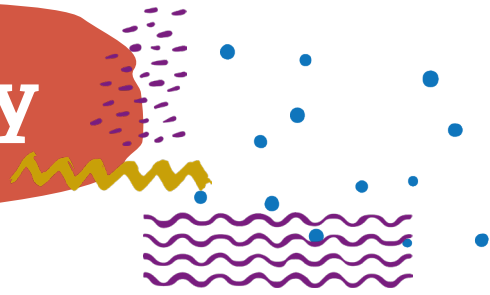




God's Big Story

INTRODUCTION GUIDE



Introduction Guide

Canadian Baptist Ministries (CBM) is the missions arm of Canadian Baptist churches. We work alongside local churches and organizations around the world who are doing word-and-deed work: meeting people's physical needs and sharing the gospel at the same time.

KidsCare is one of two free children's resources we release each year for elementary-aged kids. The other is our camping curriculum, available at cbmin.org. Both are built around the same big ideas. That God's big mission is to heal all things, and we want to invite kids to not just learn about that but be invited into it. That means Loving the Outsider, Showing and Telling the Good News, and working as Friends not Fixers. This curriculum exists to teach those principals in light of God's Big Story.

Kids will engage with that mission through stories from children and partners around the world, through Scripture, and through play and discussion. The goal isn't to fill kids with information. It's to help you and God shape how they see themselves, God and the world around them.

THE FIVE-WEEK ARC



WEEK	TITLE	BIG IDEAS	SCRIPTURE
1	God Made the World Good	We were made for a purpose — and so was everything else.	Genesis 1:26–27
2	Jesus Came for Everything	Jesus is making all things new.	Luke 4:18–19
3	Show and Tell	Jesus showed and told — and goes with us when we do.	Matthew 28:18–20
4	God's BIG Family	God's family lives out his love together — and it's bigger than you think.	Acts 2:42–47
5	Until Everything Is New	We don't have to finish the job — we just get to join it.	Revelation 21 · Micah 6:8

THE SESSIONS TELL ONE CONNECTED STORY.

Week 1 establishes that God made the world good and made people in his image — with a purpose and a place in that story. That's the foundation everything else builds on.

Week 2 introduces the problem. Our key relationships were fractured in the Fall: with God, with ourselves, with each other, and with the world. Luke 4 shows Jesus announcing that he came to address all four. The teaching uses a broken wheel diagram to help kids see what broke and what Jesus came to restore.

kidscare.cbmin.org

Week 3 turns outward. Matthew 28 is the commission: Jesus sends his followers with the same good news he carried, which means showing it and telling it. Luke 5 shows what that looks like in practice when the paralyzed man's friends brought him to Jesus and believed on his behalf.

Week 4 grounds mission in community. Acts 2 describes a church that embodies the good news together by sharing meals, sharing resources, welcoming people in. Kids discover that God's family is larger and more diverse than expected.

Week 5 zooms out to the end of the story. Revelation 21 and Micah 6:8 give kids a vision of the world as it will be and invite them into living into it. We get to join in God's big mission today!

HOW EACH SESSION WORKS

Every session follows the same five-part rhythm.



SPARK

Every session opens with a hands-on activity like a game, a physical challenge, a puzzle. It's not just a warm-up time; the activity is chosen to bring out the week's theme in a way the kids can identify. The debrief questions that follow are what draw out the connection.

SEE

The Bible teaching for the week. Weeks 2–5 open with a brief Story So Far recap, then a script walks through the week's Scripture. The bible stories are offered over script and video and are followed with questions that allow the kids to see what they noticed and wonder together.

STORY

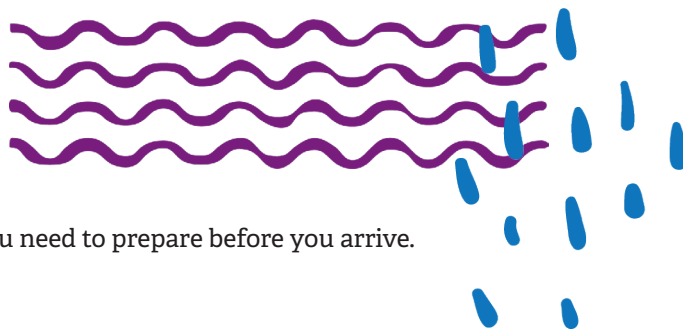
Here the kids get to learn from the stories of other kids all around the world. A short video from one of CBM's global partners, introduced by a brief script and followed by two questions that connect it back to the lesson for the week.

STEP

Kids do an activity to help embody the ideas. Every session offers two options that range in levels of activity and creativity. Feel free to prepare both or pick which one works best for your group.

SENT

Before leaving, we want to take a moment to reflect and look forward. We do this a 3-2-1 reflection — three things they noticed, two things they're grateful for, one thing they're asking God to do. Followed by prayer and a blessing.



SESSION PREP AT A GLANCE

A week-by-week overview of what each session contains and what you need to prepare before you arrive.

Week 1 — God Made the World Good

SPARK: Made for This Task (Print and cut the Made for This Task Cards. Set out 4–6 tools and a timer.)

SEE: Made for a Purpose (No prep needed.)

STORY: Genesis 1:26–27 + Bolivia (Cue up the Week 1 partner video. Print the Creation Day Cards.)

STEP (A): Made for Each Other (Print and cut one Made for Each Other card sheet per group.)

STEP (B): Created Good (Large paper, markers or crayons.)

SENT: The 3-2-1 + Prayer (No prep needed.)



Week 2 — Jesus Came for Everything

SPARK: Cup Tower (One elastic loop with 4 strings, a stack of plastic cups. One set per team.)

SEE: What Broke and Why It Matters (No prep needed.)

STORY: Luke 4:18–19 + Bolivia (Cue up the Week 2 partner video. Print the Spoke Mapping activity sheet. Prepare the broken wheel diagram or slides.)

STEP (A): Broken and Made New (Print and cut the Spoke Cards — four cards total.)

STEP (B): Spoke Relay (Four large sheets of paper, markers, tape. Label each sheet with one spoke.)

SENT: The 3-2-1 + Prayer (No prep needed.)

Week 3 — Show and Tell

SPARK: Follow the Leader (No materials needed. You need a circle space and one room nearby where a child can step out.)

SEE: Following and Leading (No prep needed.)

STORY: Matthew 28:18–20 + Luke 5:17–26 + Dominican Republic (Cue up the Week 3 partner video. Have Matthew 28:18–20 and Luke 5:17–26 ready to read or display.)

STEP (A): Good News Tag (No materials needed. Open space to run.)

STEP (B): Show and Tell Activity (Print one Show and Tell activity sheet per child. Scissors, glue or tape, crayons.)

SENT: The 3-2-1 + Prayer (No prep needed.)



Week 4 — God's BIG Family

SPARK: Can You See It? (Prepare the Can You See It? slide deck or print the images.)

SEE: What a Family Looks Like (No prep needed.)

STORY: Acts 2:42–47 + Lebanon (Cue up the Week 4 partner video. Have Acts 2:42–47 ready to read or display.)

STEP (A): One Word, Many Places (Screen to display slides, or printed round cards. Label the four corners of the room with country names.)

STEP (B): Share a Snack (Allergy-friendly snack for the group, napkins. Arrange in the centre — not pre-portioned.)

SENT: The 3-2-1 + Prayer (No prep needed.)

Week 5 — Until Everything Is New

SPARK: Huh? (Prepare the Huh? slides or print the images. Each image has at least 5 things wrong.)

SEE: Something's Not Right (No prep needed.)

STORY: Revelation 21 + Micah 6:8 + Lebanon (Cue up the Week 5 partner video. Have Revelation 21:1–5 and Micah 6:8 ready to read or display.)

STEP (A): What Would You Do? (Print and cut one set of scenario cards per team. One beanbag.)

STEP (B): Healed World Squares (Print one Healed World Squares sheet per child. Crayons or markers.)

SENT: The 3-2-1 + Prayer (No prep needed.)

ADD-ON: ACTIVE IN MISSION

KidsCare gives kids a framework for understanding God's mission. *Active in Mission (AiM)* gives them a chance to participate in it. AiM is a partnership between CBM and churches across Canada where teams raise money through an activity of their choice—skipping, biking, a dance party, whatever fits your group. Half of every dollar raised supports local food initiatives in Canada; the other half goes to CBM's global partners addressing hunger around the world. It's a natural add-on for a group that has just spent five weeks talking about what it means to join God's work of healing.

The 2026 kids resource pack includes a book study built around *One Too Many*, discussion questions, global stories from CBM partners in El Salvador and Lebanon, a colouring page, and a planning worksheet to help kids choose an activity and set a goal. Everything a group needs to move from conversation to action is in the pack. Find it at **activeinmission.ca**.

