

PROGRAM PLAYBOOK

COLOSSIANS 1:27

MAKE YOUR LIFE COUNT

SCORE BIG!

ALL YOUR RESOURCES IN ONE PLACE.

SCAN ME OR VISIT
SCOREBIG.LINK

SCOREBIG.LINK IS YOUR ONE STOP SHOP FOR A GREAT EXPERIENCE. THERE YOU'LL FIND ALL THE RESOURCES AND VIDEOS YOU NEED TO HOST A GREAT EVENT.



ARE YOU READY FOR THE BEST SUMMER EVER?

THANK YOU FOR SAYING "YES" TO SHOWING JESUS TO STUDENTS. WE'VE CREATED THIS FUN AND FAITH FILLED PROGRAM THAT IS DESIGNED TO HELP YOU BRING YOUR TEAM BACK TOGETHER AND LEARN TO SCORE BIG IN LIFE BY DISCOVERING CHRIST IN YOU, THE HOPE OF GLORY.

WE ARE PRAYING AS YOU AND YOUR STUDENTS ARE REMINDED THIS SUMMER THAT JESUS MAKES ALL THE DIFFERENCE. WE WHOLEHEARTEDLY BELIEVE THAT YOUR TEAM WILL LEARN TO WIN BIG TOGETHER AND GAIN THE CONFIDENCE TO MAKE THEIR LIVES COUNT FOR ETERNITY. YOU CAN EXPECT FOUR POWER-PACKED SESSIONS OF BIBLE TRUTHS AND BASEBALL FUN. FOLLOW ALONG USING OUR SUGGESTED METHODS OR CREATE AND CUSTOMIZE THIS PROGRAM AROUND THIS AWESOME CONTENT BY ADDING, DELETING, OR MIXING UP AS NEEDED TO ADAPT TO YOUR CHURCH'S CULTURE AND CALENDAR. MOST IMPORTANTLY, HAVE FUN AND KEEP IT FAITH FILLED!

SCORE BIG AND MAKE MOMENTS ALL SUMMER LONG. UPLOAD YOUR TEAM HIGHLIGHTS TO SOCIAL MEDIA WITH #SCOREBIG SO WE CAN JOIN IN ON YOUR FUN!



THEME SCRIPTURE:
CHRIST IN YOU, THE HOPE OF GLORY.
• COLOSSIANS 1:27 •

SCORE BIG IN LIFE BY DISCOVERING CHRIST IN YOU.

PROGRAM PARAGRAPH:
SCORE BIG THIS SUMMER BY DISCOVERING CHRIST IN YOU, THE HOPE OF GLORY. PUT ON YOUR TEAM JERSEY, STEP UP TO THE PLATE AND TAKE A SWING OF FAITH. WHEN LIFE'S CURVEBALLS TRY TO STRIKE YOU OUT, THE MVP ON THE INSIDE OF YOU HAS A GOOD GAME PLAN TO HELP YOU SCORE BIG!

GET READY TO LEARN HOW TO MAKE YOUR LIFE COUNT!

WE PROVIDE THE PLAYBOOK. YOU DECIDE THE SCHEDULE.

EACH SESSION HAS BEEN CREATED AS A SUGGESTED 4 HOUR TIME BLOCK. FEEL FREE TO FLIP OR FLOP AS NEEDED.

"THE POWER PUNCH" (1 DAY) - KNOCK IT OUT OF THE PARK AND WIN BIG IN ONE DAY! AFTER REVIEWING ALL OPTIONS, SELECT THE BEST 3 SESSIONS TO USE FOR YOUR GROUP.

- MORNING: SESSION 1
- AFTERNOON: SESSION 2
- NIGHT: SESSION 3

"THE HAPPY CAMPER" (2 DAYS) - MAKE A DOUBLE PLAY AND DO IT YOUR WAY IN TWO DAYS! A GREAT OPTION FOR THE FEEL OF CAMP THAT GIVES THE SCHEDULE SOME SPACE.

- DAY ONE: SESSIONS 1 & 2
- DAY TWO: SESSIONS 3 & 4

"THE WEEKEND VIBE" (3 DAYS) - NO STRIKEOUTS HERE. TAKE THREE DAYS TO GET YOUR HIT. MAKE YOUR WHOLE WEEKEND COUNT. START WITH A NIGHT SESSION AND END WITH A MORNING SESSION.

- FRIDAY NIGHT: SESSION 1
- SATURDAY ALL DAY: SESSION 2 & SESSION 3
- SUNDAY MORNING: SESSION 4

"THE VBS STYLE" (4 DAYS) - LOAD UP YOUR BASES FOR A FOUR DAY GRAND SLAM. IDEALLY, THESE WOULD BE HALF DAYS, SIMILAR TO A 9AM-1PM FLOW.

- DAY ONE: SESSION 1
- DAY TWO: SESSION 2
- DAY THREE: SESSION 3
- DAY FOUR: SESSION 4

"THE SUMMER STRETCH" (1 MONTH) - GO INTO EXTRA INNINGS AND TAKE YOUR TEAM ALL THE WAY. HOST A CAMP-STYLE SUMMER SERIES FOR YOUR STUDENT GROUP GATHERINGS BY MAKING EACH SUNDAY A FUN CAMP EXPERIENCE.

- FIRST SUNDAY: SESSION 1
- SECOND SUNDAY: SESSION 2
- THIRD SUNDAY: SESSION 3
- FOURTH SUNDAY: SESSION 4

SERMON SUMMARIES

BIG LEAGUE TIP: REVIEW THESE SUMMARIES WITH YOUR DREAM TEAM OF HELPERS TO FOCUS YOUR PRAYER POINTS.

SERVICE ONE : OPENING DAY!

OSS: CHRIST IN YOU MAKES YOU NEW.
SERMON: GOSPEL STATS & CRACKER JACKS
THE CURVEBALL: WE WERE BORN IN SIN.
THE GRAND SLAM: JESUS SCORED BIG AND DEFEATED SIN ON THE CROSS.
STORY: THE PASSOVER, THE CROSS
SCRIPTURES: EXODUS 12:13-14, ROMANS 5:8, JOHN 3:16, ROMANS 10:13, 2 CORINTHIANS 5:17

SERVICE TWO : BATTER UP!

OSS: CHRIST IN YOU MEANS YOU ARE CHOSEN.
SERMON: STEP UP TO THE PLATE
THE CURVEBALL: YOUR PAST HURTS AND HANG UPS.
THE GRAND SLAM: SCORE BIG BY DISCOVERING GOD STILL CHOOSES YOU.
STORY: MOSES AND THE BURNING BUSH.
SCRIPTURES: EXODUS 3:3-12, JEREMIAH 1:5, JOHN 15:16, 1 JOHN 1:9

SERVICE THREE : GOD'S PLAYBOOK!

OSS: CHRIST IN YOU GIVES YOU COURAGE.
SERMON: IN IT TO WIN IT
THE CURVEBALL: THE FEAR OF THE UNKNOWN.
THE GRAND SLAM: SCORE BIG AGAINST FEAR AS YOU TRUST IN GOD'S WORD.
STORY: GOD MAKES A WAY THROUGH THE RED SEA.
SCRIPTURES: EXODUS 14:13-14 & 21-23, JOSHUA 1:9, PSALM 112:7

SERVICE FOUR : THE WORLD SERIES!

OSS: CHRIST IN YOU THE HOPE OF GLORY.
SERMON: MAKE YOUR LIFE COUNT
THE CURVEBALL: THE TEMPTATION TO LIVE FOR "ME".
THE GRAND SLAM: SCORE BIG WHEN YOU CHOOSE TO GIVE UP "MY WAY" FOR GOD'S WAY.
STORY: TOTAL SURRENDER, THE "HALL OF FAITH"
SCRIPTURES: MARK 8:35-36, COLOSSIANS 1:27, HEBREWS 11, GALATIANS 2:20

TEAM TRAINING

EVERY EVENT NEEDS A DREAM TEAM AND A HELPFUL GUIDE TO MAKE MINISTRY HAPPEN. THIS IS A FUN OPPORTUNITY TO GATHER VOLUNTEERS, PARENTS, AND STUDENTS TO TRAIN TOGETHER AND KNOCK THIS EVENT OUT OF THE PARK.

BIG LEAGUE TIP: 1-5 PEOPLE FOR EACH OF THE FOLLOWING CATEGORIES WILL ENHANCE THE FLOW OF YOUR EXPERIENCE. FACTOR IN YOUR OWN CHURCH'S POLICIES AND PROCEDURES FOR PROPER SANITATION, SECURITY, TECHNOLOGY GUIDELINES, AND RESTROOM MONITORING THROUGHOUT EACH SESSION.

ADMIN ALL STARS:

ROLE: KEEP ORDER AND MAKE EVERY PLACE A SAFE PLACE. GIVE CONFIDENCE TO PARENTS AND BOUNDARIES TO STUDENTS.

RESPONSIBILITIES: INTERACT WITH PARENTS AT CHECK IN AND BE SURE TO GATHER PARENT CONTACT INFORMATION, FOOD ALLERGY RESTRICTIONS FOR STUDENTS, AND ANY OTHER IMPORTANT HEALTH INFORMATION. PREPARE SCORE BIG NAME TAGS FOR EACH STUDENT. WE'VE PROVIDED BASEBALL GAME "ADMISSION TICKET" NAME TAGS FOR EVERYONE! PREPARE EACH SERVICE SESSION BEFOREHAND AS WELL AS BEHIND THE SCENES. (SET OUT STATIONS, GAMES, FOOD, ETC.) OVERSEE A FIRST AID STATION/BOX (BANDAIDS, SUNSCREEN, ETC.). PROVIDE A FOLLOW UP CARD OR PHONE CALL TO STUDENTS INVITING THEM TO CHURCH OR A DISCIPLESHIP OPPORTUNITY AFTER THE "SCORE BIG!" EVENT IS OVER.

MINISTRY MAKERS:

ROLE: OVERSEE SERVICE PARTS AND PROGRAM ELEMENTS.

RESPONSIBILITIES: DIGITAL REPS SHOULD SET UP SOUND AND MEDIA. TEST EVERYTHING BEFOREHAND AND ALWAYS HAVE A BACK UP PLAN THAT DOESN'T INVOLVE TECHNOLOGY. PRAISE TEAM SHOULD PRAY, PRACTICE AND PREPARE MUSIC SETLISTS. PRAISE DANCERS CAN BE USED INSTEAD FOR DIGITAL PRAISE. A DESIGNATED "SKIT SQUAD" SHOULD DESIGNATE A DIRECTOR, OVERSEE PRACTICE WITH ACTORS, AND CREATE A SET IF DESIRED. MC'S CAN HELP KEEP THE FLOW OF SERVICE GOING IN BETWEEN PROGRAM COMPONENTS. PREACHERS CAN PREACH THE SERMON USING THE SERMON SUMMARIES AND/OR ADMINISTER AN ALTAR CALL OR RESPONSE TIME AFTERWARD. EXTRA MINISTRY MAKERS CAN HELP WITH PRAYER LINES, RESTROOM BREAKS FOR CHILDREN, AND ANY OTHER PART OF SERVICES.

FUN FRIENDS:

ROLE: FACILITATE BREAKOUT SESSIONS. (DEVOTIONAL SESSIONS, CRAFTS, PRACTICES, ETC.)

RESPONSIBILITIES: BRING THE FUN AND KEEP ENERGY HIGH! LOTS OF SMILES, JOY, AND HIGH FIVES. BECOME FAMILIAR WITH BREAKOUT RULES AND DIRECTIONS FOR EACH BREAKOUT SESSION AND HELP COMMUNICATE OBJECTIVES TO STUDENTS. PREP AND CLEAN ANY SUPPLIES NEEDED AND USED. HOST AND HELP STUDENTS WHILE AT EACH STATION.

COMPETITION CREW:

ROLE: CREATE A POSITIVE AND HYPED ATMOSPHERE OF FUN AND FRIENDLY COMPETITION.

RESPONSIBILITIES: OVERSEE INDOOR AND OUTDOOR GAMES. BECOME FAMILIAR WITH GAME INSTRUCTIONS AND OBJECTIVES AND HELP COMMUNICATE THIS TO STUDENTS. PREP AND CLEAN ANY EQUIPMENT NEEDED AND USED. REFEREE GAMES AND KEEP THE COMPETITION CLEAN.

MUSIC

ALL THE MUSIC YOU NEED IN ONE PLACE.

BIG LEAGUE TIP: LET YOUR PRAISE TEAM REVIEW THESE LISTS. FOLLOW THE ORDER EXACTLY OR SWITCH IT UP. PRACTICES, TEST RUNS, AND SOUND CHECKS WILL HELP YOU SCORE BIG.

HEY BATTER BATTER, GUESS WHAT?!
WE'VE GOT A SCORE BIG! THEME SONG FOR YOU THAT YOU'RE GOING TO LOVE! CONSIDER PLAYING THE THEME SONG AT THE BEGINNING OR THE END OF EACH SERVICE. LET'S SEE YOUR BEST DANCE MOVES!

KIDS

SERVICE ONE: OPENING DAY
- COME BACK HOME | PETEY MARTIN FEAT. LAUREN DAIGLE
- LOVE'S RUNNING AFTER | GATEWAY KIDS WORSHIP
- RESCUED | RIVER VALLEY GO KIDS
- GRACE TO GRACE | HILLSONG WORSHIP
- RESPONSE (ALTAR CALL) - SINCE YOUR LOVE | UNITED PURSUIT

SERVICE TWO: BATTER UP
- YOU MAKE US COME ALIVE | DISCOVERY CAMP
- BELONG | RIVER VALLEY GO KIDS
- NO LONGER SLAVES | BRIGHT ONES
- GREATER THAN MY FEARS | KIDS ON THE MOVE
- RESPONSE (ALTAR CALL) - GREATER THAN MY FEARS | KIDS ON THE MOVE

SERVICE THREE: GOD'S PLAYBOOK
- FAITH WILL BE MY EYES | RIVER VALLEY GO KIDS
- I LIVE BY FAITH | KIDS ON THE MOVE
- WITH YOU | GATEWAY KIDS WORSHIP
- BUILD MY LIFE (REIMAGINED) | PASSION
- RESPONSE (ALTAR CALL) - YOU NEVER CHANGE | GATEWAY KIDS WORSHIP

SERVICE FOUR: THE WORLD SERIES
- GREATER IS HE | KIDS ON THE MOVE
- FOREVER YOU ARE GOOD | FREE WORSHIP
- SINCE YOUR LOVE | UNITED PURSUIT
- CHAMPION | BETHEL MUSIC & DANTE BOWE
- RESPONSE (ALTAR CALL) - CHAMPION | BETHEL MUSIC & DANTE BOWE

YOUTH

SERVICE ONE: OPENING DAY
- OPENER - JC SQUAD | PLANETBOOM
- ALL OF ME | RIVER VALLEY WORSHIP
- SO FRESH | PLANETSHAKERS
- FIRST LOVE | KARI JOBE
- MOST BEAUTIFUL / SO IN LOVE | MAVERICK CITY MUSIC
- RESPONSE (ALTAR CALL) - FIRST LOVE FIRE | LEELAND

SERVICE TWO: BATTER UP
- OPENER - COME ALIVE (MUJI REMIX) | DISCOVERY CAMP
- NEED YOUR LOVE (LIVE) - HILLSONG YOUNG & FREE
- FUTURE | RIVER VALLEY WORSHIP
- MY WORSHIP | LEELAND
- THE BLOOD | MAVERICK CITY MUSIC
- RESPONSE (ALTAR CALL) - CAUGHT UP IN YOUR PRESENCE | PLANETSHAKERS

SERVICE THREE: GOD'S PLAYBOOK
- OPENER - GOT ME LIKE | PLANETBOOM
- YOUR LOVE | FUTURES
- FOREVER YOU ARE GOOD | FREE WORSHIP
- NO LONGER SLAVES | JONATHAN DAVID AND MELISSA HELSER
- THE ROCK WON'T MOVE | VERTICAL WORSHIP
- RESPONSE (ALTAR CALL) - HALLWAYS | RIVER VALLEY WORSHIP

SERVICE FOUR: THE WORLD SERIES
- OPENER - PENTECOST (REMIX) | DISCOVERY CAMP
- I THANK GOD | MAVERICK CITY MUSIC X UPPERROOM
- 247 365 | PLANETSHAKERS
- TOUCH OF HEAVEN | HILLSONG WORSHIP
- CHAMPION | BETHEL MUSIC & DANTE BOWE
- RESPONSE (ALTAR CALL) - CHAINS FALL | DISCOVERY CAMP

ENJOY THESE DC ORIGINALS AT ANY POINT AND AS MUCH AS YOU WANT! WE HOPE THESE BRING BACK SOME FUN MEMORIES AND ALLOW YOU TO MAKE NEW ONES!

- SCORE BIG! | DISCOVERY CAMP
- YOU MAKE US COME ALIVE | DISCOVERY CAMP
- PENTECOST (REMIX) | DISCOVERY CAMP
- COME ALIVE (MUJI REMIX) | DISCOVERY CAMP
- CHAINS FALL | DISCOVERY CAMP

BOX CONTENTS

HERE IS A LIST OF THE CONTENTS INCLUDED IN THE BOX TO HELP YOU SCORE BIG!

- **SCORE BIG! "ADMISSION TICKET" NAME TAGS:** EVERY STUDENT SHOULD RECEIVE A NAME TAG. CALLING STUDENTS BY NAME HELPS TO BUILD RELATIONSHIPS.
- **SCORE BIG PLAYBOOK:** ONE PROGRAM BOOKLET WITH ALL YOU NEED TO KNOW.
- **2 BAGS OF CRACKER JACKS:** WE LOVE LEADERS SO MUCH THAT WE SENT THESE JUST FOR YOU TO SHOW SOME "LEADER LOVE".
- **SCORE BIG! WRISTBANDS:** EACH STUDENT GETS A WRISTBAND TO ENCOURAGE TEAM SPIRIT.
- **SCORE BIG! STICKER:** PERFECT FOR A YOUTH GROUP WALL OR A BULLETIN BOARD.
- **12 PACK OF BASEBALL "SCRIPTURE CARDS":** THE WORD OF GOD MAKES THESE BASEBALL CARDS EXTREMELY VALUABLE. WE DON'T RECOMMEND TRADING THESE FOR ANYTHING!
- **AN AUTOGRAPHED BASEBALL:** SCORE BIG WITH THIS GAME BALL. IT'S BEEN SIGNED WITH LOTS OF LOVE BY "TEAM DC".
- **UNDER EYE BASEBALL STICKERS:** THERE IS A PAIR FOR EACH PLAYER. LOOK COOL WHILE YOU PLAY.
- **INDIVIDUALLY WRAPPED GUMBALLS:** THERE'S ONE FOR EACH PERSON ON THE TEAM. WE DON'T RECOMMEND CHEWING DURING SERVICE.
- **RED AND WHITE POPCORN BAGS:** EACH STUDENT GETS A BAG TO FILL WITH ONE OF THE POPCORN SNACK IDEAS FROM OUR "SCORE BIG!" MENU! MAKE SNACK TIME FUN AND YUMMY.
- **SCORE BIG! COLORING SHEETS:** TAKE A BREAK FROM THE FIELD AND GRAB SOME CRAYONS. THESE ARE SURE TO BRING OUT THE ARTIST IN EACH OF YOUR PLAYERS.
- **SCORE BIG! CROSSWORD PUZZLES:** MAKE THIS A FUN BREAKOUT SESSION OR A FRIENDLY COMPETITION TO SEE WHO CAN FILL IN THE MOST WORDS WITHIN A TIME LIMIT. USE THE HELPFUL HINTS. AN ANSWER KEY IS PROVIDED FOR THE LEADER'S EYES ONLY.
- **SCORE BIG! POSTERS:** END WITH A HOMERUN BY HAVING EACH STUDENT FILL OUT THE CHALLENGE ON THE BACK SIDE OF THE POSTER. STUDENTS SHOULD TAKE THESE HOME AND HANG THEM UP IN A SPECIAL PLACE TO REMIND THEM OF ALL THE SPECIAL THINGS JESUS DID DURING THEIR "SCORE BIG!" EVENT.

OTHER ITEMS NOT INCLUDED, BUT SUGGESTED TO HELP ENHANCE YOUR EXPERIENCE:

- **CRAYONS, PENCILS, PENS, PAPER, & POSTER BOARDS** ARE ALWAYS HELPFUL.
- **BASEBALL GAME EQUIPMENT (BAT, GLOVES, HOMEMADE BASES)** WILL ENHANCE YOUR GAME.
- **T-SHIRTS AND FABRIC PAINT OR MARKERS** TO MAKE YOUR OWN TEAM JERSEYS & BUILD TEAM SPIRIT.
- **A CAMERA** TO CAPTURE SPECIAL MOMENTS MAKES THE MEMORIES LAST.
  BOARD GAMES, MOVIES, & A READING STATION ARE GOOD FOR PLANNED OR UNEXPECTED MOMENTS.
- **A COOLER** TO KEEP YOUR TEAM HYDRATED WITH COLD DRINKS.
- **PARENT/GUARDIAN FORMS** ARE THE BEST WAY, BESIDES WISDOM AND PRAYER, TO KEEP YOUR PROGRAM SAFE.

IF YOU NEED MORE THINGS LIKE A COLORING SHEETS OR CROSSWORD PUZZLES, WE'VE GOT THE BASES LOADED FOR YOU! HEAD TO "SCOREBIG.LINK/DOWNLOADS"

SUMMER

YOUR ALL STAR TEAM DESERVES A GRAND SLAM MENU!

SAVORY SNACKS:

BALLPARK HOT DOGS: HAVE FUN TRYING THESE TWISTS ON A CLASSIC BALLPARK SNACK...

THE HEATER: (HOT DOG & HOT DOG BUN)
TOPPINGS: NACHO CHEESE, CRUSHED HOT CHEETOS

THE BURNING BUSH: (HOT DOG & HOT DOG BUN)
TOPPINGS: SRIRACHA MAYO, SPICY COLESLAW, DICED JALAPENOS

THE WINDUP: (HOT DOG & HOT DOG BUN)
TOPPINGS: CHILI, NACHO CHEESE, FRITOS, GREEN ONIONS

THE CURVEBALL: (HOT DOG BUN AND USE BANANA INSTEAD OF HOT DOG)
TOPPINGS: PEANUT BUTTER, JELLY

MORE TO EXPLORE...

THE BIG FLY: SAUSAGE ROLLED IN A TORTILLA TOPPED WITH MELTED SHREDDED CHEESE.

SHORTSTOPS: CRESCENT ROLLS WITH MINI SAUSAGES, SHREDDED CHEESE, AND BACON BITS BAKED INSIDE.

BALLPARK FRITO PIE: FRITOS WITH CHILI AND CHEESE. ADDITIONAL TOPPINGS INCLUDE CHIVES, SOUR CREAM, JALAPENOS, AND ONIONS.

COACH'S CHOICE: POPCORN TOSSED IN MELTED BUTTER AND MIXED WITH PARMESAN, GARLIC, SALT, AND PARSLEY OR SEASONING OF CHOICE.

SNACKS

BIG LEAGUE TIP: REMEMBER TO CONSIDER FOOD ALLERGIES WHEN PREPARING AND SERVING FOOD. DOING THINGS SAFELY AND FUN IS A HOME RUN.

SWEET SNACKS:

MAKE USE OF YOUR POPCORN BAGS WITH THESE ALL STAR POPCORN VARIATIONS...

SWEET "P" POPCORN: POPCORN WITH REESE'S PIECES AND MINI MARSHMALLOWS.

CINNAMON POPCORN: POPCORN SHAKEN IN A BOWL WITH CINNAMON SUGAR.

SPICY POPCORN: POPCORN MIXED WITH CRUSHED HOT CHEETOS.

CRACKER JACK'D: POPCORN, CARAMEL CANDIES, & PEANUTS.

MORE TO EXPLORE...

STRIKEOUT MIX: A MIXTURE OF UNSHELLED SUNFLOWER SEEDS, PEANUTS, & MINI M&M'S.

PROMISED LAND MIX: MIX YOUR VERSION OF TRAIL MIX WITH MINI M&M'S, RAISINS, YOGURT COVERED PRETZELS, MINI RITZ CRACKERS.

BASEBALL ICE CREAM: SCOOP OF VANILLA ICE CREAM WITH STRAWBERRY SAUCE DRIZZLED TO FORM THE LINING OF RED LACING. SCORE BIG POINTS WITH WAFFLE CONES.

RIGHT DOWN THE MIDDLE: BANANA SPLIT WITH ICE CREAM TOPPED WITH PEANUTS, PRETZELS, OR CHOICE OF TOPPINGS.

OREO SLIDERS: WHITE CHOCOLATE DIPPED OREOS WITH RED ICING "LACES".

THE SWEET SPOT: 2 MINI WAFFLES WITH CHOICE OF ICE CREAM IN BETWEEN, SANDWICH STYLE. OPTIONAL TOPPINGS: STRAWBERRIES, BANANAS, CHOCOLATE CHIPS, CHOCOLATE OR STRAWBERRY SYRUP.

GAMES

LET THE

GROUP

1. BASEBALL UNIFORM RELAY

INDOOR/OUTDOOR
SUPPLIES: BASEBALL GEAR
OBJECTIVE: BE THE FASTEST TEAM TO COMPLETE THE COURSE.
DIRECTIONS: DIVIDE PLAYERS INTO TWO EQUAL TEAMS. THE FIRST TWO PLAYERS OF EACH TEAM SHOULD RACE TO PUT ON BASEBALL GEAR AND THEN RUN BACK TO THE TEAM AND TAKE OFF THE GEAR SO THE NEXT PERSON CAN PUT IT ON AND RUN THE RACE. THIS WILL CONTINUE IN A RELAY FORMAT UNTIL ALL THE PLAYERS HAVE WORN THE GEAR AND RUN THE COURSE.

BIG LEAGUE TIP: ANY KIND OF GEAR WILL SUFFICE! (BASEBALL GLOVE, CAP, ETC.)

2. STRIKE OUT

OUTDOOR
SUPPLIES: SCORE BIG! GAME BALL, HULA HOOP
OBJECTIVE: SUCCESSFULLY PITCH A BASEBALL THREE TIMES THROUGH A RING.
DIRECTIONS: HANG A RING, SUCH AS A HULA HOOP. DRAW OR TAPE OFF A LINE A FEW FEET FROM THE RING. PLAYERS SHOULD STAND BEHIND THE LINE AND ATTEMPT TO PITCH A BASEBALL THREE TIMES THROUGH THE RING. EACH TIME THE BALL IS PITCHED THROUGH SUCCESSFULLY IS CONSIDERED A "STRIKE!" PLAYERS MUST YELL "STRIKE OUT" AFTER THREE SUCCESSFUL PITCHES THROUGH THE HOOP.

BIG LEAGUE TIP: CONSIDER HANGING THE HOOP OUTSIDE FROM A STURDY TREE BRANCH OR OTHER ALTERNATIVE. WE DO NOT RECOMMEND USING A PERSON TO HOLD THE RING.

3. SAFE BASES

INDOOR/OUTDOOR
SUPPLIES: 4 POSTER BOARDS, TAPE, & MUSIC
OBJECTIVE: BE THE LAST PLAYER STANDING ON THE BASE AFTER SEVERAL ROUNDS OF THIS KNOCKOUT GAME.
DIRECTIONS: PUT A BASEBALL TWIST ON THE CLASSIC GAME OF MUSICAL CHAIRS. SET UP FOUR LARGER THAN AVERAGE BASES TO FORM A BASEBALL DIAMOND. PLAY MUSIC WHILE PLAYERS DANCE AROUND THE DIAMOND. STOP THE MUSIC AT UNEXPECTED TIMES. PLAYERS SHOULD RACE TO STAND ON A BASE. THE LAST PERSON TO STAND ON A BASE IS ELIMINATED. KEEP PLAYING UNTIL THERE IS ONE PLAYER LEFT AND CROWN THEM THE CHAMPION.

BIG LEAGUE TIP: CONSIDER TAPING 4 LARGE POSTER BOARDS ON THE GROUND TO FORM "BASES".

4. FIREBALL TOSS

INDOOR/OUTDOOR
SUPPLIES: SCORE BIG! GAME BALL
OBJECTIVE: DON'T DROP THE BALL!
DIRECTIONS: DIVIDE PLAYERS INTO TWO ROWS FACING EACH OTHER. LEAVE ENOUGH SPACE IN BETWEEN THE FACING PAIRS TO TOSS THE BALL TO EACH OTHER. TOSS THE BALL BACK AND FORTH FROM ONE TEAM TO THE OTHER. A PLAYER IS AUTOMATICALLY ELIMINATED IF THEY DROP THE BALL. NO ONE SHOULD HOLD THE BALL FOR MORE THAN THREE SECONDS. SCORE BIG BY BEING THE LAST PLAYER STANDING.

BIG LEAGUE TIP: TURN UP SOME FAST GAME MUSIC TO GET THE ATMOSPHERE ENERGIZED! THE SCORE BIG THEME SONG WOULD BE PERFECT FOR THIS. (WINK, WINK)

5. PAPER, ROCK, BASEBALL

INDOOR/OUTDOOR
SUPPLIES: FUN MUSIC
OBJECTIVE: BE THE LAST PLAYER STANDING BY NOT GETTING ELIMINATED.
DIVIDE PLAYERS INTO TWO LINES. THEY WILL FACE OFF IN THIS TWIST ON "PAPER, ROCK, SCISSORS" THAT WE ARE CALLING "PAPER, ROCK, BASEBALL". EACH TIME A PLAYER LOSES AGAINST THEIR OPPONENT, THEY ARE ELIMINATED. THE WINNER OF EACH ROUND SHOULD GO TO THE BACK OF THE LINE TO CONTINUE STEPPING UP TO PLAY. THE LAST PLAYER STANDING WINS.

BIG LEAGUE TIP: A REFEREE TO CALL THE WINNING OR LOSING SHOTS WILL HELP THE GAME RUN SMOOTHLY.

GAMES BEGIN!

SCORE BIG TOGETHER WITH THESE GROUP GAME IDEAS.

6."THAT'S A DINGER" RELAY

INDOOR/OUTDOOR
SUPPLIES: SCORE BIG! GAME BALL, ONE METAL OR WOODEN SPOON
OBJECTIVE: BALANCE THE BASEBALL ON THE SPOON IN THIS RACE AGAINST TIME.
DIRECTIONS: PLAYERS MUST TAKE TURNS BALANCING THE BASEBALL ON THE SPOON WHILE WALKING A DESIGNATED COURSE. TIME EACH PLAYER. THE PLAYER THAT COMPLETES THE COURSE IN THE FASTEST TIME WINS. IF THE BALL IS DROPPED A PLAYER IS ELIMINATED.

BIG LEAGUE TIP: TURN THIS INTO A TEAM FACE OFF BY DOUBLING UP ON THE BALL AND THE SPOON.

7. FIND ME SOME PEANUTS AND CRACKER JACKS!

INDOOR/OUTDOOR
SUPPLIES: BOWLS, POPCORN OR PEANUTS
OBJECTIVE: EACH TEAM WILL ATTEMPT TO SUCCESSFULLY THROW AS MANY PIECES OF POPCORN OR PEANUTS INTO THEIR PARTNER'S BOWL WITHIN A SET PERIOD OF TIME.
DIRECTIONS: CREATE TEAMS OF TWO PEOPLE. ONE PERSON SHOULD HOLD A BOWL ON TOP OF THEIR HEAD AND THE OTHER PERSON WILL ATTEMPT TO THROW AS MANY PEANUTS OR POPCORN PIECES INTO THEIR PARTNER'S BOWL FROM A DISTANCE WITHIN A 60-90 SECOND TIME LIMIT. WHEN THE TIMER GOES OFF, THE TEAM WITH THE MOST PIECES IN THEIR BOWL WINS!

BIG LEAGUE TIP: BIGGER BOWLS AND A SHORTER DISTANCE APART ARE EASIER FOR CHILDREN

8. SWORD DRILLS

INSIDE/OUTSIDE
SUPPLIES: AT LEAST 2 BIBLES
OBJECTIVE: PLAYERS MUST WIN AGAINST THEIR OPPONENT IN A RACE TO FIND A SCRIPTURE.
DIRECTIONS. DIVIDE PLAYERS INTO TWO LINES FACING EACH OTHER. AN ANNOUNCER WILL SAY A SCRIPTURE REFERENCE WHILE TWO PLAYERS RACE TO FIND THE SCRIPTURE AND READ IT OUT LOUD FIRST. THE LOSER OF EACH ROUND IS ELIMINATED. PLAY THIS GAME UNTIL THERE IS ONE WINNER LEFT.

BIG LEAGUE TIP: TO MAKE THIS GAME A BIT MORE CHALLENGING, TRY ANNOUNCING PIECES OF FAMILIAR BIBLE PASSAGES INSTEAD OF A SCRIPTURE REFERENCE.

9. DO YOU TALK "BASEBALL"?

INSIDE/OUTSIDE
SUPPLIES: PAPER, WRITING UTENSILS
OBJECTIVE: WRITE AS MANY BASEBALL TERMS AS YOU CAN BEFORE TIME RUNS OUT.
DIRECTIONS: EACH PLAYER SHOULD HAVE A SHEET OF PAPER AND A WRITING UTENSIL. PLAYERS SHOULD RACE TO WRITE DOWN AS MANY BASEBALL TERMS AS THEY KNOW WITHIN A SIXTY SECOND TIME LIMIT.

BIG LEAGUE TIP: FOR AN EXPERT LEVEL GAME, PLAY USING THE CATEGORIES OF BASEBALL TEAM NAMES AND/OR PROFESSIONAL BASEBALL PLAYER NAMES.

MINI-SKITS

SCRIPTS

GIVE ALL "STAR" A NEW MEANING WITH THESE FUN MINI-SKITS & SCRIPTS.

BIG LEAGUE TIP: USE THESE MINI-SKITS IN MANY DIFFERENT WAYS INCLUDING ADDING SOME FUN TO YOUR SERVICE OPENERS, FILLING GAPS IN BETWEEN PROGRAM SERVICES, OR SAVE THEM FOR THE GRAND FINALE!

MINI-SKIT: ALREADY WON!

SCENE: THE PITCHER IS ON THE MOUND READY TO PITCH. THE BATTER IS READY TO SWING. THE PITCHER WINDS UP AND PITCHES! THE BATTER SWINGS AND STRIKES OUT. THE BATTING TEAM RUNS TOWARD THE BATTER CHEERING IN EXCITEMENT.

TEAM: "WE WON, WE WON!"
PITCHER: (CONFUSED) "HOW DID YOU WIN WHEN YOU JUST STRUCK OUT!?"
BATTER: (THE TEAM QUIETS DOWN AND THE BATTER TURNS TOWARDS THE PITCHER). "BECAUSE THE GAME WAS WON BEFORE IT EVEN STARTED. I MAY HAVE STRUCK OUT BUT JESUS STEPPED UP TO BAT FOR ME LONG AGO. SO YOU SEE, WE'VE ALREADY WON!" (BATTER TURNS TO THE CROWD AND WINKS)

MINI-SKIT: COACH HOLY SPIRIT

SCENE: FIVE PEOPLE ARE ON THEIR PHONES. SOME ARE SCROLLING. SOME ARE TEXTING. THEY ARE ALL THINKING.

PERSON 1: "I'M BORED! WHAT ARE YOU ALL THINKING ABOUT?"
PERSON 2: "I'M HUNGRY!"
PERSON 1 TO PERSON 2: "DIDN'T YOU JUST EAT LIKE FIVE MINUTES AGO?"
PERSON 3: "I'M TRYING TO LEARN THIS NEW TIK TOK DANCE. (GETS UP AND STARTS DANCING SILLY TO MUSIC)
PERSON 4: "I'M THINKING ABOUT HOW I WANT TO SPEND MY SUMMER."
PERSON 5: (STAYS SILENT AND BEGINS TO THINK) VOICEOVER: "I DON'T KNOW IF I SHOULD REALLY TELL THEM WHAT I'M THINKING. WHAT IF THEY THINK I'M WEIRD?"
VOICEOVER OF HOLY SPIRIT TO PERSON 5: "THIS IS A GREAT OPPORTUNITY TO MAKE YOUR LIFE COUNT.
PERSON 5 VOICEOVER THINKING: "BUT YOU HEARD THEM. WHAT IF THEY REJECT ME BECAUSE I'M NOT TALKING ABOUT NORMAL STUFF LIKE FOOD OR TIK TOK?
VOICEOVER OF HOLY SPIRIT: "THEY WILL NEVER TRULY KNOW YOU IF YOU DENY THEM THIS PART OF YOU. MORE IMPORTANTLY, THEY'LL NEVER REALLY KNOW ME LIKE YOU DO IF YOU DON'T TELL THEM ABOUT ME. DON'T YOU WANT THEM TO KNOW ME TOO?"
PERSON 5: "YES! HOLY SPIRIT, GIVE ME COURAGE."
VOICEOVER OF HOLY SPIRIT: "YOU GOT IT!"
PERSON 1 TO PERSON 5": "UMM, HELLO? WHAT ARE YOU THINKING ABOUT?"
PERSON 5: "OH! I WAS JUST WONDERING IF YOU ALL WOULD LIKE TO COME TO CHURCH WITH ME TONIGHT! WE'VE GOT A FUN NIGHT OF FUN AND FAITH PLANNED! I ALWAYS HAVE A GREAT TIME AND IT WOULD BE GREAT IF YOU ALL COULD COME!"
OVERLAPPING REPLIES FROM ALL: "OKAY, COOL!" "HEY, THANKS FOR INVITING US. THAT SOUNDS LIKE FUN!"
PERSON 2: "IF THEY HAVE FREE FOOD, THEN COUNT ME IN!" (EVERYONE LAUGHS.)
PERSON 5 VOICEOVER THINKING: "WOW, THAT WASN'T SO HARD. I SHOULD'VE DONE THIS A LONG TIME AGO."
VOICEOVER OF HOLY SPIRIT: "I'M SO PROUD OF YOU. ANYTIME YOU NEED ME, I'M RIGHT HERE, LIVING ON THE INSIDE OF YOU. YOU'LL NEVER STRIKE OUT WHEN YOU CHOOSE TO MAKE YOUR LIFE COUNT." (APPLAUSE)

MINI-SKIT: "THERE'S ALWAYS THAT ONE GUY" (CLICHE BASEBALL-DAD PUNS)

SCENE: THE STAGE IS CLEAR. AS THE LIGHTS COME UP A VOICE IS HEARD OVER THE CROWD...

NARRATOR: "WE ALL KNOW THAT ONE BASEBALL DAD. YOU KNOW, THE ONE WITH THE CHEESY SAYING, THE DAD JOKES. LET'S TAKE A LOOK AT THAT GUY." (THE BASEBALL DAD, "THAT ONE GUY" ENTERS THE ROOM)

THAT ONE GUY: "WHAT DID THE BASEBALL SAY TO THE GLOVE? CATCH YA' LATER!" (LAUGHS AT HIS OWN JOKE)
THAT ONE GUY: "WHAT ARE THE RULES FOR ZEBRA BASEBALL? THREE STRIPES AND YOU'RE OUT!" (LAUGHS AT HIS OWN JOKE)
THAT ONE GUY: "WHICH BASEBALL PLAYER HOLDS WATER? THE PITCHER!" (LAUGHS AT HIS OWN JOKE)
THAT ONE GUY: "WHAT DID THE BASEBALL SAY TO THE GLOVE? CATCH YA' LATER!" (LAUGHS AT HIS OWN JOKE)
THAT ONE GUY: "WHY DID THE POLICE GO TO THE BASEBALL GAME? BECAUSE THEY HEARD SOMEONE WAS STEALING BASES." (LAUGHS AT HIS OWN JOKE)
THAT ONE GUY: "WHAT DID THE BASEBALL SAY TO THE GLOVE? CATCH YA' LATER!" (LAUGHS AT HIS OWN JOKE)
THAT ONE GUY: "WHAT DO YOU GET WHEN YOU CROSS A PITCHER AND AN INVISIBLE MAN? PITCHING LIKE NO ONE HAS EVER SEEN!" (LAUGHS AT HIS OWN JOKE)
THAT ONE GUY: "WHAT DID THE BASEBALL SAY TO THE GLOVE? CATCH YA' LATER!" (LAUGHS AT HIS OWN JOKE)
THAT ONE GUY: "YOU ARE LOCKED IN A CAR WITH NOTHING BUT A BASEBALL BAT. HOW DO YOU GET OUT? YOU UNLOCK THE DOOR OF COURSE!" (LAUGHS AT HIS OWN JOKE)
THAT ONE GUY: "DID YOU KNOW THAT BASEBALL WAS THE FIRST SPORT TO BE PLAYED IN THE BIBLE? YEAH, IN GENESIS IT SAYS, "IN THE BIG INNING". (LAUGHS AT HIS OWN JOKE)
(THAT ONE GUY TAKES A BOW AND EVERYONE STANDS TO CHEER!)

OBJECT LESSONS

BIG LEAGUE TIP: OBJECT LESSONS ARE A FUN WAY TO TEACH STUDENTS ABOUT BIBLICAL TRUTHS. BEFORE YOU DO THESE PUBLICLY, TAKE A FEW PRACTICE SWINGS IN PRIVATE. YOU'LL BE THANKFUL YOU DID.

MAKE YOUR LIFE COUNT

SUPPLIES:
- SCORE BIG! BASEBALL
- 3 NAILS

SCRIPTURE: MARK 8:34-36
LESSON: YOUR LIFE IN YOUR OWN HANDS IS ONLY WORTH WHAT YOU CAN ACCOMPLISH IN YOUR OWN LIMITATIONS, BUT WHEN YOU PUT YOUR LIFE INTO THE HANDS OF JESUS CHRIST, HE REMOVES THOSE LIMITS AND HE WILL MAKE YOUR LIFE COUNT FOR ETERNITY!
WHAT TO DO: WHEN YOU HOLD A BASEBALL IN YOUR HAND, IT'S WORTH ABOUT $2, BUT IF THE SAME BASEBALL IS PUT IN THE HANDS OF A PROFESSIONAL BASEBALL PLAYER, THEN THE VALUE OF THE BASEBALL INCREASES TO MILLIONS OF DOLLARS. IN THE SAME WAY, 3 NAILS IN OUR HANDS ARE WORTH A FEW CENTS, BUT ON THE BODY OF JESUS CHRIST, THREE NAILS ARE PRICELESS.

SAFE!

SUPPLIES:
- 2 FACIAL TISSUES
- A PITCHER FILLED WITH WATER HIGH ENOUGH TO COVER A DRINKING GLASS
- A CLEAR DRINKING GLASS
- A MARKER

SCRIPTURE: JOSHUA 1:9
LESSON: GOD SAID THAT HE WOULD BE WITH YOU WHEREVER YOU GO AND GIVE YOU COURAGE TO FACE THE CURVEBALLS OF LIFE. HE DIDN'T SAY THAT WE WOULDN'T FACE SADNESS, HURT, OR PAIN, BUT HE DID SAY THAT HE WOULD MAKE A WAY FOR US TO SCORE BIG.
WHAT TO DO: FOLD THE TISSUES INTO A SQUARE. USING THE MARKER, DRAW A FACE ON EACH ONE. THE TISSUES REPRESENT THE STUDENTS. THE WATER IN THE PITCHER REPRESENTS THE CURVEBALLS OF LIFE. DUNK THE FIRST TISSUE INTO THE PITCHER OF WATER AND SEE HOW IT GETS DESTROYED, JUST LIKE PEOPLE WHO CRUMBLE EVERY TIME THEY FACE A CHALLENGE. TAKE THE SECOND TISSUE AND PUSH IT ALL THE WAY TO THE BOTTOM OF THE CLEAR DRINKING GLASS. TURN THE GLASS UPSIDE DOWN AND DUNK IT INTO THE PITCHER OF WATER AND PULL IT OUT. REMOVE THE TISSUE FROM THE GLASS TO SHOW THAT IT IS STILL DRY. FOLLOWING JESUS DOESN'T MEAN THAT WE WON'T "GET DUNKED INTO THE WATER" LIKE EVERYONE ELSE, BUT IT MEANS THAT WE DON'T HAVE TO FEAR BEING DESTROYED BECAUSE JESUS' LOVE KEEPS US SAFE.

TRUST GOD'S PLAYBOOK

SUPPLIES:
- A BLINDFOLD
- CHAIRS TO CREATE AN OBSTACLE COURSE (ANY ITEM BIG ENOUGH TO WALK AROUND CAN BE USED.)

SCRIPTURE: PSALM 119:105
LESSON: WE WON'T ALWAYS KNOW WHAT TO DO JUST BY LOOKING AT WHAT IS DIRECTLY IN FRONT OF US, BUT WE CAN TRUST IN GOD'S WORD TO COACH US THROUGH LIFE SO WE CAN MAKE IT SAFELY TO OUR DESTINATION.
WHAT TO DO: SELECT A VOLUNTEER AND BLINDFOLD THEM. THE REST OF THE GROUP HAS TO SAFELY DIRECT THE BLINDFOLDED PERSON BY TELLING THEM WHICH WAY TO WALK IN ORDER TO REACH A DESTINATION WITHOUT BUMPING INTO ANY OBSTACLE. FOR EXAMPLE, THEY MAY SHOUT, "TURN LEFT, NOW TAKE THREE STEPS, AND NOW TURN RIGHT." STUDENTS LEARN THAT IT IS IMPORTANT TO TRUST THE VOICE OF GOD MORE THAN THEIR OWN NATURAL EYES.

SERMON

OUTLINES

SERVICE ONE: OPENING DAY!

SERMON TITLE: GOSPEL STATS & CRACKER JACKS
FAITH FOCUS: SALVATION & REDEDICATION
THE CURVEBALL: WE WERE BORN IN SIN.
THE GRAND SLAM: JESUS SCORED BIG AND DEFEATED SIN ON THE CROSS.
STORY: THE PASSOVER, THE CROSS
POINT #1: WE ARE SAVED BY THE BLOOD OF JESUS CHRIST.
POINT #2: WE (HUMANITY) HAD A LOSING STREAK, BUT JESUS STEPPED UP AS OUR SIN SUBSTITUTE AND SCORED BIG ON OUR BEHALF.
POINT #3: INSTEAD OF A CHAMPIONSHIP RING, JESUS GAVE US HIS CHAMPION SPIRIT, THE HOLY SPIRIT TO LIVE ON THE INSIDE OF US.
SCRIPTURES: EXODUS 12:13-14, ROMANS 3:23, ROMANS 5:8, JOHN 3:16, ROMANS 10:13, 2 CORINTHIANS 5:17
CLOSING: CHRIST IN YOU MAKES YOU NEW.

SERVICE TWO: BATTER UP!

SERMON TITLE: STEP UP TO THE PLATE!
FAITH FOCUS: SAY "YES" TO GOD'S PLAN.
THE CURVEBALL: YOUR PAST HURTS AND HANG UPS.
THE GRAND SLAM: SCORE BIG BY DISCOVERING GOD STILL CHOOSES YOU.
POINT #1: MOSES WAS RUNNING AWAY FROM HIS PAST, BUT GOD STILL HAD A GOOD PLAN FOR HIM.
POINT #2: YOUR PAST DOESN'T DEFINE YOUR FUTURE.
POINT #3: GOD'S PLAN FOR YOU DOESN'T DEPEND ON WHO YOU WERE, BUT ON WHO GOD IS IN YOU.
SCRIPTURES: EXODUS 3: 3-12, JEREMIAH 1:5, JOHN 15:16, 1 JOHN 1:9
CLOSING: CHRIST IN YOU MEANS YOU ARE CHOSEN.

SERVICE THREE: GOD'S PLAYBOOK!

SERMON TITLE: IN IT TO WIN IT
FAITH FOCUS: WINNING WITH GOD'S WORD.
THE CURVEBALL: THE FEAR OF THE UNKNOWN.
THE GRAND SLAM: SCORE BIG AGAINST FEAR AS YOU TRUST IN GOD'S WORD.
POINT #1: MOSES FOUND HIMSELF "IN A PICKLE" WITH THE GIANT RED SEA IN FRONT OF HIM AND A TERRIBLE ARMY BEHIND HIM.
POINT #3: THE BIBLE IS NOT A RULEBOOK, IT IS GOD'S PLAYBOOK OF FAITH.
SCRIPTURES: EXODUS 14: 13-14 & 21-23, JOSHUA 1:9, PSALM 112:7
CLOSING: CHRIST IN YOU GIVES YOU COURAGE.

SERVICE FOUR: THE WORLD SERIES!

SERMON TITLE: MAKE YOUR LIFE COUNT!
FAITH FOCUS: TOTAL SURRENDER BY GIVING UP MY WAY FOR GOD'S WAY.
THE CURVEBALL: THE TEMPTATION TO LIVE FOR "ME".
THE GRAND SLAM: SCORE BIG WHEN YOU CHOOSE TO GIVE UP "MY WAY" FOR GOD'S WAY.
POINT #1: CHRIST IN ME IS MY MVP. (MOST VALUABLE PLAYER, MOST VICTORIOUS PERSON)
POINT #2: SURRENDER TO JESUS DOES NOT MEAN I GIVE UP MY CHANCE TO WIN, IT MEANS THAT I GIVE UP MY CHANCE TO LOSE.
POINT #3: WE SCORE BIG TOGETHER WITH THE FAMILY OF GOD. WE MAKE OUR LIFE COUNT BY GIVING IT TOTALLY TO JESUS.
SCRIPTURES: MARK 8:35-36, COLOSSIANS 1:27, HEBREWS 11:24-26, GALATIANS 2:20
CLOSING: CHRIST IN YOU THE HOPE OF GLORY.

DECLARATION:
I'M NOT COUNTED OUT.
I WILL MAKE MY LIFE COUNT.

PLAY BALL AND LET THE FUN BEGIN!

BIG LEAGUE TIP: SESSION GUIDES HELP TO GIVE A BROAD VIEW OF WHAT TO DO FROM THE TIME YOUR DOORS OPEN UNTIL THE TIME THEY CLOSE. SERVICE GUIDES WILL HELP YOU STEER YOUR SERVICES IN THE RIGHT DIRECTION TO HELP YOU HIT A HOME RUN EACH TIME.

OPENING DAY! SESSION GUIDE

SESSION 1

WARM UP [30 MIN.]

GET YOUR "STADIUM" READY BEFORE STUDENTS ARE DROPPED OFF WITH ADMIN DETAILS, DECOR, MIXERS AND SOME FUN MUSIC PLAYING.

CHECK-IN

1. FORMS AND SIGNATURES
2. NAMETAGS
3. CLEAR COMMUNICATION WITH PARENTS AND STUDENTS.

MIXER: TEAM MEET-UP

HAVE EACH PERSON GO UP TO SOMEONE TO INTRODUCE THEMSELVES AND SPEAK TO THEM FOR 2 MINUTES.
AT THE END OF 2 MINUTES, STUDENTS MUST FIND SOMEONE ELSE TO INTRODUCE THEMSELVES TO AND REPEAT THIS PROCESS UNTIL THEY HAVE MET EACH PERSON. THEY CANNOT TALK TO THE SAME PERSON TWICE.

COUNTDOWN CLOCK [5 MIN.]

SERVICE FLOW [90 MIN.]

USE YOUR SERVICE GUIDE #1 (REFERENCE PAGE 17) AND FOLLOW IT EXACTLY OR MIX IT UP USING OPENERS, SONGS, SERMONS, DIGITAL GAMES, SKITS, AND MORE.

SCORE BIG! BREAKOUTS [45 MIN.]

CHOOSE ONE OR SOME OF THE FOLLOWING CATEGORIES EACH TIME YOU CALL A "BREAK OUT" FOR YOUR TEAM OF STUDENTS. CHALLENGE STUDENTS TO CHOOSE A DIFFERENT CATEGORY EACH TIME THEY BREAK OUT. SELECT "LEADERS" TO HELP DIRECT EACH STATION.
PLAY: SET UP STATIONS OF DIFFERENT BOARD GAMES FOR STUDENTS TO PLAY.
SERVE: CHALLENGE STUDENTS TO WRITE ENCOURAGING PHRASES ON STICKY NOTES AND POST THEM ALL AROUND THE ROOM.
PRAY: SCORE BIG! SERVICES: CHALLENGE STUDENTS TO JOIN IN PRAYER WITH ADULTS FOR LIVES TO BE CHANGED DURING THEIR SCORE BIG! EVENT. STUDENTS CAN PRAY FOR OPEN HEARTS, SALVATION, HEALING, FORGIVENESS, SAFETY, AND THANKFULNESS.
CREATE: STUDENTS CAN CREATE THEIR VERY OWN "TEAM JERSEYS" WITH T-SHIRTS AND FABRIC MARKERS.

GROUP GAME [45 MIN.]: "FIREBALL TOSS"

FOOD [30 MIN.]

SCORE BIG ON YOUR FIRST NIGHT WITH HOT DOGS! (REFERENCE PAGE 8) DEPENDING ON YOUR TIMING AND SET UP, WE SUGGEST SAVING SNACKS AND MEALS FOR THE END OF THE SESSION.

MAKE MEMORIES:
DON'T FORGET TO POST YOUR HIGHLIGHTS TO SOCIAL MEDIA USING #SCOREBIG

COUNTDOWN CLOCK

BUILD YOUR TEAM'S EXCITEMENT WITH A FIVE MINUTE COUNTDOWN CLOCK ON YOUR SCREEN. TURNING UP THE VOLUME ON SOME ALL STAR MUSIC HITS WILL TURN UP THE FUN AND SIGNAL TO ALL THAT SERVICE IS ABOUT TO START.

NO SCREEN? NO PROBLEM! CONSIDER THE FOLLOWING:
TAPE FIVE POSTER BOARDS NUMBERED 1-5 IN FRONT FOR ALL TO SEE. ASSIGN A "FUN FRIEND" TO TAKE A POSTER DOWN AT EACH PASSING MINUTE.
MAKE YOUR OWN "SCOREBOARD" BY TAPING THESE SAME POSTER BOARDS TOGETHER AT THE TOP AND FLIP ONE BACK EACH TIME A MINUTE PASSES BY.



WELCOME VIDEO

WE HAVE INCLUDED A WELCOME VIDEO FOR YOU THAT IS PERFECT FOR BUILDING FAITH IN YOUR STUDENTS. FEEL FREE TO CREATE YOUR OWN AS AN ADD ON OR A SUBSTITUTE.

PRAISE & WORSHIP

KIDS

1. COME BACK HOME | PETEY MARTIN FEAT. LAUREN DAIGLE
2. LOVE'S RUNNING AFTER | GATEWAY KIDS WORSHIP
3. RESCUED | RIVER VALLEY GO KIDS
4. GRACE TO GRACE | HILLSONG WORSHIP

YOUTH

OPENER - JC SQUAD | PLANETBOOM
ALL OF ME | RIVER VALLEY WORSHIP
SO FRESH | PLANETSHAKERS
FIRST LOVE | KARI JOBE
MOST BEAUTIFUL / SO IN LOVE | MAVERICK CITY MUSIC

SCORE BIG! THEME SONG DANCE

OBJECT LESSON: "MAKE YOUR LIFE COUNT."

SERMON: "GOSPEL STATS & CRACKER JACKS"

CALL TO ACTION : GOSPEL RESPONSE

THE "STATS" OF THE GOSPEL ARE JESUS' BIRTH, LIFE, DEATH, BURIAL AND RESURRECTION FOR YOU. HE DID THIS ALL FOR YOU. HE'S INVITING YOU INTO A RELATIONSHIP WITH HIM. WILL YOU RECEIVE JESUS AS YOUR SIN SUBSTITUTE AND LET HIM MAKE YOU NEW?

SALVATION IS AS SIMPLE AS A - B - C.
A - ADMIT YOU ARE A SINNER AND NEED A SAVIOR.
B. BELIEVE THAT JESUS CHRIST IS THAT SAVIOR.
C. CONFESS WITH YOUR MOUTH THAT JESUS CHRIST IS LORD. ROMANS 10:13

RESPONSE/ALTAR CALL SONG:

SINCE YOUR LOVE | UNITED PURSUIT (KIDS)
FIRST LOVE FIRE | LEELAND (YOUTH)

DIGITAL GAME: "WHAT'S THAT SOUND?"

CLOSING COMMENTS

COMMEND STUDENTS FOR THEIR FOCUS AND CHEER FOR THE STUDENT'S FAITH.
REVIEW: "TODAY WE LEARNED THAT CHRIST IN YOU MAKES YOU NEW."
THEME SCRIPTURE CHANT: SAY THIS VERSE ALTOGETHER, "CHRIST IN YOU, THE HOPE OF GLORY." - COLOSSIANS 1:27
LOOK FORWARD: GIVE A BRIEF SUMMARY OF SERVICE #2.
BREAKOUT SESSIONS: "WE'RE HEADING INTO OUR BREAKOUT SESSIONS. YOU HAVE FOUR CHOICES TO CHOOSE FROM." PRAY, SERVE, PLAY, AND CREATE. (REFERENCE SESSION GUIDE #1)
DISMISSAL: DISMISS STUDENTS BY AGE, GRADES, OR ASSIGNED TEAM COLORS. SLOW DISMISSALS HELP MAINTAIN PEACE AND ORDER. ASSIGN HELPERS TO CONFIRM THAT EACH STUDENT IS PICKED UP BY AN APPROVED GUARDIAN/ ADULT.

WARM UP [30 MIN.]

GET YOUR "STADIUM" READY BEFORE STUDENTS ARE DROPPED OFF WITH ADMIN DETAILS, DECOR, MIXERS AND SOME FUN MUSIC PLAYING.

CHECK-IN

1. FORMS AND SIGNATURES
2. NAMETAGS
3. CLEAR COMMUNICATION WITH PARENTS AND STUDENTS.

MIXER: "PAPER, ROCK, BASEBALL"

COUNTDOWN CLOCK [5 MIN.]

SERVICE FLOW [90 MIN.]

USE YOUR SERVICE GUIDE #2 (REFERENCE PAGE 19) AND FOLLOW IT EXACTLY OR MIX IT UP USING OPENERS, SONGS, SERMONS, DIGITAL GAMES, SKITS, AND MORE.

SCORE BIG! BREAKOUTS [45 MIN.]

CHOOSE ONE OR SOME OF THE FOLLOWING CATEGORIES EACH TIME YOU CALL A "BREAK OUT" FOR YOUR TEAM OF STUDENTS. CHALLENGE STUDENTS TO CHOOSE A DIFFERENT CATEGORY EACH TIME THEY BREAK OUT. SELECT "LEADERS" TO HELP DIRECT EACH STATION.

PLAY: SET UP STATIONS OF DIFFERENT BOARD GAMES FOR STUDENTS TO PLAY.

SERVE: FIRST RESPONDERS PROJECT: ENCOURAGE STUDENTS TO WRITE ENCOURAGING "THANK YOU" NOTES TO A SELECTED GROUP OF FIRST RESPONDERS IN YOUR AREA. THESE NOTES CAN BE MAILED ALTOGETHER OR DROPPED OFF IN PERSON BY AN ADULT.

PRAY: CHALLENGE STUDENTS TO SCORE BIG BY THINKING OUTSIDE OF THEMSELVES AND TAKE TURNS PRAYING FOR PROFESSIONAL ATHLETES AND SPORTS TEAMS THEY LOVE. FOCUS PRAYERS AROUND SALVATION FOR EVERY ATHLETE.

CREATE: STUDENTS WILL COLOR THEIR SCORE BIG! COLORING SHEETS. CONSIDER HANGING THEM AROUND THE ROOM FOR THE REMAINDER OF THE EVENT.

GROUP GAME [45 MIN.]: "FIND ME SOME PEANUTS AND CRACKER JACKS"

FOOD [30 MIN.]

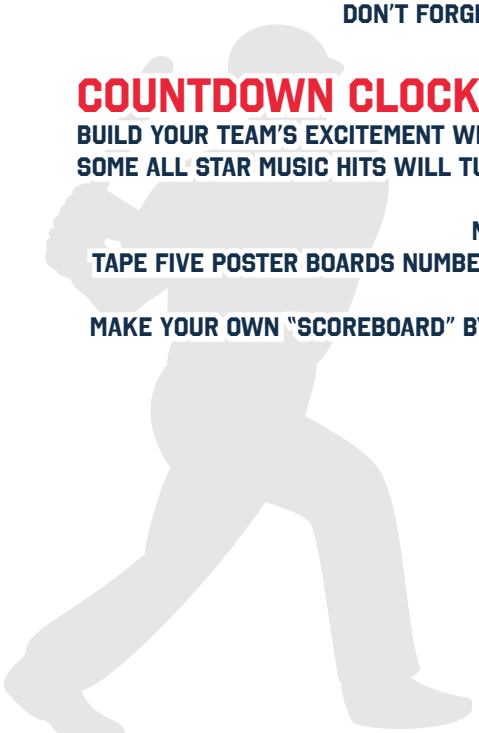
SCORE BIG ON DAY TWO WITH TWO FAVORITES, POPCORN AND ICE CREAM! NOW IS A GREAT TIME TO PULL THOSE POPCORN BAGS OUT OF YOUR BOX AND THE ICE CREAM OUT OF THE FREEZER! DEPENDING ON YOUR TIMING AND SET UP, WE SUGGEST SAVING SNACKS AND MEALS FOR THE END OF THE SESSION.

MAKE MEMORIES:
DON'T FORGET TO POST YOUR HIGHLIGHTS TO SOCIAL MEDIA USING #SCOREBIG

COUNTDOWN CLOCK

BUILD YOUR TEAM'S EXCITEMENT WITH A FIVE MINUTE COUNTDOWN CLOCK ON YOUR SCREEN. TURNING UP THE VOLUME ON SOME ALL STAR MUSIC HITS WILL TURN UP THE FUN AND SIGNAL TO ALL THAT SERVICE IS ABOUT TO START.

NO SCREEN? NO PROBLEM! CONSIDER THE FOLLOWING:
TAPE FIVE POSTER BOARDS NUMBERED 1-5 IN FRONT FOR ALL TO SEE. ASSIGN A "FUN FRIEND" TO TAKE A POSTER DOWN AT EACH PASSING MINUTE.
MAKE YOUR OWN "SCOREBOARD" BY TAPING THESE SAME POSTER BOARDS TOGETHER AT THE TOP AND FLIP ONE BACK EACH TIME A MINUTE PASSES BY.



MINI-SKIT

"THERE'S ALWAYS THAT ONE GUY" (CLICHE BASEBALL-DAD PUNS) THIS IS A GREAT TIME TO GET YOUR PLAYERS "OFF THE BENCH" AND BE A PART OF THE PROGRAM.

PRAISE & WORSHIP

KIDS

1. YOU MAKE US COME ALIVE | DISCOVERY CAMP
2. BELONG | RIVER VALLEY GO KIDS
3. NO LONGER SLAVES | BRIGHT ONES
4. GREATER THAN MY FEARS | KIDS ON THE MOVE

YOUTH

OPENER - COME ALIVE (MUJI REMIX) | DISCOVERY CAMP
1. NEED YOUR LOVE (LIVE) - HILLSONG YOUNG & FREE
2. FUTURE | RIVER VALLEY WORSHIP
3. MY WORSHIP | LEELAND
4. THE BLOOD | MAVERICK CITY MUSIC

SCORE BIG! THEME SONG DANCE

OBJECT LESSON: "SAFE!"

SERMON: "STEP UP TO THE PLATE!"

CALL TO ACTION : GOSPEL RESPONSE

PRAYER TO GIVE GOD YOUR PAST AND RECEIVE HIS GOOD PLAN FOR YOUR FUTURE. STUDENTS CAN "STEP UP TO THE PLATE" BY WALKING FORWARD TO AN ALTAR TO SAY "YES" TO GOD'S PLAN.

RESPONSE/ALTAR CALL SONG:

GREATER THAN MY FEARS | KIDS ON THE MOVE (KIDS)
CAUGHT UP IN YOUR PRESENCE | PLANETSHAKERS (YOUTH)

DIGITAL GAME: "ZOOM IN - ZOOM OUT"

CLOSING COMMENTS

COMMEND STUDENTS FOR THEIR FOCUS AND CHEER FOR THE STUDENT'S FAITH.
REVIEW: "TODAY WE LEARNED THAT CHRIST IN YOU MEANS YOU ARE CHOSEN."
THEME SCRIPTURE CHANT: SAY THIS VERSE ALTOGETHER, "CHRIST IN YOU, THE HOPE OF GLORY." - COLOSSIANS 1:27
LOOK FORWARD: GIVE A BRIEF SUMMARY OF SERVICE #3.
BREAKOUT SESSIONS: "WE'RE HEADING INTO OUR BREAKOUT SESSIONS. YOU HAVE FOUR CHOICES TO CHOOSE FROM." PRAY, SERVE, PLAY, AND CREATE. (REFERENCE SESSION GUIDE #2)
DISMISSAL: DISMISS STUDENTS BY AGE, GRADES, OR ASSIGNED TEAM COLORS. SLOW DISMISSALS HELP MAINTAIN PEACE AND ORDER. ASSIGN HELPERS TO CONFIRM THAT EACH STUDENT IS PICKED UP BY AN APPROVED GUARDIAN/ ADULT.

SESSION GUIDE

WARM UP [30 MIN.]

GET YOUR "STADIUM" READY BEFORE STUDENTS ARE DROPPED OFF WITH ADMIN DETAILS, DECOR, MIXERS AND SOME FUN MUSIC PLAYING.

CHECK-IN

1. FORMS AND SIGNATURES
2. NAMETAGS
3. CLEAR COMMUNICATION WITH PARENTS AND STUDENTS.

MIXER: "WOULD YOU RATHER?"

GATHER EVERYONE IN ONE GROUP. HAVE A "REFEREE" ASK VARIOUS QUESTIONS OF "WOULD YOU RATHER?" AND HAVE THE STUDENTS ANSWER BY WALKING TO EITHER THE LEFT OR RIGHT SIDE OF THE ROOM.
EXAMPLES:
"WOULD YOU RATHER EAT ONLY BROCCOLI FOR ONE WHOLE WEEK OR NOT EAT FAST FOOD FOR A WHOLE MONTH?
"WOULD YOU RATHER SKYDIVE OR SCUBA DIVE?"

COUNTDOWN CLOCK [5 MIN.]

SERVICE FLOW [90 MIN.]

USE YOUR SERVICE GUIDE #3 (REFERENCE PAGE 21) AND FOLLOW IT EXACTLY OR MIX IT UP USING OPENERS, SONGS, SERMONS, DIGITAL GAMES, SKITS, AND MORE.

SCORE BIG! BREAKOUTS [45 MIN.]

CHOOSE ONE OR SOME OF THE FOLLOWING CATEGORIES EACH TIME YOU CALL A "BREAK OUT" FOR YOUR TEAM OF STUDENTS. CHALLENGE STUDENTS TO CHOOSE A DIFFERENT CATEGORY EACH TIME THEY BREAK OUT. SELECT "LEADERS" TO HELP DIRECT EACH STATION.
PLAY: SET UP STATIONS OF DIFFERENT BOARD GAMES FOR STUDENTS TO PLAY.
SERVE: CHURCH STEWARDSHIP PROJECT: TEACH YOUR STUDENTS THAT EVERYTHING GOD HAS GIVEN US IS A GIFT THAT WE OUGHT TO STEWARD WELL, INCLUDING OUR CHURCH BUILDING. DISCUSS WITH YOUR CHURCH'S LEADERSHIP TO DECIDE WHAT AREAS AROUND THE CHURCH CAN BE IMPROVED DURING THIS SERVING TIME. (TRASH PICK UP, ORGANIZATION, CLEANING WINDOWS, ETC.)
PRAY: CHALLENGE STUDENTS TO SCORE BIG BY THINKING OUTSIDE OF THEMSELVES AND TAKE TURNS PRAYING FOR THEIR SCHOOLS INCLUDING FRIENDS, PEERS, AND STAFF.
CREATE: STUDENTS WILL COMPLETE THEIR SCORE BIG CROSSWORD PUZZLES. TURN THIS INTO A FUN TIMED COMPETITION OR LET IT REMAIN A CREATIVE ACTIVITY.

GROUP GAME [45 MIN.]: "STRIKE OUT!

FOOD [30 MIN.]

SCORE BIG ON DAY THREE WITH BALLPARK FRITO PIES. DEPENDING ON YOUR TIMING AND SET UP, WE SUGGEST SAVING SNACKS AND MEALS FOR THE END OF THE SESSION.

MAKE MEMORIES:
DON'T FORGET TO POST YOUR HIGHLIGHTS TO SOCIAL MEDIA USING #SCOREBIG

COUNTDOWN CLOCK

BUILD YOUR TEAM'S EXCITEMENT WITH A FIVE MINUTE COUNTDOWN CLOCK ON YOUR SCREEN. TURNING UP THE VOLUME ON SOME ALL STAR MUSIC HITS WILL TURN UP THE FUN AND SIGNAL TO ALL THAT SERVICE IS ABOUT TO START.

NO SCREEN? NO PROBLEM! CONSIDER THE FOLLOWING:
TAPE FIVE POSTER BOARDS NUMBERED 1-5 IN FRONT FOR ALL TO SEE. ASSIGN A "FUN FRIEND" TO TAKE A POSTER DOWN AT EACH PASSING MINUTE.
MAKE YOUR OWN "SCOREBOARD" BY TAPING THESE SAME POSTER BOARDS TOGETHER AT THE TOP AND FLIP ONE BACK EACH TIME A MINUTE PASSES BY.

"VICTORY SWING" (SPOKEN WORD VIDEO)

PRAISE & WORSHIP

KIDS

1. FAITH WILL BE MY EYES | RIVER VALLEY GO KIDS
2. I LIVE BY FAITH | KIDS ON THE MOVE
3. WITH YOU | GATEWAY KIDS WORSHIP
4. BUILD MY LIFE (REIMAGINED) | PASSION

YOUTH

OPENER - GOT ME LIKE | PLANETBOOM

1. YOUR LOVE | FUTURES
2. FOREVER YOU ARE GOOD | FREE WORSHIP
3. NO LONGER SLAVES | JONATHAN DAVID AND MELISSA HELSER
4. THE ROCK WON'T MOVE | VERTICAL WORSHIP

SCORE BIG! THEME SONG DANCE

OBJECT LESSON: "TRUST GOD'S PLAYBOOK"

SERMON: "IN IT TO WIN IT!"

CALL TO ACTION : GOSPEL RESPONSE

PRAYER TO GIVE GOD THEIR FEARS AND DOUBTS AND TRUST IN GOD'S WORD INSTEAD. STUDENTS CAN WRITE DOWN THEIR FEARS ON A PIECE OF PAPER AND TEAR THEM UP AS AN ACT OF FAITH.

RESPONSE/ALTAR CALL SONG:

YOU NEVER CHANGE | GATEWAY KIDS WORSHIP (KIDS)
HALLWAYS | RIVER VALLEY WORSHIP (YOUTH)

DIGITAL GAME: "WHAT'S THAT SOUND?"

CLOSING COMMENTS

COMMEND STUDENTS FOR THEIR FOCUS AND CHEER FOR THE STUDENT'S FAITH.
REVIEW: "TODAY WE LEARNED THAT CHRIST IN YOU GIVES YOU COURAGE."
THEME SCRIPTURE CHANT: SAY THIS VERSE ALTOGETHER, "CHRIST IN YOU, THE HOPE OF GLORY." - COLOSSIANS 1:27
LOOK FORWARD: GIVE A BRIEF SUMMARY OF SERVICE #4.
BREAKOUT SESSIONS: "WE'RE HEADING INTO OUR BREAKOUT SESSIONS. YOU HAVE FOUR CHOICES TO CHOOSE FROM." PRAY, SERVE, PLAY, AND CREATE. (REFERENCE SESSION GUIDE #3)
DISMISSAL: DISMISS STUDENTS BY AGE, GRADES, OR ASSIGNED TEAM COLORS. SLOW DISMISSALS HELP MAINTAIN PEACE AND ORDER. ASSIGN HELPERS TO CONFIRM THAT EACH STUDENT IS PICKED UP BY AN APPROVED GUARDIAN/ADULT.

SESSION 4

WARM UP [30 MIN.]

GET YOUR "STADIUM" READY BEFORE STUDENTS ARE DROPPED OFF WITH ADMIN DETAILS, DECOR, MIXERS AND SOME FUN MUSIC PLAYING.

CHECK-IN

1. FORMS AND SIGNATURES
2. NAMETAGS
3. CLEAR COMMUNICATION WITH PARENTS AND STUDENTS.

MIXER: "SAFE BASES!"

COUNTDOWN CLOCK [5 MIN.]

SERVICE FLOW [90 MIN.] USE YOUR SERVICE GUIDE #1 (REFERENCE PAGE 17) AND FOLLOW IT EXACTLY OR MIX IT UP USING OPENERS, SONGS, SERMONS, DIGITAL GAMES, SKITS, AND MORE.

SCORE BIG! BREAKOUTS [45 MIN.]

CHOOSE ONE OR SOME OF THE FOLLOWING CATEGORIES EACH TIME YOU CALL A "BREAK OUT" FOR YOUR TEAM OF STUDENTS. CHALLENGE STUDENTS TO CHOOSE A DIFFERENT CATEGORY EACH TIME THEY BREAK OUT. SELECT "LEADERS" TO HELP DIRECT EACH STATION.

PLAY: SET UP STATIONS OF DIFFERENT BOARD GAMES FOR STUDENTS TO PLAY.

SERVE: SET UP A CAMERA OR USE A PHONE TO RECORD 30-SEC TESTIMONIES OF STUDENTS FROM THEIR EXPERIENCE AT SCORE BIG! AND CONSIDER SHARING THESE AT A SUNDAY CHURCH SERVICE OR YOUR CHURCH'S SOCIAL MEDIA WITH THE HASHTAG #SCOREBIG

PRAY: CHALLENGE STUDENTS TO SCORE BIG BY TAKING TURNS TO PRAY FOR EACH OTHER.

CREATE: PUT OUT SOME WATER COLORS, PAINTBRUSHES, AND CARDSTOCK PAPER AND HAVE STUDENTS PAINT PIECES OF A CHAMPIONSHIP BANNER THAT YOU CAN TAPE ALL TOGETHER AT THE END.

GROUP GAME [45 MIN.]: "BASEBALL UNIFORM RELAY"

FOOD [30 MIN.]

SCORE BIG WITH A HOME RUN HOT DOGS TO CELEBRATE YOUR CHAMPIONSHIP. DEPENDING ON YOUR TIMING AND SET UP, WE SUGGEST SAVING SNACKS AND MEALS FOR THE END OF THE SESSION.

MAKE MEMORIES:
DON'T FORGET TO POST YOUR HIGHLIGHTS TO SOCIAL MEDIA USING #SCOREBIG

COUNTDOWN CLOCK

BUILD YOUR TEAM'S EXCITEMENT WITH A FIVE MINUTE COUNTDOWN CLOCK ON YOUR SCREEN. TURNING UP THE VOLUME ON SOME ALL STAR MUSIC HITS WILL TURN UP THE FUN AND SIGNAL TO ALL THAT SERVICE IS ABOUT TO START.

NO SCREEN? NO PROBLEM! CONSIDER THE FOLLOWING:
TAPE FIVE POSTER BOARDS NUMBERED 1-5 IN FRONT FOR ALL TO SEE. ASSIGN A "FUN FRIEND" TO TAKE A POSTER DOWN AT EACH PASSING MINUTE.
MAKE YOUR OWN "SCOREBOARD" BY TAPING THESE SAME POSTER BOARDS TOGETHER AT THE TOP AND FLIP ONE BACK EACH TIME A MINUTE PASSES BY.



MINI-SKIT

"COACH HOLY SPIRIT" - THIS IS A GREAT TIME TO GET YOUR PLAYERS "OFF THE BENCH" AND BE A PART OF THE PROGRAM.

PRAISE & WORSHIP

KIDS

1. GREATER IS HE | KIDS ON THE MOVE
2. FOREVER YOU ARE GOOD | FREE WORSHIP
3. SINCE YOUR LOVE | UNITED PURSUIT
4. CHAMPION | BETHEL MUSIC & DANTE BOWE

YOUTH

OPENER - PENTECOST (REMIX) | DISCOVERY CAMP
1. I THANK GOD | MAVERICK CITY MUSIC X UPPERROOM
2. 247 365 | PLANETSHAKERS
3. TOUCH OF HEAVEN | HILLSONG WORSHIP
4. CHAMPION | BETHEL MUSIC & DANTE BOWE

SCORE BIG! THEME SONG DANCE

OBJECT LESSON: "SWORD DRILLS"

SERMON: "MAKE YOUR LIFE COUNT!"

CALL TO ACTION : GOSPEL RESPONSE

PRAYER OF TOTAL SURRENDER TO JESUS CHRIST. "I AM NOT COUNTED OUT. I WILL MAKE MY LIFE COUNT" STUDENTS WILL FILL OUT THE BACK OF THEIR SCORE BIG! POSTERS IN THIS HOLY MOMENT.

RESPONSE/ALTAR CALL SONG:

CHAMPION | BETHEL MUSIC & DANTE BOWE (KIDS)
CHAINS FALL | DISCOVERY CAMP (YOUTH)

DIGITAL GAME: "ZOOM IN - ZOOM OUT"

CLOSING COMMENTS

COMMEND STUDENTS FOR THEIR FOCUS AND CHEER FOR THE STUDENT'S FAITH.
REVIEW: "TODAY WE LEARNED THAT CHRIST IN YOU IS THE HOPE OF GLORY."
THEME SCRIPTURE CHANT: SAY THIS VERSE ALTOGETHER, "CHRIST IN YOU, THE HOPE OF GLORY." - COLOSSIANS 1:27
LOOK FORWARD: QUICK RECAP OF THE ENTIRE PROGRAM. END WITH BIG FAITH AND BIG FUN!
BREAKOUT SESSIONS: "WE'RE HEADING INTO OUR BREAKOUT SESSIONS. YOU HAVE FOUR CHOICES TO CHOOSE FROM." PRAY, SERVE, PLAY, AND CREATE. (REFERENCE SESSION GUIDE #4)
DISMISSAL: DISMISS STUDENTS BY AGE, GRADES, OR ASSIGNED TEAM COLORS. SLOW DISMISSALS HELP MAINTAIN PEACE AND ORDER. ASSIGN HELPERS TO CONFIRM THAT EACH STUDENT IS PICKED UP BY AN APPROVED GUARDIAN/ADULT.



THANK YOU FOR SAYING "YES" TO SCORE BIG WITH JESUS!



BMI
BURCHFIELD
MINISTRIES INTERNATIONAL

BURCHFIELD.ORG
979 -732-9200
P.O. Box 100, Columbus, Texas 78934
© 2021 Burchfield Ministries International, Inc. All Rights Reserved.


SCORE
BIG!
MAKE YOUR LIFE COUNT