

KIDZ ROCK ONLINE

OCTOBER 18



OFFSTAGE

DROP THE ACT

AT HOME ACTIVITIES

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TODAY'S HOPE IN THE FAMILY ACTIVITIES

HEY FAMILIES!

We learnt today that living with integrity is impossible on our own. We need God's help for sure. And the good news is, God hears us when we pray, and He is with us always.

So this week, let's choose to be truthful.

PRAY TOGETHER

"Dear God, thank You for always being truthful. (Kids repeat.) Help me to be truthful (kids repeat), in all I say and do. (Kids repeat.) So others will trust me. (Kids repeat.) Amen."

"Anyone who lives
without blame walks safely.
But anyone who takes
a crooked path
will get caught."

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ACTIVITY 1: CROOKED VS STRAIGHT

WHAT YOU NEED

Bible, pipe cleaners or markers, ping pong ball, straws, tape

WHAT YOU DO

- Using the pipe cleaners, markers, or straws to create two different paths—one lane that is straight and one that is crooked.
- Line up the path and tape it to the floor
- Make sure that the two paths are of equal length
- Ask kids to blow the ping pong balls through the path, one at a time, and time each to see which is faster
- Make sure kids understand that they can only move the ball by blowing through the straw, NO hands!

WHAT YOU SAY

“Which path was faster, the crooked or the straight path? The straight path for sure! Just like our verse reminds us, anyone who lives without blame or lives with integrity, walks a safe, straight path. But the opposite is true, too. As we’ve been learning today, [Bottom Line] when you’re not truthful, you lose trust. Anyone who takes a crooked path—that’s anyone who chooses to be dishonest with their words or actions—will get caught. Let’s choose integrity so others can trust us!”

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ACTIVITY 2: TELL THE TRUTH

WHAT YOU NEED

“Tell the Truth Gameboard” and “Tell the Truth Scenarios” (Activity Pages), spinner or spinner app, tokens

WHAT YOU DO

- Set the “Tell the Truth Gameboard” on the floor and give each player a token to place at START.
- Everyone take turns spinning the spinner and moving their token the nearest space that matches the color they spun.
- If the token lands on a space with “Tell the Truth!”, read a scenario from “Tell the Truth Scenarios” and ask the player to answer
If they answer correctly, lead them to move their token forward two spaces.
- If they answer incorrectly, guide them to go back one space.
- Continue play until every player reaches FINISH.

WHAT YOU SAY

“God wants you to tell the truth, because [Bottom Line] when you’re not truthful, you lose trust. But when you ARE truthful, you gain trust! You gain God’s trust, and you gain people’s trust. So, tell the truth and do what you say you’re going to do. Be a person of integrity so that people will know they can trust you! Because [Bottom Line] when you’re not truthful, you lose trust.”

TELL THE TRUTH GAMEBOARD



START

**Tell
the
Truth!**

**Tell
the
Truth!**

**Tell
the
Truth!**

**Tell
the
Truth!**

**Tell
the
Truth!**

FINISH

Tell the Truth!

TELL THE TRUTH SCENARIOS

You call your sister a name. When she tells your mom, do you:

Say, "NO, I didn't!" or

Tell the truth and say you're sorry?

It's your mom's birthday, and she loves flowers. Do you:

Pick some flowers from the park, or

Draw some flowers for her instead?

It's time to do your chores, but you decide to play a video game instead. When your mom sees you playing, do you say:

"Oh, I forgot!" or

"I'm sorry."

You break something at school. When your teacher asks what happened, do you say,

"I don't know," or

"I'm sorry. It was my fault."

You get mad at your friend and push him. Do you:

Say it was an accident, or

Tell him the truth and say you're sorry.

You get to school and realize that you forgot to do your homework. Do you:

Tell your teacher that your mom forgot to put it in your backpack, or

Say, "I'm sorry. I forgot to do it."

You copy your friend's paper to finish a math problem. When your teacher asks you if you copied, do you say:

"Yes. I'm sorry," or

"No, I didn't."