

IDENTITY & SELF ACCEPTANCE | WEEK 9

LEADERS GOAL

Help every student understand how
Jesus is our greatest rescuer

SCRIPTURES

Mark 4:35-41
Luke 8:22-25
Matthew 8:23-27

ACTIVITIES

Simba Rescue Challenge

PRAY

SUPPLIES

- Tokens (x8 per small group)
- Simba Rescue certificate (x1 per small group)
- Plastic cups (x10 per small group)
- Paper Plate (x2 per small group)
- Painter tape
- Sticky Notes (x1 per student)
- Printer Paper (x10 per small group)
- Large bowl (x1 per small group)
- Plate of random object (ie pen, rock, spoon, eraser, paperclips, glasses, etc)
- Bandana cover for plate
- Bible

BOTTOM LINE

Jesus wants us to know him and rely on him to know
what's best for us at all times. He is our rescuer even
when we don't see it.

AS STUDENTS ARRIVE

Have fun miming arm and leg motions with the Small Group Leader or a student leading the motions for the rest of the group to follow. As students come in, greet them by name and invite them to follow along.

As you mime together, ask, How did it go this past week, following the directions of your parents, teachers, coaches, and God?

STORY CONNECTION

Last week, we talked about Simba and Nala venturing into the Elephant Graveyard, knowing they shouldn't have gone there.

Who came to the rescue?

Just in time, Mufasa pummels the hyenas, rescues Simba and Nala, and takes them home.

Mufasa scolds Young Simba ("You deliberately disobeyed me!" - Mufasa, Script, p42), and shares the guidance of their ancestors up among the stars. (Scene 7, Script, p52)

(They Live in You, Script, p53)

OUR STORIES

- Who are the helpers or rescuers in our lives?
- Tell of a time when someone helped you when you felt stuck?
- How can you be a helper or rescuer for your friends and siblings?

TRUTH & TREASURE

Have you ever been caught in a storm — thunder, lightning, and rain pouring down? Maybe you were inside feeling safe, or maybe you were outside and felt a little scared. Storms can be loud, wild, and unpredictable — and that's exactly what the disciples faced one night while out on a boat with Jesus.

Jesus and His disciples were sailing across a large lake after a long day of teaching and healing people. The gentle rocking of the boat must have felt peaceful, because Jesus soon fell asleep. Let's take a look at this video together to see what happened next.

Video link: <https://youtu.be/uYLHqdSO9OY>

Ask students:

- How do you think the disciples felt before Jesus woke up?
- How do you think they felt afterward?
- Why do you think Jesus asked them, "Where is your faith?"

The storm wasn't just about the weather — it was about trust. Jesus wanted His disciples to remember that He was with them, even when things felt out of control.

We all face "storms" in life — times when we feel afraid, worried, or unsure. But just like the disciples, we can remember that Jesus is always in the boat with us.

He doesn't always make the storm disappear right away, but He promises to be with us and give us peace inside our hearts because He is our rescuer.

DISCOVERY TIME

GAME | Simba Rescue Challenge

Simba is trapped in the Elephant Graveyard!

First, separate your small group into two teams. To earn tokens that accumulate to Simba's rescue, teams must compete in a series of quick, fun challenges that test their focus, teamwork, and determination. The winning team of each task earns one Rescue Token. Once all games are complete, the team with the greatest number of the tokens at the end 'Rescues' Simba.



Supplies Needed:

- Plastic cups (x10 per small group)
- Paper Plate (x2 per small group)
- Painter tape
- Sticky Notes (x1 per student)
- Printer Paper (x10 per small group)
- Large bowl (x1 per small group)
- Plate of random object (ie pen, rock, spoon, eraser, paperclips, glasses, etc)
- Bandana cover for plate

Challenges:

- Tower of Triumph: Have one student stack 5–7 plastic cups into a pyramid, then unstack them back into a single tower — in under one minute!
- Jungle Balance: Have all students line up in their teams and take turns balancing a paper plate on their head and walking across the room without dropping it.
- Animal March: Crawl, hop, or slither like three different animals (lion, monkey, snake) across the room. The whole team must complete it together, one animal per direction.
- Circle of Life: Using only one hand, work as a team to form a perfect circle with a piece of tape on the floor. It must look as close to a real circle as possible before time's up. The team with the most 'perfect' circle in the minute wins
- Safari Shuffle: Each player gets one sticky note stuck to their forehead. They must shake or jump to get it off — no hands allowed.

PRAYER

Thank you, God, for everything you have done for us. You are the best Father and we love you. Help us to remember that when we feel alone. We love you, Amen.

- Jungle Memory: Place several small objects (pen, rock, spoon, eraser, paperclip) on a plate. Let teams look for 10 seconds, then cover it. Teams must write down as many as they remember.
- Bug Toss: Throw "bugs" (crumpled paper balls) into a bucket or bowl labeled "Pumbaa's Dinner." Every player must land one to complete the task.

WEEKLY CHALLENGE

This week, look for someone who needs help. You could be a helper like Jesus by providing them with a listening ear, a high five, or helping them carry something that is heavy.

K2K PRODUCTIONS

CONGRATULATIONS

ON RESCUING SIMBA

PROUDLY PRESENTED TO:

the most awesome team!

Your team has successfully completed the
rescuing of Simba at K2K Productions,



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