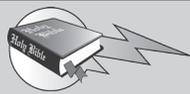


# WEEK 1: THE SWEET LIFE

-  **DAY 1: BIBLE LESSON—THE RICH MAN AND JESUS** ▶ PG 14
-  **DAY 2: FOOD FUN—HIDDEN CUPCAKES** ▶ PG 16
-  **DAY 3: GIVING LESSON—IT NEVER RUNS OUT!** ▶ PG 18
-  **DAY 4: STORYBOOK THEATER—A SLAVE'S RANSOM** ▶ PG 19
-  **DAY 5: GAME TIME—DIGGING FOR RAISINS** ▶ PG 23
-  **BONUS: ACTIVITY PAGE—TREASURE MAZE** ▶ PG 25



**Memory Verse:** “For I know the plans I have for you,” says the Lord. “They are plans for good and not for disaster, to give you a future and a hope.” —Jeremiah 29:11



# WEEK 1: SNAPSHOT

## THE SWEET LIFE

DAY	TYPE OF LESSON	LESSON TITLE	SUPPLIES
Day 1	Bible Lesson	The Rich Man and Jesus	None
Day 2	Food Fun	Hidden Cupcakes	16 Paper baking cups, Hand mixer, Power cord, Mixing spoons, Measuring cups and spoons, Mixing bowl, 2 Cupcake pans, Large chocolate pieces, Ingredients for cupcakes
Day 3	Giving Lesson	It Never Runs Out!	A large purse, Several packs of individually wrapped bubble gum
Day 4	Storybook Theater	A Slave's Ransom	Whiteboard or chalkboard or easel with paper, Dry-erase markers if using whiteboard, Colored chalks if using a chalkboard, Pencil (art pencils work best) and eraser and colored chalks and black marker and rags (to blend chalks) if using paper, Art smock (to keep your artist's clothes clean), see page 19 for optional costumes and props
Day 5	Game Time	Digging for Raisins	2 Bowls of cooked oatmeal per round (6 bowls if playing 3 rounds), 2 Small plates per round (6 plates if playing 3 rounds), 2 Bibs, 1 Table, 20 Raisins per round (60 raisins if playing 3 rounds), Upbeat music
Bonus	Activity Page	Treasure Maze	1 Copy for each child

### Lesson Introduction:

This series of lessons is going to be very effective in getting some important core values across to your Superkids. Knowing about The Sweet Life and making a determination in their hearts to live it can affect Superkids for a lifetime! This is the key to our success as believers (Ecclesiastes 12:13). When we teach our kids that God has an amazing life already planned out for them, we arm them with a strong purpose to obey His instructions and directions. From this time forward, when you can at any time refer to The Sweet Life, your Superkids will think, *God has an awesome plan for me*. You've actually given them a way to understand "THE BLESSING"—that's what The Sweet Life really is.

The other important core value to be grasped has to do with the pirates! This is a great way for the kids to catch the concept of how sin will keep them from walking in THE BLESSING! They'll say, "Don't let that pirate \_\_\_\_\_ defeat you." They'll fill in the blank (strife, fear, doubt, etc.). They'll catch the concept.

Kids change, families change and churches change when they choose The Sweet Life plan!

Love,  
  
 Commander Kellie

## Lesson Outline:

You are embarking on an exciting journey with your children this week, one that will affect the rest of their lives. As you begin putting the lessons in this study into practice, your children will learn that God has a good plan for their lives. The enemy would love nothing more than to distract them and get them off course, but if they will stay faithful to the plan God has for them, then they will experience His best: The Sweet Life—a glorious, confident and peaceful life in Christ.

### I. GOD HAS A GOOD FUTURE PLANNED OUT FOR YOU Jeremiah 29:11-14

- a. God's plan for your future is like a treasure. We call it The Sweet Life!
- b. God's Word tells us, "Seek for Me in earnest, you'll find Me."
- c. To find any valuable treasure takes determination, and to live The Sweet Life requires a decision.
- d. The Father has laid out every moment of your life in advance. Psalm 139:16

### II. THE DEVIL IS A THIEVING PIRATE John 10:10

- a. The "pirate" wants to steal our treasure and destroy our future.
- b. The devil's weapons are like pirates.
- c. Some of his "pirates" are greed, selfishness, fear, doubt, strife, stealing and lying.
- d. Other "pirates" can be anger, sadness, jealousy, fear, hatred and death.

### III. DON'T LISTEN TO A PIRATE

- a. The pirate's plan is to steal, kill and destroy.
- b. God hates sin (pirates) because it keeps you from the treasure.
- c. God's plan is an exciting future of health, wealth and adventure—treasure!
- d. The Sweet Life is a most awesome treasure hunt. Ephesians 2:10 AMP

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## DAY 1: BIBLE LESSON

### THE RICH MAN AND JESUS



**Memory Verse:** “For I know the plans I have for you,” says the Lord. “They are plans for good and not for disaster, to give you a future and a hope.” —Jeremiah 29:11

This week you will set the foundation for this entire study. You will teach your children about the truth of God’s love for His people and His good plan for our lives. His only requirement is that we love and obey Him and His Word. Enjoy this special time of opening God’s Word with your children and sharing the truth in it.

### Read Luke 18:18-23: *The Rich Man*

Once a religious leader asked Jesus this question: “Good Teacher, what should I do to inherit eternal life?”

“Why do you call me good?” Jesus asked him. “Only God is truly good. But to answer your question, you know the commandments: ‘You must not commit adultery. You must not murder. You must not steal. You must not testify falsely. Honor your father and mother.’”

The man replied, “I’ve obeyed all these commandments since I was young.”

When Jesus heard his answer, he said, “There is still one thing you haven’t done. Sell all your possessions and give the money to the poor, and you will have treasure in heaven. Then come, follow me.”

But when the man heard this, he became very sad, for he was very rich.

### Discussion Questions:

**1. What question did the religious ruler ask Jesus?**

He asked Jesus how to receive eternal life.

**2. What did he mean by “eternal life”?**

He wanted to know how to go to heaven and live with God forever.

**3. What was Jesus’ first response?**

Jesus said the man should follow the Ten Commandments.

**4. What was the man’s response to this?**

He said that he had already done that.

**5. What did Jesus tell him to do next?**

Jesus told him to give all his money to the poor.

**6. What was the man’s response?**

He was very sad.

**7. Was the man’s money the real issue that Jesus was trying to point out? If not, then what was the real issue?**

No, the man’s money was not the issue. The real issue was the man’s devotion to material things. He loved his money more than he loved Jesus.





## DAY 2: FOOD FUN

## HIDDEN CUPCAKES



**Suggested Time:** 10 minutes



**Memory Verse:** “For I know the plans I have for you,” says the Lord. “They are plans for good and not for disaster, to give you a future and a hope.” —Jeremiah 29:11

**Supplies:** ■ 16 Paper baking cups, ■ Hand mixer, ■ Power cord, ■ Mixing spoons, ■ Measuring cups and spoons, ■ Mixing bowl, ■ 2 Cupcake pans, ■ Large chocolate pieces, ■ Ingredients for cupcakes

### Lesson Instructions:

Who’s ready to enjoy something sweet today? I have a great chocolate cupcake recipe. Would you like to help me?

*(Talk about how you planned out your “Food Fun” lesson)*

- Making your list
- Shopping
- Gathering your supplies
- Preparing everything for your Superkids

You know, this recipe reminds me today about The Sweet Life God has planned out for you. There are no yucky parts in His plan. We just have to follow the recipe for our lives from beginning to end. *(By reading the recipe, you can gain momentum as you describe all the sweet things in the recipe and how delicious they are when combined together.)*

*(Have the children combine all the ingredients and pour half the batter in the paper baking cups.)*

In this recipe today, we are holding back half the mix because we want to put something really yummy in the center of this batter.

Can anyone guess what the ingredient is?

That’s right: the chocolate! Chocolate is so good when it melts in your mouth, and that is exactly what is going to happen on the inside of these cupcakes.

*(Make an indentation in each cupcake. Have your children put the individual pieces of chocolate in the center of each one, and pour the remaining batter on top.)*

Thanks for your help, today. It looks like we are all done.

*(Act surprised when you put the cupcake pan in your oven and realize you forgot to preheat it.)*

*(Very dramatic)* OH NO! I promised you we were going to enjoy something sweet today, didn’t I? Let me start from the beginning and go over each step *(realizing you didn’t write down preheating the oven).*

What am I going to do?

This reminds me about Jeremiah 29:11. I am so glad God doesn’t say “OH NO!” when it comes to our lives. His plans for you are so big that He already planned out The Sweet Life for you to enjoy! *(At this time, preheat the oven and then bake the cupcakes.)*





# DAY 3: GIVING LESSON

**IT NEVER RUNS OUT!**



**Suggested Time:** 10 minutes



**Offering Scripture:** *And the homes of the upright—how blessed! Their houses brim with wealth and a generosity that never runs dry.* —Psalm 112:2-3 MSG

**Supplies:** ■ A large purse, ■ Several packs of individually wrapped bubble gum (placed inside the purse)

## Lesson Instructions:

Hey, kids! Check out this big purse! Today, I want to tell you a story about a big, old purse just like this one.

There was once a sweet, old great-grandma who had a huge purse just like this one! Her name was Annie. How do I know this grandma was sweet? Well, she loved Jesus with all her heart, and she was always talking to her family about how wonderful God is. This grandma had lots and lots of grandkids and great-grandkids. They all loved Grandma Annie's big purses because... *(Begin digging in the large purse and pull out a piece of gum.)* they knew every time they saw her, they'd get a piece of bubble gum from her huge purse. And even though Grandma Annie had lots and lots of grandkids, never once did she not have enough bubble gum for every one of them. That purse must have been pretty heavy just from all the gum inside!

There is a scripture in Psalms that describes this grandma pretty well. It says, "And the homes of the upright—how blessed! Their houses brim with wealth and a generosity that never runs dry."

Don't you think this scripture describes Grandma Annie? The Word teaches us that upright people who love God and obey Him will be blessed. It also teaches us that the upright will have plenty to give AND they'll have generous hearts. Perhaps the most important part of this scripture says their giving will never run dry—just like Grandma Annie's purse that never runs out of bubble gum!

What can you do to be like Grandma Annie? Just have a generous heart and love God. Be ready to give at any moment. When you do that, God will do His part and make sure you always have plenty to bless others with. Your supply will never run out!

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## DAY 4: STORYBOOK THEATER

### A SLAVE'S RANSOM



**Teacher Tip:** This segment has many possible variations. Choose the one that best fits your family, and have fun!

#### List of Characters/Optional Costumes/Props:

- Michael: Cabin-boy hat (red and white cap, or a bandana)
- Joshua: Tattered hat, wig, chains
- Captain Tyrus: Captain's hat, eye patch
- Deven: Silk shirt, gold, clip-on, hoop earring
- Parrot "Firebrand": Beak

**Supplies:** ■ Whiteboard, chalkboard or easel with paper, ■ Dry-erase markers if using whiteboard, colored chalks if using a chalkboard, or pencil (art pencils work best) and eraser and black marker and rags (to blend chalks) if using paper, ■ Art smock (to keep your artist's clothes clean)

#### Variation No. 1:

Read the story as part of your read-aloud time.

#### Variation No. 2:

Read the story as an old-time radio skit, complete with different actors for each part. If you are limited on participants, then have more than one part per person and change the voice. Make copies of the skit and have each actor highlight his or her lines.

#### Variation No. 3:

Act out the story as a fun skit. Perhaps your children can practice during the day (even creating fun costumes from everyday items), and then perform in the evening for the whole family. Before beginning your skit, remember to introduce your cast!

#### Variation No. 4:

Create a storybook theater where one or more family members sketch the story on a whiteboard, chalkboard or artist's easel, as another member reads the story. Initially, there will be a few supplies to purchase, but don't let this be a deterrent from using the illustrated story option! Once the supplies have been purchased, they'll be long-lasting and reusable. Teacher tip: If using an easel, cut the paper to fit on the board and tape it down. Lightly sketch the drawing with a pencil prior to presentation. Time may not allow for the picture to be completely drawn and colored during the story. Erase the pencil lines, so light lines are visible to you but not to your audience. Review the story ahead of time to determine the amount of time needed to complete the illustration. When the story begins, use black marker to draw the picture, following the sketched pencil lines. Next, apply color using the colored chalks. Then, blend the color with the rags. Finally, cut the illustration from the board, roll it up, secure with rubber bands, and share it with one of the kids!



## Story:

Young Michael had been a slave of the ferocious pirate ship *Infernus* all of his days—about 12 years. But nobody was counting, for he was but a lowly cabin boy. He whistled as he swabbed the lowest deck of the ship. It was the one job that gave him comfort of late. His only friend in the world was a prisoner in one of the cells he took extra care in mopping. It was curious to think that Michael did not even know the name of his best friend. No one had ever shown him the kindness that this young man showed toward Michael. As Michael worked, his friend joined in to whistle a tune until the captain hollered from above, as he usually did.

“Orphan!” The captain’s growl pierced the air.

“I gotta go,” Michael whispered to his friend.

“Orphan! Where is that scrawny brat?” The shout came again.

“Why do you let him treat you like that?” asked the prisoner. Michael’s face paled white in fear as the captain suddenly appeared at the door. Captain Tyrus was the picture of ultimate cruelty, with his hook nose and a sneer that never went away. His one good eye was blacker than sin. And, though short in stature, his appearance was gruesome enough to bring any One-Eyed Jack to his knees.

Captain Tyrus grabbed Michael by the collar. “Where ya been, boy?”

“I been swabbin’ the deck, sir...,” Michael replied, barely able to speak.

“Ya been swabbin’ your gums with the prisoner! Now get back to work or I’ll throw ye to the sharks.” The captain threw Michael backward and went back up on deck. With his head pounding, Michael picked himself up off the floor.

“Tyrus is awful,” the kind prisoner said. “We’ve got to get out of here.”

“That’ll never happen. I’m in a stronger prison than you are,” Michael retorted in defeat.

“There is a way. But you’d have to trust me...”

“I dunno.” Escape had never even occurred to Michael.

“Come on, Michael, what have you got to lose?”

“I don’t even know your name, and you want to talk mutiny?” Michael began to worry about the unexpected rebel.

“Shhh...just trust me...and I’ll trust you.”

“Huh?” Michael answered, confused.

“I know I can trust you, Michael, but you have to follow my instructions.”

“All right.” Michael agreed, realizing he really didn’t have anything to lose.

“My name is Josh,” the prisoner began. “My father sent me on a quest to bring home some treasure. He gave me a map, but my ship was attacked, and Captain Tyrus stole the map. But, he doesn’t know how to use it. We’re nearing the island now, and you can take back the map and the treasure. I’ll tell you where the map is and how to use it if you promise to return for me.”

“Buried treasure? I just wanted to get out of here alive!” Michael exclaimed.

“Well you’ll do more than that. We’ll split that treasure 50-50. Deal?”

“You bet.” Michael and Josh shook hands between the prison cells as they quietly conspired to secure the map’s return.

The next day, Michael could tell that Josh's treasure island was within rowing distance. That night he stole in to the captain's desk and retrieved the treasure map. Then he reported back to Josh as planned. "Now," Josh said, "the captain doesn't know that he's missing the key to the map."

"Which is?"

"My pet parrot...you have to tell him the clues on the map and he'll tell you what they really mean. Kind of like an interpreter. His name is Firebrand. Just call for him, and he'll come to you. But most important: Firebrand doesn't know you, so, you need to give him my name so he'll talk to you."

Suddenly, a thought dawned on Michael. "So that's why you haven't told anyone your name."

"Exactly. And here, take my compass," Josh said, removing the compass from his pocket to Michael's hand.

"Don't worry. I'll return it as quickly as possible."

"I know. Now hurry, before they catch you!"

With lantern, compass and map in hand, Michael tiptoed out of the prison and sneaked into one of the longboats. The night was so black he could barely see the boat slip. But he lowered the boat into the black sea and began his row to freedom. Even in the darkness of the night, he felt lighter and freer than at any time in his life.

As he reached the beach, he was so overcome with joy to be away from the *Infernus*, he wanted to shout and run in his newborn freedom. But he knew that his future freedom still hung delicately. So, the moment he hopped onto the shore, he went straight to work. He called for Firebrand a few times, and it didn't take long for the red and yellow cockatoo to come flapping in. The bird mounted on the boy's shoulder with a loud squawk.

"Shh...," Michael quieted the bird, still fearful of any pirate company.

"Eat more bananas," the parrot said loudly.

"Quiet now...," Michael whispered.

"Eat more bananas," Firebrand interrupted him.

"Shh... no more banana talk. We have got to hurry or the pirates will..."

"Eat more bananas," the parrot interrupted him again.

"Is that all you can say—Eat more..."

"Bananas!" Firebrand finished.

Michael had gotten so caught up in finding the treasure he had forgotten Josh's instruction. "I know," Michael remembered with a start. "Josh—he sent me to talk to you."

"First clue?" Firebrand squawked.

Michael read off the first clue and together the two began to follow the map to a "T." As Michael read off the clues, the parrot interpreted their meaning and led him to each new point. Every so often a booby trap threatened their safety, but Firebrand always knew the best way to dodge them. The two worked long into the night, until neither could go any farther. They fell asleep beside a large palm tree, planning to begin again at first light.

The next morning, there was no small stir among the pirates of the *Infernus*. Just as the sun was rising, a loud, angry growl resounded from below deck, "WHO STOLE MY TREASURE MAP?!"

Infuriated, the captain bounded onto the top deck, shattering anything in his way. He bellowed angry threats to every pirate aboard: "Every knave to the poop deck or be shark's bait!"





## DAY 5: GAME TIME

### DIGGING FOR RAISINS



**Suggested Time:** 10 minutes



**Memory Verse:** “For I know the plans I have for you,” says the Lord. “They are plans for good and not for disaster, to give you a future and a hope.” —Jeremiah 29:11

**Supplies:** ■ 2 Bowls of cooked oatmeal per round (6 bowls if playing 3 rounds), ■ 2 Small plates per round (6 plates if playing 3 rounds), ■ 2 Bibs, ■ 1 Table, ■ 20 Raisins per round (60 raisins if playing 3 rounds), ■ Upbeat music to play during the game

### Prior to Game:

Create two teams.

Place two bowls of premade oatmeal on the table.

Place raisins and bibs on the table.

Next to each bowl of oatmeal, place a small plate.

Two players will compete against each other.

Each volunteer will wear a bib.

Set a predetermined amount of time for each “Raisin Round” to be played.

### Game Instructions:

Two players will be challenging each other in a raisin-finding contest. Each player will wear a bib because he/she will be finding the raisins, using only his/her mouth. Each player places his/her hands behind his/her back as he/she searches for the raisins.

Tell players, “Let’s count together as we place 10 raisins in each bowl of oatmeal.” (*Stir the raisins into the oatmeal for an added challenge.*)

When the music starts, each player begins searching for raisins, using only his/her mouth. Once a player has “dug up” a raisin, he/she will transfer it to the plate, using his/her mouth to spit the raisin on the plate. Players should not spit oatmeal onto the plate, only raisins.

### Game Goal:

Stop the game when one player finds all 10 raisins, or at the predetermined time. The player with the most raisins on his/her plate wins! If a tie occurs, the player with the least amount of oatmeal on his/her plate wins. If time allows, play additional rounds with new bowls of oatmeal and raisins.





## ACTIVITY PAGE

## TREASURE MAZE



**Memory Verse:** "For I know the plans I have for you," says the Lord. "They are plans for good and not for disaster, to give you a future and a hope." — Jeremiah 29:11

The life God has planned for you is truly a treasure. But there is only one path that leads to it. When you follow His map, the Word, you can have The Sweet Life He has for you. Have fun finding the treasure in this maze! (Hint: Only one way leads to the treasure!)

# TREASURE MAZE

