

# INFLUENCE

## BIG IDEA

Our words can be words of life or words of destruction. This object Lesson for youth reminds us that the words we say have influence beyond just the moment.

## MEMORY VERSE

Proverbs 13:12

“Whoever walks with the wise becomes wise, but the companion of fools will suffer harm..”

## • PREPARATION & MATERIALS •

### BIBLE LESSON: BIOGRAPHICAL STORY

- Two clear bottles of water with labels removed
- Green and black liquid food coloring (or blue if black is difficult to find.)

### GAME

- Blindfolds
- Large obstacles such as chairs, trash cans, cones, trees (if outdoors).
- Rope or masking tape to mark starting and finish lines.

### CRAFT

- White paper 8.5 x 8.5 inches
- Colored markers
- Pencils
- List of God’s promises or list of encouraging verses
- Pre-made sample craft

### WORKSHEETS

- Photocopies of Coloring Sheet (1 per child)



# INFLUENCE

lesson 22

## BIBLE OBJECT LESSON

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**Set up two large clear bottles of water with labels removed in the front of the room on a table so all the kids can see them. Pour water into each glass 3/4 full.**

SAY: Each of these cups of water represents a life.

**Show the bottles of influence.**

SAY: What does influence mean? Who has influence? What are some examples of bad influence? What are some examples of good influence?

SAY: How much influence does it take to make a difference?

**Put one drop of black into into one of the cups.**

SAY: Here we have once single drop of bad influence. It could be watching a bad TV show. It could be telling a lie about someone else. It could be telling a disgusting joke. Take a good look at this single drop. What is it doing?

SAY: This single drop of bad influence is not just staying in one tiny blob. It is spreading throughout the whole cup of water. Is this water the same or has it changed?

SAY: I need a volunteer. (Bring a volunteer up.) Could you please take that drop of bad influence out of this life? Can bad influence be undone in real life?

**Put a drop of green in the second cup.**

SAY: This is a drop of good influence. What is it doing in this life? It is also spreading throughout the whole cup of water. Is this water the same or has it changed?

Break into small groups to discuss influence. Use the following questions to get started.

- What difficulties do we face in trying to be a positive, influence?
- What parts of our culture (or school, community, family, social media) make it hard to be a good influence?
- If you were the only Christian someone knew, what picture of a Christian would they have?
- Are there parts of your life that you would not want others to imitate? explain?
- What will you do to change? Who will you ask to help you?
- How can you get started this week to be a more positive influence for Christ?

# INFLUENCE

## CRAFT

Lesson 22

• CRAFT •

### OBJECTIVE: CHATTER BOX PROMISES

Make an origami chatterbox that reminds us of God's promises

### DIRECTIONS

- Divide kids into small groups with a team member in each group
- Teach the kids how to fold an origami chatter box (aka cootie catcher or fortune teller)
- Color the inner 4 squares different colors
- Write the numbers 1-8 on the outer 8 triangles
- On the inside triangles write promises of God or encouraging verses

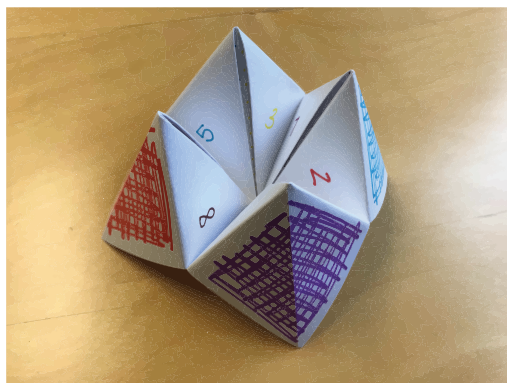
### MATERIALS PROVIDED BY EM

- Scissors, staplers, hole punches

### MATERIALS BROUGHT BY TEAM

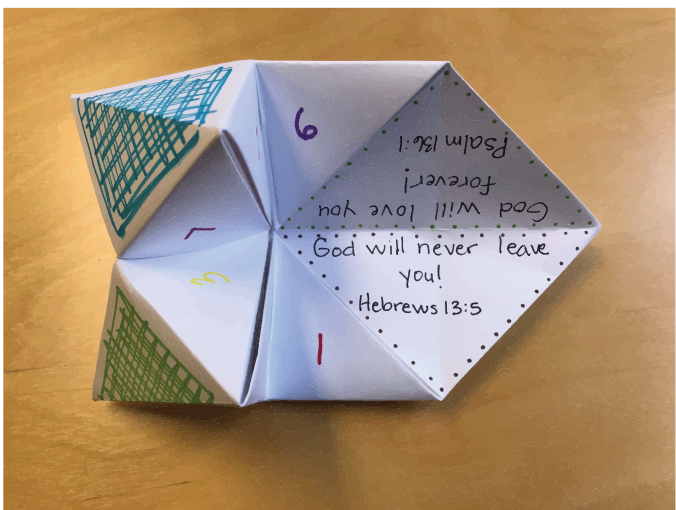
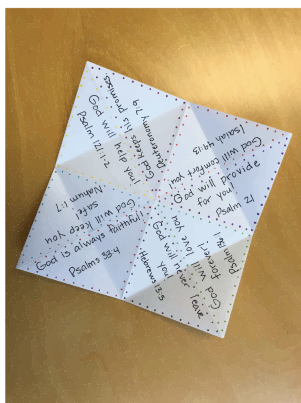
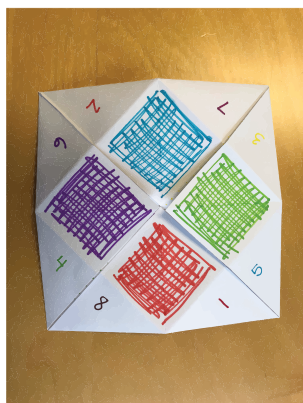
- White paper 8.5 x 8.5 inches
- Colored markers
- Pencils
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- Pre-made sample craft

### EXAMPLE



### SIMPLIFIED CRAFT OPTIONS

- precut 8.5 x 8.5 squares
- prefold the chatterboxes for younger kids



# INFLUENCE

## GAME

Lesson 22

### • GAME •

#### OBJECTIVE: MINE FIELD

Blindfolded kids try to cross an area without hitting the obstacles.

#### MATERIALS NEEDED

- Blindfolds
- Large obstacles such as chairs, trash cans, cones, trees (if outdoors).
- Rope or masking tape to mark starting and finish lines.

#### SIMPLIFIED GAME OPTION

- *If the group is large or too noisy, select 2-3 kids on each team to be the callers and influencers.*
- *Run the game with only one crosser at a time.*

#### INSTRUCTIONS

- Set up a play area full of obstacles.
- Divide kids into teams
- Each team chooses one person to be the crosser
- Blindfold the crossers and place them at the starting line.
- Using just their voices teams try to guide their crosser through the play area without touching the obstacles.
- Opposing teams try to influence the crosser to go the wrong direction.
- If a crosser touches an obstacle they pass the blindfold to a team mate who must start at the beginning again.





