

PLANNING

OVERVIEW

lesson 14



BIG IDEA

Planning is looking to the future to make all arrangements or preparations necessary or in advance of something happening. When God created the world He had a plan for how plants and animals and humans would live together on earth. When sin entered the world, God had a plan to save people

KEY VERSES

Proverbs 13:16 (TLB)

A wise man thinks ahead; a fool doesn't, and even brags about it!

MATERIALS LIST

- copies of piggy bank template on cardstock
- crayons
- glue
- pencils
- scissors (provided)
- a pack of index cards
- thick black marker
- copies of Daily Planner coloring page





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LESSON STORY



PREPARATION

When God created the heavens and the earth, he had a pretty specific plan. The bible says that he created light first, then water and sky, then land and oceans, then plants, then sun, moon and stars, then fish and sea creatures, then birds, then land animals, and finally He made humans.

How was plan to create things in this order important? What if God created humans first before he created land or light?

LESSON SCRIPT

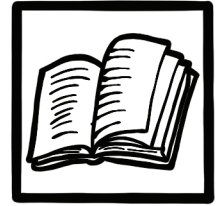
Every month, Julia and her cousins would go for the big family meal at their grandparents' house. They would always wait excitedly for the moment their grandfather would give them a few coins, "so you can buy yourself something." Then all the children would run off to buy chewing gum or candy. The grandparents, aunts, uncles, and parents commented that, behaving like this, the children would never learn to manage their money. So they came up with a plan, a special test, in which the children would have to show, over the course of a year, just what they could manage to get with those few coins.

Some of the children thought that they would save their money, but Ruben and Nico, the two smallest kids, paid no attention and continued spending it all on treats. Every time, they would show off their sweets in front of the other

children. They made Clara and Joe so angry that these two gave up on saving their money. They joined Ruben and Nico in spending whatever they had, as soon as possible, on sweets.

Monty was a clever boy, and he decided to start managing his money by exchanging it: buying and selling things, or betting it with other children, in card games. Soon he had surprised the whole family. He had accumulated a lot of money for little effort. The way he was going, he would end up almost a rich man. However, he found out quickly that his plan had major risks. One day he lost a card game and all the money he had previously won.

Alex, on the other hand, had a will of iron. He saved money he was given and when he had to spend money he looked for sales



and discounts. At the end of the year he had collected more money than anyone. At the end of the year the family rewarded him with a box of treats. He was the clear winner, and the rest of his cousins learned from him the advantages of knowing how to save and spend wisely.

There was also Julia. Julia had a wonderful secret plan, but at the end of year she had spent her money and didn't have anything to show for it. However, she was so sure that her plan was a good one, that she decided to carry on with it for a second year. Even though her family assumed she had just squandered the money.

At the end of the second year, Julia surprised everyone by turning up at the grandparents' house with a violin and a lot of money. What

was even more impressive was hearing her play. She did it really well.

Julia loved music but her family couldn't afford music lessons. So Julia had got to know a poor violinist who played in the park, and she offered him all the coins her grandfather had given her, if he would teach her how to play. Although it wasn't much money, the violinist saw her excitement and agreed. He taught her a little something every week. Julia showed so much desire and interest that a little after a year the violinist loaned her a violin so they could play together in the park, as a duo. Passersby would stop to listen and throw them a few coins. They were so successful that she managed to buy her own violin and have quite a bit of money to spare.

DISCUSSION QUESTIONS

- What kind of person are you? A saver? A spender?
- Which cousins had the best plan?
- How did their plans pay off?
- What is the difference between spending, betting, saving and investing?
- If you wanted to explore your country, what kind of plan would you need to have?
- If you want become a teacher or a doctor, how might you plan for that?
- If you wanted to throw a surprise party how would you plan to keep the secret?





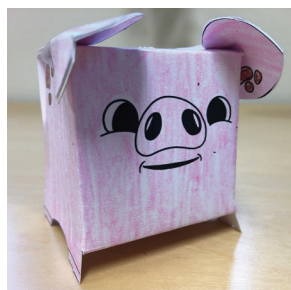
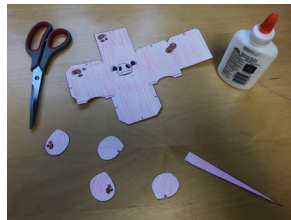
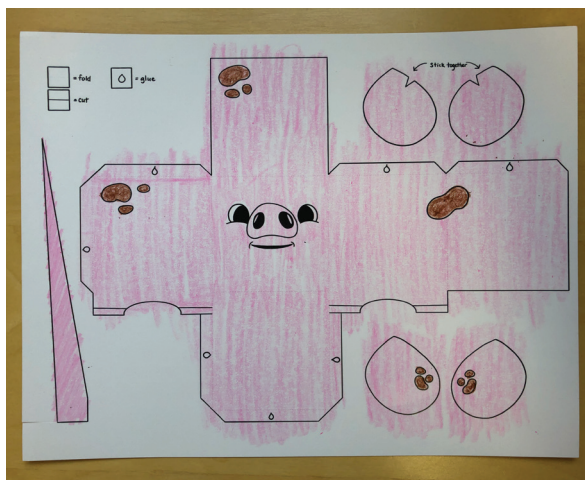
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CRAFT

PIGGY BANK

Make a piggy bank. Save your coins. Make a plan on how you will eventually invest and spend your money!

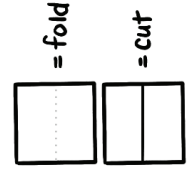


DIRECTIONS

1. Print template on cardstock.
2. Color pig body, tail and ears.
3. Cut pieces out along the solid lines.
4. Cut coin slot.
5. Fold sides along dotted lines.
6. Glue tabs to create a cube shape.
7. Glue top and bottom ear pieces together, fold along dotted lines and glue above the face.
8. Color the other side of the tail piece.
9. Starting at the pointy end roll the tail piece around a pencil.
10. Glue tail to the back side.

SIMPLIFIED CRAFT OPTIONS

- Print on pink cardstock
- Pre-cut the coin slot
- Pre-cut pig cube
- Pre-fold pig cube

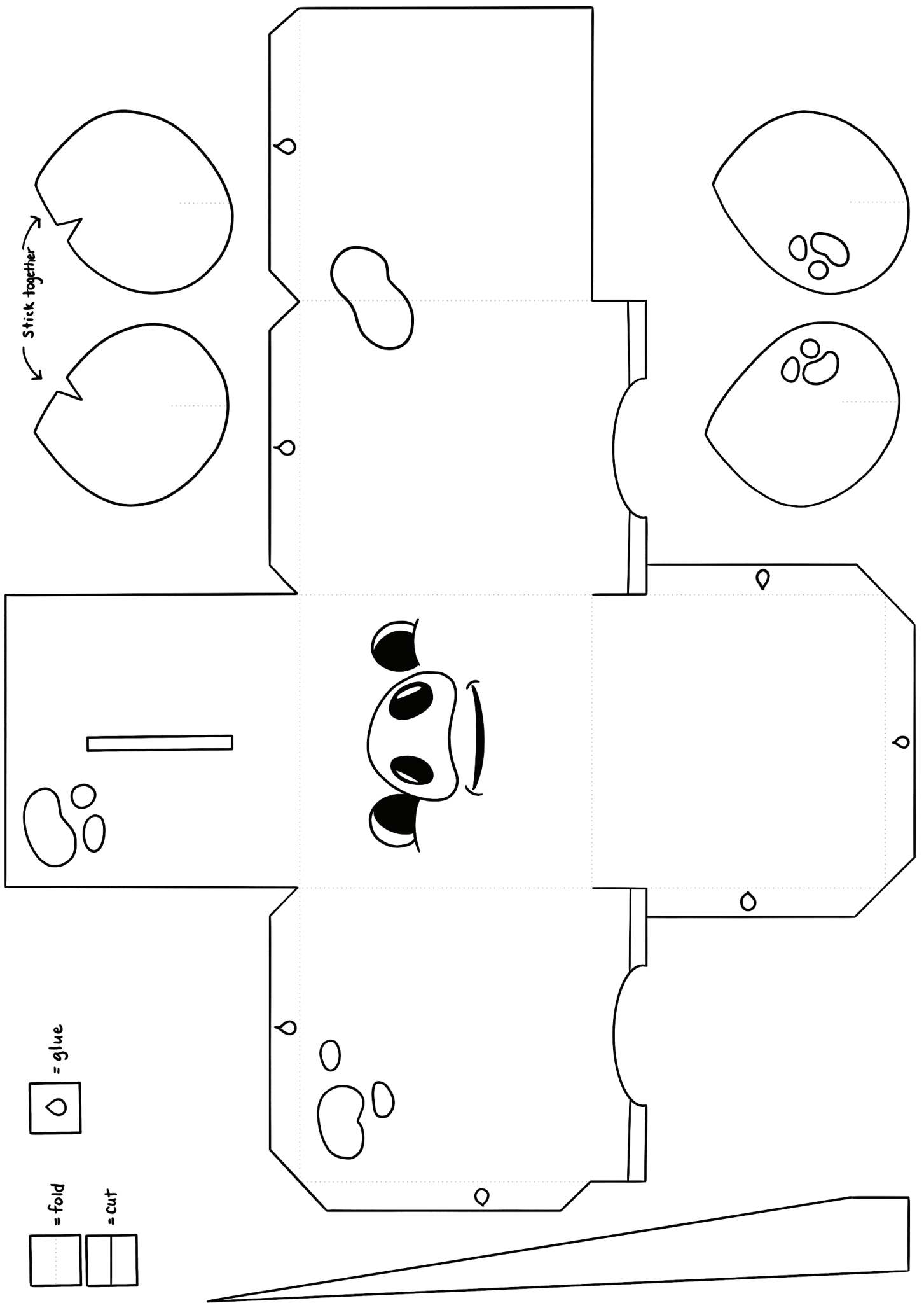


= fold

= cut



= glue



Stick together



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GAME

DESCRIPTION

The games Cluck & Clap and Slice & Dice are hilarious and provide an opportunity to practice teamwork and observation.

CLUCK & CLAP

In this game, you'll have to create several index cards with "X"s and "O"s, where the X stands for "cluck" and the "O" stands for "clap." Shuffle the cards together, then lay them out so the entire group can see each card. Go through the pattern first, with a steady slow pace, so the group can get comfortable "performing" the pattern. Keep repeating, increasing the speed, until it becomes super-challenging. This will help the group work together and have fun challenging themselves to beat their own best performance.

Variation: Add more movement to this game by making the X and O stand for actions such as jump, spin, stomp, wiggle, etc.

SLICE & DICE

A trust-builder, this activity requires a large group (ideally 20 or more) and an outdoor space. Participants stand in two equal lines facing each other, creating a corridor between them, with their arms straight out in front and overlapping the hands of the people across the corridor. Taking turns, participants walk down the corridor, with the other participants raising or lowering their arms to allow them to pass. Subsequent rounds have participants walking faster, running, or sprinting — requiring them to trust their teammates to let them pass.



DAILY PLANNER

DATE

TODAY'S SCHEDULE

06:00

07:00

08:00

09:00

10:00

11:00

12:00

13:00

14:00

15:00

16:00

17:00

18:00

19:00

20:00

21:00

22:00

23:00

TODAY'S GOAL

IMPORTANT TO-DO'S

REMEMBER TO

NOTES