SALVATION VOYAGE



WEEK 09 LEADERSHIP IN THE STORM 10/21/2018

LEADERSHIP IN THE STORM

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<u>10/21/2018</u>

- Theme: In the attempt to defend a deckhand, William has an altercation with First Mate Scar
 The Pirate Ship is caught in a storm and William takes charge
- **Bible Story:** Shipwreck at Malta (Acts 27)
 - During a storm at sea, Paul takes charge
- Memory Verse: | Timothy 4:12
 - Let no man despise thy youth; but be thou an example of the believers, in word, in conversation, in charity, in spirit, in faith, in purity.
- > Lesson: As a Christian, be a leader
 - It doesn't matter how old you are, if you're a Christian, you should be a leader

PRELIMINARY WELCOME & ATTENDANCE STEVE, NICOLE, GINA

- 1. PRELIMINARY STAFF takes record of attendance
 - a. Total Children
 - b. Children from the Bus
 - c. 1st Time Visitors
- 2. PRELIMINARY STAFF takes group photo and group video clip
- 3. PRELIMINARY STAFF reviews rules
 - a. Obey all staff
 - b. Listen and watch; don't talk
 - c. Join in and be a part of what is happening
 - d. Worship when it's time to worship

OPENING/PLAN OF SALVATION MAD SCIENTIST

- 1. As children enter a MAD SCIENTIST is scrambling around working on an experiment etc.
- 2. Once children are seated the MAD SCIENTIST greets everyone and welcomes them
- 3. The MAD SCIENTIST explains how we're born with sin and the Holy Ghost helps keep sin out

MEMORY VERSE MV STAFF (2)

- 1. MV STAFF enters and leads in this week's memory verse I Timothy 4:12
 - a. Let no man despise thy youth; but be thou an example of the believers, in word, in conversation, in charity, in spirit, in faith, in purity.

2. MV STAFF explains the memory verse etc. then exits

- BIBLE STORY INTRO SAILOR 1, SAILOR 2 // BROOK, BRENNEN, MATTHEW // FACILITATORS
 - 1. TWO SAILORS enter talking about their uneasiness regarding sailing to Rome with all of the prisoners in the bad weather
 - 2. BROOK, BRENNEN & MATTHEW enter and BROOK asks if anyone would like to help out
 - 3. They then divide children into 3 groups
 - a. PRISONERS (Brook)
 - b. GUARDS (Small Group of boys) (Brennen)
 - c. SAILORS (Matthew)

BIBLE STORY GABE // SAILOR 1, SAILOR 2 // PRISONERS, GUARDS, SAILORS, PAUL // FACILITATORS // JULIUS, SHIP CAPTAIN

- 1. JULIUS and the GUARD enter with the PRISONERS and JULIUS orders them to one side of the room
- 2. The SHIP CAPTAIN enters and asks if everyone is ready to sail to Rome
- 3. JULIUS tells the SHIP CAPTAIN that one of his prisoners, PAUL, says it's too dangerous to sail
- 4. The SHIP CAPTAIN scoffs and states that everything will be just fine
- 5. GABE narrates
- 6. The SHIP CAPTAIN sets sail and suddenly a storm arises. Everyone scrambles around etc.
- 7. PAUL steps forward and tells everyone that even though the ship will be destroyed, everyone will live
- 8. The TWO SAILORS talk to each other and decide to sneak off of the ship with the life boat
- 9. As the they are about to go overboard the SHIP CAPTAIN sees them and asks what they're doing. The TWO SAILORS say they were just adjusting the anchor when PAUL steps out and reveals what they were actually doing. The SHIP CAPTAIN sends the TWO SAILORS back to work and has the boat cut off
- 10. Finally, the ship is breaking and the GUARD states that they must kill all of the prisoners so they won't escape. He reminds JULIUS that if any prisoner escapes the GUARDS & JULIUS will be killed
- 11. JULIUS says he won't kill PAUL and decides they'll just have to take their chances
- 12. GABE narrates and wraps up the story

LESSON LESSON STAFF

1. LESSON STAFF talks about how Paul was a leader even though he was a prisoner **WORSHIP / ALTAR SERVICE** ^{WORSHIP KEYS, WORSHIP VOCAL, ALTAR LEAD, ALTAR STAFF}

- 1. WORSHIP TEAM plays/sings "FALLING IN LOVE WITH JESUS"
- 2. ALTAR LEAD invites everyone to pray and worship
- 3. ALTAR STAFF prays with children

OFFERING DERRICK, BRYAN

- 1. OFFERING STAFF enters and explains that giving in offering is worship to God
- 2. OFFERING STAFF takes up offering

SWORD AGAINST BROOM WILLIAM // DECKHAND, SCAR // CAPTAIN PATCH, QUARTERMASTER

- 1. WILLIAM enters, sweeping up the ship etc.
- 2. Suddenly a DECKHAND lands headlong on the deck having been thrown by SCAR. SCAR follows kicking and hitting the young DECKHAND.
- 3. As the DECKHAND scrambles, SCAR pulls out his sword to finish off the DECKHAND
- 4. WILLIAM steps in front of SCAR to defend the DECKHAND
- 5. SCAR angrily starts to fight WILLIAM sword against mop. The fight is somewhat drawn out as WILLIAM pulls incredible moves in defense while SCAR rages wildly.
- 6. Finally, WILLIAM begins to go on the offense and with his mop, disarms SCAR
- 7. CAPTAIN PATCH and the QUARTERMASTER rush in and roughly pull WILLIAM off
- 8. The QUATERMASTER threats to throw WILLIAM overboard
- 9. CAPTAIN PATCH is angry, but asks what's going on
- 10. SCAR claims that WILLIAM attacked him; the DECKHAND refutes SCAR'S claims telling what really happened.
- 11. When asked, WILLIAM plays it off as a small disagreement between himself and SCAR



SHELTER FROM THE STORM CAPTAIN PATCH, SCAR, SCAB // FACILITATORS // WILLIAM

- 1. CAPTAIN PATCH announces a raid and leads the way along with FIRST MATE SCAR and SCAB
- 2. FACILITATORS help guide children off of the ship
- 3. Once everyone is off the ship and getting set up for the raid; a storm suddenly arrives
- 4. FIRST MATE SCAR tries to show off and be a leader, but he is completely lost
- 5. CAPTAIN PATCH is trying to read a map as SCAB runs around frantically
- 6. WILLIAM steps forward and tells the CAPTAIN that they will need to create shelter from the storm
- 7. CAPTAIN PATCH agrees and wonders how they can do such a thing
- 8. WILLIAM begins to lead everyone in building shelter
- 9. Once the shelters are built, everyone gets inside

SNACK WILLIAM, SNACK STAFF

1. WILLIAM and SNACK STAFF lead each group in prayer and pass out snacks **REVIEW REVIEW STAFF**

- 1. REVIEW STAFF does today's review
 - a. Bible Story Paul show leadership in the storm
 - b. Lesson As a Christian, stand up for what's right and be a leader
 - c. Memory Verse I Timothy 4:12

BACK-UP FILLER MATERIAL FILLER STAFF

1. Ad-lib filler if sanctuary isn't ready to receive children yet **FXIT** EXIT LEAD, BUS EXIT STAFF, SANCTUARY EXIT STAFF

- 1. EXIT LEAD announces exit
- 2. EXIT STAFF lead children to the bus and back into the sanctuary

A STEVE 4 2 ff staff ff ff ff ff ff ff ff ff ff
ff staff
ff
character
ff
staff
character
staff