

KIDMUNITY | This I Believe

Lesson 07: The Great Rescue

Large Group Script

Bottom Line:

Jesus died and rose again to rescue us from sin.

Memory Verse:

For what I received I passed on to you as of first importance: that Christ died for our sins according to the Scriptures, that he was buried, that he was raised on the third day according to the Scriptures.

1 Corinthians 15:3-4

Supplies Needed

- Stackable cups (25-35 for each kid) 50-70 total
 - 2 tables on stage for cup stacking
 - Dry-erase board with dry-erase markers
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SUPER SWAP STACK

Objective

Players have 2 minutes to build the tallest freestanding cup tower possible.

Setup

Select two players and position them at separate tables or building spaces. Give each player 25-35 plastic cups. Have one leader assigned to each player, waiting offstage for the final round. You'll also need a visible 2-minute timer and a way to signal swaps (whistle, sound effect, or verbal cue).

How to Play

Players begin building their towers when the timer starts. At random, unpredictable moments during the game, call out "SWAP!" When this happens, players must immediately leave their current tower and move to the other player's station, continuing to build whatever is already there. Players are not allowed to talk or explain anything to each other once the game begins—when they swap, they simply jump in and keep going.

Call for 3–4 swaps throughout the 2-minute round, spacing them unpredictably to keep the energy up and the players off balance. Towers can be rebuilt if they fall, but players must always work with whatever they inherit after each swap.

With 20 seconds remaining, call out: “FINAL SWAP – LEADERS IN!” At that moment, each player steps away, and their assigned leader jumps in to finish the tower. Leaders must build from what is already there; they cannot restart from scratch.

At the end of 2 minutes, call “Hands off!” The tallest freestanding tower wins.

Leader Notes

Choose players with contrasting styles (for example, one careful builder and one more chaotic or fast-moving player). This makes the swaps more noticeable and adds to the fun. Select leaders who are confident and capable of the challenge—they should be able to quickly assess the situation and noticeably improve or stabilize the tower in the final 20 seconds. Their contribution should feel like a meaningful boost, not just participation.

Keep the pace high and the tone fun. Don’t over-explain the game once it starts—some confusion during swaps actually makes the experience better and more engaging for the audience.

Script

“Alright, we’re kicking things off with a game called... *SUPER SWAP STACK!* I need two contestants, come on up!” (Bring them up and get them to their tables.) “Here’s the goal: you’ve got 2 minutes to build the tallest cup tower you can. But... there’s a twist. At any moment, you might hear me yell, *SWAP!* When that happens, you leave your tower and take over the other person’s. So whatever they were building becomes yours, and whatever you were building becomes theirs. Oh, and once we start, no talking.” (Pause.) “Alright... you ready? 3... 2... 1... GO!”

As the game is going, keep the energy up and call out swaps with excitement. “*SWAP!! ... Oh no—look at that tower! Keep going, keep going! SWAP AGAIN!! ... Uh oh... what did you just inherit?!*”

With 20 seconds left, jump in with, “*FINAL SWAP – LEADERS IN!! Leaders, jump in and help them finish!*” Then build energy into the finish with a countdown: “*10... 9... 8... 5... 4... 3... 2... 1... AND... HANDS OFF!*”

Wrap it up quickly by reacting to the towers. “Alright, let’s see... which one is still standing?” (Celebrate the winner.) “Give it up for both of our contestants!”

THE GREAT RESCUE

“Alright... that was fun. Everyone did great.” (Let the room settle for a moment). “But let’s shift gears. Last week, we talked about how everything started. God made everything good, perfect, exactly the way it was supposed to be. But then sin entered the world. Adam disobeyed God, and when he did, sin entered the world. And it didn’t just affect Adam; it affected all of us.”

Sin entered the world through one man, and death through sin, and in this way death came to all people.

Romans 5:12

“That means every single one of us has sin in our lives.”

THE PROBLEM

“Sin didn’t just make things messy. It broke our relationship with God. But there’s something really important we need to REMEMBER about who God is. God (the Father) is loving, but He is also just. He is a perfect judge, which means He always does what is right.”

“When God gave the command to obey Him and not go our own way, that was good and right. And when mankind disobeyed, the just judge made a right and fair decision. Sin comes with a cost.”

The wages of sin is death...

Romans 6:23

“That means sin isn’t just something we feel bad about. It’s something we owe for. There is a real penalty attached to it. And because God is a just judge, He can’t ignore sin or pretend it didn’t happen. That wouldn’t be fair.”

“So here’s where that leaves us. We have sin, we owe a debt, and we cannot pay it. The penalty for our sin is death and eternal separation from God.”

Let that sit for a moment.

THE SUBSTITUTE

“Now, think back to the game we just played. You were building your tower, doing your thing, and then all of a sudden, swap. You had to leave what you were working on and step

into someone else's place. Sometimes that helped you, sometimes it didn't, but either way, you stepped into someone else's place, and what they did affected you."

"What we're talking about today is something real where that happened for us."

God made Him who had no sin to be sin for us...
2 Corinthians 5:21

"That means Jesus took our place. Jesus had no sin. But to satisfy what we deserved, Jesus became sin for us. He took our sin on himself and paid our debt. It was SUPER SWAP on an epic level. Here's the swap. He took our sin, and he gave us his righteousness. He paid our penalty, and we got to go free."

WOW!

PAID IN FULL | A SIMPLE ILLUSTRATION

Let's look at this from another perspective.

Bring a kid up on stage. Keep the tone light and conversational.

"Hey, I need your help for a second. You're not in trouble, I promise. Let me ask you something. Have you ever told a lie? Like ever in your life?" Let them respond. "Alright, let's say every lie costs \$100." Write it down. "Do you think you've lied more than once? Ten times? Fifty times? A hundred times? Let's just say a hundred." Do the math out loud. "Okay, that's \$10,000."

Continue naturally. "What about disobeying your parents or a teacher? Let's say that's \$200 each time. How many times do you think you've done that?" Estimate together and add it. "What about being disrespectful to someone, maybe a sibling or a friend? Let's say that's \$150 each time." Add that in.

You can add a quick light moment. "You've never taken something that wasn't yours, right? Okay, good, let's keep it that way."

Step back and look at the board. "This isn't even everything. This is just some of the obvious stuff." Write a total and circle it. "It looks like your debt is about \$50,000."

Turn toward the kid and hold out your hand. "Alright, so here's the deal. This is what you owe. Go ahead, you can pay it." Let the moment sit as they obviously can't.

Lean in slightly. "Come on, this is your debt. You did this. You've got to pay for it."

Then someone stands up (someone picked earlier). The leader steps forward and says they want to pay the fine. They hold up a check. Turn back to the kid. "Would that be okay with you? Would you allow them to take your place and pay your debt for you?" Let them respond.

Then write across the total in big letters: **PAID IN FULL**

LANDING

Step forward and slow it down. "We couldn't pay the cost of our sin, so Jesus took our place."

Having canceled the record of debt that stood against us... He has taken it away, nailing it to the cross."

Colossians 2:14

"It's like everything we owed was wiped clean."

THE PAYMENT | JESUS THE REDEEMER

"This is where we see something incredible about who Jesus is. Jesus isn't just someone who helps us. This is what He came to do. Jesus is our Redeemer."

"A redeemer is someone who pays a price to set someone free. And that's exactly what Jesus did. God the Father is the just judge, and the penalty for sin had to be paid. So Jesus, God the Son, stepped in and said, 'I'll pay it for them.'"

"When Jesus went to the cross, He wasn't just showing love. He was paying our debt. Fully and completely."

It is finished.

John 19:30

"That means there is nothing left to pay. No balance remaining. No extra steps for us to earn it."

"Jesus didn't make a payment plan. He paid it in full."

THE VICTORY

"And here's what makes this even more powerful. Jesus didn't stay dead. Yes, Jesus died for our sin. He took our place and paid the full cost. But Jesus never sinned. He didn't do anything wrong. He didn't deserve punishment, and He didn't deserve death."

"So when Jesus died, He was dying for our sin, not His."

“Because of that, death had no power over Him. There was no reason for Him to stay dead.”

Death no longer has mastery over Him.
Romans 6:9

“And that’s why Jesus came back to life. When He rose from the dead, He proved that the payment was complete, sin was defeated, and death doesn’t win anymore.”

Thanks be to God! He gives us the victory through our Lord Jesus Christ.
1 Corinthians 15:57

The grave didn’t win. Jesus did. He took our sin, paid for it completely, and then walked out of the grave in victory.

WRAP UP

“Jesus did everything needed to rescue us. The debt has been paid. The victory has been won. But a gift only becomes yours when you receive it.”

To all who did receive Him... He gave the right to become children of God.
John 1:12

“Next week, we’re going to talk about how that rescue becomes yours.”

PRAY AND DISMISS

Pray together and dismiss to small groups.