



**Worship Illustration: Script
Critter Kingdom
Kings & Kingdoms Part 2: The Parables of Jesus
Unit 5, Lesson 24**

The Sower

Luke 8:4-15

Running time: Approximately 6 minutes

Setting: This series (Units 5 & 6) is set in a barn area of an outdoor camp. The set is designed to look like the interior of a barn, which is the set for Ranger Reggie's talk show, Critter Kingdom. There's a door to enter, a fireplace with stuffed animal heads over the mantle, and a ramp (or steps) to invite children up to participate in object lessons. Orville (a bird on a zip line) slides down and lands in a box containing a plastic egg. The Bible is kept in a crate that lights up; music plays when opened. There are different openings, trapdoors and windows from which the animal of the day can fall and characters and puppets can pop up.

Characters: Ranger Reggie is Camp Venture's Head Bible Counselor and host of the weekly talk show "Critter Kingdom". He is a former explorer and animal expert. (For added humor, he pronounces all "R"s and "L"s as a "W".) Safari Sam is a survivalist and lover of nature. He is very excitable and has a lisp. Orville is a klutzy carrier pigeon (silent toy bird attached to a zip line) that delivers messages.

Plot: Ranger Reggie and Safari Sam have the children act out the Parable of the Sower. We learn that if we follow God, put His Word in our heart, and do things God's way we can grow like the "good seed."

Costumes: Pith helmet, camouflage shorts, camp shirt, vest, mustache and eyeglasses. Tan shirt, khaki shorts, explorers helmet, boots.

Props: Toy bird on a zip line, plastic egg, earthworm puppet or rubber worms, Bible. Note: Each episode introduces a different creature. These may be ten separate puppets, stuffed animals, or one basic sock puppet to represent the 10 following creatures: Falcon (Lesson 23), Earthworm (Lesson 24), Bear (Lesson 25), Ant (Lesson 26), Turkey (Lesson 27), Seagull (Lesson 28), Ostrich (Lesson 29), Pigeon (Lesson 30), Piglet (Lesson 31), Donkey (Lesson 32).

Sound effects (SFX):

1. Intro/Outro music suggestions: "I Like to Move It, Move It" from Madagascar
2. Lion Roar
3. Bible crate: "The Lion Sleeps Tonight" or other jungle song clip. Music plays when crate is opened during each episode to reveal the Bible.
4. Birds chirping
5. Rocky Theme
6. Snake Charmer or Belly Dance music
7. 2001: A Space Odyssey

Visual effects (VFX):

1. Video Intro featuring Ranger Reggie is available at ResourceWell.org
2. Critter Kingdom slide
3. A crate holds the Bible. When opened, light shines out and music plays.
4. Slide of Earthworm.
5. Scripture Slide: **But the seed on good soil stands for those with a noble and good heart, who hear the word, retain it, and by persevering produce a crop. Luke 8:15**
6. Camper's Code slide:
**I will love God with all my heart.
I will love my neighbor as myself.
I will be a light wherever I go!**
7. Closing Slide: Critter Kingdom slide

Adaptations:

1. Sound Effects: instead of using recorded effects, have children make the sounds
2. Voiceovers: may be spoken off stage
3. This illustration is also available in storybook form located at ResourceWell.org

<p style="text-align: center;"><u>Critter Kingdom</u> Unit 5, Lesson 24 The Sower Luke 8:4-15</p>

Voiceover (VFX: short video intro)

You are about to join us on an adventure. My name is Ranger Reggie, intrepid explorer, former marine, bible-lover and friend to animals everywhere. I've traveled the four corners of the globe, climbed mountains, forged rivers and faced countless dangers to bring you the world's most interesting creatures...this is Critter Kingdom! (SFX: "I Like to Move It, Move It")

Reggie

Hello! Hello, boys and girls! Welcome back to Critter Kingdom! (SFX: Lion's roar) **You remember me your host, Ranger Reggie? Can you say that with me? Ranger Reggie! Not Ranger Reggie, Ranger Reggie! Try it again! Ranger Reggie! We'll keep practicing. Let me introduce my co-host on Critter Kingdom, world renowned survivalist...** (SFX: Lion's Roar) **Safari Sam!**

Sam

Hi, Campers! Safari Sam here! It sure is swell to be on the show!

Reggie

Safari Sam, what have you got in that container?

Sam

Why this is today's Creature Feature! (SFX: "I Like to Move It, Move It") **Today's Creature Feature is the Earthworm!**

Reggie

Do you really have real earthworms in there?

Sam

I do. Do you want to see them?

Reggie (to children)

Do you rangers want to see them?

(response) **Let's get two volunteers to hold them up!** (choose volunteers)

Sam (to volunteers)

Now earthworms can be very unpredictable creatures, so be very careful. At any moment they can spring into action and attack!

Reggie (to volunteers)

Look out! I think these worms are tame. They should be safe. Just don't turn your back on them.

Sam

Many people don't know this but earthworms are very nutritious.

Reggie

That's true, they are full of protein. But don't eat them!

Sam

They would be a delicious treat, but we need these earthworms to aerate the soil.

Reggie

You are right, Safari Sam. Earthworms are great for the environment because they crawl through the soil. That let's air get deep down in the dirt.

Sam

And that air helps seeds to sprout and grow into beautiful blossoms!

Reggie

Well, Safari Sam, thank you for bringing out these lovely creatures and thank you volunteers for helping us! Let's have a round of applause for our earthworm wranglers!

Sam

You may be seated! Well, Ranger Reggie, worms are great but I'm not sure what they have to do with today's Bible lesson.

Reggie

I know someone who might be able to help. Let's call Orville and see if he knows today's parable. Let's all say, "Hey Orville, come on down!" Ready? "Hey Orville, come on down!" (Orville slides down and crashes through window; plastic egg drops down into fireplace.)

Sam

Orville dropped an egg!

Reggie

Crack it open! Let's see what's inside.

Sam (Opens plastic egg, removes note)
Today's story is the parable of the sower.

Reggie

Well, let me get my Bible out right now! (SFX: "The Lion Sleeps Tonight") (VFX: Bible crate opens and light shines out.) **Here it is—The Parable of the Sower.**

Sam

This isn't going to be some story about a seamstress, is it?

Reggie

No, this is a different kind of sowing. Not the kind you do with needle and thread. This is about sowing seeds.

Sam

Oh, like spreading seeds around the soil?

Reggie

Exactly! Hey, I've got an idea! Let's act it out! (Divide audience into four groups.) **Okay, this group will be the birds. Let me hear you chirp.** (Response. SFX: Birds chirping)
Excellent!

Sam

And this group, you are the rocks. And your sound is this: Doo-doo-doo; doo-doo-doo! (SFX: Rocky Theme)

Reggie

All right, this group will be the thorns and your sound is like this: Doo-doo-doo-doo; Doo-doo-doo-doo-doo-doo! (snake charmer music)

Sam

Last but not least, this group will be the good soil and your sound like this: (SFX: 2001: A Space Odyssey)

Reggie

All right, everybody ready? (Response) **Let's act out the story: "A farmer went out to sow his seed. As he was scattering the seed, some fell along the path; it was trampled on, and the birds of the air ate it up."** (SFX: birds chirping. Bird group chirps.)

Sam (SFX: Rocky Theme. Rock group sings along.) **"Some fell on rock, and when it came up, the plants withered because they had no moisture."**

Reggie (SFX: Belly Dance. Thorn group sings along) **"Other seed fell among thorns, which grew up with it and choked the plants."**

Sam (SFX: 2001: A Space Odyssey. Soil group sings along.) **"Still other seed fell on good soil. It came up and yielded a crop, a hundred times more than was sown."**

Reggie

Give yourselves a big round of applause! Great job!

Sam

That was a great story, Ranger Reggie, but what does it mean?

Reggie

I'm glad you asked me that, because the seed the Sower was sowing stands for the Word of God.

Sam

You mean the Good News that Jesus is Lord of our lives?

Reggie

That's right, because we spread the good news to everyone who listens.

Sam

That makes sense but what do the birds stand for?

Reggie

The birds stand for the Devil who steals God's Word so that those people won't believe that Jesus is Lord. And the ones on the rock are the people who are happy to hear about Jesus, but it doesn't take root.

Sam

Let me guess, the ones with the thorns grow up and get choked.

Reggie

That's right, they want to follow Jesus but they become too busy worrying about all of the good things and the bad things in the world and they stop growing close to God.

Sam

How sad. But the last group is the good seed that grow and grow!

Reggie (VFX: Scripture slide)

Correct! The Bible says: "But the seed on good soil stands for those with a noble and good heart, who hear the word, retain it, and by persevering produce a crop." Luke 8:15

Sam

That's the life I want to live! How can we be like the good seed?

Reggie

We can promise to follow God, put His Word in our heart and do the things His way instead of our way.

Sam

How do we do all that?

Reggie

The instructions are right in our Camper's Code. Let's all stand, raise our right hand and say our Camper's Code together!

All (VFX: Camper's Code Slide)

**I will love God with all my heart,
I will love my neighbor as myself,
I will be a light wherever I go!**

Reggie

(VFX: Critter Kingdom slide) (SFX: Outro music)

Well, Camp Rangers, looks like we're out of time for today's Critter Kingdom. I'd like to thank my co-host Safari Sam and our guests, the earthworms. See you next time, rangers!