "Defeat the Boss", kids should yell "Game On"!