Heroes and Villains

Lesson Eight: Sunday, February 24th
Main Point: God’s Power in Me Makes Me VICTORIOUS!

Welcome/Prayer/Announcements/Offering 9:15   11:00
Worship/Communion/Large Group Teaching 9:20   11:05
Huddle Time 10:00   11:45
Classroom Checkout 10:30   12:15

9:15 + 11:00

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<tr>
<th>Bible Story</th>
<th>Jesus is Victorious Revelation 19</th>
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<tbody>
<tr>
<td>Memory Verse</td>
<td>1 John 4:4</td>
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<td></td>
<td>(This is the same each week)</td>
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<tr>
<td>Worship Song #1</td>
<td>This series we will introduce new music. Please be patient and encourage the kids!</td>
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<td>Worship Song #2</td>
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<td>Communion Song</td>
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<td>Huddle Activities</td>
<td>Get their Attention Question, Make it Matter Application, Wrap It Up Memory Verse</td>
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<td>Bonus: Color Sheet</td>
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Weekly Series
Heroes and Villains!

Get Their Attention (5 min)

INTRODUCE yourself and welcome the group to our series, Heroes and Villains! Explain the daily objective.

ALLOW kids to introduce themselves and ANSWER the following:

If you were part of a superhero team that defeated the villains forever, what move would you put in the victory dance? (Child may demonstrate or just answer)

TEACH kids that we can be happy if superheroes have the victory over the villains. Today, we are learning about how Jesus is victorious over Satan and all the evil in the world! When we ask Jesus to be the leader and hero of our lives, God’s power in us makes us victorious. Repeat what we need to know today: God’s Power In Me Makes Me Victorious!

Make It Matter (15 min)

TELL kids that there is a story in the Bible when God showed a man named John what the future will be like in a dream.

Review the Bible Story Revelation 19

DISCUSS the following questions:

1. What was Jesus showing John in his dream? (What it would be like when Jesus takes back all of His followers)
2. What will Jesus have victory over? (The enemy and death)
3. Who is the enemy that Jesus will have victory over? (Satan) What is Jesus going to do to the enemy? (Throw him into the lake of fire)
4. What power allows God’s people to be victorious? (God’s power)
5. How can we love and follow God? (Ask Jesus to be the leader and hero of our lives)
6. How often should we rely on God’s power in us to defeat evil? (Every day for the rest of our lives)
7. What kinds of evil do you face every day? (Allow kids to share sins and temptations they face every day)
8. What can you do to rely on God’s power in you? (Ask for God’s help)

CONNECT the Bible Story to what we’re learning today:

One day, Jesus is going to come back and defeat the enemy forever. When we ask Jesus to be the leader and hero of our lives, we have God’s power in us! God’s power in us makes us victorious over evil, too!

That’s what we need to know today: “God’s Power In Me Makes Me Victorious!”
APPLICATION GAME: “Flappers”

TELL kids they are going to learn how to ask Jesus to be the leader and hero of their lives!

GIVE each child a Flapper.

READ each page of the Flapper, discussing the following along the way:

1. *(page with sin separating us from God)* Ask group if they know any examples of sins. Ask if any of them have ever sinned. (Tell them that you have also sinned.)

2. *(page with cross)* Briefly tell the story of Jesus dying on the cross for our sins.

3. *(back flap)* Tell kids this is how they can ask Jesus to be the leader and hero of their lives. When they do that, they have God’s power in them.

4. Review what we have learned in this series about God’s power is in me. (God’s power in me makes me a hero, helps me take action, helps me have faith, makes me strong, helps me protect others, helps me be selfless, makes me a leader, makes me victorious)

TELL the kids the following:

**We will battle evil every day. We will face sins and be tempted to do things that do not make God happy. As long as Jesus is the leader and hero of our lives, we will be victorious!**

REVIEW the game, discussing with the group that they can also tell their friends at school and family about how to ask Jesus to be the leader and hero of their lives! Review what we need to know today: **God’s Power In Me Makes Me A Hero!**

Wrap It Up (10 min)

MEMORY VERSE: Say the verse several times while kids repeat after you.

TELL kids that they will get a prize for saying the Memory Verse today!

MEMORY VERSE REWARD DAY:

1. Allow kids to take turns saying the verse to you. While each child says the verse, allow other kids in group to play “Villain Hangman:”
   a. Give one child a dry erase board and dry erase markers. That child will think of a word and draw a blank for each letter of the word.
   b. Other kids in the group will guess letters that go in the word. If they guess correctly, place that letter in ALL the correct blanks in the word.
   c. If they guess incorrectly, draw a villain body part on the hangman stand (head, body, arms, legs, angry eyes, and mustache).
   d. After each word is guessed or villain is hung, allow kids to switch so each person gets a turn. (Use paper towels to clean board)

REVIEW the Memory Verse with the group, and REVIEW the Need to Know.

PRAY with your group!

**Dear God, I am so happy that you can be the leader and hero of my life. Thank you that your power in me makes me victorious! I love you! Amen.**

FINISH UP by staying in small group, waiting for parents to arrive. Use this time to get to know your kids better by creating conversation or using the Filler Activities (see left).
GOD’S POWER IN ME MAKES ME VICTORIOUS!

“Jesus Is Victorious”
(Revelation 19)

Today’s Memory Verse:
“God’s Spirit is in you and is more powerful than the one that is in the world!”
1 John 4.4
1. Allow kids to pick a partner. (Leader can play for an odd number of kids.) Kids will stand back to back with their partners.

2. When the leader counts to “3,” kids will turn around and make the sign of Batman, Spiderman or Superman as follows:
   - **Batman** – make fists and extend pointer finger on both hands. Place fists on each side of head, like making horns.
   - **Spiderman** – extend hands, palms up. Touch two middle fingers to palms and straighten arms, as if shooting web out of wrists.
   - **Superman** – stand straight up, with hands in fists and on hips. Feet should be shoulder length apart.

3. Batman beats Spiderman, Spiderman beats Superman, and Superman beats Batman. If a pair makes the same sign, both of them sit down. The winner of each pair will find a new partner.

4. Continue playing until there is one winner! Pick new partners and play again!