



# THE STORY OF SAMSON

# MINISTRY EXPERIENCE TOOL

## GOD IS MERCY

### WEEK 2: The Story of Samson

#### OVERVIEW

##### Memory Verse:

Psalm 40:11(ESV)

“As for you, O Lord, you will not restrain your mercy from me; your steadfast love and your faithfulness will ever preserve me!”

*Preschool Memorizes “As for you, O Lord, you will not restrain your mercy from me;”*

**Nail:** God cares about me we even when I don't deserve it.

#### Week 1: The Story of Rahab

Scripture Story: Joshua 2-6

#### Week 2: The Story of Samson

Scripture Story: Judges 13-16

#### Week 3: The Story of Zacchaeus

Scripture Story: Luke 19:1-10

#### Week 4: The Story of the Sinful Woman

Scripture Story: Luke 7:36-50

**HOW THIS CHANGES ME:** I can care about other people even when they don't deserve it.

#### Mercy Tools

**Don't judge:** In a court of law, judges can judge fairly because they hear both sides of the story. When we choose not to judge someone we say “I don't know the other side of story and therefore I shouldn't say which is guilty.”

**Walk in their shoes:** When you choose not to judge, you can choose to put yourself in their shoes. That means you can say “if I could live their life for just one day, I may understand why they act the way they do.”

**Don't focus on it:** Many times, when someone does something wrong, we spend all our time thinking about it. When we are merciful with someone, we don't focus on someone else's sin.

**Care for them:** Just like God cares for us even in our sin, we can care for other people even when they sin. We should not be the ones deciding what they deserve. That's God's job and He does it very well. However, caring for someone doesn't mean putting yourself in danger. Some people can hurt you and you should stay away from them. The best way to care for someone is to pray for them. When we choose not to judge, we choose to walk in someone else's shoes and to draw our focus away from someone else's sin so that we can pray for them with a pure heart.

#### Mercy Tool Motions

**Don't judge:** Make a fist with your right hand pounding the palm of your left hand while shaking your head “no”.



























**Walk in their shoes:** Walk in place moving both arms and legs.

**Don't focus on it:** Using your right hand to make a circle, bring your hand up to your right eye.

**Care for them:** Using both hands, make the action of prayer.

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## TOOL COLOR CODES

When you see **GREEN**, it's time to move to the next thing.

When you see **GOLD**, slow down! Take your time. Make sure the kids get this.

When you see **PURPLE**, something is changing. Make sure you are in the right place.

When you see **RED**, please stop. You must do this instruction, no matter what.

# PRESCHOOL Supply List for Week

## STORY ROOM

**Story Prop Idea:** An odd piece of clothing like a funky tie or hat

**Memory Verse Activity:** Motions found in devo take-home

**Upfront Game:** "If You Are Wearing"

## APPLICATION STATION

(\*include a Bible for each station)

**2-2 ½ year-olds**

- Purposeful play bins
- Preschool devo take-home with memory verse motions for teaching
- Flannel graph for the story of Samson / Judges 13-16
- Snack, water, napkins and cups
- Cube, colored paper to match cube sides, CD player with music
- Various heavy and light weight objects such as a brick, a weight, a pebble and a shell
- Purposeful play bins
- Coloring pages pertaining to today's story, crayons
- Preschool devo take-homes

**2 ½ & 3 year olds**

- Purposeful play bins
- Comfort sign with matching lanyards
- Snack, water, napkins and cups
- Flannel graph for the story of Samson / Judges 13-16
- Preschool devo take-home with memory verse motions for teaching
- Cube, colored paper to match cube sides, CD player with music
- Various heavy and light weight objects such as a brick, a weight, a pebble and a shell
- Purposeful play bins
- Coloring pages pertaining to today's story, crayons
- Preschool devo take-homes

**3 year olds**

- Purposeful play bins
- Comfort sign with matching lanyards
- Snack, water, napkins and cups
- Preschool devo take-home with memory verse motions for teaching
- Flannel graph for the story of Samson / Judges 13-16
- Cube, colored paper to match cube sides, CD player with music
- Various heavy and light weight objects such as a brick, a weight, a pebble and a shell
- Coloring pages pertaining to today's story, crayons
- Preschool devo take-homes

**4 year olds**

- Purposeful play bins
- Snack, water, napkins and cups
- Preschool devo take-home with memory verse motions for teaching
- Comfort sign with matching lanyards
- Flannel graph for the story of Samson / Judges 13-16
- Cube, colored paper to match cube sides, CD player with music
- Various heavy and light weight objects such as a brick, a weight, a pebble and a shell
- Coloring pages pertaining to today's story, crayons
- Preschool devo take-homes

**Pre-Kindergarten**

- Purposeful play bins
- Snack, water, napkins and cups
- Preschool devo take-home with memory verse motions for teaching
- Comfort sign with matching lanyards
- Flannel graph for the story of Samson / Judges 13-16
- Cube, colored paper to match cube sides, CD player with music
- Various heavy and light weight objects such as a brick, a weight, a pebble and a shell
- Coloring pages pertaining to today's story, crayons
- Preschool devo take-homes

# GRADE SCHOOL Supply List for Week

## LARGE GROUP

**Stage Props:** MERCY sign, balloons, Find online pictures of people in your culture that fit this description

**Memory Verse Activity:** Move with me box and directions

**Upfront Game:** "Super Pass" requires a collection of light weight objects such as foam noodles, beach balls, balloons, toilet paper, ping pong balls, etc.

## APPLICATION STATION

### Kindergarten

- Cube game, colored paper to match cube, mercy cards
- Flannel graph for Samson
- Dry erase markers, whiteboard or window, eraser
- Snack, water, napkins and cups
- Extra binders for the new children
- Grade school devo take-homes
- Mercy stickers, crayons, pencils or markers

### First Grade

- Cube game, colored paper to match cube, mercy cards
- Flannel graph for Samson
- Dry erase markers, whiteboard or window, eraser
- Snack, water, napkins and cups
- Extra binders for the new children
- Grade school devo take-homes
- Mercy stickers, crayons, pencils or markers

### Second Grade

- Dry erase marker, eraser, whiteboard or window
- Snack, water, napkins and cups
- Extra binders for the new children
- Grade school devo take-homes
- Enough pencils and slips of paper for each child
- Question cards, pencils
- Cube game, colored paper to match cube, mercy cards
- Mercy stickers, crayons, pencils or markers

### Third Grade

- Dry erase markers, whiteboard or window, eraser
- Snack, water, napkins and cups
- Extra binders for the new children
- Grade school devo take-homes
- 3x3 Response Tool
- Photocopies of Judges 16:23-31, Bibles, orange, green and yellow colored pencils
- Enough pencils and slips of paper for each child
- Question cards, pencils
- Cube game, colored paper to match cube, mercy cards
- Mercy stickers, crayons, pencils or markers

### Fourth and Fifth Grade

- Snack, water, napkins and cups
- Extra binders for the new children
- Grade school devo take-homes
- 3x3 Response Tool
- Photocopies of Judges 16:23-31, Bibles, orange, green and yellow colored pencils
- Enough pencils and slips of paper for each child
- Question cards, pencils
- Cube game, colored paper to match cube, mercy cards
- Mercy stickers, crayons, pencils or markers

# HOW TO PRESCHOOL

## Comfort Sign and Classroom Lanyards

### Comfort Sign

One comfort sign will be in each classroom and will be used by the classroom volunteers. The comfort sign picture will be the same as the children's lanyard. This is what you will use to help the children identify their group in the Story Room for large group time. Do not use picture as anything more than group identification. Do not ask children to walk like a fire truck. (Use the "Transition Activity to Story Room" ideas below.)

### Lanyards

There will be a set of color coded lanyards with a picture insert in each classroom (example: orange lanyard / fire truck). There will be a series of different pictures in rotation for your classroom each month. Prior to transition to Story Room, each child will be handed a lanyard with that classroom's comfort sign picture of the week. Do not use broken lanyards.

1. When the children line up to begin transition to Story Room, ask each child to put on their lanyard.
2. Children should keep their lanyards on throughout Story Room and remove them as they re-enter class after Story Room.
3. "Today's Schedule," listed at the beginning of each age group, communicates when children begin their transition to Story Room.

## Transition Activity to STORY ROOM

Activity will rotate each month and be designed with intentionality to support the 'WORD' of the month.

When beginning the final action/activity, tell the children they will be going to the Story Room in one/two minutes. If there is a child who has difficulty transitioning, give this child a private three minute, as well as a one/two minute warning.

When final activity is complete:

- Tell all the children to stand up.
- Grab your comfort sign. (You will use this to lead children to Story Room.)
- Ask children to show their right hand, place it on their forehead (like looking far into the sun) and follow in a straight, quiet line while they help the Volunteer search for the classroom entry.
- Walk the children in a line to the entry. Look back at them with a wink/smile and creep (like sneaking) along to the entry of room. Transitional activity is found in each age appropriate Application Station. Nothing is loud. Everything is quiet. Once you teach children to behave this way they will catch on quickly. Look back and encourage children along by asking them to bring their "transition activity" to the Story Room to show our friends.

## High Impact STORY ROOM Values

1. Repetition
2. One upfront person (Story Teller)
3. Quiet voice
4. Story Room rugs
5. Screen cues programming elements (screen at front and screen at back wall for volunteers)

## Entry Experience

1. Children are handed their Story Room rugs outside of the Story Room.
2. Volunteer walks to the front of the Story Room holding up their comfort sign. Have the children sit in their group. Fill the Story Room in first from "house left" (if facing the flat screens) then to "house right".
3. Volunteer Script: "Welcome to the Story Room! Please take your Story Room rugs and find a quiet place to sit." (Story Teller and most volunteers always face the entry).
4. Children always sit with backs to the entry.

## Story Hits / Story Sequencing

When it is time for the Story Hits portion of the experience, you will retell the story using a flannel graph tool. Story sequencing should be used to retell the story. Place the first flannel on the board and begin the story. Then ask: "What happens next?" and place another piece of flannel on the board to prompt the correct response. Continue sequencing through the end of the story.

# HOW TO GRADE SCHOOL

## What To-Do in the Queue

Welcome: Check children's binders and mark points / Ask if they have been to church before / Call them by name / Ask about their family / Ask about their school and teacher / Ask about pets / Ask about previous week

## Snack Idea

Pretzel rods and water

## Memory Verse Activity

### Move with Me

Psalm 40:11 (ESV)

"As for you, O Lord, you will not restrain your mercy from me; your steadfast love and your faithfulness will ever preserve me!"

#### Instructions:

1. Provide a box with a variety of ways to say the verse.
2. Do not call children to the front.
3. Bring box to that row of children.
4. The first child draws a card and you say "Move with me".
5. Children say the verse and move according to card's direction.

Hopping on one foot

Jumping Rope

Backs to the leader

Reaching as high as you can

Circling your arms

Holding one foot

Down as low to the ground as you can go

Running in place

Clapping

## Upfront Games (These games will be the same all month. Choose game (s) every week that work best.)

All of these games require heavy volunteer involvement to help determine fairness and winner.

These games require an upfront person to be engaging and fun (like a game show host) to be successful.

### Animals Can Fly

**Participants:** All children

**Supplies:** Multiple inflatable animals per section

#### Instructions:

1. When the clock starts, throw the inflatables in the air.
2. The point is to keep the animals out of your section.
3. The section with the least amount of inflatables, wins.

### Super Pass

**Supplies:** A collection of light weight objects such as foam noodles, beach balls, balloons, toilet paper, ping pong balls

#### Instructions:

1. Divide the kids into sections.
2. Choose several people from each section to go to the back of the rows.
3. Dump the supplies (about 10-20 items per section) in front of the first row.
4. Make sure each section has the same number of items.
5. When you say "go", the children in the front row must pass the items under the chairs to the back row. Nothing goes over the chairs.
6. The first section to get all their items to the back wins.

### Toss It Out!

**Supplies:** Hula hoops, (one per team) toilet paper rolls (5-10 per team depending on attendance)

1. Distribute one hula hoop per team.
2. Choose a person to be the thrower. (It's more fun when you rotate throwers every minute.)
3. On your mark, thrower begins under handed toss of toilet paper into the hula hoop. Volunteers count.
4. Team with most points wins.

### Bring It Up!

**Supplies:** None

Look around the room and notice things children are wearing. Choose items that are usual and unusual. Among your items, make sure to include a binder with last week's devos completed, a Bible with John 3:16 underlined, and a Bible with a specific part of the scripture underlined from last month. Keep a mental list. To play the game, call out an item and kids who have what you are looking for should come to the front. Keep points per grade. The grade with the highest score wins.

# PRESCHOOL: STORY ROOM DIRECTIVES

## Entry Experience

1. Children are handed their Story Room rugs outside of the Story Room.
2. Volunteer Script: "Welcome to the Story Room! Please take your Story Room rugs and find a quiet place to sit."
3. Children always sit with backs to the entry.

## Greeting

*(Quiet, engaging voice)*

Once the children are seated, the following will be repeated every week.

Storyteller says: "Welcome to the Story Room. I am the Storyteller and this is a special place.

This is a special place because this is where we hear true stories from the Word of God (*hold up your Bible*). I want you to know who God is. Sooooo....the true story you will hear today will tell you and me about who God is."

"We want to keep this place special so we have some special rules. Rules help us to have fun and keep things the way they should be.

1. The **first** special rule is that we always sit on our Story Room rugs and hold on. (*Show children how to do that.*) We keep everything that belongs to us ... our hands, our arms, our legs and feet close on the Story Room rugs.
2. The **second** special rule is that when I'm talking, you are listening. When you are listening you aren't talking and your eyes are looking at my eyes.
3. The **third** special rule is to participate. When we do something in this room, we all do it together. Let's review the three special rules for our special Story Room."

"Now we are going to have some fun learning about who God is. First, we will stretch and then we will play a game."

## Stretch Time

Help children quietly release some energy and relax with some warm up stretches.

## Upfront Game

**Name:** Let's Pretend

**Supplies:** none

**Instructions:**

Start with all children standing. Explain that you are going on an adventure and you are going to have to use your best pretending and remind children to stay on their story rugs for the whole adventure. Start by walking in place and Say, "We are going on an adventure..."

- "Oh no! There is a big, big tree! I guess we will have to climb it." Pretend to climb us a tree.
- "We are going on an adventure!" Walk in place.
- "Uh oh! There is a big lake. How will we get across it?" Pretend to swim.
- "We are going on an adventure! Walk in place.
- "Oh boy! Do you see that? It's a big field of tall grass." Pretend to swish through the tall grass.
- "We are going on an adventure!" Walk in place.
- "Do you see that? It's a swamp. An ooey, gooey swamp." Pretend to walk through a swamp.
- "We are going on an adventure!" Walk in place.
- "I see a dark, dark cave. Should we go in it? Ok. Let's go!" Pretend to slowly walk into the cave then stop suddenly and yell. "Yikes!! It's a bear! Run out of the cave!" Pretend to run in place.
- "Phew! We got away from the bear! That was a great adventure! Now I'm ready to hear more about God's Word!"

## STORY ROOM Song

Let's sing our Story Room Song together: "We are all in the Story Room, the Story Room, the Story Room. We are all in the Story Room, me and NAME (*look for the child so they can say 'I'm here!' The last time all children say their name at once.*)" – sung to "Here we go round the mulberry bush"

## Memory Verse

Psalm 40:11a (ESV)

"As for you, O Lord, you will not restrain your mercy from me;"

Taught with motions found in the preschool take-home.

## Transition to Animation

"Now children, we are going to watch a video that tells us today's story with pictures."

## Animation

2- 2 ½ minute art-based video, with Scripture monologue



# PRESCHOOL: STORY ROOM DIRECTIVES (2)

## Story Hits

**Supplies:** Flannel Graph, Bible

**Scripture:** The Story of Samson, Judges 13-16

- The Israelites were doing evil in the sight of the Lord so the Lord gave them into the hands of the Philistines for 40 years.
- The angel of the Lord appeared to Manoah's wife who was barren and had no children. He told her that she would have a son and that her son should be set apart for the Lord.
- The son should be careful never to drink wine or to eat anything unclean. He should never cut his hair. God would use their son to save Israel from the Philistines.
- The baby son was born just as the angel had said, and Manoah and his wife named their baby boy Samson.
- As Samson grew older, the Spirit of the Lord gave him great strength. The secret to his strength was his long hair. Samson even killed a lion with his bare hands.
- Samson didn't always make good choices, but God was merciful to him and gave him many chances to use his strength to help the Israelites.
- Samson loved a woman named Delilah. The Philistines, enemies of the Israelites, told Delilah they would pay her lots of money if she found out the secret to Samson's strength.
- At first, Samson lied to Delilah and said, "If you tie me up with ropes I will lose my strength." That night when Samson was sleeping Delilah tied him up then shouted, "The Philistines are coming!" Samson woke up and easily broke through the ropes.
- Delilah kept asking Samson and he said, "If I am tied with new ropes that have never been used, I will lose my strength." So Delilah took new ropes and bound him and said to him, "The Philistines are upon you, Samson!" But Samson again easily snapped the ropes and broke free.
- The next time Delilah asked Samson, he told her that if his hair was braided in a certain way he would become weak. So Delilah tried that, but Samson still did not lose his strength.
- Finally Samson gave in to Delilah and told her that the strength was in his long hair and if his hair was cut then he would be weak like any other man. When Samson slept, Delilah had his hair cut and Samson's strength was gone.
- The Philistines made Samson blind and put him in jail. One day the Philistines were having a big party and they wanted to make fun of Samson. Samson prayed that God would give him strength one last time. God had mercy on Samson.
- Samson pushed the pillars that held up the building and it came crashing down on the evil people. The Lord helped Samson defeat the Philistines one last time.

## Closing Application

Samson was not a great guy. He was given everything - a family that loved God, a lot of talent, good looks, power and strength. He wasn't thankful and broke God's rules and sinned. Samson had nothing at the end of his life and he deserved nothing from God. But God, because He is mercy, heard Samson and answered his prayer. God gave Samson what he did not deserve and showed him mercy. He is so sad when we break His rules that He made to protect us. He loves us and knows when we sin, it will hurt us. God is mercy for me and you too and He wants us to show mercy to others.

After the Closing Element, Storyteller transitions to intro Loud and Clear:

"Okay! Now, let's all stand up." (*This can be a cue for Loud and Clear to start heading to the front of the room*). "Be sure to stay on your Story Room rugs! Let's get ready to worship with Loud and Clear!"

## Worship

Loud and Clear team enters as reference is read on final screen. After last song, Loud and Clear team asks children to show them one hand, place that hand above their eyes and 'search' for the Storyteller! Do the best you can to communicate the instructions and calm down children after worship.

## Dismissal

(*Story Teller will pause and look around and say in a very quiet voice*)

"Thank you for being with me today in the Story Room. This is a special place indeed! Now I want you to all stand up, grab your Story Room rug; look downward at your picture and turn around to find your teacher with the sign that looks the same as your picture! When you find your sign, line up behind your teacher in a straight line. Then, you are going to leave your Story Room rugs in the bin outside of the Story Room and see if you can find your classrooms." (*Use the searching hand-to-forehead motion and tip-toe to encourage a quiet trip back to class.*)

"Thank you for being such good listeners today. Now let's see if we can find our way back to class AND remember YOU ARE LOVED!"

# GRADE SCHOOL: WHAT'S HAPPENING?

## Happy Birthday (generic)

Happy Birthday to you.  
Happy Birthday to you.  
Happy Birthday, God bless you.  
Happy Birthday to you.

## Good Things

Good Things is a great time for children to express something good that happened in the past week. The range of good things swings from "I just got back from vacation!" to, "I scored my first soccer goal yesterday!" to, "My parents didn't fight this week!" and even sometimes, "My mom started coming to church with us today!". All are good and allows you to get to know the children whom God has entrusted to you, and allows the children to feel they are part of something special. It's also a great time to ask children if they heard anything or learned anything that hadn't known before.

## What's up with the "skit"?

Weird. Silly. Stupid. What's the point? Giggle. Chuckle. We hear it all about the video skit. The point of the video skit is, in the best way we know how, to demonstrate what God is not. If you look for that, you will be able to stand up and say, "Did you see that skit? I am so glad God is not like that. Here's why ..."

## What does this mean to me?

### What does mercy look like?

God is merciful to us when He doesn't give us what we deserve. He looks at us in our sin and feels sorry for us because He knows we are just imperfect humans. This doesn't mean He is okay with our sin. It just means that He understands that we are sinful and feels badly because He knows that our sinful choices hurt. It hurts us most of all because it hurts our friendship with Him.

God wants us to show mercy towards each other just like He shows mercy to us. He wants each of us to be merciful with each other. He doesn't want for us to be like this mall security guard we watch today in the video. The security guard's job was to enforce the rules. He didn't care about each individual person. That isn't God. God does have rules that He wants us to follow, but there is something very special about God. He also cares deeply for us and He grieves when we do not keep His rules that He set up for our protection.

### What about Samson?

Samson was not a great guy. (Show kids pictures of people in your culture that fit this description.) He was given everything - a family that loved God, a lot of talent and good looks, power and strength. Yet he flaunted it all and sinned against a Holy God. Don't raise your hand, but have you ever acted like Sampson?

At the end of Sampson's life, his eyes were blinded, his strength was gone, he deserved nothing from God; especially not for God to hear and answer his prayer. But God, because He is mercy, heard Samson and didn't give him what he deserved. Instead, God cared for Sampson and allowed him to do one last great thing for Him. Maybe we need to show mercy to Samson too. We don't know everything about him. We can't walk in his shoes. I just asked you if Samson reminded you of you - maybe he does, or maybe not. But we all know a "Samson" - someone who has it all but is mean or foolish and makes bad choices. They need mercy too, and sometimes that person is the most difficult one to show mercy. Let's review to the tools so we can remember how to show mercy.

## Mercy Tools

**Don't judge:** In a court of law, judges can judge fairly because they hear both sides of the story. When we choose not to judge someone we say "I don't know the other side of story and therefore I shouldn't say which is guilty."

**Walk in their shoes:** When you choose not to judge, you can choose to put yourself in their shoes. That means you can say "if I could live their life for just one day, I may understand why they act the way they do."

**Don't focus on it:** Many times, when someone does something wrong, we spend all our time thinking about it. When we are merciful with someone, we don't focus on someone else's sin.

**Care for them:** Just like God cares for us even in our sin, we can care for other people even when they sin. We should not be the ones deciding what they deserve. That's God's job and He does it very well. However, caring for someone doesn't mean putting yourself in danger. Some people can hurt you and you should stay away from them. The best way to care for someone is to pray for them. When we choose not to judge, we choose to walk in someone else's shoes and to draw our focus away from someone else's sin so that we can pray for them with a pure heart.

## Mercy Tool Motions

**Don't judge:** Make a fist with your right hand pounding the palm of your left hand while shaking your head "no".

**Walk in their shoes:** Walk in place moving both arms and legs.

**Don't focus on it:** Using your right hand to make a circle, bring your hand up to your right eye.

**Care for them:** Using both hands, make the action of prayer.

# Pre-Kindergarten Application Station

## Today's Schedule

Purposeful Play (15 minutes pre service/10 minutes during service)  
Snack, Prayer (12 minutes)  
Memory Verse Review (1 minute)  
Story Room (25 minutes)  
Story Hits (5 minutes)  
Word Enrichment (9 minutes)  
Activity (15 minutes)  
Let's Pretend (1 minute)  
Small Group (10 minutes)  
Special Prayer Time (1 minute)  
Checkout

## Purposeful Play

Allow children to play within themed bins. Children may choose different bins but themed items must stay with each bin. While children are playing, affirm biblical virtues like patience, believing the best, sharing while waiting their turn, and good stewardship.

## Snack, Prayer

Ask the Lord to bless the snack and pray for the worship service.

## Memory Verse Review

**Supplies:** Preschool devo take-home

Psalm 40:11a (ESV)

"As for you, O Lord, you will not restrain your mercy from me;"

### Instructions:

1. Ask, "Do you know this is a verse found in the Bible?" It is found in Bible.
2. Can you say "Psalm"? This verse is found in Psalm 40:11a
3. Now we will practice our memory verse with motions five times.

Find motions to memory verse in take-home devo for preschool

## Story Room

**Supplies:** Comfort sign with matching lanyards

Using the transitional activity, move children to story room using the comfort sign with assigned picture. Let's put our hands together like we are holding our hands to pray. This will remind us that God is mercy and that when we see someone different from us, we shouldn't think badly of them, but should but have kind thoughts and pray for them. Let's keep our hands in this praying position all the way to the story room. Use the same transition to return to classroom.

## Story Hits

**Supplies:** Flannel graph

**Scripture:** The story of Samson, Judges 13-16

- Israel is defeated and ruled by the Philistines.
- An angel appears to Manoah's wife and promises she will bear a son.
- Samson is born.
- Samson fights and kills 30 men of Ashkelon, a Philistine city.
- Samson burns the Philistine's corn fields with 300 foxes and torches.
- Fear comes over Judah, 3000 men came to give Samson over to the Philistines.
- Samson kills 1,000 Philistines with the jawbone of a donkey.
- Samson judges (leads) Israel 20 years.
- Samson is about to be attacked in Gaza so Samson destroyed the city gates.
- Delilah, a Philistine woman, tricks Samson to cut his hair.
- Samson was captured and blinded. He asked God for strength for one last mighty feat.
- He crushed two pillars of a house and killed 3000 Philistines and himself.

# Pre-Kindergarten Application Station (2)

## Word Enrichment

### Mercy Cube

**Supplies:** Cube, colored paper to match cube colors scattered around on the floor, CD player with music

**Opening:** Let's talk about Samson again for a moment. Now that you've heard the story of Samson, what do you know about him? (He was from a family that loved God. He was talented and gifted. He could have anything he wanted.) Did he follow God's ways? (No!) Did he suffer for choosing to sin? (Yes!) But did God give him all he deserved? (No, in the end God showed him mercy.)

### Instructions:

1. "Let's play a game!" Scatter colored paper on the floor. Tell the children that you will play some music and as the music plays they should walk from one colored paper to the next.
2. When the music stops, roll the cube. If your color lands face up you are out. But if you say to me, "I need mercy", I will let you keep playing.
3. Play music. Stop music. Roll cube.
4. Call out the face-up color. Then say, "If you are on a \_\_\_\_\_ piece of paper, you are out." Prompt the children who should be out to tell you that they need mercy.
5. Reply graciously to those who need mercy by telling them, "I choose to show you mercy. You can continue to play."
6. Repeat.

**Wrap Up:** Does it please the Lord when we sin? (No) Does God like when we sin? (No) Do we have to suffer sometimes for our sin? (Yes) Does God make us pay the full payment for our sin? (No) Is God like this game? (No!) Do you only have one chance at mercy with God? (No!) Is there anything you can do, or anywhere you can go, that will keep you from God's mercy? (No) Let's take a moment and talk to God, thanking Him for being merciful.

## Activity

### How Strong are You?

**Supplies:** Various heavy and light weight objects such as a brick, a weight, a pebble and a shell

**Introduction:** In our Bible story, we learned that Samson would become weak if his hair was cut. His strength really came from God. We need God to help us be strong too.

### Instructions:

1. Have items available for each child to try to pick up to demonstrate how strong they are. Have each child try to pick up the items.
2. Have one item that no child would be able to lift but have some of them try. When they can't, help them, and remind them that just like God helped Samson be strong, we can help one another.

**Wrap Up:** We have learned the truth all month that God is merciful. He comes alongside of us and helps us. He gives us second chances when we mess up.

## Let's Pretend

Let's pretend we are Samson and show our strong muscles. Then pretend to cut the children's hair and tell them they should pretend they lost their strength.

## Small Group

**100% RESPONSE TOOL:** Today's 100% Response Tool is called True or False. During so of the questions listed below, children will be asked to share their response by touching their nose for true and touching their elbow for false.

1. Today's true story is found in what book? (*The Bible*) Is today's story found in the New Testament or the Old Testament of the Bible? (*Old Testament*)
2. **100% RESPONSE TOOL:** Samson's parents loved God. (True)
3. **100% RESPONSE TOOL:** Samson was nothing special and was not given any talents or gifts. (False)
4. **100% RESPONSE TOOL:** Samson did everything God said to do. (False)
5. **100% RESPONSE TOOL:** Samson suffered pain for his poor choices. (True)
6. **100% RESPONSE TOOL:** In the end, God was full of mercy towards Samson. (True)
7. **100% RESPONSE TOOL:** If God doesn't make us pay in full for all our bad choices, we should treat others the same way. (True)
8. Volunteer: Share a story of how you showed mercy to someone else.
9. We are going to pray, but before we do, let's close our eyes and think about someone who we need to be merciful to. Does that mean we put ourselves in danger to show them mercy? (No.) How can we be full of mercy and care for them like God does for us? (*We can pray for them. Ask children to think of that person and pray for them quietly in their heart as you lead them in the Special Prayer Time.*)

## Special Prayer Time

"Let's spend time in prayer. So we can focus on the Lord, let's fold our hands and close our eyes. Thank you Father for showing us mercy when we don't deserve it. Help us to be merciful to others. In Jesus name, Amen."

## Checkout

**Supplies:** Coloring pages pertaining to today's story, crayons, preschool devo take-homes

# Kindergarten Application Station

## Today's Schedule

Activity (10 minutes)  
Story Hits (5 minutes)  
Memory Verse Review (5 minutes)  
Motion Review (3 minutes)  
Snack, Prayer and Binder (5 minutes)  
Small Group (10 minutes)  
Special Prayer Time (2 minutes)  
Checkout

## Activity

### Mercy Cube

**Supplies:** Cube, colored paper to match cube, "I need mercy" cards

**Opening:** Let's talk about Samson again for a moment. Now that you've heard the story of Samson, what can you tell me about him? (He was from a family that loved God. He was talented and gifted. He could have anything he wanted.) Did he follow God's ways? (No! Boo!) Did he suffer for choosing to sin? (Yes!) But did God give him all he deserved? (No, in the end God showed him mercy.)

### Instructions:

1. So let's play. Everyone take an "I need mercy" card and find your favorite color.
2. I'm going to roll the cube. If your color lands face up, you are out. Those are the rules. Got it?
3. Roll the cube.
4. Call out the face-up color. To the children who have chosen that color ask, "Do you want to be out? Would you like for me to show you mercy?" (Children should answer 'Yes, they want mercy'.) "You would? But you don't deserve it. The rule is that if your color lands face up, you are out."
5. Ask them if they have a mercy card. If they do, they can trade it for the opportunity to continue playing.
6. Repeat until no one remains (or very few are left).

**Wrap Up:** Does it please the Lord when we sin? (No) Does God like when we sin? (No) Do we have to suffer sometimes for our sin? (Yes) But does God make us pay the full payment for our sin? (No) Is God like this game? (No!) Do you only have one chance at mercy with God? (No!) Is there anything you can do, or anywhere you can go, that will keep you from God's mercy? (No) Let's take a moment and talk to God, thanking Him for being merciful.

## Story Hits

**Supplies:** Flannel graph

**Scripture:** The story of Samson, Judges 13-16

- Israel is defeated and ruled by the Philistines.
- An angel appears to Manoah's wife and promises she will bear a son.
- Samson is born.
- Samson fights and kills 30 men of Ashkelon, a Philistine city.
- Samson burns the Philistine's corn fields with 300 foxes and torches.
- Fear comes over Judah, 3000 men came to give Samson over to the Philistines.
- Samson kills 1,000 Philistines with the jawbone of a donkey.
- Samson judges (leads) Israel 20 years.
- Samson is about to be attacked in Gaza so Samson destroyed the city gates.
- Delilah, a Philistine woman, tricks Samson to cut his hair.
- Samson was captured and blinded. He asked God for strength for one last mighty feat.
- He crushed two pillars of a house and killed 3000 Philistines and himself.

# Kindergarten Application Station (2)

## Memory Verse Review

### Replace It

**Supplies:** Dry erase markers, whiteboard or window, eraser

**Instructions:** Write the verse on a whiteboard or window. Say the verse together as a group. Erase several key words and replace the word with a simple symbol or picture. Repeat saying the verse. Repeat both steps until all of the key words are replaced.

## Motion Review

Review How This Changes Me and motions on page 2.

## Snack, Prayer and Binder

Ask the Lord to bless the snack and pray for the worship service.

### Binder Instructions:

1. Give children a few minutes to say their memory verse to you. Mark their binders.
2. Make sure they have this quarter's rewards card. Write their name at the top of the rewards card, not on the binder. Add this week's devo.
3. Allow children to catch up on their rewards card. Mark if they brought their binder. If you need to burn a few minutes, do one day of this week's devos in class.

## Small Group

**100% RESPONSE TOOL:** Today's 100% Response Tool is called True or False. During some of the questions listed below, children will be asked to share their response by touching their nose for true and touching their elbow for false.

1. What are the names of the two parts of the Bible? (*The New Testament and the Old Testament*) Where is today's story found in the Bible? (*Old Testament*)
2. **100% RESPONSE TOOL:** Samson's parents loved God. (True)
3. **100% RESPONSE TOOL:** Samson was nothing special and never had any talents or gifts. (False)
4. **100% RESPONSE TOOL:** Samson did everything God said to do. (False)
5. **100% RESPONSE TOOL:** Samson suffered pain for his poor choices. (True)
6. **100% RESPONSE TOOL:** In the end, God was full of mercy towards Samson. (True)
7. **100% RESPONSE TOOL:** If God doesn't make us pay in full for all our bad choices, we should treat others the same way. (True)
8. Volunteer: Share a story of how you showed mercy to someone else.
9. We are going to pray, but before we do, let's close our eyes and think about someone who we need to be merciful to. Does that mean we put ourselves in danger to show them mercy? (No.) How can we be full of mercy and care for them like God does for us? (*We can pray for them. Ask children to think of that person and pray for them quietly in their heart as you lead them in the Special Prayer Time.*)

## Special Prayer Time

Let's spend time doing what our memory verse says to do and ask God to be merciful with us and give us the power to be merciful with others. "Thank you Father for being merciful with us, especially since we do not deserve your mercy. Please help us to be merciful like You. Give us the power to show mercy to those around us, to those who have hurt or wronged us, even when it's hard. In Jesus name, Amen."

## Checkout

### Mercy Tool Sticker

**Supplies:** One sticker per child, crayons, pencils or markers

**Instructions:** Have children color their stickers.

**Wrap Up:** Ask kids to put sticker somewhere where they can see it to remind them how to be full of mercy towards others.

# Fifth Grade Application Station

## Today's Schedule:

Snack, Prayer and Binder (5 minutes)  
Small Group (10 minutes)  
Special Prayer Time (5 minutes)  
Let Me Get This Straight (5 minutes)  
Do You Have a Question? (1 minute)  
Activity (15 minutes)  
Checkout

## Snack, Prayer and Binder

Ask the Lord to bless the snack and pray for the worship service.

### Binder Instructions:

1. Give children a few minutes to say their memory verse to you. Mark their binders.
2. Make sure they have this quarter's rewards card. Write their name at the top of the rewards card, not on the binder. Add this week's devo.
3. Allow children to catch up on their rewards card. Mark if they brought their binder. If you need to burn a few minutes, do one day of this week's devos in class.

## Small Group

**Supplies:** 3x3 response tool

**100% RESPONSE TOOL: 100% RESPONSE TOOL:** Today's 100% Response Tool is called 3x3. Every student gets a 3x3 Tool, but they should not complete their own 3x3 Tool. Instead, they must ask each other to fill in a box. Everyone in the group must fill in a box one time before they are asked to fill in a second box.

1. **100% RESPONSE TOOL:** Let's name some things we know about Samson. (Samson's parents loved God. Samson was special, talented and gifted. Samson was defiant and would not follow God's ways. He did whatever he wanted. He was a spoiled brat. He suffered pain for his decisions. He was super strong.)
2. **100% RESPONSE TOOL:** Let's name some more stuff that we know about Samson. (Samson's parents loved God. Samson was special, talented and gifted. Samson was defiant and would not follow God's ways. He did whatever he wanted. He was a spoiled brat. He suffered pain for his decisions. He was super strong.)
3. **100% RESPONSE TOOL:** Who thinks they are like Samson? In what ways are you like Samson? (My parents both love God, I come from a Christian family, I have everything I need, etc.)
4. **100% RESPONSE TOOL:** Did Samson suffer for his choices? (Yes) How? (Look at story hits. For starters, he was captured and blinded.)
5. **100% RESPONSE TOOL:** In the end, was God full of mercy towards Samson? (Yes, God have him the strength to destroy the Philistines, God's sworn enemies.)
6. **100% RESPONSE TOOL:** Answer the question true or false: When I continue to sin, God just lets it go and gives me mercy for all my sin, all the time. (False!)
7. **100% RESPONSE TOOL:** When I sin, I will suffer pain for my bad choice but God will be full of mercy for me too. (True!)
8. **100% RESPONSE TOOL:** If God doesn't make us pay in full for all our bad choices, how should we treat others? (We should feel bad that they sin and not give them what they deserve.)
9. **100% RESPONSE TOOL:** Why should we be full of mercy towards another person? (Because God wants us to be merciful, because we don't know the other person's whole story, because we shouldn't judge someone when we don't know everything about their situation, etc.)
10. Volunteer: Share a story of how you showed mercy to someone else.
11. Students: Now that I have shared my story, I want all of you to tell me when it is the most difficult to be merciful towards someone else?
12. We are going to pray, but before we do, let's close our eyes and think about someone who we need to be merciful to. Does that mean we put ourselves in danger to show them mercy? (No.) How can we be full of mercy and care for them like God does for us? (*We can pray for them. Ask children to think of that person and pray for them quietly in their heart as you lead them in the Special Prayer Time.*)

## Special Prayer Time

Let's spend time doing what our memory verse says to do and ask God to be merciful with us and give us the power to be merciful with others. "Thank You Father for being merciful with us, especially since we do not deserve your mercy. Please help us to be merciful like You. Give us the power to show mercy to those around us, to those who have hurt or wronged us, even when it's hard. In Jesus name, Amen."

## Fifth Grade Application Station (2)

### Let Me Get This Straight

**Supplies:** Personal Bible is preferred, copies of Scripture listed below for children without a Bible, colored pencils (orange, green, yellow)

1. Turn to Judges 16:23-31
3. Go around the group and allow each child to read a few verses.
4. With an orange pencil, underline what Samson requested of God.
5. With a green pencil, write in the margin how God showed mercy to Samson.
6. Using a yellow pencil, shade where God honored Samson's request.

### Do You Have a Question?

**Supplies:** Question cards, pencils

Do you have a question about today's story? Write it on a question slip and we will try to answer it.

### Activity

#### Mercy Cube

**Supplies:** Cube, colored paper to match cube, "I need mercy" cards

**Opening:** Let's talk about Samson again for a moment. Now that you've heard the story of Samson, what can you tell me about him? (He was from a family that loved God. He was talented and gifted. He could have anything he wanted.) Did he follow God's ways? (No! Boo!) Did he suffer for choosing to sin? (Yes!) But did God give him all he deserved? (No, in the end God showed him mercy.)

#### Instructions:

1. So let's play. Everyone take an "I need mercy" card and find your favorite color.
2. I'm going to roll the cube. If your color lands face up, you are out. Those are the rules. Got it?
3. Roll the cube.
4. Call out the face-up color. To the children who have chosen that color ask, "Do you want to be out? Would you like for me to show you mercy?" (Children should answer 'Yes, they want mercy'.) "You would? But you don't deserve it. The rule is that if your color lands face up, you are out."
5. Ask them if they have a mercy card. If they do, they can trade it for the opportunity to continue playing.
6. Repeat until no one remains (or very few are left).

**Wrap Up:** Does it please the Lord when we sin? (No) Does God like when we sin? (No) Do we have to suffer sometimes for our sin? (Yes) But does God make us pay the full payment for our sin? (No) Is God like this game? (No!) Do you only have one chance at mercy with God? (No!) Is there anything you can do, or anywhere you can go, that will keep you from God's mercy? (No) Let's take a moment and talk to God, thanking Him for being merciful.

### Checkout

#### Mercy Tool Sticker

**Supplies:** One sticker per child, crayons, pencils or markers

**Instructions:** Have children color their stickers.

**Wrap Up:** Ask kids to put sticker somewhere where they can see it to remind them how to be full of mercy towards others.