



## “The Bible, God’s Book of Directions”

### *In this skit...*

Zelda and Harvey fail to follow the directions for their tasks and fail miserably. Eventually they ask, “Who wrote the directions for living the Christian life?” Rufus answers the question by explaining that the Bible is God’s book of directions for living, and if we read it carefully, we will live the abundant life that God designed.

### *In their lives...*

**The children will be challenged to:**

- ◆ Remember that important tasks have directions.
- ◆ See the Bible as God's book of directions for living.
- ◆ Read the Bible, but also do what it says.



**Scripture** Psalm 119: 105

*"Your word is a lamp to my feet and a light for my path."*

### **Starring**

1. Harvey
2. Tina
3. Zelda
4. Clem
5. Rufus

### **Props**

- ◆ Trash can on stage
- ◆ Table
- ◆ 2 portable phones
- ◆ Lawnmower and manual
- ◆ Bag of flour, cake box
- ◆ Water, spoon, 2 eggs, bowl, sponge
- ◆ Give 10 kids a flower
- ◆ Broom and dust pan

### **Symbols**



Stop action,



Resume action



Sermon



Creative idea

### **Scene 1:**

*(Harvey enters down the right aisle of the children. He is frantic.)*

**Harvey:** I can’t believe I lost the directions to my science project.

**Harvey:** *(to one of the children)* I don’t have any idea how I’m supposed to build the backdrop, and what about the report?

**Harvey:** *(to another child)* Am I supposed to put it in a notebook?

**Harvey:** *(to yet another child)* When is this thing due?

**Harvey:** *(to another child as he makes his way to the front of the room.)* I just know I’m going to flunk science if I mess up this project. Who would know what the directions say?

**Harvey:** *(He thinks for a moment.)* Clem! Clem would know. She knows everything.

*(He hurries across the front and moves over to the left side of the stage. He picks up a phone and dials Clem.)* Oh please be home. Be home.

**Clem:** *(She picks up the phone from the back right of the room, so the kids have to look back and forth like a ping-pong match.)* Hello.

**Harvey:** Oh good, you're home.

**Clem:** Yes, that's why I'm answering the phone.

**Harvey:** Oh...right. Hey, Clem. Do you have the directions to the science project?

**Clem:** Of course I do; I'm done.

**Harvey:** I figured you were. Do you know how I'm supposed to put this whole thing together?

**Clem:** Sure, get a pencil, and write this down.

**Harvey:** That's okay, I'll remember.

**Clem:** Okay, but reading the directions is safer than just trying to remember. Directions can get confusing.

**Harvey:** I'm okay; I'll remember. So, how tall is this thing supposed to be?

**Clem:** The backdrop for your project is supposed to be three feet tall, and four feet across. Got that?

**Harvey:** Sure, four feet tall and three feet across.

**Clem:** No! It's the other way around!

**Harvey:** How far around is it?

**Clem:** It's not round; it's square.

**Harvey:** How many squares is it supposed to have?

**Clem:** It doesn't have any squares. It stands up on a table.

**Harvey:** How long do I have to stand up on the table?



*(See "Sermon Notes" for questions)*



## Sermon, Part 1



**Clem:** Harvey! Listen to me. I'm going over to Zelda's house this afternoon. Meet me there, and I'll give you my copy of the directions. You're just not getting it when people tell you. You have to read it for yourself!

**Harvey:** That's great, Clem. I'll see ya there. *(Harvey exits toward the back, and Clem exits out the door.)*

### Scene 2:

*(Place a table at the front of the stage. Put a mixing bowl, a spoon, a bag of flour, a recipe box, 2 eggs, and some water on the table. Hand 10 children one flower each before the skit begins. Tina will "pick" these flowers later.)*

*(Zelda and Tina enter down the center aisle, chatting excitedly all the way.)*

**Tina:** I've never made a cake before. Is it hard?

**Zelda:** No! It's the simplest thing in the world. Being a cook is like being a scientist; you mix things together until they....

**Tina:** *(interrupting)* Blow up.

**Zelda:** *(She gives Tina a look.)* Careful, I could become a “mad” scientist. Come on; don’t be scared. You’re with me.

**Tina:** That’s why I’m scared.

*(They arrive at the front of the stage and face the children.)*

**Tina:** Okay....I’m ready to be your helper. Teach me.

**Zelda:** First, you need a bowl, like this one. *(Tina nods.)* Then you put in 2 egg whites, and see, these are both white. *(She throws in two eggs complete with the shells. Tina is shocked!)*

**Tina:** Aren’t you supposed to crack the eggs?

**Zelda:** Of course, watch. *(She takes the spoon and begins to pound on the eggs, cracking them even more inside the bowl.)* This makes the cake crunchy. Next, you add water. *(Zelda starts pouring water into the bowl.)*

**Tina:** How much water?

**Zelda:** It doesn’t matter. Cake batter just needs to be wet. I put in root beer once.

**Tina:** Don’t you need to read the recipe *(She reaches for the recipe box.)* so you know how much water to put in?

**Zelda:** No. Recipes are just directions for people who don’t know what they’re doing. I don’t need directions. *(She mixes up the water, eggs, and shells.)* Next, we need to put in some flour.

**Tina:** Oh, I can help with that. *(She runs out the imaginary door and into the audience of children, leaving Zelda to beat up her eggish mess)*

**Tina:** I saw some flowers out here somewhere.



*(She talks to herself as she looks for the children who have flowers in their hands; then, she picks them from the children. She walks back to Zelda, with a bouquet of flowers.)*

I hope this is enough. *(She plops the flowers, head first, into the bowl before Zelda can stop her.)*



*(See "Sermon Notes" for questions)*



## Sermon, Part 2



**Zelda:** No! Not that kind of flower! *(She pulls the flowers out of the bowl and grimaces as the eggy liquid drips off the flowers. She puts them into the trash.)*

**Tina:** You said flower!

**Zelda:** *(She grabs the bag of flour.)* I mean this kind of flour.

**Tina:** *(embarrassed)* Oh, sorry.

**Zelda:** That’s okay; I can’t expect you to know what I know. I’m an expert.

**Tina:** How much flour do we put in?

**Zelda:** Enough to make the batter kinda’ mushy, like toothpaste. *(She opens the bag, and holds it open for Tina.)* Here, you put some flour in. I’m supposed to be teaching you.

**Tina:** *(Tina scoops up a double handful of flour and drops it into the bowl. She lifts it up high, then drops it so that it billows into the air.)* Is that enough?

**Zelda:** I don’t think so. Put in some more.

*(Tina scoops more flour, but this time Zelda sneezes; this startles Tina, and Tina spills the flour all over herself and Zelda. Zelda takes this as an insult and tosses flour on Tina, as she does Harvey enters and gets a scoop right in the face.)*



**OPTION:** *This could turn into a “flour fight” that causes the kids to get some “spill-over.” Do whatever your facilities manager will allow. Kids love this stuff!*

### **Scene 3:**

**Harvey:** *(enters and brushes the flour off)*  
Hey! What’s going on here?

**Tina & Zelda:** She’s started it!

*(Both Tina and Zelda start explaining at once. Each blaming the other for not following the directions.)*

**Harvey:** Slow down! I don’t care whose fault it is. You’ve got a real mess here!

*(Clem enters. She is equally shocked.)*

**Clem:** Oh no! What happened?

**Harvey:** They’re baking a cake.

**Clem:** Did the oven blow up?

**Zelda & Clem:** She did it!

*(They blame each other again, and Clem settles the conflict.)*

**Clem:** Stop it, both of you! It doesn’t matter who did this. You have to clean it up before your Mom comes home, or this will be the last time you ever set foot in the kitchen.

**Zelda:** You’re right. Tina, clean up your mess.

**Tina:** My mess! *(They start at each other all over again.)*

**Clem:** *(Taking charge by grabbing the broom and handing Harvey the dustpan)* Throw that cake in the trash, and wipe off the counter. *(Zelda tosses the cake goo and Tina wipes off the counter.)* I have the directions for you, Harvey. *(Clem begins sweeping the flour.)*

**Zelda:** What directions?

**Harvey:** For the science fair project. I have to get it just right, and I can’t do that without the directions.

**Zelda:** Of course you need directions. Everybody knows you need directions or things just won’t work out right.



**Tina:** (*satirically*) Everybody knows that?

**Zelda & Tina:** You're the one who doesn't follow directions, etc...*(They both tear into each other again.)*

**Clem:** That's enough! *(The girls stop and stare at her.)* I don't want to hear anymore arguing! Now, let's clean this mess up and talk about something good and kind and peaceful. *(Everyone cleans up silently.)*

**Tina:** Let's talk about rabbits.

**Zelda:** I don't like rabbits.

**Tina:** (*resuming her argumentative tone*) Why not? Rabbits are good and kind and peaceful!

**Clem:** (*quickly interjecting to keep the peace*) Let's talk about Harvey. *(Everybody stares at Harvey.)* I said let's talk about him, not stare at him!

**Harvey:** Go ahead; start with how handsome I am.

**Clem:** You just became a Christian, Harvey. How is it? Do you like being a Christian?

**Harvey:** Yeah, it's great. I was baptized two weeks ago. I asked Jesus to forgive my sins, come into my heart, and now I am living my life to please God.

**Clem:** (*looking up from her sweeping*) How's that going?

**Harvey:** What?

**Clem:** Living your life to please God.

**Harvey:** Fine, I guess.

**Zelda:** (*finishing her cleaning*) How do you know it's going fine?

**Harvey:** I just know, that's all; you know, I do Christian stuff.

**Tina:** What's "Christian stuff?"

**Harvey:** I go to Sunday school and church. I try to do good things and just be a Christian.

**Tina:** How do you know if you are doing it right? Who tells you if you mess up?

**Harvey:** I don't know.

**Zelda:** Yeah Harvey, you'd better be sure you're following the directions. You know what can happen if you don't. *(They all finally laugh about the chaos in the kitchen.)*

**Clem:** Seriously, Harvey, how do you know if you are doing the Christian life right?

**Harvey:** I don't know. Somebody will probably tell me.

**Clem:** It seems to me that if somebody wrote the directions for our science projects, and somebody wrote the directions for baking a cake, then somebody must have written the directions for being a Christian.

**Zelda:** Good thinking, Clem. Who wrote 'em?

**Tina:** Yeah, there have to be directions 'cause you can't just "poof" know what you're doing. You're smart, Harvey, but you're not that smart!

**Harvey:** (*thinking*) Who would know who wrote the directions for becoming a Christian?

**Zelda:** (*They all pace around a while.*) We could look on the Internet?

**Harvey:** No, it's too personal for the Internet.

**Clem:** I know who we could ask.

**All:** Who?

**Clem:** Pastor Rufus; he knows everything about God.

**Harvey:** You're right! Let's go to the church and find him.

**Zelda:** I don't think he's at the church. Remember, he's helping old Mr. Bixler as his assistant "fixer-guy" around the condos where we live.

**Harvey:** That's right. Let's just go home; we'll find him. *(The children exit off the stage.)*

**Scene 4:**

*(Pastor Rufus is at some part of the room where he can easily be seen by everyone. He is busy fixing a lawn mower and meticulously following the directions in the manual. The kids enter, hush each other, and stand right behind him.)*

**Rufus:** *(Reading the manual out loud.)* If the engine runs rough, adjust the small screw by...

**Zelda:** Hi Pastor Rufus.

**Rufus:** *(startled by the three kids who surprised him)* Oh, you scared me. How long have you guys been standing there?

**Zelda:** Long enough to hear you read the directions for fixing the lawn mower.

**Clem:** That's why we're here.

**Rufus:** To help me fix the lawn mower?

**Harvey:** No, to find out who wrote the directions for being a Christian. I really need to know 'cause I just became a Christian, and I want to be a good one and do the Christian life right.

**Tina:** Yeah, because it would be really dumb to start some project and think you know how when you really don't. *(She jabs Zelda in the side.)*

**Zelda:** *(offended)* What was that for?

**Tina:** You need to learn to follow directions.

**Zelda & Tina:** *(blaming each other)*

**Clem:** *(stepping between them)* Okay, cut it out, you two! Pastor Rufus, they tried to bake a cake and just made a mess.



**Tina:** Zelda made the mess!

**Zelda:** Everything was going fine 'till you threw the flowers in.

**Rufus:** Flowers?

**Zelda:** Can you imagine anybody putting real flowers in a cake?

**Tina:** You're supposed to be the expert! *(They argue again and Clem steps in between them and hushes them.)*

**Harvey:** Who wrote the directions for being a Christian, Pastor Rufus? I don't want to mess up my Christian life like Zelda messed up her cake.

**Tina:** *(to Zelda)* See, you're the one who messed it up.

**Clem:** *(out of patience with Tina and Zelda)* Stop it, both of you! Pastor Rufus, do some-thing with these two!

**Rufus:** *(stepping in between Zelda and Tina)*

All right, let's talk about directions for a minute.

First of all, if you want to do anything right, you have to follow the directions. It's no good to have directions if you don't read them.

I want to fix this lawn mower, so I have to read the manual that was written by the people who know it best: the makers of this lawn mower. People are the same way. Who made people?

**Everyone:** God!

**Rufus:** That's right! God made people, so if you want to know how to keep your life running right, you have to read God's book of directions for living.

**Everyone:** What is it?

**Rufus:** God's book of directions is the Bible, but like all other directions, it won't do you any good if you don't read it!

*(The kids huddle around the lawn mower and react to Rufus as he presents the final part of his sermon. Rufus asks them to help periodically.)*



## Sermon, Part 3

*(See "Sermon Notes")*

**Harvey:** I want to follow God's directions for my life, Pastor Rufus, so I will read my Bible every day and learn all I can in Sunday School and in church.

**Zelda:** *(approaching the lawn mower)* Do you want me to fix your lawn mower for you?

**Tina:** *(stepping between Zelda and the lawn mower)* Don't let her touch it, Pastor Rufus.

**Rufus:** No thanks, Zelda. I'll fix it myself. I've got the directions right here, and as long as I follow the advice of the one who made this machine, I'll know how to keep it running right. Come on, I'm going to take it outside for a test run.



**OPTION:** *Rufus could start the lawn mower in the room and exit the building with the actors trailing behind the noisy mower.*

**Sermon, Part 1****1<sup>st</sup> FREEZE****FREEZE CUE LINE:**

**Harvey:** How long do I have to stand up on the table?

**(RING THE BELL)**

FREEZE Discussion Questions:

- 1. Why did Harvey call Clem?**  
*(He knew she would have the directions.)*
- 2. Why doesn't Harvey understand Clem?**  
*(He isn't listening!)*

**FREEZEPOINT:** When you need directions, it is important to ask someone who knows, and then listen to the directions as they are told to you! Harvey did the right thing by calling Clem, because she had the directions, but now he needs to listen to her! Let's see if he does that!

**(RING THE BELL TO RESUME ACTION)****Sermon, Part 2****2<sup>nd</sup> FREEZE****FREEZE CUE LINE:**

**Tina:** I hope this is enough. *(puts flowers in)*

**(RING THE BELL)**

FREEZE Discussion Questions:

- 1. What's wrong here?**  
*(The girls are not following the directions.)*
- 2. Why aren't they following the directions?**  
*(They think they know how without the directions!)*

-----Fold along dotted line and place in Bible for reference.-----

- 3. Do they really know how to make a cake?**

*(No! This is a mess! They don't know what they're doing!)*

- 4. What should they do?**

*(They should follow the directions!)*

**FREEZEPOINT:** When we don't follow the directions, we can really make a mess! Directions aren't any good if we don't read them, and follow them!

**(RING THE BELL TO RESUME ACTION)****Sermon, Part 3****SERMON CUE LINE:**

**Rufus:** God's book of directions is the Bible, but like all other directions, it won't do you any good if you don't read it!

**Sermon Outline** *(While working on mower!)\**

- 1. God has the directions for our lives! He's smart!**
- 2. We need to be ready to learn from God's directions!**
- 3. We have to read the directions!**
- 4. We need to obey (follow) them!** *(Read Psalm 119: 105)*  
God's directions in the Bible are like a flashlight! It shows us where to go, and what to do!

\* While giving the sermon, ask the actors to hold the directions for you, give you tools, etc. This will make the sermon active!

# Skit Outline

(Enlarge this outline to make it easy to see from a distance, and place it at entrances and exits for the actors' reference. ADLIB THE DIALOGUE while remembering key lines. Initials represent the actors' full names.)

## **Scene 1: (around the audience)**

1. H enters frantic, lost directions to science project. Notebook?
2. When due? Remembers C knows all.
3. H calls C.



### **Cue line for freeze #1:**

**H:** How long do I have to stand up on the table?



### **Sermon, Part 1**



H & C Arrange to meet at Z's.

## **Scene 2: (in the kitchen)**

1. T and Z enter, talk about cake.
2. Comedy routine with cake.



### **Cue line for freeze #2:**

**T:** I hope this is enough. (plops the flowers)



### **Sermon, Part 2**



### **Scene 3: (in the kitchen)**

1. *C enters, then H enters*
2. *T blames Z, they argue*
3. *C changes subject to H's baptism*
4. *How does H know how to live? Who would know? Rufus!*

### **Scene 4: (In Rufus' shop)**

1. *R fixes lawn mower*
2. *Kids sneak up and scare him.*
3. *Kids ask who wrote directions for Christian life.*
4. *R explains: God = maker Bible = directions*



## **Sermon, Part 3**

(after the sermon)

### **KEY LINE:**

**Harvey: “I want to follow God's directions for my life, Pastor Rufus, so I will read the Bible, every day and learn all I can in Sunday School and in church.”**

# Activities

## Chat

(Discussion Questions)

*Have the characters go to groups of children and discuss the skit. Kids love to talk with the "stars!"*

### Questions:

1. Have you ever worked on a project without following the directions? What happened?
2. Why do you think Zelda and Tina got so mad at each other? Have you ever gotten mad at somebody who did not follow the directions? *(They both knew they messed up because they didn't read the directions, but both of them were trying to blame the other one.)*
3. Is it easier to "hear" directions or "read" directions?
4. How can we "hear" and "read" the directions from God? *(Go to Sunday school and church, listen to wise people teach us, and read the Bible for ourselves.)*
5. How will you use the Bible this week as your "Book of Directions"?

## Absorb

(Scripture Memory Game)

*Use any book of "Memory Verse Games" to enhance this time. The following is just a suggestion.*

### Scripture: Psalm 119: 105

*"Your word is a lamp to my feet and a light for my path."*

### "MEMORY CATCH"

1. Sit the children in a circle.
2. Toss the ball to one child.
3. When he catches it, he must say the first word of the verse.
4. That child then tosses the ball to another child who says the second word, and so on until the entire verse has been recited.
5. Repeat if time permits.

# Recall

(Review Questions)

*You may ask these questions informally as part of your review, or save up all the review questions until you finish all the skits in the volumes. Then, spend one entire session asking the questions from each skit in the series. You might reward the children who give correct answers with little pipe-cleaner glasses (because glasses are a sign of intelligence), or some other reward like: candy, coupons, a certificate of "listening well," etc.*

1. Why was Tina so surprised when Zelda began to bake her cake? *(She did not follow any directions. She threw in eggs with shells and didn't measure anything!)*
2. Clem asked Harvey an important question about directions. What did she ask him? *(Who wrote the directions for the Christian life? How would he know if he was doing it right?)*
3. What was Pastor Rufus doing when the children found him, and how was he sure he was doing it right? *(He was fixing his lawn mower by following the directions from the lawn mower manufacturers.)*
4. Who wrote the directions for the Christian life and what are they called? *(God wrote the directions for our lives in the Bible.)*
6. The Bible: God's book of directions, won't do us any good unless we do what with it? *(Read it and learn to understand God's directions for our lives.)*

# Imagine

Coloring page

*The kids find out that following the directions is very important if you want things to turn out right! Harvey didn't follow the directions for his science project, and Zelda didn't follow the directions for making a cake! They all wondered who wrote the directions for being a Christian. Pastor Rufus told them that God wrote the directions for being a Christian! It's called the Bible! He told them that they have to read the directions that God wrote in the Bible, and follow them, or their lives will end up being a mess! Just like Zelda's cake!*



## “CAN YOU FOLLOW?”

This is a type of “Follow the Leader” game with a four-count beat: one, two, three, four.

### The “Follow The Leader” Activity Procedure:

1. Sit in a circle to play this game.
2. One person is appointed as “the leader.”
3. He starts the game by clapping his hands four times.
4. The person ON HIS RIGHT repeats the four claps after “the leader” has clapped four times; meanwhile, the leader is doing something else, like patting his head.
5. The person on his right does what “the leader” has just finished doing on the next four-count; therefore, each person has to pay attention not only to what he is doing, but also to what the person on his left is doing because that is the motion that he will do next.
6. The original four claps moves around the circle as the game progresses, because each person becomes “the leader” for the person on his right.
7. Eventually, the original four claps go all the way around, back to the original “leader.”
8. On each four count, everyone is doing a different motion while watching the person on his left for the next activity.
9. The game continues by the leader adding four beats of a particular movement each time. Here are some ideas to get you started: clap hands, wiggle your nose, pat your tummy. Think hard, pretty soon you will have a lot of directions to follow. While playing the game, continually reinforce the importance of following directions.

## “PICTURE THIS!”

Materials: pencils & paper for each child

Give each child a pencil and paper. Tell the children you will give them directions for what you want them to draw.

### The “Picture This” Activity Procedure:

Give directions in this order:

1. Put a circle in the top right hand corner of your paper.
2. Inside the circle put a star.
3. On the bottom of the page draw a triangle.

At the end of all the directions, have the children show their work. Have them notice that each person's drawing is very different. Reinforce the importance of listening carefully to God’s directions and doing what He says in the Bible. You might also mention that God lets us be a little different from others even though we are following the same directions.

NOTE: This game has limitless variations, depending on what you tell the children to draw. Try giving them verbal directions on how to draw an “A.” It is amazing how many strange letters you will get that look nothing like the letter “A.”

## “MY FAVORITE BIBLE VERSES”

Materials: paper, pencils, crayons, markers or paints

Have the children make a book of their favorite Bible verses that give directions on how Christians are supposed to act. Have them write in their own words what they think that particular scripture is telling them to do. In so doing, they will have a paraphrase of the directions God is giving them. Ask them how they plan to follow those directions this week. They can illustrate the verses or write them out. Have the children make pretty borders to decorate the verses. Encourage them to memorize their verse. Sample verses:

- |                         |     |                 |
|-------------------------|-----|-----------------|
| 1. Matthew. 5:12        | 8.  | Titus 2:2       |
| 2. 2 Corinthians. 13:11 | 9.  | Zephaniah 2:3   |
| 3. John 15:10,11        | 10. | Mark 11:22      |
| 4. Romans 12:1b         | 11. | Colossians 3:15 |
| 5. Galatians 6:16       | 12. | Ephesians 5:1-2 |
| 6. I Kings 2:7          | 13. | James 4:10      |
| 7. Hebrews 10:36        | 14. | 2 Timothy 2:22  |



## “FOLLOW THE PATH”

When you get home today, take six pieces of paper and trace your foot on each piece. Cut out your footprint, and on one side of each footprint write:

*"In all your ways acknowledge Him, and He will direct your paths."*  
Proverbs 3:6

Jesus wants to direct your path daily! These footprints will help remind you to pay attention to His directions. Even though He wants to help you make the right decisions, He will only do that if you ask Him. Every morning, choose a different verse from the following list, and write it on the other side of one of your footprints. Write what you think God is telling you to do (His directions). Follow the directions from that verse all day. Even after this week is over, continue to read the Bible to find out God's directions for your life so that your own footprints will always be headed in the right direction.

1. Philippians 4:4
2. Philippians 4:6
3. Colossians 4:2
4. 1 John 3:18
5. Matthew 6:33
6. John 6:43
7. Colossians 3:20

NOTE: This is also a good “Design” activity. Have the children take off their shoes, trace their footprint, and write the first verse (*Philippians 4:4*) on the footprint with *Proverbs 3:6* on the other side. Tell the children to complete the rest of these at home during the week.

# Communion & Offering



## Communion Meditation

The Bible gives us God's directions about how to live our lives. Most importantly, God asks us to remember that Jesus took the punishment for our sins by dying on the cross. Listen to what our "Book of Directions" tells us in 1 Corinthians 11:23-26 about communion. (*Read this from a children's version of the Bible.*)



## Offering Challenge

Our "Book of Directions" tells us that God loves it when we share, especially when we share our money. He wants us to be cheerful when we give, not grumpy because we have to give up our money. Listen to what our "Book of Directions" tells us in 1 Cor. 9:7. (*Read this from a children's version of the Bible.*)

*Bless you...*



**...as you introduce God's word as His "Book of Directions." May the precious little children of your church follow God's directions and live the abundant life that God intended for them.**

**You are in our prayers. Thank you for the privilege of joining you in your ministry to children.**

*Steve & Cora  
Alley*



If you have questions, or if we can be of any further help to you, please email us at: [skitsource@gmail.com](mailto:skitsource@gmail.com)  
Or visit our website at: [skituations.com](http://skituations.com)

# Director's Guide

*Skituations* is five adult actors, dressed as children, who apply biblical truths to solve real-life conflicts, by acting out a short skit each week, in “soap-opera” style.

**Unleash the power of S.K.I.T.S. by following these simple, proven principles:**

## **S**cript adlib:

- ◆ Memorize the order of “events” and key lines, not word-for-word. Adlib the dialogue!
- ◆ Rehearse your “freeze cue lines” carefully. POST THE SKIT OUTLINE AT ENTRANCES.

## **K**eeprhearsals to a minimum:

- ◆ Don't rehearse mid-week. Distribute the script one or more weeks in advance, then meet for rehearsal 90 minutes before “show-time” to rehearse the blocking (traffic pattern).
- ◆ Surprise and include the kids in the action of the skit; plan entrances and exits around them.
- ◆ Play with the kids and talk with them during the skit. Be careful not to overdo this, though.
- ◆ If you rotate teams, change names. Kids won't accept two different Harvey characters, etc.
- ◆ Use one team for multiple services. After skit, they go to church. Use others for songs and activities.

## **I**nterrupt the action with a “freeze”:

- ◆ At “choice-making” moments, make a sound (bell, horn, etc.) to freeze the actors on stage.
- ◆ Ask questions from the “Sermon Notes.” Undo the moral “numbing” of today's media culture.
- ◆ Pastor Rufus presents part of the sermon at this “freeze” as he walks around the frozen actors. Repeat the sound to resume the action. The kids will see if their suggestions are implemented in the skit.
- ◆ If you choose not to use the freezes, BE SURE THE SERMON STILL MINGLES WITH THE SKIT!

## **T**each the way Jesus taught:

- ◆ Skits apply biblical truth to solve the real-life conflicts children face. Portray their environment, use their language, and address their concerns in parable-like stories.
- ◆ Use the visuals, objects, and interactive suggestions provided in the skit/sermon.
- ◆ Use the “imaginary world” of the skit, like Jesus used the “imaginary world” of the parable.
- ◆ Dress as “real kids,” not in goofy costumes. Use current toys, interests, and expressions.
- ◆ Use the powerful imaginations of the kids with “pantomime.” Let them “pretend” a row of chairs is a bed, etc... Don't build elaborate sets; it makes story-telling a burden.

## **S**kit-related activities:

- ◆ Minister to the various learning styles of the children through skit-related activities each week.
- ◆ Choose from several options provided based on time available and your children's population.
- ◆ Use the actors as small group discussion leaders after the skit.
- ◆ Draw from the “Recall” questions for an optional review session at the end of the series of skits.

## **How to start Skituations at your church:**

1. Recruit five one-time volunteers to act out a skit in “big church” in front of prospective adult volunteers. Place a “Character Volunteer Form” in the bulletin, and meet them.
2. At an “interest” meeting, show the training video and review the curriculum.
3. Organize one or more teams to perform weekly, monthly, or in rotation by series. If you use two teams, change the names; the children become attached to their “soap stars”!

# Mini Catalog

## **The Training Kit**      **FREE** (with first book)

The Training Kit has everything you need to begin this life-changing program. The Kit consists of a Director's Guide, packed with over 30 years of children's ministry administrative wisdom, and a DVD which includes 4 movies: Training Movie, Full-length Skit Movie, Recruiting "Trailer," and a Skituations Library "Tour."

## **The Curriculum**

Each week's lesson includes: a skit, sermon notes, skit-related activities, and skit-related communion and offering thoughts. The lessons are packaged in volumes according to themes. The volume sets are:

**Vol. 1: Becoming A Christian \$20 (5 weeks)** *God's Creation: A Gift of Love • Sin: The Choice To Disobey The 10 Commandments • Jesus Died To Forgive Sin • Becoming A Christian • Love Your Neighbor*

**Vol. 2: Growing Up With God \$20 (5 weeks)** *The Bible, God's Book of Directions • Forgiveness, Spiritual Breathing • Prayer, Talking With God • Sharing The Good News • The Church, The Bride of Christ*

**Vol. 3: Living In Christ \$32 (8 weeks)** *Problems With Bullies • Problems With Parents • Correcting Our Bad Habits • Problems With Brothers and Sisters • Jealousy • Dirty Language • Accepting Responsibilities • Wrong Kinds of Friends*

**Vol. 4: Parables Of Jesus \$28 (7 weeks)** *Why Jesus Spoke In Parables • The Sower • The Good Samaritan • The Unmerciful Servant • Lazarus and The Rich Man • The Prodigal Son • The Wise & Foolish Builders*

**Vol. 5: Prayer & Bible Study \$28 (7 weeks)** *Prayers For Guidance • Prayers For Others • God's Will Is Sovereign • Prayers For Courage • The Bible, The Inspired Word of God • The Bible, Carrying Out Your Father's Plan • How To Have A Secret Time With God*

**Vol. 6: Fruit Of The Spirit \$24 (6 weeks)** *Who Is The Holy Spirit? • Joy and Peace • Patience and Kindness • Goodness and Faithfulness • Gentleness and Self-control • Love*

**Vol. 7: Worshipping God \$24 (6 weeks)** *Why Do We Worship? • Worshiping God Through Prayer • Worshiping God Through Tithes and Offerings • Your Body, The Temple of The Holy Spirit • Worshiping God Through Your Actions • Worship God No Matter What*

**Vol. 8: Beatitudes For Living \$20 (5 weeks)** *The Peacemakers • The Gentle • Those Who Hunger and Thirst For Righteousness • Those Who Are Persecuted Because They Serve Me • Those Who Mourn*

**Vol. 9: God's Timeless Wisdom \$28 (7 weeks)** *God and Man • Wisdom • The Fool • The Sluggard • Words • Friends • The Family*

**Vol. 10: Promises of God \$20 (5 weeks)** *God Promises To Forgive Our Sins • God Promises Us Eternal Life • God Promises To Answer Our Prayers • God Promises Us The Holy Spirit • God Promises To Always Be With Us*

**Vol. 11: Befriending Jesus \$40 (10 weeks)** *Jesus and Nicodemus • Jesus and Zaccheus • Jesus and Peter • Jesus and The Children • Jesus and The Boy With The Fish • Jesus and The Leper • Jesus and James and John • Jesus and Judas • Jesus and Paul • Are You A Friend of Jesus?*

**Vol. 12: Firm Foundations \$32 (8 weeks)** *Creation • Noah and The Ark • Tower of Babel • Abraham and Isaac • Joseph and His Brothers • Moses (Birth to exodus) • Moses (the Ten Commandments) • David*

**Vol. 13: The Missionary \$36 (9 weeks)** *What Is A Missionary? • The Missionary's Job • The Call To The Mission Field • Where Shall I Go? • The Support Team • The Full Armor of God • Be A Home Missionary • Caring For The Needs of Others • We're All Missionaries*

**Vol. 14: Living As A Family \$36 (9 weeks)** *The Body of Christ • The Joy of The Lord • The Steadfast Love of The Lord Never Fails • Spiritual Warfare • Rejoice In The Lord Always • Do Not Return Evil For Evil • Speak The Truth In Love • Consider Others More Important Than Yourself • Zeldarella: God Likes Work*