

# NINTENDO GOSPEL

## BIG IDEA

God can give us instruction. But until we give Him the controls, we will never be Successful. He knows all the pitfalls, troubles and joys because He wrote the game. He knows the outcome. Give your controller over to God. He's waiting to lead you.

## KEY VERSES

1 Peter 2:21

## MEMORY VERSE

1 Peter 2:21

"To this you were called, because Christ Suffered for you, leaving you an example, that you should follow in his steps."

## • PREPARATION & MATERIALS •

## BIBLE LESSON

- Cast: 2 People. Kid and Expert.
- Props: Two chairs side by side facing the audience. Video game controller (real or fake)

## GAME

- Balloons
- Masking tape or rope to mark start/finish lines

## CRAFT

- White paper (one per child)
- Colorful scrapbook type paper (one per child)
- White non-toxic glue (like Elmer's)
- Vinegar
- Colored pencils
- Paint brushes
- Hand wipes or baby wipes for clean up
- Envelope for storing stickers

## WORKSHEETS

- Photocopies of Coloring Sheet (1 per child)



# NINTENDO GOSPEL

## BIBLE LESSON • SKIT

Lesson 16

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Kid: O.K. now, be Sure to tell me where are the hidden stuff is, and warn me if I'm going to get killed, O.K.

Expert: Sure, but I don't think this will work, here let me guide you.

Kid: No! I want to do it, you keep your hands off and just tell me what's coming up. (Kid starts "playing" and makes elaborate movements with the joystick that move his entire body.)

Expert: No wait, you missed a coin back there. Stops go back, slowly all right jump. No, you missed it. O.K. right there it's a free man, jump get it. You almost had it. Etc. (throughout all this Kid keeps getting more and more frustrated.) No jump on the block to the right.

Kid: Are you Sure cause Billy said to go under the block.

Expert: Of course I'm Sure. Wait! Look-out! Oh, you died.

Kid: I know I died, I think I can tell I died.

Expert: Now don't get upset, I tried to tell you it wouldn't work.

Kid: Of course it won't work, you're waiting to long to tell me what's next.

Expert: Well, I have to wait until you get there, You won't know what I am talking about if I tell you before hand.

Kid: I think I can handle it. Why don't you just give me all of it at once?

Expert: I still think you should let me guide you.

Kid: I don't want you to play my game, why don't you play your own game so I can see how it is done.

Expert: I did that already remember.

Kid: Well I didn't see it.

Expert: Well I gave you a manual based on that game. It is full of eyewitness accounts of when I played the game.

Kid: I don't like to read, won't you just tell me everything in advance.

Expert: O.K. are you ready?

Kid: You bet I'm ready!

Expert: (these lines are delivered very quickly. The exact lines don't matter as much as the speed, but be Sure to hit the cue line) Here goes: walks forward exactly fourteen steps, then jump up this reveals a hidden block. Jump on this block being careful not to hit the turtle walking by. From here jump up slightly to the right, to reveal the first mushroom. Chase the mushroom, but don't forget to jump over the chomping flowers.

# NINTENDO GOSPEL

## BIBLE LESSON • SKIT (CONT.)

Lesson 16

The hit the ninth block on the upper level, but don't hit the eighth or the tenth, because this will drop an umpa on your head. The climb over the yellow block under the blue one break the purple one. Watch out for the mighty gork that will be following you. When you get to the maze, turn left, right, jump the turtle, then turn to down-left, then you get to the gramplite. To kill the gramplite jump on his daraticon, And then his libythian...

Kid: Wait a minute, what is a libythian?

Expert: It's a small round thing sticking out from his matacon.

Kid: Oh.

Expert: Then you hop on the purple happernathy, and you've completed stage one.

Kid: All that for stage one?

Expert: Stage two is even longer, but we'll cross that bridge when we come to it. Well, are you going to play or not?

Kid: I guess I'm going to play.

Expert: Let me play for you, please.

Kid: No. I can do it. (tries, dies almost immediately.) I still died.

Expert: I'm sorry

Kid: No, you're not, you're happy. Go on, say I told you so.

Expert: I did tell you that your way was destined to fail, but I'm not happy you failed. I care about you. Let me have the controller.

Kid: Well, how do I know that you know what you are doing?

Expert: I designed and built the game. Besides, I told you I've played before.

Kid: Well, O.K. I guess. (hands Expert the controller, who calmly begins playing. Kid looks on and quietly shows his excitement until the sketch ends.)

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## DISCUSSION QUESTIONS

- Who does the Expert represent? (God) Who does the kid represent? (people)
- What does the game represent? (life)
- What kind of help did the kid want? Why didn't it work?
- What kind of help did the Expert want to give? Why was his way right?
- What kind of guidance does God give us?
- Have you ever wanted to know God's plans for your whole future? Why would this not work?
- In the end of the skit the kid gave the controller to the Expert and then enjoyed a Successful game. How does this look in real life between ourselves and God?

# NINTENDO GOSPEL

## CRAFT & GAME

lesson 16

### • CRAFT •

#### OBJECTIVE: STICKERS FROM SCRATCH

Kids will make their own stickers using colorful papers or drawings of their own.

#### DIRECTIONS

- Mix equal amounts glue and vinegar
- Draw designs or pictures on white paper
- Paint glue on back of drawings and scrapbook paper
- Allow glue to dry. Add a second coat.
- Cut out drawings.
- Cut circles, hearts, ovals etc out of scrapbook paper
- Place stickers in envelope for safe keeping
- Stickers can be adhered to items by moistening back with sponge or by licking (not toxic, but not tasty)

#### MATERIALS PROVIDED BY EM

- Scissors, hole punches, staplers

#### MATERIALS BROUGHT BY TEAM

- White paper (one per child)
- Colorful scrapbook type paper (one per child)
- White non-toxic glue (like Elmer's)
- Vinegar
- Colored pencils
- Paint brushes
- Hand wipes or baby wipes for clean up
- Envelope for storing stickers

#### EXAMPLE



#### SIMPLIFIED CRAFT OPTIONS

- Pre-paste the paper, one per child
- Use white mailing labels to create stickers on



# NINTENDO GOSPEL

## CRAFT & GAME

lesson 16

### • GAME •

#### OBJECTIVE: STICK TOGETHER RELAY

Teams of 5 work together to stay in line and tap a balloon across the play area.

#### MATERIALS BROUGHT BY TEAM

- Balloons
- Masking tape or rope to mark start/finish lines

#### INSTRUCTIONS

- Divide students into teams of 5. Give the first student in each team an inflated balloon.
- The first student in each line taps the balloon across the play area and back. Then the second student taps the balloon across and back while holding the hand of the first player.
- Play continues until the fifth player taps balloon across and back with the entire team holding hands behind
- Team to finish first wins

#### SIMPLIFIED GAME OPTIONS

- *Run the game as a simple relay between teams where one player at a time taps the balloon across the play area and back. Players do not stick together. First team to send all their players wins.*



**“All things are  
possible with God.”**

**Mark 10:27**

