



Bring a Friend Meeting

TODAY'S KIDS...

need as many positive experiences as possible in order to develop into healthy and productive adults. Pioneer Clubs can be just that kind of experience for the friends of your club members. Sponsoring a special "Bring a Friend" meeting will provide your club kids with a wonderful opportunity to be salt and light to their friends and neighbors.

MEETING AIMS:

The club members and guests will:

- understand that Jesus had many different kinds of friends and they can, too.
- enjoy new and old friendships through the meeting's activities.

SUPPLIES NEEDED:

OPENING—supplies needed for option of your choice

ACTIVITY—supplies needed to make snack of your choice

DEVOTIONAL—Bible, pizza ingredients in individual packages (crust, sauce, cheese, spices, toppings), pizza box or bag

BIBLE MEMORY—paper, marker, scissors

GAME—supplies for game(s) of your choice

SONGFEST—your choice

SNACK—snack from Activity, beverage

CLOSING—flyers for parents

PLANNING AHEAD FOR THE BRING-A-FRIEND MEETING

Download invitations from the Creative Meeting Ideas section in the Leader Resource Center (password: kids) at www.pioneerclubs.org. Club members can fill them out in club and give them to friends. Prepare a flyer for parents (see Closing). Recruit extra help for Activity time, if needed.

OPENING

10-12 minutes

Get Acquainted Activity Options:

Personalized Name Tags

➔ Do Ahead:

Gather colored construction paper, scissors, yarn or string, and markers. Make yourself a name tag to show as a sample. Cut it into a shape that shows something about you.

Show the name tag you made and explain what the shape tells about you. Have club members and friends cut their own tags and tell what their shapes mean. Use yarn or string to hang tags on. Ask everyone to wear them for the rest of the meeting.

Group and Regroup

➔ Do Ahead:

Make a list of topics (favorite food, favorite color, favorite season, birthday, family car, number of children in family, etc.).

When you call out the first topic, players begin calling out their answers. When players hear someone calling out the same answer, they grab hands until all players are in groups. Then call out the next topic and have players regroup. Keep the game moving by calling topics quickly, sometimes even before players have completely finished grouping.

Partners

➔ Do Ahead:

On yellow cards write a word and on blue cards write a counterpart (*night/day; cat/dog; black/white; salt/pepper; hammer/nail; tooth-brush/toothpaste; comb/brush; knife/fork; apple/orange; etc.*).

Variation: Write names of animals on the cards, using each animal twice. Players will find their partner by making animal sounds.

Give some players a yellow card to wear on their shirt, and give others a blue card. Players find their partners by calling out what is on their card. Once they find their partner, they hold hands and raise them above their heads.

Vacation Plans

Have players take turns saying their first name and somewhere they would like to visit that begins with the same letter ("Hi, my name is Pat, and I'd like to visit the Pacific Ocean.").

Good Things

Let each person share one good thing that happened to him or her this week.



ACTIVITY

15-25 minutes

Activity Options:

Personal Pizzas

➔ Do Ahead:

Arrange to use an oven (or toaster ovens). Gather supplies to make English muffin pizzas—English muffins, pizza sauce, shredded cheese, oregano, toppings (onions, pepperoni, olives, etc.), knives, spoons, hot pads, baking pans. Recruit adult helpers, if needed, to bake the pizzas.

Give children half an English muffin apiece, and let them spread pizza sauce and ingredients of their choice onto it. Sprinkle with oregano and cheese.

Have an adult cook the pizzas under a broiler or in an oven, to be ready for Snack time.

Artistic Cupcakes

➔ Do Ahead:

Bake cupcakes, and gather decorating supplies such as icing, colored sprinkles, gum drops, coconut, and plastic knives.

Give each person a cupcake and plastic knife. Let the "artists" decorate their cupcakes. Set them aside for Snack time.



BIBLE DEVOTIONAL

10-12 minutes

*"Pizza: Jesus Made Friends with All Types of People"**

➔ Do Ahead:

Read 1 John 4:11. Gather supplies.

Put pizza ingredients in box or bag. Give the talk.

Picture in your mind a hot, fresh pizza topped with your favorite toppings. Smell the spices (inhale). Watch the cheese bubble. Think of the taste (lick your lips). Guess what I've got here. Hold up pizza box or bag. A pizza! Who would like part of a pizza? Call up several volunteers. Before I open the box, I want each volunteer to tell me what his or her favorite part of a pizza is. After all have answered, open box and give each one ingredient. You look disappointed. Is something wrong? Let volunteers explain. So what you're saying is that pizza is better when it's all put together than when you have just one ingredient, even if it's your favorite ingredient? Let volunteers put ingredients back in box and be seated.

Believe it or not, pizza has a lot to do with the way we make friends and the way Jesus made friends. Just as one pizza ingredient doesn't make a tasty pizza, having only one type of friend doesn't make life tasty, either.

Think about Jesus and the people he made friends with. Remember stories from the Bible. Let's try to name all the types of people Jesus spent time with. Call on volunteers to give answers. Add the following if not mentioned. Jesus spent time with religious leaders, people who truly loved God, and people who didn't know how to follow God. He freely accepted children, women, men, sick people, healthy people, rich and poor people, educated and outcast people, people from his own ethnic background, and those who were supposed to be his enemies.

How's that for a supreme pizza of friends? Jesus didn't have just one ingredient in his life. He made friends with all types. He even offered to make friends with you! Here's why we should make friends as Jesus did. Read 1 John 4:11. God loves us, and we need to pass this love on to others.

Do you have a supreme pizza of friends? You can add more ingredients to your life by making friends with people who aren't just like you: kids in other classes or schools, adults at church—like your Pal or club leader, people from different cultures or neighborhoods. So

whenever you eat pizza (hold up box), think about how you can make friends with people outside of your usual group.

Dear Jesus, thank you for accepting us and wanting to be friends with us. Thank you for your example. Help us to follow it. Amen.

* Devotional reprinted from *Talks That Teach* book (catalog #2725).



BIBLE MEMORY

5-10 minutes

Do Ahead:

Memorize 1 John 4:11. Cut paper into pizza-slice shapes. On each slice, write a word or two from 1 John 4:11.

Mix up the slices and hand them out to club members and friends. Ask them to arrange the pizza slices in the correct order. Those not holding a piece of the pizza puzzle can read the verse out loud.



GAME

10-15 minutes

Friendship Game Options:

Case That Pillow

Line up in teams, and have players pair up within their teams. Place a pillow and pillowcase across the room from each team. Each pair (in turn) runs across the room, puts the pillowcase on the pillow, takes it off again, and runs back to tag the next pair.

Blob Follow-the-Leader

Play *Follow-the-Leader*, except that all players hold hands to form a circle, and one player in the circle is the leader. The leader can move around the playing area and make different movements (skip, duckwalk, etc.). Change leaders at intervals. *Variation:* For younger children, play with each person holding onto the waist of the person in front.

Funny Face Pass

Have players sit in a circle. One player turns to the right, looks that player in the eye, and makes a funny face. The second player passes the same face to the third player, and so on. At the same time, the first player makes a different funny face to the person on the left, which gets passed around in the other direction.

When both faces reach the first player (or when everyone is laughing too hard to continue), start again with a new player. *Variation:* For younger children, just pass one face around the circle.

Sock It to Me

Players take off their socks (or shoes) and put them in a pile. At your signal, they must find their socks and get them back on as quickly as possible. Players need to work together, since they are not allowed to touch their own socks. Time how long it takes. Then try to beat that time.



SNACK

15-20 minutes

Pray, and enjoy the pizza or cupcakes.



SONGFEST

8-10 minutes

Sing the club theme song, "Thy Word." Use the cassette tape (catalog #2745) if you want musical accompaniment. Explain what the song means and that it comes from God's Word, the Bible. Sing other choruses and fun songs that are easy to learn.



CLOSING

5-7 minutes

Do Ahead:

Prepare a flyer about your Pioneer Clubs program to send home with guests, inviting them to join club. Download a customizable flyer from the Creative Meeting Ideas section in the Leader Resource Center at www.pioneerclubs.org. Or order *Promoting Your Club Program* (catalog #2771) and select the reproducible flyer of your choice.

Thank everyone for coming, and invite guests to join club and attend regularly. Hand out flyers. Announce what your club plans are for the coming weeks. Thank your club members for sharing their club experience with their friends. Close in prayer.