

K1 Race – TRUSTWORTHY – Week 1 Skit

Definition: Being dependable without a doubt

Verse: Hebrews 10:23 (NLT) – “Let us hold tightly to the hope we affirm, for God can be trusted to keep His promise.”

Week 1: God is trustworthy and always keeps His promises

Main Scripture: Numbers 13 (12 Spies)

Characters:

- Sailor Sam – confident, knowledgeable sailor
- First Mate Matt/Maddie – new wobbly, silly sailor

Props:

- Boat scene (rope, buckets, nets, etc.)
- Telescope

At Home Suggestions:

- Choose an area in or around your house for the stage. This month the skit is set on a boat. Create a makeshift boat at home; you can try using old cardboard boxes or your couch!
- Put together your best sailor costume! Try nautical colors like red, white, and blue.
- Both roles can be played by a boy or girl, switch up the roles as necessary for your family.

Helpful Hints:

- Stage directions (what the characters are supposed to do) are written in *ITALICS*.
- Read through the story of the 12 spies after the skit. Then read Joshua 3, help your kiddo see through the two stories - God always keeps His promises.

SFX: Come Sail Away

Sailor Sam is on stage looking through telescope as lights come up. Matty is slowly walking on stage, holding onto things as he goes, struggling to stay on his feet (make this funny)

Sam: What a beautiful day to be out at sea. Yes, there is no place I'd rather be. Right here on the ocean. The waves rocking me gently, like a little baby rocking in his crib. The mist from the splashing water, the wind in my hair. The Sailor's life is the life for me. Now, where is the First Mate? He was just here, wasn't he?

Matt: Here I am! *(now crawling, wave to Sam)*

Sam: Oh! I thought I'd lost you, First Mate Matty. *(Help up Matt)*

Matt: I just can't quite get around on the boat as well as you, mate!

Sam: That's okay, you'll catch on. You just don't quite have your sea legs yet. *(Busy working with nets, ropes, etc. Sam just kind of following around)*

SFX: SOS Morse Code

Matt: Wait, wait...Sailor Sam, what was that?!

Sam: What?

SFX: SOS Morse Code

Matt: There it goes again...Sam...did you hear it?

Sam: Oh yeah! That's morse code.

Matt: Oh no! Morse Code?! I've heard about that.

Sam: It's okay, Matty! Don't get your ropes in a tangle. Morse Code is just a way we sailors talk to each other.

SFX: SOS Morse Code

Matt: Wait...I may be a little rusty with my morse code but did that sound like a storm coming to you?

Sam: Sure did, Matty. We are headed into some rough weather.

Matt: *(Matt grabs telescope, runs, and frantically look out at sea)*
Rough weather?!?!?

Sam: Oh, it's nothing too terrible. Besides, we're trained for this! Sailors have to be ready for all kinds of weather.

Matt: Oh no...no...no! I don't think so. We need to head back.

Sam: Head back to where?

Matt: To shore!

Sam: No, no. You don't head back to shore every time there is a little rough weather.

Matt: You don't?!

Sam: No, Matty! You listen closely to your Captain and keep going toward your destination.

Matt: But what if your Captain isn't a good Captain?

Sam: Well, that would certainly be a problem. But, we have a good Captain. In fact, we have a *great* Captain.

Matt: We do? Great??

Sam: That's right...our Captain is TRUSTWORTHY! **Dependable without a doubt.**

Matt: Dependable without a doubt?! What do you mean? How so? Tell me more about this "captain" (*Make this funny, kinda silly investigator that needs to be convinced*)

Sam: Indeed. We can count on our Captain to make the best decisions for us and our boat. We can trust His plan...even if that means going through some rough weather.

Matt: Huh! Well (*rubs belly*), I guess that does make me feel a *little bit* better.

Sam: Only a little bit? It should make you feel a whole lot better! Our Captain is *good*. And He ALWAYS does the best thing for us.

Matt: Oh! Right! Well, then that makes me feel a whole lot better...?

Sam: Matty! You know what? The way our Captain guides us kind of reminds me of somebody else...

Matt: Who's that?

Sam: God! Did ya know, **God is trustworthy and always keeps His promises?** Even more than our captain!

Matt: He is?! (*Sam nods, "Yep, Mmm hmm"*) So, does that mean...God is dependable without a doubt, too?

Sam: That's right, Matty. Just like we have a good Captain, we have a good God. He wants what's best for us, and His plan is perfect.

Matt: How do you know?

Sam: Well, like Sailors use morse code to talk to one another, God has a way of talking to us.

Matt: What kind of code does He use?

Sam: It's not exactly a code. God gave us His Word, the Bible.

Matt: What does the Bible say?

Sam: It tells the story of God's people, the need for His Son, and His plan for the world. The Bible gives us all kinds of stories about God that teach us about His trustworthiness and how He's always kept His promises.

Matt: Always? I kinda wanna hear one of these stories...

Sam: WELL! Good news! There are so many - the Bible is stuffed full of them. Hmm...here! Let's head below deck to prepare for the storm, and I'll tell you all about one of my favorites.

Matt: Yeehaw! Wait, that's not what sailors say...uh, AYE AYE, Sam! Say, who's this story about?

Sam: Oh...it's a good one! With spies, and new lands and giants...it's about 12 spies sent into the land God promised His people...but only two of them, Caleb and Joshua, actually trusted God in our story...

Matt: Ooohh...sounds exciting. I can't wait to hear more.

Sam: Alright, let's go! *(Both exit)*

SFX: Come Sail Away