

God Is With You

**BIG IDEA**

God is with you, even when life feels uncertain.

**LEADER GOAL**

Help students understand that new situations can feel scary, but they are never alone. The Bible teaches that God is with us, and K2K is a place where everyone belongs and is valued.

**BEFORE STUDENTS ARRIVE**

- Review the Week 3 teaching and Isaiah 41:10.
- Have scripts ready and know the audition timeline.
- Be ready to help students reconnect and remember names.



WELCOME + CONNECT

**LEADER SAYS**

“Welcome back, everyone!”

“How’s the script reading going? Is it starting to feel a little more familiar?”

“Has anyone found a character they really like or someone they think they relate to?”

(Allow students to share.)

“If anyone forgot names over the past couple of weeks, that’s okay! Let’s quickly remind each other who we are. One of the best parts of K2K is getting to know new friends.”

(Quick introductions if needed.)

“We’re really glad you’re here today!”

LIVE SPARK

GOD IS WITH YOU

GRAB

A compass.

IDEA

We don't have to know everything that is going to happen next. When life feels uncertain, God promises to be with us.

SPARK

When life feels uncertain, God is with you.

DO / SAY

[Hold the compass and slowly turn around while looking at it.]

"Okay... I think this thing is broken."

[Show students the compass.]

"It keeps pointing in one direction. But I need WAY more information than that."

[Look seriously at the compass.]

"I need to know where I'm going... how long it will take... whether I'm going to make any mistakes... and obviously... what snacks I should bring."

[Pause.]

"But it won't tell me any of that!"

[Hold up the compass.]

"Do you know what a compass actually does?"

[Allow responses.]

"Right. It points you in a direction. It doesn't show you the whole journey."

[Look at the students.]

"And sometimes I wish life worked differently. I wish I could know everything that's going to happen before it happens."

"Have you ever walked into somewhere new and thought: 'Where am I supposed to go?' 'Who am I going to talk to?' 'What if I mess something up?'"

[Brief pause.]

"That can feel pretty uncomfortable."

"And that's a little like what happens to the fairy-tale creatures in Shrek. Suddenly they're sent somewhere they didn't expect... to a place they don't know... with no idea what is going to happen next."

[Hold the compass between your hands.]

"But the Bible gives us something important to remember when we don't know what comes next."

"In Isaiah, God says: 'Do not fear, for I am with you.'"

[Pause.]

"Notice what God doesn't say. He doesn't say: 'You'll know everything.' He doesn't say: 'You'll never feel nervous.' He says: 'I am with you.'"

[Take one deliberate step forward.]

"So maybe we don't need to see the whole journey. Maybe we just need enough courage to take the next step... knowing we don't take it alone."

[Hold up the compass.]

"And that's our Spark: WHEN LIFE FEELS UNCERTAIN, GOD IS WITH YOU."

THEN Move directly into Junior Week 3 Welcome + Connect / Small Group activity.



STORY CONNECTION

GUARDS: GOD CAN TURN YOUR SITUATION AROUND

LEADER SAYS

"At the beginning of Shrek, something unexpected happens. Lord Farquaad sends all the fairy tale creatures away, and they end up in Shrek's swamp."

"Imagine how they must have felt. They didn't choose to be there. Everything was different. They probably felt confused, uncomfortable, and maybe even a little worried about what was going to happen next."

"Have you ever felt like that? Maybe it was your first day at a new school. Maybe you joined a sports team. Maybe you came to camp for the first time. Or maybe that's how you felt when you first came to K2K."

"When we're in a new place, it's normal to feel nervous. The great news is that the Bible teaches we don't have to face those moments by ourselves."

"Don't be afraid, for I am with you."

"Don't be discouraged, for I am your God." Isaiah 41:10

"That doesn't mean scary or uncomfortable things never happen. It means God promises to be with us through them."

"Just like the fairy tale creatures eventually found friendship and a place where they belonged, we hope K2K becomes a place where you feel safe, encouraged, and at home."

"We're so glad you're here."



DISCUSSION QUESTIONS

LEADER SAYS

"Let's talk about it together."

1

Have you ever started something new, like a new school, sports team, club, or camp? How did you feel at first?

2

What helped you start feeling more comfortable?

3

How can remembering that God is with us help when we're feeling nervous or uncertain?

4

What are some ways we can help everyone at K2K feel welcomed and included?



AUDITION CONNECTION

"Auditions are coming up soon, and some of us might already be thinking about what part we'd love to get."

"It's exciting to dream about different roles, but it's also important to remember something."

"At K2K, your value isn't determined by the role you receive."

"Whether you get the part you were hoping for, a different role, or you're part of the ensemble, you are just as important."

"Every role helps tell the story. Every person matters."

"You are valuable because of who you are - not because of the part you play."



SPIRITUAL PRACTICE

GOD IS WITH YOU

LEADER SAYS

"Over the past couple of weeks, we've been learning more about God."

"The Bible teaches that God created us, knows us, and loves us."

"Today we learned something else that's really important: God is with us."

"Sometimes we think God is only with us when life is easy. But the Bible teaches that God is with us when we're excited, when we're nervous, when we're trying something new, and even when life feels hard."

"Don't be afraid, for I am with you."

Isaiah 41:10

"Knowing that God is with us can give us courage to keep trying, even when something feels new or a little scary."



STUDENT REFLECTION

LEADER SAYS

"Starting something new isn't always easy. Maybe you've already experienced that this year. Maybe you're still feeling a little nervous. That's okay."

"Let's think about today's verse together."

PROMPT When have you felt nervous about something new? How might it help to remember that God is with you?

"If you could ask Jesus one question, what would it be?"

Allow time for curiosity and discussion. Asking questions is always welcome at K2K.



THIS WEEK - YOUR CHALLENGE!

KEEP READING YOUR SHREK SCRIPT.

As you read, keep thinking about which characters you connect with.

Look for someone who might be feeling new or left out, and find one way to help them feel included.

A smile, an invitation to play, or simply saying hello can make a big difference.



CLOSING PRAYER

LEADER SAYS

"Let's finish by talking to God together."

Dear God,

Thank You for bringing us together today.

Thank You that when we feel nervous, unsure, or uncomfortable, we don't have to face those moments alone. Thank You for promising that You are always with us.

As auditions get closer, help us remember that our value doesn't come from the role we receive, but from being people You created and love.

Help us encourage one another, include everyone, and make K2K a place where every student feels welcomed and valued.

We're so excited for everything You have in store this year.

Amen.

Connection Activities



SUPPLIES

Hat/bucket + slips of paper • Gingly cutout/prop • Spoon • Beanbags/cotton balls



MADE FOR WHAT? CHARADES

SUPPLIES: Hat/bucket, slips of paper with items for students to pick out of the hat.

- Each student takes a turn picking a slip of paper out of the hat.
- They then have to act out the object/tool.
- The group guesses what the object/tool is and says what the purpose of the object/tool is.

Examples

Guitar • Hammer • Hat • Soccer ball • Pen • Phone



GAME: RESCUE GINGLY OBSTACLE COURSE

SUPPLIES: Paper cutout of Gingly, spoon, beanbags/cotton balls to balance on spoon.

Split students into two groups on opposite sides of the room. One group starts with Gingly.

Create a “river” or “swamp” in the middle using cones, tape lines, chairs, stepping stones, etc.

How to Play

- The first student balances the beanbag on the spoon while crossing the swamp/bridge obstacle course carrying Gingly to the opposite team.

Rules

- One hand only holding the spoon.
- No touching the beanbag.
- If the beanbag drops, return to the start.

Once they reach the other side, hand Gingly, the spoon, and beanbag to the next player. That player carries Gingly back across to the other team. Continue until everyone has had a turn.