

LEADERS GUIDE

SPOKENTRUTH

GOSPEL TRUTH • SPOKEN WORD



SESSION 2

BEAT 1 ORIGINS

INTRO

Convo kick-starter (3 minutes)

Below are a series of convo kick-starters for Session 2. You will also find a session link for reference.

1. Rate the following in order of difficulty:
 - a. A hundred keepie-uppies in 60 seconds
 - b. Singing 'Bohemian Rhapsody' pitch-perfect in front of a thousand people
 - c. Not thinking a single selfish thought for one day
2. Tell an embarrassing story about yourself (but keep it clean)!
3. Think about the person you admire the most. What is it that you admire about them? What is it about them that stands out to you?

SESSION LINK

The nature of being human means **a)** we are made in the image of God with the ability to reflect his goodness to others, and **b)** we are flawed and make dumb decisions.



ICEBREAKERS

Record breakers

The following icebreakers are 60-second challenges, often with a chance of breaking a world record (all world records are correct as of March 2024). With each icebreaker challenge there is a link to the session's theme. If you have a scoring system in your youth group, you could award an extra point if they guess how the challenge connects to the theme of the session.

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OPTION 1

Create groups with up to five young people in each and ask them to list as many animals as they can in 60 seconds. Once the time is up, each group must read out their list of animals and eliminate any that appear on multiple group lists. A group scores a point for each animal on their list that no other group has written down. The group with the most points wins (optional – hand out bonus points for the most unique animals).

SESSION LINK

Animals on Noah's ark [#Genesis6](#)

NEED

Paper and pens.

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OPTION 2

Split the young people into groups and challenge them to build the tallest toilet paper tower they can in 30 seconds. (World Record = 28 rolls)

SESSION LINK

Tower of Babel [#Genesis11](#)

NEED

Plenty of toilet rolls.

ICEBREAKERS cont.

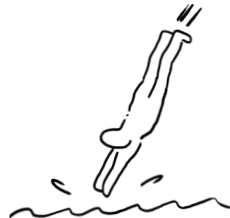
Vic Verbatim (5 minutes)

Similar to learning a memory verse, the idea is to practise saying a verse in an expressive way. You can either use the entry level 'cannonball' option, or the 'deep dive' option depending on your group. The verse(s) for this session are:

Cannonball option

'Then God said, "Let us make mankind in our image."

Genesis 1.26 (NIV)



Deep dive option

'And I will put enmity between you and the woman, and between your offspring and hers; he will crush your head, and you will strike his heel.'

Genesis 3.15 (NIV)

- Assign a 'Reverend Ref' who has the scripture verse to hand, to referee biblical accuracy!
- Give everyone 30 seconds to memorise the verse (you can use the slide for this session or find it on page 13 of *Six Beats One Story*). After the time is up, deliver the memory verse in one of the following ways:
 - **'On the head-to-head, son'** – two people take quick-fire turns to say one word each, back and forth, until the verse is complete or a mistake is made
 - **Han Solo/Lone ranger** – ask one person to share the Bible verse.
 - **'Let's circle back'** – go around the room quick-fire, one word each.

ADDITIONAL DEEP DIVE

Scripture showdown – if you have time, you can explore other key passages from this beat through a 'Scripture showdown'. In the spirit of a country and western cowboy showdown, choose two volunteers to face off, each holding a closed Bible by their side. Shout out the Bible passage reference and the first person to find it and read it out wins a point. You could do this in teams of two, with different volunteers competing each time.

Suggested Bible verses to include [optional]:

Genesis 1.26, Psalm 8.3–4, Genesis 3.15,

Genesis 2.25, Psalm 139.13–14, Genesis 9.16

The six selfies in 60 seconds challenge

LEADERS NOTE

This icebreaker challenge is designed to get the young people to act out six key poses that capture this part of the story. The poses can also be reused in the 60-second sum-up at the end of the session.

Split the young people into six groups and provide paper and pens, as well as a props and costumes box with different items, relevant to this part of the Bible story. Tell the young people to make it fun and capture each part of the Bible story in either selfie poses or freeze frames. They can write clues to appear in the pictures too if they want.

Ready for the 60-second sum-up at the end of the session, they can take pictures of the poses to use in the slide show (choose six). Alternatively, they can perform their freeze frames live as you go through the sum-up.

*if you don't think this task is a great fit for your young people, leaders/church members could take pictures of themselves doing the selfie-poses in advance and surprise the young people with a fun slideshow in the 60-second sum-up at the end.

'DO'

This is a selfie freeze frame challenge. In your groups, your mission is to capture the essence of the phrase you will be given in a selfie pose/freeze frame. You can use any props and costumes you like, and you can also write clues on the paper to add to your picture. As well as the prompt/phrase, there's also a clue/suggestion of what you could act out if you're stuck.

You have 60 seconds to create your selfie freeze frame. Time's up when you hear the klaxon.

Suggested place names or phrases written on paper:

#Eden #Ark #Babel #SerpentCrusher

Suggested props:

Two big leaves, umbrella, toy snake.

1. **All good** – (e.g. thumbs up picture).
2. **Well good** – (e.g. big thumbs up picture, excited).
3. **Not good** – (e.g. thumbs down picture, sad).
4. **Only Noah good** – (e.g. one person thumbs up holding an umbrella, with animals in the background).
5. **Babbler** – (e.g. one person talking, the other looking confused).
6. **Serpent crusher** – (e.g. one person on the floor like a snake, the other foot rested on head in a champion pose).



INTER-ACTIVITIES

Couplet up

Out out the six **A** cards and the six **B** cards – give them a good shuffle and then spread them around the room (*alternatively, divide the cards across the group*).

‘DO’

There are 12 cards – six A cards and six B cards – each with a line from Dai’s poem, ‘The Bible in Four Minutes’ (or one half of a couplet). Together they sum up the Bible story through spoken word in six beats, from Origins, to Exodus, to Exile, to Messiah, to Spirit and Community of the church and finally the promise of a future Home. Your mission is to match up the correct A card with the correct B card. Can you couple up the couplets? Can you find your mini poem’s perfect partner?

Hint from Dai

Listen out for rhyme and listen to the story. Or you could just watch ‘The Bible in Four Minutes’ for some clues!

LEADERS NOTE

Below are the answers of the coupled-up couplets, in order of the story. You can reveal the answers and order in one of two ways:

Cannonball option

Once they have matched **A** with **B** cards, ask them to stand in line in their couplets and, starting with **1A**, give the correct answers and rearrange themselves to reveal the Bible story in order.

Deep dive option

Below are the answers of the coupled-up couplets, in order of the story. After they have had a go at matching up, ask them to stand in the order they think it happened in the Bible story – from beginning to end. *Once in order, encourage the group to say the couplets together.*

1. **A** – A The Original Orator orchestrated order
B – Opened his mouth and words became words
2. **A** – From the dust he formed us
B – Becoming the ultimate reflection of perfection
3. **A** – A relationship severed as sin enters stage left.
B – Banished from the garden, Adam and Eve left
4. **A** – Noah builds an ark, to ride out the rain
B – as the water recedes one thing remains, a colour spectrum rainbow vow – ‘never again’
5. **A** – And though we’re stained with sin’s original curse
B – We can find our origin in the one we reflected first
6. **A** – Where the raucous chant of evil gets hushed
B – the seed’s heel gets bruised, but the serpent’s head crushed

You’re a bit of a character

LEADERS NOTE

In this session, ask the group to read the clues and guess which Bible character they’re hinting at. Remind the group that these characters will only be from this section of the Bible story. In terms of delivery, think of a pub quiz set-up. This is best as a group activity (aim for three to four per group). You can use print-outs of the activity (one per group) or use the PowerPoint slides. Along with the clues, there is the option of giving multiple choice answers (see below). Encourage them to confer in their groups to come up with the answer. Once everyone’s ready, reveal the answer and the **‘Did you know?’** fact together.

‘DO’

Using the following clues, see if you can guess the Bible character from this beat of the story.

Character 1

- Clue 1** God made him from the dirt [#Genesis2.7](#)
- Clue 2** This guy was starkers, but he just couldn’t leave it [#leaf](#)
- Clue 3** Had a good thing going with a girl called Eve [#DateNight](#)
[#LetsMultiply](#) [#Genesis1.28](#)

Is it

- a. Adam b. Brian c. Abraham d. Noah

Answer: Adam

Did you know? Genesis tells us that God invited Adam to name the animals! [#DuckBilledPlatypus](#)

Character 2

- Clue 1** Created the universe [#Genesis1.1](#)
- Clue 2** Made people to reflect their image [#Genesis1.27](#)
- Clue 3** Love in all its fullness [#1Corinthians13](#) [#1John4](#)

Is it

- a. The serpent b. Adam c. Eve d. God

Answer: God (Yahweh)

Did you know? God has many titles – Provider, Helper, Strong Deliverer. But the Bible says he told Moses his name [#IAm](#) [#Yahweh](#) ([#TheLORD](#)) [#Exodus3.14](#)

Character 3

- Clue 1** ‘Blameless among the people of his time, and walked faithfully with God’ [#TopLad](#) [#Genesis6.9](#)
- Clue 2** Like a holy version of Dr Dolittle [#Animals2by2](#)
- Clue 3** Had a floating zoo in case it rained [#PassTheUmbrella](#)

Is it

- a. Abraham b. Noah c. Ryan d. Dave

Answer: Noah

Did you know? The Bible says Noah lived to be 950 years old! [#OldTimer](#) [#Genesis9.29](#)

Spoken word (4 minutes)

THE POEM

Watch the 'Origins' film, or read the poem aloud from pages 15–16 of the *Six Beats One Story* book.



Response

LEADERS NOTE

Depending on your group, you can ask them to engage in a reflective way or in an active way, with the following response options.

REFLECT

(The following questions can be discussed as a group or reflected on individually.)

What stood out to you, surprised you or confused you in the poem?

- What Bible characters can you remember from the poem? If you were telling this beat of the story, would you have mentioned different characters? (If so, why?)

ACTIVE RESPONSE (5 minutes)

- Sketch a three-frame cartoon strip to sum up the story of 'Origins'
- Film yourself performing a ten-second rap of the 'Origins' story
- Write a spoken word sum-up of the 'Origins' story for socials *(try getting creative with hashtags)*
- Dai's example (slide optional): 'God speaks – stuff happens. God forms people to bear his image. Serpent tucks people up, people stuff up, stuff goes belly up. But a holy God points to the one who'll one day rise up!' **#Seed #SerpentCrusher #RestorerOfBrokenness**

REFLECTIVE RESPONSE (5 minutes)

- Listen to the audio of the poem or watch the video again
- Using emojis, how would you express the story and how it makes you feel?



SHARING IS CARING (2-3 minutes)

- Invite the young people to share what they've done

OUTRO

60-second sum-up

LEADERS NOTE

Below is a summary of 'Origins' in a 60-second recap of where we've been. You can read this out as a script or encourage some of the young people to perform it. The **60-second selfie challenge** can also be revisited for this section to help bring each point to life in a playful and visually engaging way. These can be done as freeze frames performed live as you go through the story, or pictures you advance through that show on the screen.

Underneath the 60-second sum-up script is a taster for the next session.

In following sessions, these sum-ups can also be used to recap the previous session.

60-second sum-up script

1. **ALL good!** – God made everything, and said it was ALL GOOD. **#Genesis1_UltimateArtist**
2. **WELL good** – God made us like him, male and female – he made us uniquely to reflect him. **#Genesis2_ImageBearers**
3. **NOT good!** – It all goes belly up. Adam and Eve chose their way, not God's way, they disobeyed – enter brokenness. And just like Adam and Eve, we're kind of broken too. Like a smashed phone with no battery life, a screen cover's just not going to cover it. **#Genesis3**
4. **ONLY Noah good** – evil reigned in people's hearts and only multiplied. With no desire to change, God heartbroken hits the restart button and chooses a GOOD person to spread his goodness **#Noah #Genesis9**
5. **Babel babbler** – people collab, build a tower to reach heaven, they're chuffed. God not so much. He switches up their speech, people spread. **#YouWhat?**
6. **Serpent crusher** – we're broken, but the good news is a rescuer is coming, one who'll take on our evil, who'll bear our brokenness, to one day fully restore us. **#Genesis3_15**

Next session taster

Next week we'll explore Beat 2 of the Bible story, Exodus, featuring an all-star cast of old man Abe, conman Jacob, showman Joseph, and bushman Moses. **#Genesis12, #Exodus14, #Exodus20**

LEADERS NOTE

Ask a volunteer to prepare to perform the spoken word poem 'Exodus' next session (alternatively, you can just play the video).

Pray

- Pray to close the session