



**Worship Illustration: Script
Critter Kingdom
Kings & Kingdoms Part 1: The Life of Jesus
Unit 6, Lesson 29**

The Talents

Matthew 25:14-30

Running time: Approximately 5 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 W's.) Orville is a klutzy carrier pigeon (silent toy bird attached to a zip line) that delivers messages. Ozzy is an ostrich puppet.

Plot: In this episode of "Critter Kingdom, Ranger Reggie introduces Ozzy the Ostrich but gets attacked by him. He then acts out the Parable of the Talents. We learn we should be faithful to use our talents to build God's kingdom.

Costumes: Ranger Reggie: Pith helmet, camouflage shorts, camp shirt, vest, mustache, and eyeglasses.

Props: Toy bird on a zip line, plastic egg with note inside, Bible, ostrich puppet, trunk, 15 coins, 2 tin cans, one bowl of dirt, small shovel. Before you begin place 5 coins in one tin can and 2 in the other. Make note of which can is which. 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's roar
3. Bible Crate: "The Lion Sleeps Tonight" or other jungle song clip. Music plays when crate is opened to reveal the Bible.

Visual effects (VFX):

1. Video Intro featuring Ranger Reggie is available at ResourceWell.org
2. Critter Kingdom slide
3. Photo or video clip of falcon
4. A crate holds the Bible. When opened, light shines out and music plays.
5. Scripture slide: **His master replied, "Well done, good and faithful servant! You have been faithful with a few things; I will put you in charge of many things. Come share your master's happiness!" Matthew 25:21**
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!**

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 at ResourceWell.org

<p style="text-align: center;">Critter Kingdom Unit 6, Lesson 29 The Talents Matthew 25:14-30</p>

Voiceover (VFX: 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 (Enters carrying Ozzie.)

Hello! Hello, boys and girls! Welcome back to Critter Kingdom! (SFX: Lion's roar) **You all know me, Ranger Reggie and this is my friend, Ozzy. Can you guess what kind of animal Ozzy is?** (Response.) **That's right! Ozzy is an ostrich. Ostriches are very large, flightless birds. Since they cannot fly they are built to run very fast!** (Ozzy nods yes.) **They can run up to 40 miles per hour! That's because ostriches are cowards.** (Ozzy glares at Reggie.)

It's true! Ostriches are afraid of lions and other large animals and they don't like to fight. Many people think ostriches bury their heads in the sand. Actually, they lay down with their heads on the ground and try to fool predators into believing they are a pile of dirt. Isn't that silly? (Ozzy nods no.)

They have legs that are so powerful, they could kill a lion with a single kick. But instead they hide their strength and talent because they are big sissies. (Ozzy nods no.)

They're not very smart, are they? (Ozzy nods no.)

In fact, they are absolutely foolish! (Ozzy hits Reggie with his own hat.)

Ouch! What was that for? I was just telling the kids how dumb ostriches are. (Ozzy hits Reggie with hat again.)

Hey! Cut that out! (Ozzy hits Reggie again. Reggie points at Ozzy.)

I'm warning you! (Ozzy bites Reggie's finger.)

Ouch! You stop that! (Ozzy bites Reggie's finger again. Reggie holds Ozzy's beak closed.)

Now, you stop that right now, do you understand me? (Ozzy nods yes.)

All right, now be good. As I was saying, ostriches are very dumb animals... (Ozzy bites Reggie's neck.)

Get off! Get off! (Reggie grabs Ozzy's beak.)

Now, you have to behave yourself! If I let you go, do you promise to behave? (Ozzy nods yes.)

Cross your heart? (Ozzy nods yes.) **Okay.** (Reggie releases his grip.) **That's better.** (Ozzy bites Reggie's neck. Reggie wrestles Ozzy and eventually stuffs him in the trunk.)

Ozzy, you stay in there until you learn your lesson! Wow! Ostriches can sure be stubborn critters.

Well, Orville said he's got a very valuable lesson for us today so let's call him and find out what it is. Let's all say, "Hey Orville, come on down!" Ready?

All

"Hey Orville, come on down!" (Orville slides down and crashes through window; egg drops down into fireplace. Reggie opens egg, reads note inside.)

Reggie

According to this, today's story is the Parable of the Talents. Let me get the Bible out right now! (SFX: "The Lion Sleeps Tonight", VFX: Bible crate opens and light shines out.) **Here it is. Well, this is a story I can't tell all by myself. I'm going to need three volunteers.** (Choose three volunteers as the three servants.)

Reggie

All right, this is a parable about a master who was going away. He called his servants and trusted each of them with some of his money. He trusted them to use it to make more money for him. Talents were coins that were worth a lot of money. He gave the first servant five talents. (Give 5 coins to first servant.)

He gave the second servant two talents. (Give 2 coins to second servant.)

And he gave the last servant one talent. (Give 1 coin to third servant.) **Then, the master went away.**

Now, let's see what they did with their talents. The first fellow used the five talents to make five more talents! (First servant puts 5 coins in a can.)

The second fellow put his two talents to work and earned two more talents! (Second servant puts 2 coins in another can.)

But the last fellow was lazy, so he didn't do anything with his one talent. He just buried it, hiding it in the dirt. Here you go bury that talent. (Third servant puts 1 coin in a bowl of dirt.)

Good job! Now, let's see what happened when the master came home. The first fellow came out and said, "Master, you trusted me with five talents and I earned five more!" (First servant opens can and counts out 10 coins.)

Do you think that made the master happy? (Response.) **Let's see what the Bible says:**

(VFX: Scripture slide) **"His master replied, 'Well done, good and faithful servant! You have been faithful with a few things; I will put you in charge of many things. Come and share your master's happiness!'"**

Reggie (continued)

Sounds like the master was very happy! High-five! (Gives first servant a high-five handshake.) **Let's see what happened next. The second fellow came out and said, "Master, you trusted me with two talents and I earned two more!"** (Second servant opens can and counts out 4 coins.)

Do you think that made the master happy? (Response.) **Let's see what the Bible says:** (VFX: Scripture slide) **"His master replied, 'Well done, good and faithful servant! You have been faithful with a few things; I will put you in charge of many things. Come and share your master's happiness!'"**

That is one happy master! High-five! (Gives second servant a high-five handshake.) **Now, the servant who had just one talent came to the master and said, "I was afraid so I hid your talent in the ground. Here it is."** (Third servant digs the coin out of the dirt.) **Do you think this made the master happy?** (Response.)

No, the master told the last servant he should have at least put the money in the bank so he could earn interest. He took the talent away from that servant and threw him out. The master gave the talent to the servant with the ten talents. (Give the third servant's coin to the first servant.) **He had been faithful to use what he had been given, so the master trusted him with more.**

Do you see what God is teaching us with this story? He wants us to be faithful to use all the gifts He has trusted us with. God doesn't want us to be like the ostrich and run away or hide. We are strong, just like the ostrich, so we should use all the strengths and gifts God gives us to build His kingdom! God trusts us to try our best. He will do the rest! He will do many great

things through you when you are faithful with what He has entrusted to you!

Well, Camp Rangers, looks like we're out of time for today's Critter Kingdom. Let's have a big round of applause for our three servants! I'd also like to thank my special guest, Ozzy the Ostrich! (Reggie kicks the trunk that holds Ozzy.)

Let's finish up by reciting our Camper's Code. Stand to your feet, raise your right hand, and let's say this 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

So long, Rangers! See you next time on Critter Kingdom! (exit)

(SFX: "I Like to Move It, Move It")

(VFX: Critter Kingdom Slide)