

the
grid
BLUE COMPENDIUM



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INTRODUCTION

Welcome to the *Grid Blue Compendium*! We're so pleased you've chosen this book to help you in your work with 11- to 14-year-olds.

It is our prayer that the materials contained within these pages will equip and inspire you whilst engaging and empowering the young people you work with.

The material in this book has been compiled from the wealth of *Grid* content that Scripture Union has produced over the years – and with 52 sessions included, there should be plenty to choose from over the course of a year.

The *Grid Blue Compendium* is part of the *Light* range of materials, which are designed to enable children, young people and adults to develop a personal relationship with Jesus, to understand the Bible and the Christian faith, and to live for God as light in a dark world.

- *Light* is about... discovering who God is, what he is like, what he does and how we can get involved in that. The Bible is 'light to live by', so it is the centre of every session for every age group in the *Light* range of resources. Everyone will be able to follow the story of salvation that runs through the Bible, with its focus clearly on Jesus.
- *Light* recognises that children and young people can know and respond to God and does not expect too little or too much from them.
- *Light* celebrates every step taken towards and with God, letting the Bible shape our thinking about human nature and relationships with children and young people, and the way in which we minister with and to them.
- *Light* values exploration and discovery, fun, feelings and creativity and uses these approaches to inspire children, young people and adults to meet God through the Bible.

We hope you enjoy this resource, and we pray that God will bless you and those you work with as you use it.

The Scripture Union Mission Innovation Team

HOW TO USE THIS BOOK...

This book provides 52 sessions of activities, and extra photocopiable resources, designed for your *Grid* group of young people aged 11 to 14. Choose sessions from this *Blue Compendium* in any order to suit you and your group.

You will also find that some sessions have further additional online resources which you will be able to download for free in a zip folder from the Scripture Union website, via the resource centre.

Leading up to Christmas time, you may wish to choose from the Christmas-themed sessions (numbers 45 to 49). Around Easter time, you will find there are Easter-themed sessions (numbers 50 to 52), to choose from. These 'seasonal' sessions are grouped together at the back of this book.

If you would like to work through a number of sessions on a similar theme with your *Grid* group, look out for the **More on this theme** boxes as you consider your session choice. Here you will find a list of other sessions on a related theme to the session you are looking at.

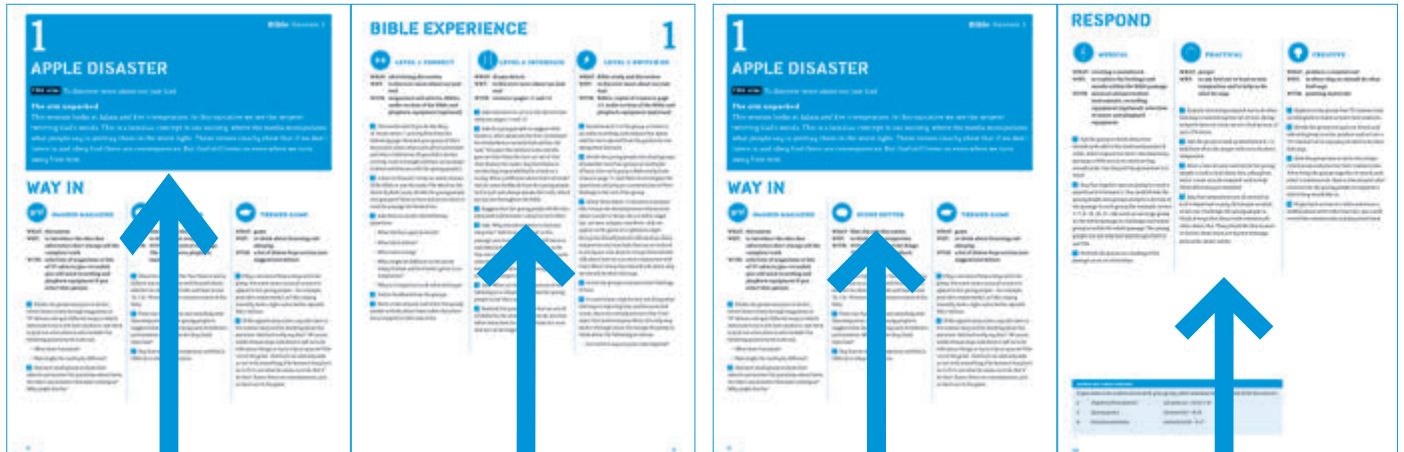
On page 7, you will find a helpful guide that explains **How to plan your session**. This section will help you to choose activities from within the sessions, including a selection of *Grid* activities to suit you and your group, enabling you to achieve the Learning aim for the session. Here you will also find a **Basic kit** list of essential items to keep handy for all your *Grid* group sessions.

Each session in this *Grid Blue Compendium* is based on a Bible passage. You will find an **Index of Bible passages** on page 320 listed in the order they appear in the Bible.

The most important thing about this book is to enjoy using it to help you and your *Grid* group engage with the Bible and meet with Jesus, through a mixture of play, creativity, music, quiet reflection, noisy exuberance, and friendship!

Download the zip folder to find many answers to frequently asked questions about the *Light Compendiums*, and help to choose your session order.

HOW TO PLAN YOUR SESSION



1

Read the Bible passage.

Think about your own group and situation: the individuals, the leaders, your equipment and facilities. Pray about your group and the individuals within it, and for God to guide you and help you as you prepare and lead the session.

Begin by reading the Bible passage. Then read **The aim** and **The aim unpacked** to find out how the Bible passage can relate to young people.

Start choosing which activities you will do. The activities you use will be dependent on what kind of group you have. Different activities are tailored towards different groups, large or small, Sunday or mid-week, church or non-church.

2

Choose one of the **Bible experience** activities first. **This is the heart of your session, as you help the young people explore the Bible and respond to God's message.**

Level 1 Connect is the first level of Bible interaction, ideal for a group that is at the lower end of Bible literacy and interest.

Level 2 Interface is suitable for a group who are committed and want to learn more.

Level 3 Switch on is a more demanding, in-depth Bible study for committed young people who want to grow in their faith.

3

Choose one or more **Way in** activities to introduce the session's theme.

Scene setters introduce a link between the world of the young people and the aim of the session.

Themed games or activities act as an introduction to the session aim for larger or more 'open' groups and are suitable to use with non-church young people.

grid One of these activities will usually use a magazine resource page.

4

Choose one or more **Respond** activities to help the young people relate what they have learned in the session to their lives, to help them live for God.

Musical uses music and sound as a response to God's Word.

Practical is an ongoing activity that the young people can take part in, reflecting the aim in their everyday lives.

Creative uses creative and imaginative skills to respond to God's Word.

Most sessions include **photocopiable resource pages** for you to copy and use with your group. All the resources are also available in a zip folder to download from www.scriptureunions.org.uk.

Basic kit

To run your session, you will need these items:

Bibles (*The Youth Bible*, New Century Version, works best with *theGRID*), pencils, felt-tip pens, pencil sharpener, paper, glue sticks, sticky tape, scissors, sticky tack, sticky notes and erasers



1

APPLE DISASTER

THE AIM: To discover more about our just God

The aim unpacked

This session looks at Adam and Eve's temptation. In this narrative we see the serpent twisting God's words. This is a familiar concept in our society, where the media manipulates what people say to portray them in the worst light. These verses clearly show that if we don't listen to and obey God there are consequences. But God still loves us even when we turn away from him.

WAY IN



theGRID MAGAZINE

WHAT: discussion

WHY: to introduce the idea that advertisers don't always tell the complete truth

WITH: selection of magazines or lots of TV adverts (pre-recorded; you will need recording and playback equipment if you select this option)

1 Divide the group into pairs or threes. Invite them to look through magazines or TV adverts and spot different ways in which advertisers try to sell their products. Ask them to pick out a few adverts and consider the following questions for each one:

- What does it promise?
- How might the reality be different?

2 Ask each small group to show their adverts and answer the questions about them. Are there any answers that keep coming up? Why might that be?



SCENE SETTER

WHAT: film clip and discussion

WHY: to think about temptation

WITH: DVD of *The Lord of the Rings: The Two Towers*, playback equipment

1 Show the clip from *The Two Towers* where Gollum has an argument with himself about whether he should kill Frodo and Sam (scene 22, 1 hr 10 mins into the cinema version of the film).

2 Point out that Gollum was wrestling with this temptation. Ask the young people to suggest what was motivating each of Gollum's personalities. Which one do they think overcame?

3 Say that we all face temptation and find it difficult to obey God at times.



THEMED GAME

WHAT: game

WHY: to think about listening and obeying

WITH: a list of Simon Says actions (see suggestions below)

1 Play a version of Simon Says with the group. Use some more unusual actions to appeal to the young people – for example, pose like a supermodel; act like a dying housefly; have a light-sabre battle; squawk like a vulture.

2 If the opportunity arises, say that later in the session they will be thinking about the question: 'Did God really say that?' Of course, unlike Simon Says, God doesn't ask us to do ridiculous things or try to trip us up so we'll be 'out of the game'. God loves us and only asks us not to do something if he knows it may hurt us or if it's not what he wants us to do. But if we don't listen, there are consequences, just as there are in the game.



LEVEL 1: CONNECT

WHAT: advertising discussion

WHY: to discover more about our just God

WITH: magazines and adverts, Bibles, audio version of the Bible and playback equipment (optional)

- 1 This works well if you do the *Way in 'theGRID' magazine* activity first from the previous page. Remind your group of their discussion about what each advert promised and what it delivered. (If you didn't do this activity, read it through and have an example to show and discuss with the young people.)
- 2 Listen to Genesis 3 from an audio version of the Bible or use the audio *The Word on the Street* by Rob Lacey. Divide the young people into groups of three or four and invite them to read the passage for themselves.
- 3 Ask them to answer the following questions:
 - What did that apple promise?
 - What did it deliver?
 - What went wrong?
 - What might be different in the world today if Adam and Eve hadn't given in to temptation?
 - Why is it important to do what God says?
- 4 Gather feedback from the groups.
- 5 Have a time of quiet and invite the young people to think about times when they have been tempted in their own lives.



LEVEL 2: INTERFACE

WHAT: drama sketch

WHY: to discover more about our just God

WITH: resource pages 11 and 12

- 1 Ask volunteers to act out the sketch from resource pages 11 and 12.
- 2 Ask the young people to suggest what blame is. After Adam ate the fruit, he blamed his disobedience on both God and Eve. He said, 'You gave this woman to me and she gave me fruit from the tree, so I ate it!' Eve then blames the snake. Say that blame is attributing responsibility for a fault or a wrong. What is different about God's attitude? Ask for some feedback from the young people. God is just and always speaks the truth, which we can see throughout the Bible.
- 3 Suggest that the young people divide into pairs and read Genesis 3 aloud to each other.
- 4 Ask: 'Why should we listen to God and obey him?' Ask the pairs to find, in the passage, one reason why we should listen to and obey God. (Because he is God, he is the One, not us; because he loves justice; because otherwise someone somewhere gets hurt; because it's a good way of showing how much we love and respect him.)
- 5 Ask: 'What are the consequences of not listening to or obeying God?' Ask the young people to list their answers.
- 6 Remind the young people that we are all to blame for the wrong things we do, but that when Jesus died, he took the blame for us so that we can be forgiven.



LEVEL 3: SWITCH ON

WHAT: Bible study and discussion

WHY: to discover more about our just God

WITH: Bibles, copies of resource page 13, audio version of the Bible and playback equipment (optional)

- 1 Read Genesis 3 to the group, or listen to an audio recording, and explain that Adam and Eve were ejected from the garden for not doing what God said.
- 2 Divide the young people into small groups (if possible, have four groups or multiples of four). Give each group a Bible study from resource page 13. Ask them to investigate the questions and prepare a presentation of their findings to the rest of the group.
- 3 Allow them about 15 minutes to prepare this. Group one should present information about Lucifer or Satan. He is a fallen angel, liar, accuser, tempter, murderer, and can appear in the guise of a righteous angel. Group two should present information about temptation and conclude that we are enticed to sin by our own desires. Group three should talk about how we can resist temptation with God's Word. Group four should talk about why we should do what God says.
- 4 Invite the groups to present their findings in turn.
- 5 In conclusion, explain that not doing what God says is rejecting him, and because God is just, there are consequences to this. If we reject him (and everyone does), the only way back is through Jesus. Encourage the group to think about the following in silence:
 - Do I need to say sorry for rejecting God?

RESPOND



MUSICAL

WHAT: creating a soundtrack

WHY: to explore the feelings and moods within the Bible passage

WITH: musical and percussion instruments, recording equipment (optional), selection of music and playback equipment

- 1 Ask the group to think about how soundtracks add to the mood and passion of a film. Ask if anyone has seen a documentary (perhaps a DVD extra) on constructing soundtracks. Can they tell the group how it is done?
- 2 Say that together you are going to create a soundtrack to Genesis 3. You could divide the young people into groups and give a section of the passage to each group (for example, verses 1–7, 8–19, 20, 21–24), work as one large group on the whole passage or challenge each small group to tackle the whole passage. The young people can use any instruments you have or use CDs.
- 3 Perform the pieces to a reading of the passage as an act of worship.



PRACTICAL

WHAT: prayer

WHY: to ask God not to lead us into temptation and to help us do what he says

- 1 Explain that being tempted not to do what God says is something that we all face. Being tempted does not mean we are a bad person, or not a Christian.
- 2 Ask the group to look up Matthew 6:9–13. Ask them what the prayer tells us to do about temptation.
- 3 Have a time of quiet and invite the young people to talk to God about this, asking him not to 'cause us to be tempted' and to help them when they are tempted.
- 4 Say that temptations are all around us so it's important to pray this prayer as often as we can. Challenge the young people to think of ways that they could remind each other about this. They should do this in pairs or threes. Some ideas are by text message, postcards, email, online.



CREATIVE

WHAT: produce a commercial

WHY: to show why we should do what God says

WITH: painting materials

- 1 Explain to the group that TV commercials are designed to make us want their products.
- 2 Divide the group into pairs or threes and ask each group to write, produce and act out a TV commercial to say why we need to do what God says.
- 3 Give the group time to write the scripts, create props and practise their commercials. Then bring the groups together to watch each other's commercials. Have a time of quiet after each one for the young people to respond to God if they would like to.
- 4 If you have access to a video camera or a mobile phone with video function, you could record the commercials and play them back.

MORE ON THIS THEME:

If you want to do a short series with your group, other sessions that work well with this one are:

- | | | |
|---|-------------------------------|------------------------------|
| 2 | <i>Fugitive from justice?</i> | <i>Genesis 4:1–16; 6:1–8</i> |
| 3 | <i>Saving grace</i> | <i>Genesis 6:9–8:19</i> |
| 4 | <i>Gracious promise</i> | <i>Genesis 8:20–9:17</i> |

USE WITH SESSION 1 BIBLE EXPERIENCE 'LEVEL 2 INTERFACE'

The Blame Game

Scene: a corny game show

Announcer: *(Over audience applause and cheers.)* It's the *Blame Game*, sponsored by Fig Leaf Fashions from Eden. Tired of that naked-before-God feeling? Fig Leaf Fashions have something for everybody – aaaand new improved Super Son Block Cream to really keep out the Son's truthful light. And virtual darkness goggles, to give you that sense of hiding in the dark, even in the clear light of day. Now let's join our host: Bob Bright!

(Audience cheers and applause. Music begins. Bob runs out. Three contestants are at their stations.)

Bob: Contestants to your buzzers. You know how to play the game. After doing the dirty deed, you must find someone else to blame.

Singers: Blame, blame, blame! It's a game, game.

Bob: Like walking in a bull stable.

Singers: Blame, blame, blame! It's a game, game.

Bob: Woo! There's something smelly about this fable.

Singers: Blame, blame, blame! It's a game, game. Who you gonna blame on the *Blame Game*? Blame, blame, blame! It's a game, game.

Bob: How many excuses can you make?

Sid the weasel is a thief, who would steal your false teeth. But it's not his fault, he will claim. Society is to blame.

(Clock sound effect.)

Bob: Sid, the clock is ticking. How many things can you blame?

Sid: I grew up in a tough neighbourhood. My drunk old man didn't treat me very good. And my mothah... She sold herself for drugs. No wonder I joined a street gang of thugs. Hey! The rich don't care. And the system ain't fair. Why am I a thief? Just look out there!

Bob: Time's up, Sid, but you scored six, telling us why you can't be fixed. But when God brings all your deeds to light, he will show you people who did what was right. They had it just as bad or worse. So it's only your fault for stealing a purse.

Singers: Blame, blame, blame! It's a game, game.

Bob: Something's rotten in Denmark.

Singers: Blame, blame, blame! It's a game, game.

Bob: You are hiding in the dark.

Singers: Blame, blame, blame! It's a game, game. Who you gonna blame on the *Blame Game*? Blame, blame, blame! It's a game, game.

Bob: You won't admit that you're that bad!

The beginning of Billy's troubles was when he met a girl named Bubbles. He was married and a father of two, till his adulterous rendezvous. Billy, the clock is ticking. How many things can you blame?

RESOURCE PAGE

USE WITH SESSION 1 BIBLE EXPERIENCE 'LEVEL 2 INTERFACE'

Billy: I prayed that God would take these lusty feelings away! It's these manly hormones that make me this way. And my ex was so busy with the babies. She was tired, cranky and looked like she had rabies. And the pressure of work was gettin' to me. It's that bimbo's fault for bein' so durn sexy! She had...

(Music.)

Bob: Time's up, Billy, but you scored five! You blame others for taking a dive. You'd rather blame anything than face the fact that you were capable of such a selfish act. And God can find hundreds in your situation who did the right thing when faced with temptation!

Singers: Blame, blame, blame! It's a game, game.

Bob: Something's fishy about your tales.

Singers: Blame, blame, blame! It's a game, game.

Bob: You blame others for going off the rails.

Singers: Blame, blame, blame! It's a game, game. Who you gonna blame on the *Blame Game*?
Blame, blame, blame! It's a game, game.

Bob: Good try, Billy, but I don't think so.

Marvin the church kid rebelled and then backslid; now he lives for number one and hides from God the Son. Marvin, the clock is ticking. How many things can you blame?

(Clock sound effect.)

Marvin: The church was full of hypocrites! Man, it bored me out of my wits. The other kids just weren't cool! I got tired of looking like a fool! Christ isn't everyone's cup of tea. Blame it on the church, but don't blame me!

(Music.)

Bob: Time's up, Marvin, but you scored four! Blaming the church for your faith no more. The church is made of people just like you! That's why it has problems through and through. But you can't blame the church for your life of sin! The dirt belongs to you that you're wallowing in.

Singers: Blame, blame, blame! It's a game, game.

Bob: It's a game you cannot win!

Singers: Blame, blame, blame! It's a game, game.

Bob: When will you face up to your sin?

Singers: Blame, blame, blame! It's a game, game.

Bob: Well, that's the show for today!

Singers: Blame, blame, blame! It's a game, game.

Bob: When you sin next, will you play? *(Over the cheers and applause.)* Well, that's all we have time for today on the *Blame Game*, but join us next time – same time, same place and who knows... maybe you could be our next contestant.

Bye for now!

USE WITH SESSION 1 BIBLE EXPERIENCE 'LEVEL 3 SWITCH ON'

Group ONE:

Look up the passages below and discover the answer to the questions:

Who is the devil?

Isaiah 14:12–16; Ezekiel 28:11–19

What does he do?

Matthew 13:38,39; Luke 4:1–13;
John 8:44; Acts 26:18;
2 Corinthians 4:4;
2 Corinthians 11:14; Ephesians 6:12;
2 Thessalonians 2:9; 1 Peter 5:8,9

Group TWO:

Look up the passages below and discover the answer to the question:

How come we fall for temptations so easily?

Genesis 3:6; Titus 3:3; James 1:14,15; James 4:2,3; 2 Peter 2:17,18; 1 John 2:16

Group THREE:

Look up the passages below and discover the answer to the question:

How can we fight back and resist temptation?

Psalm 91; Proverbs 1:10; Proverbs 4:14; Romans 6:12–14; Ephesians 4:26–32; Ephesians 6:10–18;
James 4:7–10

Group FOUR:

Look up the passages below and discover the answer to the question:

Why is it important to do what God says?

Psalm 23; Matthew 7:21; John 14:15; John 15:9,10,14;
2 Corinthians 4:16–5:10;
Ephesians 4:17–5:2;
Colossians 1:21–23

Example: Genesis 17:1–8 – God keeps his promises!