

BACKPACKERS

2004

Underwater Adventure

TEACHING MATERIAL

Name:

Overview of Teaching material

Backpacker's 2004 Teaching Material

Underwater Adventure -- Jonah

Backpackers 2004 will study the book of Jonah under the theme title "Underwater Adventure". The book of Jonah is first and foremost about God. As the hero of the Old testament--God will be our primary focus in our four Backpackers sessions.

Day 1 God is in control

Jonah 1

Mark 4:35-41

Day 2 God rescues

Jonah 2

Romans 5:6-8

Day 3 God forgives

Jonah 3

Acts 3:19

**Day 4 God wants people to know Him
28:18-20**

Jonah 4

Matthew

We will look at the Old Testament through New Testament spectacles. With each chapter of Jonah we have also included a New Testament control passage, which supports our teaching aim and brings the teaching of the Old Testament directly into the person of Jesus. It will also give us the opportunity to make the point that the God of the Old Testament is the same God (Jesus) of the New Testament.

We suggest in both the younger groups (Red and Yellow) for the links to the New Testament be made by the leaders as they present the story. In the older groups (Green and Blue) we do suggest taking a closer look at the short passages.

Our hope and prayer during the week is that the children through God's word and our Christian lives will get to know the Lord Jesus more. We strongly encourage the leaders to read and study the book of Jonah and use the notes as a guide in their preparation. The children learn from what we say and from our example that the Bible is God's truth and that it is a book they can read, understand and enjoy. It shows them why we believe what we do and will teach them to trust God in his Word in their lives. The Good News version of the Bible is used.

The memory verse this year is taken from Jonah 4:2 also quoted in

Psalm 145:8

**The Lord is loving and merciful,
slow to become angry and full of constant love.**

At the end of each day the child will also be given a "take home" sheet . This will be two sided: one side will have a summary of what they have learned during the day so parents can talk about it with their children; the other side will have an activity for the children to do. On day 4's sheet there will be information about Sunday and weekday activities where they can find out more about Jesus.

The material that follows includes...

- **Notes**

Notes are included for each day/each chapter of Jonah with it's corresponding New Testament passage. The notes include tips on staying on track with the teaching aim as well as a section called Big Fishy Issues tackling some questions leaders might wrestle with in their preparation.

- **Teaching Summary**

This is a list of suggested activities/ideas for each day. This year we have allocated a teaching material person to work on a particular colour group and they have allocated and chosen activities suitable for the age range in each group. The activities will be marked with a Y, R, G, B to indicate suitability. Please feel free to look at the different activities and tailor them to your group if desired.

- **Details of Activities**

This is a more detailed description of each of the possible activities accompanied by resource sheets.

Suggested use of group times...

Group Session 1 10.50--1.40

ICE-BREAKER (*on day 1 only*)

WAY IN

Read/Tell Story JONAH CHAPTER

ACTIVITY/GAME

Group Session 2 13.35-14.10

REVIEW with NT link/Verse

RESPONSE

GAME/ACTIVITY SHEET

Group Session 3

PRAYER

SUM-UP/FINISH OFF Material

The 2004 Teaching Material Team

Overall Coordinator	Diana Miranda
Yellow group	Margaret and Rebecca Faulkner
Red group	Gill McNab
Green Group	Kathy Bomford (and M. Rosser)
Blue Group	Heather Pugsley and Diana Miranda

Aim: GOD is in control*Application: to trust in the God who made and controls everything!***Notes**

Jonah was a prophet (God's messenger) roughly during 800-750 BC in the northern kingdom of Israel mainly during the reign King Jeroboam II (**see 2 Kings 14:25**). We start the chapter with God's message to Jonah and Jonah's reluctance to obey. In Jonah 4 we understand that he is unwilling to give God's message Nineveh because the people in Nineveh (the capital of Assyria) are Israel's enemy.

*Going off track....***To make this passage about Jonah running away.**

We need to rightly point out that Jonah is not listening to God and is disobeying/doing the wrong thing--but please don't make the whole lesson about this and about ways in which we run from God. The main emphasis is on God--we will deal with the way we disobey God in Jonah 3.

To make this passage about the big fish.

The big fish comes in only in the last verse of the chapter. Even though it's a very exciting bit--lets major on it in chapter 2. The rest of the chapter is exciting in itself and has many gems for us to linger on.

Staying on track....

This passage teaches us that God is the Lord of Heaven and earth who as creator of it controls it (**v.9**). God is seen in control in the whole of this chapter in what He says and what He does.

- **v. 1** He sends Jonah to Nineveh (the enemy).
- **v. 4** He sends a storm to stop Jonah from running away to Tarshish (**modern day Spain**). *see map*
- **v. 7** He makes the sailors' lot come out on Jonah.
- **v. 15** He stops the storm when Jonah is thrown overboard.
- **v.17** He sends the big fish to swallow up Jonah.

The sailors respond to the God that they see is in control **of heaven and earth (Hebrew words for everything)**. They see God as the one in control and the God who as creator judges. They worship and make **sacrifices (old testament way to indicate a change of heart)** to the God they have seen in action **v.16**. This session will concentrate on the bulk of chapter 1 and although the big fish swallowing up Jonah is mentioned--we will have plenty of time to deal with this in chapter two--so please don't labour on v. 17 (*see going off track*).

New Testament Passage: Mark 4:35-41

Jesus is seen in this passage as one who the wind and the waves obey. He is in control of everything. The same God in Jonah is seen in Jesus. (*going off track--this passage teaches us Jesus' control over nature--not how he helps us with our 'life storms'*) For the younger groups you may not want to tell the story--but it is worth pointing this connection out! Who also controls winds, waves, storms?: Jesus because he is God!

Big fishy issues Big fish or whale or shark?

Even though he only appears in v.17 we need to decide what we are going to call the fish. We have probably spent years calling it a whale so we might need some re-training. It could have been a whale or shark but the bible uses big fish so it would be good to stick to that.

Day 1 Tuesday**Jonah 1****Aim: GOD is in control***Application: to trust in the God who made and controls everything!***Way in**

	Way in suggested activities	groups
1	Icebreaker/Getting to Know Games	all
2	Decorating Folder	all
3	God says (Simon says)	Y/R
4	Sink or Float Game	R/Y
5	Backpackers Sheet	G/R
6	Boat question	G/B
7	Mediterranean Map	B/G

Story

	Story suggestions	groups
1	Read Story with sheet	Y/R
2	Drama with sheet	Y/R
3	Act out chapter	R/G
4	Story with Actions	G/B
5	Jesus Stills Storm	G/R
6	Jonah Map	B/G
7	Jonah 1 Booklet	B/G
8	Ladders	G/B

Activities/Games

	Activities/Games	groups
1	Round the Med--site tour	all
2	Colouring Sheet	R/Y
3	Boat Rocker	Y/R
4	Blo-Pen Storm	Y/R
5	Which Way Sheet	Y/R
6	Shipwreck Game	Y/R/G
7	Which ship? Sheet	R/G
8	Unscramble Jonah 1	R/G
9	Jesus calms the storm	G/R

10	Big Fish Collage	R/G
11	Storm Painting	Y
12	Jonah fact file	G
13	Ship in the ocean	G/R/Y
14	Colour ship	Y
15	Jonah Overboard game	G/R
16	All Fishes in sea game	G/B/R
17	Sharks game	all
18	Rainstorm	B
19	Dice Game	B/G

Response

	Activities/Games	groups
1	Pebble Prayer	all
2	Action Reaction	G/B

Day 1 Tuesday

Jonah 1

Aim: GOD is in control

Application: to trust in the God who made and controls everything!

	Way in suggested activities	groups
1	Naming Game --roll a ball across the table to each child and leader, they say their name and school and leaders breaks the ice by asking if they own some ridiculous pet e.g. elephant, tiger etc. Other Getting to know you games Resource Sheet 1A	all
2	Decorating Backpacker Folder with sea creatures	all
3	God says (Simon says) replace Simon with God and give them directions as usual include directions to go to the right and to the left etc... directions	Y/R
4	Sink or Float Game You will need a bowl of water with a selection of items some of which will float and others which will sink. Try to include a toy boat which floats and a toy man which sinks (NB Duplo figures sink). Before putting each item in the water ask the children to predict whether it will sink or float.	R/Y
5	Backpackers Sheet see resource sheet 1B	G/R
6	Boat question. Ask the children whether they have been in a boat or ship/storm	G/B
7	Map of Mediterranean. Explore key places in the story on a map and decorate it with images from travel brochures. Get the group to mark on places they have visited.	B/G

	Story suggestions	groups
1	Read Story with sheet Use a children's book/bible, showing pictures. Then use a blue sheet and let the children run underneath pretending to shipwrecked.	Y/R
2	Drama Children sit in a line in rowing formation on top of a blue sheet, Jonah at the side of them. Then act a storm and Jonah is thrown out and the children, covered in the blue sheet become the big fish and swallows Jonah.	Y/R
3	Act out chapter Roles - Jonah, Captain and lots of sailors. Get children to mime the events as you read Chapter 1 slowly.	R/G
4	Read the story with actions . Boat: start up motor boat, Spain: put on glasses, Asleep: snore, snore, Storm: thump feet and blink eyes, Overboard: Walk the plank!, Swallowed: Ulp!	G/B
5	Jesus stilling the storm. Talk about Jesus stilling the storm as a link into Jonah chapter 1.	G/R
6	Jonah Map resource 1D Read the story visually by using the map or a large copy of the map.	B/G
7	Jonah 1 Booklet Resource 1E Read the story from the booklet and use questions to help in your bible study.	B/G
8	Ladders: children get into pairs and sit opposite partner with feet touching to make ladder effect. Name each pair: ship, sea, storm, sailors and danger. Read Jonah 1. When they hear their name they run up the centre of the ladder, round the outside and back up to their place.	G/B

	Activities/Games	groups
1	Round the Med (site tour). It is important to do this early on Day 1 so that everyone knows where the key places are. You can do this straight or link it to the theme by pretending to swim around the site and shouting 'Land Ahoy ' when you reach a key place.	all
2	Colouring sheet resource 1C	R/Y
3	Boat Rocker resource 1F	Y/R
4	Blo-Pen Storm resource 1G	ALL
5	Which Way Sheet resource 1H	Y/R
6	Shipwreck Game and outdoors game--(you will need rubber rings or paper plates with centres cut out) The children each find a space in a given area. The leader explains that they are at sea in stormy weather. They will run round without touching anyone else and while doing this they are in real danger and need to be saved. After a minute or two, the leader calls 'shipwreck' and the children must stop. The leader throws a ring to a child. That rescued child then becomes a rescuer when 'shipwreck' is next called. Proceed until all children are saved.	Y/R/G
7	Which ship? Activity Sheet resource 1I Fill in the gaps	R/G
8	Unscramble Jonah 1 resource 1J Fill in gaps, Name places on map & Memory verse	R/G
9	Jesus calms the storm resource 1K	G/R
10	Big Fish Collage Draw a fish shape on a large piece of thick paper or piece of material. Ask the children to decorate it using all sorts of paper and fabric. They could even use some sand and sea shells. You may also want to include Jonah either sinking or inside the fish.	R/G
11	Storm Painting resource 1L	Y
12	Jonah fact file Resource 1M	G
13	Ship in the ocean. Resource 1N 1O Copy on card and cut slit on verse sheet. Colour ship and glue blue paper/cellophane/fabric for water.	G/R/Y
14	Colour Ship resource 1Q	Y
15	Jonah Overboard Game. Group stand or sits a tight circle One person is in the centre of the circle. The group pass a small doll or cardboard Jonah behind their backs. The person in the centre has to guess who is holding Jonah by nominating a person from the circle. If the guess is correct, the person caught holding Jonah shouts, 'Jonah overboard', and throw Jonah for the person in the centre to catch. They swap places and the game continues. Three incorrect guesses are allowed. After the third guess, the person holding Jonah reveals the figure, shouts 'Jonah overboard', throws it to the centre to be caught, swaps position to the middle and the game resumes.	G
16	All the fishes in the sea. Children sit in a circle facing inwards. Each is given a name of one of about four fish e.g. cod, salmon, trout, skate. When a fish is called out, all the children with that name stand up and move around the outside of the circle in a clockwise direction, following the leader's instructions: The sea is calm: walk round The sea is choppy: hop The sea is rough: run Tide Turns: change direction Storms coming: run back to their place (last one sitting down is out) All the fishes in the sea: everyone runs round the circle.	B

17	Sharks Game. Lay sheets of newspaper over the playing area. These represent islands. To begin with there should be enough for each person to stand on. The children 'swim' around between the islands. When the leader shouts "Shark", everyone jumps on an island. Keep taking islands away with each go--anyone who doesn't get to the island is eaten by a shark. The fun is to see how many can squish on to the remaining island. Anyone who has a foot in the 'sea' is eaten.	all
18	Rainstorm Sit in a circle. The leader rubs hands together slowly. The person to the right copies, then the next person and so on until the action has passed round the circle. The leader then changes the action to snapping fingers. This action passes round the circle. The leader then changes to slapping thighs. The fourth time round the leader stamps feet. This should sound like rain getting harder and harder. You can then quieten the storm by reversing the sequence.	B
19	Dice game (refer to sailors' drawing lots). You will need two large dice. Easily made from card or sponge. Children sit in a spaced out circle. One player rolls the dice and at the same time calls out a number between 2 & 12. If the dots on the dice rolled correspond to the number called, everyone grabs for the dice. Each dice is worth one point to the person who grabs it. First to thirteen is the winner. Fast and furious	B/G

	Response	groups
1	Pebble Prayer. Have a bowl of water and some pebbles. Drop a pebble into the water and watch it ripple. Talk about the effect that the things we do have on others. Remember how Jonah's actions affected the sailors' lives in different ways: negative - the storm made them fear for their lives; positive - they realised the power of God. Think about things in our lives which might have an effect for good or bad on others around us. What would God want us to do? Each person to think about this as they drop a pebble into the water. They can pray out loud if they choose.	R/Y
2	Action Reaction. Fill in action reaction card. 1Q	G/B

day 2 Wednesday

Jonah 2

Aim: GOD rescues

Application: to accept and thank God's rescue for us in Jesus

Notes

When we start chapter two we find Jonah inside the belly of the big fish. Chapter 2 is Jonah telling us what happened between the moment he was thrown overboard and his current residence inside the big fish.

Going off track...

To spend a long time on how it bad it smelled and how bad it was.

Even though it might have been cramped and smelled bad we never hear Jonah complain or make any negative comments about his fish belly. He **does** say it was bad outside in the sea and as unusual as it may be the fish is his rescue!

To think Jonah wanted out of the big fish right away.

There is no mention of Jonah wanting out--he is thankful and grateful for God's rescue--he never prays to be let out--he prays/sings words of thanksgiving because he has been rescued by God in the fish v1, 9.

Staying on track....

This passage teaches us that God is a God who rescues those who don't deserve it. Jonah had disobeyed God he deserved to be punished and die in the sea. Jonah tells us how bad things were for him drowning and as he was drowning he prays v. 7 and God answers. The big fish is God's way to rescue Jonah and he recognises it (**v.9 Salvation comes from the Lord!**)

As a rescued person Jonah..

- **v. 1** prays to the Lord
- **v.9** thanks/praises and sings to the Lord
- **v. 9** offers a sacrifice (change of heart) and promises to do what the Lord asks

References to the Holy temple v. 4, 7--What are those about?

In the Old Testament God's dwelling with his people was represented by the temple--so when Jonah speaks about the Holy Temple he refers to the place where he is closest to God--and the place where God hears *him* (it's very different after the cross for us--God lives by his Holy Spirit in those who believe in him).

New Testament Passage: Romans 5:(6-8)

Jonah did wrong (sinned) we do wrong (sin) and as undeserving as we are--God chooses to rescue us--WOW!!!!!!!!!!!!!! **Please make this link with all groups! God sends a big fish to rescue Jonah--he sends us Jesus!**

Big fishy issues

Can I really believe a big fish swallowed a man?

YES--because....

- a. we have a God who is in control of everything--why would we doubt He could do this?
- b. there is actual evidence of people surviving in the belly of a whale and evidence to support a shark could hold the size of a human being. (*see overleaf for own interest don't dwell on this in bible study/story!*)

Can a man be swallowed by a big fish/whale?

An example of this type of whale swallowing a man is found in "Journey to the Center of the Digestive System" (from *Best, Worst and Most Unusual*, by Bruce Felton and Mark Fowler).

Jonah had a tough enough life without several thousand years of detractors. They've been calling his book a fish story since the day it was written. But James Bartley became a believer in February 1891. He was a seaman on an English whaling ship, Star of the East. They were chasing a sperm whale near the Falkland Islands when the whale dove, hit one of the whale boats with its tail, and upset it. One man drowned and another, Bartley, was missing and assumed dead. The whale was killed and dragged to the ship, where the process of stripping off its oily flesh began.

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The morning after, they were still at it. Lifting tack was attached to the whale's stomach, by then exposed, and it was hoisted up onto the deck for cutting. A slight, spasmodic movement from within startled the sailors. They thought there might be a large fish inside: cases of 12 and 16 ft. sharks swallowed whole are on record.

But on slitting open the gigantic jaw, they found Bartley, doubled up, drenched and in a coma, but still alive. Doused with sea water, he began to come around. But his mind wasn't clear, and he was taken to the captain's cabin and kept there under lock and key for two weeks. He was a half-human, gibbering lunatic.

By the end of the third week he had recovered his senses and gone back to work. The acidic gastric juices of the whale had bleached his face, neck, and hands to a dead white, with the look and feel of old parchment. He could clearly remember the ordeal: the sensation of being thrown into the water, followed quickly by a rushing sound and then, "a great darkness." He felt himself slipping along a smooth passage that seemed in motion itself, carrying him with it. Then a short time later, he realized he had more room. He felt around in the blackness for the walls of his prison, and found them thickly slimy and soft.

When he realized where he was, he was overcome with fear. There was a terrific, oppressive heat inside the stomach (a whale's body temperature is 104° F). He had no difficulty finding air to breathe, but fought a terrifying, absolute silence. Eventually he passed out and woke up in the captain's cabin. On last report, he was "in splendid spirits and enjoying life."

The story was confirmed in separate, detailed accounts by the ship's captain and one of her officers. Later investigators were convinced of their veracity. It stands as one of the strangest stories on record, and a convincing suggestion that Jonah's tale was more than a fish story. (This story is also quoted in *Bibliotheca Sacra*, vol. 72 (1915); *Neue Lutherische Kirchenzeitung* (1895); A.J. Wilson, *Princeton Theological Review*, vol. 25 (1927).

In addition to this source, one commentary states: "Several reliable accounts exist of people's survival at sea after being swallowed by whales. These natural survivals, due to the body's remarkable ability to live on small amounts of oxygen (though normally unconsciously) in cold water, (is) something medically well established. Also a factor is a whale's frequent surfacing for air. Jonah's rescue was by divine arrangement, however, and thus supernatural in considerable measure"—*New Bible Commentary*, editor G.J. Wenham, I.V.P., 1994, p. 818.

In the *Daily Mail* of Dec. 14, 1928, Mr. G. H. Henn, a resident of Birmingham, England, gave the following testimony: "My own experience was in Birmingham about 25 years ago, when the carcass of a whale was displayed for a week on vacant land Navigation Street, outside New Street Station. I was one of 12 men who went into its mouth, passed through its throat, and moved about in what was equivalent to a fair-sized room. Its throat was large enough to serve as a door. Obviously it would be quite easy for a whale of this kind to swallow a man."

In Sir Francis Fox's book, *63 Years of Engineering*, the manager of a whaling station informs us that the sperm whale swallows lumps of food 8 feet in diameter, and in one of those whales they actually found the skeleton of a shark 16 feet in length.

excerpt from *Jonah--a character study* ©2003 Hillcrest Chapel. 1400 Larrabee, Bellingham, WA 98225.

day 2 Wednesday

Jonah 2

Aim: GOD rescues

Application: to accept and thank God for his rescue in Jesus

Way in

	Way in suggested activities	groups
1	Decorate Pop Up Tent	Y/G/R
2	Which Emergency Service?	Y
3	Feely Bag	Y/G/B
4	Inside the fish game	R/G
5	Match the fish	R/G
6	Jonah and the big fish	G/R
7	Big fish question	G/R
8	Jonah disobeyed God	G/R/Y

Story

	Story suggestions	groups
1	Pop Up Tent--Torch & Spew	Y/G/R
2	Fish puppet	Y/R
3	Children's bible with pics	Y/R
4	Children read chapter 2	R/G/B
5	Jonah 2 Booklet	B/G

Activities/Games

	Activities/Games	groups
1	Draw Inside the Fish	all
2	Play-dough figures	Y/R
3	Romans Helicopters!	Y/B
4	Word Search	R/G/B
5	Spot the BF Difference	Y/R
6	Paper plate fish	Y/R
7	Flapping Fish Race	ALL
8	Bookmark cross	G/R/B

9	The Day Jesus died	G/R
10	Jonah's Journey	G/R
11	Fish Box Game	G/Y/R
12	Superhero	B/G
13	Safe in the Belly	B/G/Y
14	Rescue Game	B/G
15	Who is inside?	G/R
16	He died...	G/R
17	Colouring sheet	R/Y

Response

	Activities/Games	groups
1	Praise and Prayer Wheel	all
2	Write a Prayer letter	G/R/B
3	Prayer Tent	all
4	Action Reaction card	B/G

day 2 Wednesday

Jonah 2

Aim: GOD rescues

Application: to accept and thank God for His rescue in Jesus

	Way in suggested activities	group s
1	Decorate Pop Up Tent Decorate inside a pop up tent as the big fish's tummy e.g.. Cardboard ribs, seaweed, little fish etc ready for the story	Y/G/R
2	Which Emergency Service? Resource sheet 2A	Y
3	Feely Bag. Fill a dark bag with a variety of objects, including some squidgey ones to cause alarm, which the children have to identify again pretending it's the fish's tummy.	Y/G/B
4	Inside the fish game First child says "Inside the fish Jonah found" adding an item of their choice. Next child repeats what the first child has said and then adds an item of their choice. As each child has a turn the list gets longer and harder to remember ! (Items can be silly if children want !)	R/G
5	Match the fish resource sheet 2B	R/G
6	Jonah and the big fish resource 2C	G/R
7	Big fish question Ask if anyone has heard a story about a big fish	G/R
8	Jonah disobeyed God resource sheet 2D	G/R/Y

	Story suggestions	group s
1	Pop Up Tent--Torch & Spew. With a torch, take it in turns to sit in tent whilst listening to the story, then enjoy being spewed out of the tent doorway.	Y/G/R
2	Fish puppet. Make a fish puppet out of a sock and tell the story with a small Jonah figure .	Y/R
3	Children's bible with pics. Tell the story from a children's bible with large pictures.	Y/R
4	Children read chapter 2 Resource 2E Cut up sheet (Jonah's Prayer) so that each child has a few lines. Give these randomly to the children and allow them a few minutes to practice their lines. Then ask the children to get themselves in the right order to read Chapter 2. - For the younger children this will mean sorting themselves alphabetically. - For older children the alphabetical markers can be cut off - they will then need to use their Bibles to find the correct order. Once the order is correct the children can read the Chapter.	R/G/B
5	Jonah 2 Booklet Resource sheet 2F	B/G

	Activities/Games	groups
1	Draw Inside the fish. On black paper with white crayons, pencils or chalks, draw pictures of Jonah inside the big fish.	all
2	Play-dough figures Make play-dough Jonah and Big Fish. See recipe in resource sheet 2G	Y/R
3	Romans Helicopters resource sheet 2H Memory verse activity.	all
4	Word Search resource sheet 2I	R/G/B
5	Spot the BF Difference resource sheet 2J	Y/R
6	Paper plate fish resource sheet 2K	Y/R
7	Flapping Fish Race Cut a fish shape, out of thick paper, for each child. Ask children to decorate and name their fish. Give each child a rolled up newspaper. Decide on starting and finishing points for the race. The children flap the newspaper behind their fish to make it move towards the finishing line.	all
8	Bookmark cross resource sheet 2L	G/R/B
9	The Day Jesus died resource sheet 2M	G/R
10	Jonah's Journey resource sheet 2N	G/R
11	Fish Box Game Have a outline or picture of a very big fish on the side of a large cardboard box. Dice game--take it in turns to roll the die, when a players throws a '6' they get in the box (fish) until the next '6' is thrown.	G/Y/R
12	Superhero. Invent a superhero. Draw it, name it, give it a supernatural attribute and think of a scenario where your hero rescues someone. Who rescued Jonah?	B/G
13	Safe in the Belly Game Mark out a circle which is designated as the safe place--the belly. Half the children are the sea and try to catch the other half who try to get to the belly for safety. If a child is caught he turns into the sea and tries to catch others. Game is done when other half are caught or safe. The children who are in the belly can't come out again--but can stretch hand out without going out of the circle to save those who are out. Repeat with other half being sea.	B/G/Y
14	Rescue Game If you have 2 rubber rings or quoits use these, otherwise make quoits by tying rope into circles or cutting the middles out of paper plates. Divide your group into two teams. One person from each team stands facing the others at some distance and throws the ring. Imagine they are lifebelts. When a person catches the ring, they join the thrower until all the group is rescued.	B/G
15	Who is inside? resource sheet 2O	G/R
16	He died...resource sheet 2P	G/R
17	Colouring Sheet resource sheet 2Q	R/Y

	Response	group s
1	Praise and Prayer Wheel resource sheet 2R	all
2	Write a Prayer letter. Reflect on why we need to be saved-refer to what Jonah did (disobeyed God) and ask in what ways do we disobey God. Discuss how God rescues us in Jesus. As individuals ore pairs, write a letter/prayer to God in the style of Jonah. resource 2S	G/R/B
3	Prayer Tentl f you can, get hold of a pop-up tent or parachute to sit inside to pray. Imagine you are Jonah in the belly of the fish. What might you do for 3 days?! What did Jonah do? Sing a praise chorus. Thank God for rescuing us by sending Jesus.	all
4	Action Reaction resource sheet 1Q	B/G

day 3 Thursday

Jonah 3

Aim: GOD forgives

Application: to be really sorry and turn to Jesus for Forgiveness

Notes

The response of someone who has been rescued is to obey--and this time when God speaks Jonah obeys v.3. Jonah goes through the city proclaiming God's message of destruction. They will be destroyed because they are wicked--they have done wrong things. God is a good God that must destroy evil.

Going off track....

To think we can do things to win God's favour.

The Ninevites--knew they couldn't do anything that would guarantee God's forgiveness. Their actions demonstrate what is going on inside their hearts they are really sorry and want to show it. They are throwing themselves on God's mercy not knowing the outcome of events.

Staying on track....

The Ninevites were wicked (had done wrong things/rejected God just like us). At hearing that God would destroy them for their actions--they **believe** Him v.5 The Ninevites show real repentance--they not only say sorry but really mean it . **Repentance: to turn to God--to have a change of heart.** How sorry are they?

- **v. 5** They all fast to show how sorry they are--they don't eat!
- **v. 6** They wear sackcloth (itchy clothes--not nice--a sign of humbling themselves)
- **v. 7** The king puts on sackcloth and sits in ashes!
- **v. 8** The king orders all to wear sackcloth, not to eat or drink, to pray to God and to change their ways--to give up their evil behaviour.

The Ninevites know God is angry and they throw themselves at his mercy not knowing whether God will forgive them. God sees their response and does not punish them. This passage teaches us that **God is a forgiving God.** He is merciful and forgiving to people like the Ninevites and us who don't deserve it!!

New Testament Passage: acts 3:19 Matthew 12:38-41 states that the Ninevites repented and will be in heaven--but how about us now that Jesus is here. With this background we want to get across to the children their need to say sorry (really mean it) and turn to God. Because of Jesus we don't need to wonder whether God will forgive us--we know he will if we come to him--how great is that!!! The NT verse which will be good to focus on is Acts 3:19.

Big fishy issues

How can a good God destroy people?

God is not a good God unless he destroys evil. All the things that we do wrong are evil (things both small and big to Him there is no difference--Romans 3:23). The punishment for doing evil from the God who created us is death and punishment. Also God created us--if anyone can punish people is God because He made them. But look at how willing he is to forgive us--isn't that amazing considering what we all deserve!!

day 3 Thursday

Jonah 3

Aim: GOD forgives

Application: to be really sorry and turn to Jesus for forgiveness

Way in

	Way in suggested activities	groups
1	Make crowns	Y/R
2	Sackcloth	Y/R
3	Crossword & maze	R/G
4	Colouring Sheet	R/Y
5	Obstacle Course	R/G
6	Media Collage	G/B
7	Action Click!	B/G

Story

	Story suggestions	groups
1	Drama	Y/R
2	Read from children's bible	Y/R
3	Act out chapter 3	R/Y
4	Story Sack	R/Y
5	Jonah 3 Booklet	B

Activities/Games

	Activities/Games	groups
1	Message Spiral	Y/R/G
2	Jonah Pipe cleaners	Y/R
3	Memory Verse Bookmark	all
4	Crossroads	R/G
5	Which way now	G

6	Play Dough Models	R/Y
7	Icing models	R/Y/G
8	Repent Bowling	all
9	Sack Relays	all
10	Memory verse act.	all

Response

	Activities/Games	groups
1	Sorry Cards	G/Y/R
2	Newspaper collage	B/G
3	Action Reaction Card	B/G

Aim: GOD forgives*Application: to be really sorry and turn to Jesus for forgiveness*

	Way in suggested activities	groups
1	Make crowns. Make crowns to wear during story telling.	Y/R
2	Sackcloth. Give each child a black bin liner to make 'sackcloth' robe, ready for telling the story. Cut a hole in the top and sides for head and arms, the children can then identify with the story and understand that they need to say sorry and change the things they do.	Y/R
3	Crossword & maze resource sheet 3A	R/G
4	Colouring Sheet resource sheet 3B	R/Y
5	Obstacle Course <u>Jonah's Journey</u> Create a simple obstacle course. Time the children as they work as one team to complete the course. Emphasise that you want the children to encourage each other and be good sportsman. Let the children complete the course several times to see if they can improve on their time.	R/G
6	Media Collage. Prepare a collection of pictures from the media depicting war/famine etc.. As pairs or individuals choose and discuss a picture and try to explain why it makes us sad--and how we might try to change some the bad things in our world.	G/B
7	Action Click! Sit in a circle. One player starts the action, for example claps hands. The next person copies that action and adds another e.g. clicking fingers. This continues round the circle. How far can they get before someone makes a mistake? If someone gets it wrong, they start a new sequence. (With God, if we make a mistake, we get another go)	B/G

	Story suggestions	groups
1	Drama Act out the story as you read.	R/Y
2	Read from children's bible with large pictures	Y/R
3	Act out chapter 3 Help each child to make a tabard, to represent sackcloth, by cutting slits for head and arms in a dustbin bag. Roles - Jonah, King and lots of Ninevites Get children to mime events as you read Chapter 3 slowly.	R/Y
4	Story Sack. From a bin liner bring out certain objects one at a time to tell the story e.g. loudspeaker/worn out shoes/itchy bad clothes/crown/parchment/animals etc...	R/Y
5	Jonah 3 Booklet 3C	B/G

	Activities/Games	groups
1	Message Spiral resource sheet 3D	Y/R/G
2	Jonah Pipe cleaners resource sheet 3D	Y/R
3	Memory Verse Bookmark resource sheet 3E	all
4	Crossroads resource sheet 3G	R/G
5	Which way now? Resource sheet 3G	G/R
6	Play Dough Models Divide children into 3 groups and give each group a large piece of play dough. Allocate each group with a chapter (i.e. chapters 1, 2 & 3 - the story so far) and ask them to make a model to illustrate what happens in their part of the story. see recipe resource sheet 2F	R/Y/G
7	Icing models same idea as above but using store bought white/colour roll out icing.	R/Y/G
8	Repent Bowling Repent bowling. Divide group into two teams. One person in each group should be the bowler, the rest skittles. The skittles should face away from the bowler. The bowler also faces away from the team and bowls by bending over and rolling the ball between their legs. If a skittle is hit, they turn around. The first team to achieve a complete turnaround is the winner. Talk about how repent means to turn away from the bad things we do. God is a forgiving God, but only if we truly repent	all
9	Sack Relays. Divide the children into two groups in lines. Allocate a place with bin liners--a few yards from the lines. They need to pick up a biscuit/or play food and drop it next to the bin liner, put bin liner on, run back to the line and kneel. The first group kneeling wins.	all
10	Memory Verse Activities resource sheet EXa	all

	Response	groups
3	Sorry Cards. Each person write the word 'sorry' on a piece of card. Everyone goes to a section of the site and hides their card. Then others search for the hidden cards (may need clues!). Return to base and stick 'sorry' cards onto a poster which bears the words 'God knows when we are truly sorry-we cannot hide it from Him'.	G/Y/R
4	Newspaper collage You will need a selection of newspapers. Get the group to look for stories of where people have done wrong things. Make a collage. Talk about why people do wrong things. Remind them that God is upset about the little things we do wrong, as well as the really evil things that happen. Write prayers and add to collage.	B/G
5	Action-Reaction Card resource sheet 1Q	B/G

Day 4 Friday

Jonah 4

Aim: GOD wants all people to know Him

Application: to tell others of Jesus' rescue and forgiveness

Notes

This is the most ignored chapter in most of the children's bibles and story book! Jonah is angry-and he makes sure God knows. The reason he ran away in the first place--was because God being a forgiving God and slow to anger v.2 would forgive his enemy and that is completely 'out of order' according to Jonah.

Going off track....

To concentrate on the vine and worm and forget they are pictures to illustrate a lesson.

The vine and worm are there for a reason--they are there to teach Jonah that God cares for all of his creation and wants to rescue them.

Staying on track....

Jonah, in probably the biggest tantrum of the Old Testament--decides to camp outside the city and wait for God to do what he said--to destroy Nineveh, his enemies. Jonah ignores God's forgiveness for the Ninevites in chapter 3 and forgets he too has been rescued undeservingly by a forgiving God.

In this last chapter God teaches Jonah--why he has no right to be angry v.4. God makes the vine grow, Jonah cares for the plant, and is angry when the vine is eaten up by the worm. God explains that if Jonah can care for a plant even though he didn't make it--how much should God care for the people in Nineveh who he created. v. 10-11. God cares for all his people--and wants them all to be able to know his mercy and forgiveness.

New Testament Passage: Matthew 28:18-20

God wants his people to go out and tell others about his forgiveness through the Lord Jesus. God wants us to tell others everywhere how they too can be rescued and be God's friend. (In the context of Jonah even the people we don't like--deserve to know God's rescue in Jesus)

Big fishy issues

How about those who will never hear about Jesus?

One answer is 'We don't know'--but we trust in a God who is good and fair !

The main answer is that **we** know--shouldn't we want others to know how they can be forgiven and have a friendship with Jesus that will last forever and ever?

Day 4 Friday

Jonah 4

Aim: GOD wants all people to know Him

Application: to tell others of Jesus' rescue

Way in

	Way in suggested activities	groups
1	Make a worm/vine	Y/R
2	Worm Hunt	Y/R
3	Colouring Sheet	R/Y
4	Spot & Fill	R/G
5	Quiz	G/B
6	Chinese Whispers	all
7	Untangle	B/G

Story

	Story suggestions	groups
1	Read Story with visuals	Y/R
2	Read chapter with actions	Y/R
3	Jonah 4 Booklet	G/B

Activities/Games

	Activities/Games	groups
1	Special Specs	Y/R
2	Memory Verse love hearts	Y
3	Memory Verse bookmark	R/Y/G
4	Jonah's UA Game	R/G/B

5	Jonah's Prophet Puzzle	G/R
6	Crossword	G/R
7	Can you remember Quiz	G/R
8	Colour picture	R/G
9	Relay Race	G/B

Response

	Activities/Games	groups
1	Friends & Bullies	Y
2	Action Reaction card	G

Day 4 Friday

Jonah 4

Aim: GOD wants all people to know Him

Application: to tell others of Jesus' rescue

	Way in suggested activities	groups
1	Make a worm/vine see resource 4A	Y/R
2	Worm Hunt see resource 4B	Y/R
3	Colouring Sheet see resource 4C	R/Y
4	Spot & Fill see resource 4D	R/G
5	Quiz see resource 4E Write out the memory verse on 2 separate pieces of card. Cut each piece of card into 6 pieces to make a jigsaw. Divide the children into 2 teams and toss a coin to see who goes first. Ask each team a question (see sheet for suggestions) and give them a piece of memory verse jigsaw if they give the correct answer. If the correct answer is not given the question can be offered to the other team. The winners are the team to collect all their jigsaw pieces and assemble the memory verse correctly.	G/B
6	Chinese Whispers Sit in a circle. One person whispers a message to the next person in the circle. Message passes round the circle. See how well it is communicated by the end.	All
7	Untangle Stand in a close circle. Close eyes and put out both hands and grab two other hands at random. Open eyes and try to untangle without letting go of hands. They should end up in a circle, although some may be facing outwards.	G/B

	Story suggestions	groups						
1	Read Story with visuals	Y/R						
2	Read chapter with actions <u>Chapter 4 with actions</u> Read Chapter 4 and ask the children to do the appropriate actions each time they hear these words :- <table><tr><td>unhappy - sad mouth</td><td>angry - shake fists</td></tr><tr><td>prayed - hands together</td><td>die/dead - fall to ground</td></tr><tr><td>pleased - big grin</td><td>faint - hand to brow</td></tr></table>	unhappy - sad mouth	angry - shake fists	prayed - hands together	die/dead - fall to ground	pleased - big grin	faint - hand to brow	Y/R
unhappy - sad mouth	angry - shake fists							
prayed - hands together	die/dead - fall to ground							
pleased - big grin	faint - hand to brow							
3	Jonah 4 booklet resource sheet 4F							

	Activities/Games	groups
1	Special Specs resource 4G	Y/R
2	Memory Verse love hearts resource 4H	Y
3	Memory Verse bookmark Cut out a fish shape in card for each child and use a hole punch to stamp holes around edge. Write the memory verse on each fish. Cut brightly coloured wool into pieces long enough to thread through the holes with a bit extra for tassels. Get the children to thread the wool through the holes, starting and finishing at the tail and leaving tassels at each end to look like the tail fin. (Instead of using needles wrap a piece of masking tape around the end of each piece of wool to make it easier to thread)	Y/R/G
4	Jonah's UA Game resource 4I Divide the children into teams of 2 or 3. You will need a dice and counters.	R/G/B
5	Jonah's Prophet Puzzle resource 4J	G/R
6	Crossword resource 4K	G/R
7	Can you remember Quiz? 4L	G/R
8	Colour picture resource 4M	R/G
9	Relay Race Have two cardboard tubes or rolls of paper with the memory verse written on it. First team to get their message to a given point is the winner.	G/B

	Response	groups
1	Friends and Bullies. Discuss : Would you want your friends to hear about God's rescue? What about the people you don't get on with? According to Jonah 4 what would God want us to do?	R/G/B
2	Action Reaction cards resource sheet. 1Q	G