



Grace Church Elementary

# Camp Grace

## LESSON 8 SKIT

**Principle:** Abram is selfless. God blesses Abram.

**Bible Character(s):** Abram

**Scripture Reference:** Genesis 13:1-18



### PERSONAL PREPARATION:

Before this weekend, read Genesis 13:1-18 and I John 2:15-17. Abram, Sarai, and Abram's nephew Lot were sent away from Egypt. They returned to the land where Abram had first made an altar, but there was not enough room for both Abram and Lot's households. Conflict arose, and Abram provides a picture of selflessness in offering to allow Lot to choose first the land he wanted. Lot selfishly chose the more fertile Jordan Valley, which is within the vicinity of Sodom. Verse 13 tells us, "the men of Sodom were wicked, great sinners against the Lord." Abram settled in the land of Canaan, and God reaffirmed His promise to make Abram the father of many nations. Abram's selfless and gracious nature brings glory to God, reflecting the One who would come and provide the ultimate example of selflessness and grace.

Spend some time examining whether your life shows love for God or love for the world. Think specifically about some of the choices you have made this week. Have your choices been based on what looks "pleasing to the eyes" and what makes you feel valued? Do you recognize that decisions motivated by self-gratification lead only to temporary rewards? Are you aware when you are making choices based on self-gratification? Think about how your decisions reflect your trust in God. Someone who trusts in the Lord lives in a way to bring God glory, and to receive His eternal blessings instead of the treasures the world has to offer. Your campers are faced with many pressures and decisions each day, so spend some time praying that they would live each day with a desire to honor God with their choices, and reflect Jesus to the world.



### BIG GROUP TIME - 35-40 minutes

#### 1) Run-through/Prayer

Run-through order of service (assigned parts, transitions, slides for music and skit, video if applicable, etc), assign door greeters, pray, mic check

#### 2) Welcome Cabins

Band member says, "Welcome to Camp Grace!" before intro song.

## 3) Intro Song

## 4) Camp Competition

### Lung Capacity

Have one camper from each cabin come up to the front and give each a balloon. Explain that each camper only gets one breath to blow up his or her balloon as big as possible. After the campers have blown up their balloons, compare the sizes and give the banner to the camper with the largest balloon.

## 5) Worship Set

### Worship Connector

How many of you have ever gotten in a fight or a conflict with someone – maybe your brother or sister, a friend, or one of your parents? Did you get mad and say hurtful things or do something to get that person back? When we experience conflict, our first reaction may be to get angry and defensive, but God has another way that He wants us to deal with it. He asks us to be selfless. That means putting the other person first, ahead of what we want. God desires us to follow Him and obey His commands. When we do, He is glorified. As we sing this last song, ask God to open up your heart to hear how He wants you to be selfless in your life. Think about how you can put others first.

## 6) Skit

### Let's Make a Choice

#### **ProPresenter:**

Game show music

#### **Characters:**

Announcer: (This person should have a mic right outside of the Big Group room or sitting behind the sound booth where he cannot be seen, and can read from the script.)

Host

Staff Member #1: Game Show Contestant #1

Staff Member #2: Game Show Contestant #2

#### **Props:**

Yo-Yo

Roll of toilet paper

Pillow

Alarm clock

Candy Bar

“Official Document”

Envelope with paper inside that resembles tickets

2 Buzzers

Table

2 Chairs/stools

## Script:

When worship team exits, the lights should go down. A small table and chairs need to be placed in front of the stage, or on the stage, with the table between the two chairs and buzzer on the table. The two game show contestants take their places on stage. The game show music will play and the announcer will begin to speak.

Announcer: And now, live from Camp Grace, it's everybody's favorite game show host - Monty Paul!

Host: Thank you! Thank you! I know it's exciting to see me, but let's get down to business. Let's get ready to play Let's Make A Choice! It's time to meet our contestants. (Contestants are already in place.) Contestant #1, tell our audience a little about yourself. (Allow Contestant #1 just a few seconds to tell about himself/herself.) That's just great. Now, how about you Contestant #2? (Again, allow Contestant #2 a few seconds.)

It's time to get started. Now, for those of you who aren't familiar with our game, it's simple. I'll give you an opportunity to choose from two great prizes. The first person to sound the buzzer gets first dibs. Ready to play? Let's Make A Choice!

First up, we have a choice between season passes for you and four of your friends to an amusement park or (Pause.) a yo-yo.

(Contestant #1 reaches for the buzzer, but Contestant #2 jerks it out of Contestant #1's reach. Contestant #1 does not get angry.)

Contestant #2, I believe you reached the buzzer first. Now, which of these wonderful prizes would you like: the season passes for you and four of your friends or the yo-yo?

Contestant #2: That's an easy one, Monty. I'll take the season passes.

(The host hands Contestant #2 the tickets. The contestant looks at Contestant #1 with a gloating expression. The host hands Contestant #1 the yo-yo. Contestant #1 is very pleased to receive the yo-yo.)

Contestant #1: Thank you so much.

Host: Bob, tell us about the prizes.

Announcer: Well, Monty, Contestant #1 has won a basic Duncan yo-yo. Contestant #2 has received season passes for himself/herself and four friends to the exciting Paramount's Carowinds. (Pause.) These passes expired October 2001.

(Contestant #2's grin melts to an expression of dismay.)

Host: Oh, too bad. That's a shame. Well, let's move on. This is an exciting one. I hold

in my hand the choice between the official ownership document for a popular ice cream company or (Pause.) a candy bar.

(Again Contestant #2 greedily goes after the buzzer. Contestant #1 continues to have a good attitude.)

Host: Oh, once again, Contestant #2 reaches the buzzer first, which means you get first choice. What will it be, Contestant #2?

Contestant #2: Obviously, I would like to own an ice cream company, Monty. Duh!

Host: Well, that means that the candy bar will go to your fellow contestant.

Contestant #1: Thank you. This is my favorite candy bar.

Host: Bob, tell our contestants about their prizes.

Announcer: Sure, Monty. Contestant #1 has a delicious candy bar. Contestant #2 has won official ownership of the Lick It Before It Melts Ice Cream Company. (Contestant #2 jumps from his/her seat excitedly holding the document in the air.) This ice cream company was a very popular company in 1902. Unfortunately, Monty, it no longer exists. (Contestant #2 drops in a slump into his/her chair.)

Host: Tough break. So far, Contestant #1 has a yo-yo and a candy bar. Contestant #2 has a handful of well...worthless paper. (Contestant #1 looks sympathetically at Contestant #2.)

Let's see what happens in our final round. Contestant #1, you might want to work on your aggressiveness. Contestant #2 has beaten you to the buzzer each and every time. Ready? (Contestant #2 hovers over the buzzer anticipating the next choice.) Your last and final choice is an exciting one. Here it is. You have a choice between a time machine and (Pause.) a year's supply of toilet paper. (Contestant #2 buzzes the buzzer five times in a row.)

Host: A little enthusiastic about this choice, Contestant #2?

Contestant #2: Yes, Monty. I've always wanted a time machine. It's been a childhood dream of mine.

Host: On Let's Make A Choice, dreams come true. Bob, tell our guests about their prizes.

Announcer: Contestant #1 has won a year's supply of Fresh & Soft one-ply toilet paper. (Contestant #1 looks very excited.) Contestant #2 has won The Ultimate Time Machine by Sleepy Time. (Host hands the contestant a pillow and an alarm clock. Contestant #2 looks confused.)

Contestant #2: Wh...wh...where's the time machine. What's this?

Host: That is the time machine, Contestant #2. You simply set the alarm clock to a time in the future. Then, you place your head on this pillow, fall asleep, and awaken in the future. Amazing, isn't it? Well, that's all the time we have today. We'll see you next time on Let's Make A Choice!

(Music plays as Contestant #1 and host walk off stage. Contestant #2 stays behind looking at the pillow. When the music ends, Contestant #2 speaks to the audience.)

Contestant #2: Can you believe this? A time machine? This has been such a disappointing day for me. I thought I was getting season passes to Carowinds, ownership of an ice cream company, and a time machine. What did I get? Some worthless paper, a pillow, and an alarm clock. Man! The other contestant, well, he/she got a yo-yo, a candy bar, and a year's supply of one-ply toilet paper. It didn't sound like a lot when we were playing the game. But here I am with nothing and there he/she goes with the real prizes. I guess I was being greedy. I didn't even give the other contestant a chance to hit the buzzer.

I think I just read a story about this in the Bible. Yeah...I think it was in Genesis about Abram and his nephew Lot. Well, I'm going to let you hear the story in your small group and see if you can decide who I acted the most like – Abram or Lot. I'm going to go find the story and see what God has to say about this experience. Hey, Bob!

Announcer: Yes, Contestant #2?

Contestant #2: Could you dismiss the cabins?

Announcer: I'd be happy to.

Contestant #2: Where is that guy, anyway? (Walks off the stage.)



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