

# OVERCOMERS:

A LOOK AT THE LIFE OF JOSHUA



A SIX WEEK CHILDREN'S  
CHURCH CURRICULUM



Hello Children's Ministry Leader,

All over our communities we find children facing obstacles that many times they find they cannot overcome. As we look at the life of Joshua we will begin to see that with God's help we can all be over-comers. We are happy that you have chosen this series for your children's ministry. On this introduction page you will find helpful information on the who, what, when, where, why, and how long of this series. Like all curriculum, this is designed for you to use the elements that fit best in your ministry and leave out the elements that may not work for you. We believe that you are the greatest decision maker for your ministry. We are just happy to be a part of the great things that God will do as children learn how to become overcomers as they look at the life of Joshua.

Have Fun,

RealFun Curriculum Team

## OVERCOMERS: A LOOK AT THE LIFE OF JOSHUA

### **Who:**

The Presenter: RealFun curriculum presenter is someone who has the ability to connect to children. Depending on your group this can be a volunteer, staff person, or teen leader. This series also welcomes the use of multiple presenters as it offers multiple parts that can be presented by a variety of personalities.

The Audience: Overcomers is written for presentation to children ages 5 to 5th grade.

**What:** Overcomers curriculum has several elements offered weekly. It offers powerpoint presentations, detailed lesson pdf's, weekly review games and step by step instructions on presentation.

*The Big Idea:* This is the main point of the weeks lesson. Say it, repeat it, and have the kids do the same.

*The Secret Satchel:* This satchel is to be placed somewhere visible to the children on the platform. The satchel will hold an item that will have something to do with the day's lesson.

*Memory Verse Activity:* This activity is an interactive way to teach the weeks memory verse. It gets the kids moving and also remembering their verse.

*Object Lesson:* Every good children's church service has an object lesson. Use this to drive home the Big Idea of the day. This element will probably require a "Wal Mart" run...lol.

*Testing Grounds Game:* Games are meant to be fun... so do just that. The games in this series relate to the lesson and are sure to get your children moving and laughing.

*Review Game:* This is offered in powerpoint or keynote and will again reinforce many of the elements of the service. It is also nice in case "big" church service goes long!

**When:** Overcomers is designed to be offered weekly in a children's church setting and can range from a 45 to 60 minute presentation.

**Where:** Overcomers presentation is found most effective in an area that offers projection/ video capabilities.

**Why:** Children in today's culture are constantly faced with obstacles in life. School, relationships, home and even church there are things that children need to learn to overcome. In this series children will see how no matter what Joshua was an overcome because God was always by his side. This series will turn your children into a group of overcomers ready to do great things for God.

**How Long:** Overcomers weekly service is designed to be from sixty to ninety minutes in length.

# WEEK ONE

## THE BIG IDEA

Overcomers are not afraid.

What you need:  
• Rubber Snake

What it is : The Big Idea is used from beginning to end in the service. Each element of the service should be opened with “what’s the big idea?” and allow the children to repeat it back. The more you use the big idea and more it is said by leaders and children the greater the chance for the children to retain what they have learned in the service.

What you say & **What you do**: Today we are going to start a brand new series. It is about Joshua. Our series is titled “Overcomers: A Look at the Life of Joshua. Over the next six weeks we will take a journey with Joshua and the Israelites through the wilderness to see what makes an overcomer. We will look at some characteristics of overcomers and try our best to become overcomers with God’s help. Now we are going to go over our Big Idea for the day. The Big Idea is the main thing we want you to learn in today’s service. Pay attention because we may ask you at any time to repeat the Big Idea. Now who is ready to learn our Big idea? (kids respond) Great! **Put the Big Idea slide on the screen** The Big Idea for today is “Overcomers are not afraid”. Now let’s see how loud you can be in saying the Big Idea with me. On the count of 3. 1...2...3...Overcomers are not afraid! Pretty good, but I know you can get louder. 1...2...3...Overcomers are not afraid! Great job kids. Now it is time to reveal our Secret Satchel. The Secret Satchel is going to be with us every week during the Overcomers’ series. Each week we will find something in there that has to do with our lesson. Let’s check it out. **Walk over to the secret satchel and start to open it.** I am so excited we are talking about this today. I am terrified of snakes. **Continue to open the satchel.** It is dark in there. I can’t tell what it is. I will just have to reach in there and find out. **Reach your hand in and grab the snake. Scream and jump as if scared and throw the snake into the air.** Yikes, that was so scary. **Walk over to the snake slowly.** Oh, this is fake. **Pick it up and show it to the kids.** It is just a fake snake...and I got so scared. Well, I guess that proves that I need to pay attention to today’s lesson. How many of you have things that you are afraid of. I guess we all need to pay attention to the lesson, huh? (kids respond) **Lay the snake back on the secret satchel and go into the memory verse.**

Refer back to the BIG idea often thru the service to remind the children what the lesson is about.

## THE SECRET SATCHEL

1. What you say as you teach this is in regular font.
2. **What you do is in bold.**

# WEEK ONE

## MEMORY VERSE

1. What you say as you teach this is in regular font.
2. What you do is in bold.

## MEMORY VERSE ACTIVITY

For God has not given us a spirit of fear, but of power and of love and of a sound mind  
**2 Timothy 1:7**

What you need:

- White Board
- Dry Erase Marker & Eraser
- Copy of memory verse handy as well as on the screen

What it is : The memory verse and the activity is designed to do two things: 1. To give you the opportunity to tie in our modern day traditions to its Biblical origins, 2. To get the kids moving and learning at the same time. Take this portion of the service to ensure that the children will memorize the weeks verse and understand what it means to them.

What you say & do: **Read the verse.** This verse is found in 2 Timothy. Timothy was a young man who the apostle Paul was mentoring. Paul was teaching Timothy the ropes about ministry.

## Disappearing Verse

What you say & do: **Say the memory verse and have the children repeat it as you go along. Do this a few times until you think the children have a good handle on it. Write the verse on the whiteboard and pick two children to come and play.**

*The rules are:*

1. Children have 10 seconds to study the verse
2. Children then turn away so they cannot see the whiteboard or what you are doing.
3. The game leader will then erase a word.
4. Children turn around on the game leaders cue and the first one to call out the missing word wins that round.
5. Repeat until the whole verse is gone and the children are reciting the whole thing.

For added difficulty you can erase punctuation or more than one word at a time. Have fun! **Say the verse together one more time before moving on.**

# WEEK ONE

## OVERCOMERS OBJECT LESSON

### Key to Courage

What you need:

- Set of keys (to a vehicle)
- A child volunteer (preferably younger like 1st or 2nd grader)

What it is : The Overcomers Object lesson is your chance to take your teaching deeper. An object is introduced to help focus the child's attention on what you are communicating to them. It is wise to keep the object close and refer to it often while teaching this portion of the lesson.

What you say & do: I cannot even begin to imagine what it would be like to suddenly be in charge of 2 million people. Joshua was in charge of those people AND he had to find the way to the promise land...without a map or gps! **Take out the keys and hold them up high to show the children.** In my hand I have a set of keys. As I was trying to figure out what it would be like for a child your age to get this kind of responsibility, I thought of driving. Try to stay with me on this. Joshua was feeling a little overwhelmed and then God calmed His fears. Let's try to put ourselves in Joshua's shoes. I need a volunteer to be Joshua for me. **Choose a child to be Joshua and have them come up on stage to stand with you.** Okay now that I have a volunteer I am going to set up a scenario that might feel like Joshua felt back then. **Turn and address your volunteer and hand them the car keys.** Okay I just gave you the keys. Here is what I want you to do with those keys. These keys are to a giant double decker bus parked right out front. I want you to load up all the children in the room, all their parents and all the rest of the people here at the church today. Keep loading until the bus is full. This bus holds just over 2 million people...but only if they sit three to a seat. Haha. After you are loaded up I need you to drive thru Canada then over to Alaska. There you will find another key to a cruise ship. Take the ship over to Russia then tell the people that they are in their new homes and you hope they like it. **Take the keys back from the volunteer.** Do you think you could have handled all of that? I don't think so. But, what if that was really the situation. Would you be afraid to do that? Of course you would. That is what Joshua was facing. Now, what if I said all that and then you heard another voice...the voice of God. God said that it was all GOOD and that He would back you up and work miracles out so you wouldn't have any problems. Would you do it then? That is what makes an Overcomer. It is not what we can overcome on our own that matters. It is what we can overcome with God's help that makes a difference. The Bible teaches us that God has not given us a spirit of fear. We can be confident that when God asks us to do something, He will have our backs! I don't know about you, but, I am not scared of anything when I know that God is on my side.

1. What you say as you teach this is in regular font.
2. What you do is in bold.

You can pick two children for this if you would rather. Sometimes the children need to see their leaders having fun too.

# WEEK ONE

## BIBLE STORY

### Joshua Takes the Lead

What you need:

- Your Bible
- Your Anointing

What it is : The Bible Story is an opportunity for you to point the kids to God's Word. Many times we treat these stories as just that...stories. We forget to teach these as they really happened. Take this chance to put the kids into the story instead of just telling it.

What you say & do: Today I am going to read the Bible Story that is found in Joshua chapter 1. **Put the slide with the name of the Bible Story on it.** Our story is called "Joshua Takes the Lead" **Read Joshua 1:1-9.** Let me take a moment to give you a little bit background to what is happening so far in our story. Joshua has just assumed responsibility for the entire nation of Israel. It is believed to be more than 2 million people and they are wondering through the wilderness. I think anyone would be afraid at doing this job. There were armies all around that wanted to attack them. There were wild animals and let's not forget the complaining that probably went on day in and day out. So, in comes God and encourages Joshua. That is why we see over and over the command from God to Be strong and courageous! **Read Joshua 1:10-18.** So the first part of the story is God telling Joshua that he is in charge and there is nothing to fear because God is with Him. In this part I just read we see that Joshua really puts his trust in God. Joshua doesn't waste any time, does he? (kids respond) Joshua calls together all the leaders and gives them their marching orders. Then something very cool happens. The leaders of the people that Joshua was talking to pledged their allegiance to Joshua and then said the very same thing that God had said. They told Joshua in verse 18 that if anyone messed with Joshua they would take care of him. Then they told Joshua to... Be strong and courageous. The Bible is so cool!!! So what do we learn from this story. Well first of all we need to remember the Big Idea. What is the Big Idea? (kids respond) Come on, you can get louder than that. What is the Big Idea? Good job. That's right, Overcomers are not afraid. Do you know why? (kids respond) Overcomers are not afraid because they trust in God. When God says he will take care of us...He will. If you want to be an overcomer today and you have fears in your life, God can take those away. He can replace that with His power, His love and a sound mind just like He did for Joshua. Let's pray.



# WEEK ONE

## TESTING GROUNDS GAME

### Fear is no Factor

What you need:

- Some Yucky Foods: sardines, pigs feet, pickled eggs, lima beans and vegetable baby food are some suggestions

What it is : The Testing Grounds Game is meant to be fun. It should tie in with the lesson of the day so you can continue to drive home the Big Idea enjoying the game.

What you say & do: **Put slide up with the the name of game. Prepare the food on a table in bowls with a paper towel over them so the kids can't see them until you are ready to play.**

The games that we will be playing over the next few weeks in this series are called "testing grounds games". They are called this to remind us that ever overcomer goes through trials and testing in their lives. We are going to play these games and have a blast to see who can survive the testing grounds. Today's game is called *Fear is no Factor*. Some of you may remember a program on TV called Fear Factor. Fear Factor was game show that involved contestants facing their fears and overcoming them. In today's lesson we learned that God has not given us a spirit of fear and so we are going to play a game that will take some brave hearts and some brave stomachs. In each of these bowls is something that some people think is pretty disgusting to eat. I need some volunteers. **Choose volunteers to come up, one volunteer per item of food.** Okay now that I have my volunteers, it is time to unveil what they will be trying. **Take off the paper towels one by one and explain what they will have to try.** Here are the rules of the game.

1. Each child will get a 10 second countdown
2. Each child has to try the item in front of them (they do not have to eat the whole thing)

**Play as many times as you like or until you run out of yucky food.**

1. What you say as you teach this is in regular font.
2. **What you do is in bold.**

You can pick two children for this if you would rather. Sometimes the children need to see their leaders having fun too.

# WEEK ONE SCHEDULE

TIME: 5 MIN

TIME: 5-10 MIN

TIME: 5 MIN

TIME: 10-15 MIN

TIME: 5-10 MIN

TIME: 5-10 MIN

TIME: 10 MIN

TIME: 10 MIN

TIME: TBD

TIME: 5-10 MIN

TIME:  
AS NEEDED

WELCOME AND OPENING PRAYER

THE **BIG** IDEA: Overcomers are not afraid

THE SECRET SATCHEL: Rubber Spider or Snake

PRAISE & AND WORSHIP: Insert your own praise and worship

OFFERING AND VISITORS: Take Offering and greet visitors

MEMORY VERSE: Teach Memory Verse and do Memory Verse Activity

OBJECT LESSON: Key to Courage

BIBLE STORY: Joshua Takes the Lead

PRAYER AND ALTAR: Use this time to allow the children to respond to what they have learned.

TESTING GROUNDS GAME: Fear is no Factor

REVIEW GAME: Use Review Game provided in Week One.