

BIBLE TRUTH 11, LESSON 2: PLANNER/OVERVIEW

GETTING STARTED: Welcome and Opening Songs (*introduce unit and get kids moving with these songs*)

Welcome to Praise Factory: PFI: Praise Factory Investigators Theme Song *PFI ESV Songs 12 CD, Track 1*

Rules to Help Us Worship God and Love Others: WoGoLOA Classroom Rules Song
PFI ESV Songs 12 CD, Track 2

Big Question Under Investigation: Big Question 12 Songs *PFI ESV Songs 12 CD, Tracks 3,4*

Big Question Bible Verse: Ephesians 5:1-2 Song: *PFI ESV Songs 12, Track 5*
Extra Bible Verse Song: Let Everyone Who Names the Name: 2 Timothy 2:19,22, ESV PFI ESV Songs 12, Track 6

DIGGING DEEP DOWN: Key Concept and Story (*introduce the Bible Truth and tell the related story*)

Bible Truth 11: God's People Tell Others about Him

Bible Truth Hymn: Come, Ye Sinners, Poor and Needy, v.1 *PFI ESV Songs 12, Track 37*
Extra Song: God's One, Big Plan PFI ESV Songs 12, Track 38

Bible Verse: Romans 10:13-15

Bible Verse Song: How Beautiful: Romans 10:13-15 *PFI ESV Songs 12, Track 39*
Extra Bible Verse Song: Be My Witnesses: Acts 1:8, ESV PFI ESV Songs 12, Track 40

Lesson 2 Story of the Saints: The Case of the Man Who Wouldn't Give Up

TAKING ACTION: Response Activities (*choose from among these activities*)

Snack and Discussion Planner: Messenger on the Mountain

ACTS Prayer: Prayer Sheet

Bible Truth Review: Discussion Questions and Game: Squirrel and Nut

Bible Truth Hymn: Come, Ye Sinners, Poor and Needy, v.1 *PFI ESV Songs 12, Track 37*
Song, Sign Language and Song Game: Big Voice, Little Voice **PFI ESV SONGS 12 BOOK or ONLINE**

Bible Verse Review: Romans 10:13-15 Discussion Sheet and Game: Protectors

Bible Verse Song: How Beautiful: Romans 10:13-15 *PFI ESV Songs 12, Track 39*
Song, Sign Language and Song Game: Sign It, Say It, What Does It Mean? **PFI ESV SONGS 12 BOOK or ONLINE**

Story Review: Discussion Questions and Game: Stepping Stones

Case Replay, Jr: Drama Activity for Youngest Children (children do same story actions together)

Case Replay, Sr: Drama Activity for Most Children (children re-tell story with individual parts)

Craft: Apolo Traveling through River, Forests, Mountains and Hills

VIPP (Very Important Prayer Person) Prayer Time: Coloring Sheets (Back of book) and Game: Picture Run

TAKING IT HOME: Take Home Sheet for Review and Family Devotions

PFI Pronto: Bible Truth 11, Lesson 2 **PFI ESV PRONTOS 12 BOOK or ONLINE**

The Case of the Man Who Wouldn't Quit

by Connie Dever

Our story is called:**The Case of the Man Who Wouldn't Quit.****As you listen to the story, see if you can figure out:**

1. Who was the man? What happened to him that would make him want to quit?
2. What wouldn't he quit doing? Why did he think it was so important?

This story doesn't take place in Bible times. It takes place in the 1880's in Uganda, Africa.

In the land of Toro in Uganda, there is a mighty, snow-capped mountain called Ruwenzori--one of the very tallest mountains in Africa. Not many tried to climb the top of this great mountain and even fewer succeeded. But one young man named Apolo Kivebulaya determined to do it.

"I am going to climb up Ruwenzori," Apolo said. "I must see what is on the other side of these mountains! I've heard stories of a fierce people who live there. I want to see their land for myself," he explained.

So Apolo found a guide and set off to climb the rugged mountain. Up, up, up, the two men climbed until they made it to the peak. What a magnificent view there was from the top! Apolo looked down and saw the country that lay on the other side. There were thick, dark forests, then hills rising off in the distance.

"Beyond those hills, Apolo, is the land of the Mbogas--the people you've heard so much about," his guide told him. As Apolo looked out upon those hills, the Lord spoke to his heart, "Go to those people! Tell them about Jesus! They need to hear my good news of salvation!" Apolo was happy to obey!

The journey was long and difficult, but after many days Apolo arrived at Mboga village. At first, he was treated with kindness. The king gave him a hut to live in and ground to grow food. Apolo settled down and began to learn the language.

But when he finally learned enough Mboga to share the good news of Jesus, Apolo's troubles began! While one woman heard the gospel, repented of her sins and trusted in Jesus as her Savior, most did not! They didn't like that Apolo called the spirits they worshiped evil. They didn't like he said witchcraft was wrong. No one was more upset over what Apolo taught than the witch

doctor. He determined to talk the king into getting rid of Apolo.

"You must get rid of Apollo!" The witch doctor urged the king. "If you don't, he will anger the spirits and ruin your country."

King Tabao was worried. He agreed to work with the witch doctor's to get rid of Apolo. The two men tried all sorts of plots. They threatened him. They set his hut on fire. They hurt him so badly that he could hardly move. But even so, Apollo refused to go!

"Do what you will to me, I will not go!" he told them. "I have a Master and He sent me here to teach your people about Him. I will not disobey Him. You cannot make me go!" Apollo insisted.

The people saw Apollo's courage and began to listen to his words. Bang, bang, bang! Apollo would beat the church drums, calling the people to come and worship every Sunday. Before long, many of them did come to the little church hut each week to hear him preach about Jesus.

This only made the king and the witch doctor even angrier. "King Tabao, you must kill Apollo!" the witch doctor insisted. "That's the only way you're going to get rid of this man and his message forever."

Once more the king agreed with his witch doctor. They had some men grab Apollo from his hut, hurt him badly, and leave him in the tall grasses outside of the village for hungry lions to finish off. Then the king and the witch doctor held a great feast to celebrate the end of Apollo.

"At last our enemy is dead and the Kingdom is safe! This teacher and his Book are gone forever!" they

Story-telling Tips

Ahead of time:

1. Read the Bible verses and story. Pray!
2. Create story cue cards on index cards (or highlight text).
3. Practice telling story dramatically, timing your presentation. Shorten, if necessary to fit your allotted time.
4. Decorate area with story props that help bring your story alive.

During your presentation:

1. Maintain as much eye contact as possible as you tell the story. Point to/use props at important points in the story. Include the kids in your story with a few questions about what they think will happen or words/concepts that might be new to them.
2. Watch the kids for signs that their attention span has been reached. Shorten, if necessary.

cheered. With Apollo dead, the people stopped going to the little church hut. In fear, they turned back to witchcraft and worshiping evil spirits.

But Apollo wasn't dead! The woman who had been the first to become a Christian watched everything that happened to Apolo. When all was safe, she crept out to the grasses, picked up his body, and took it to an old hut outside of the village. For six weeks the woman nursed Apolo back to health. When it last he was well enough to travel, she said, "Apolo, you must go home. They will only try to kill you again if you stay," she urged him.

But Apolo still refused. He would not give up. He would keep on trying to share the good news of Jesus with the Mbogas.

Early one Sunday morning, Apolo returned to the little church hut. Bang, bang, bang! Went the church drums once more, inviting everyone to church.

"Isn't that the old church drum?" the king wanted to know. "Who could be beating it now that Apollo is dead?"

A messenger arrived with the incredible answer, "O King, it is Apolo beating the drum! He's alive from the dead and he's calling people to come to church to worship with them!"

"How can this be?" the king wondered. "I must see for myself!"

As King Tabao came near the church, he was more alarmed than ever to hear the sound of voices--one of which he was sure was that of the man he had killed!

The king crept up to the door of the little church, and there, to his amazement, he saw Apolo with a small crowd of amazed men and women around him. Apolo sat with his little Bible in hand, reading to them the wonderful story of Jesus. When Apolo saw the King, he went to meet him and greeted him with a happy smile.

"Won't you join us?" Apolo invited him.

To the surprise of everybody, King Tabao came in, knelt before Apolo, and begged him to forgive him for all the evil he had done against him. Apolo took the king's hand in his own, and kneeling down by his side, he called upon all the people to join him in prayer.

That very day, many of the Mboga people turned from their sins and to believe in Jesus, including King from their sins and to believe in Jesus, including King Tabao,

himself.

Cracking the Case:

It's time to answer our Case Questions.

1. Who was the man? What happened to him that would make him want to quit?

Apolo was the man who wouldn't quit. He was hurt terribly and left for dead.

2. What wouldn't he quit doing? Why did he think it was so important?

He wouldn't quit telling the people of his tribe the good news of Jesus. He knew they would die in their sins, if they didn't hear and believe the good news of Jesus.

Something For You and Me

Our Bible Truth is:

God's People Tell Others about Him

Our Bible Verse is: Romans 10:13-15

"For "everyone who calls on the name of the Lord will be saved." How then will they call on him in whom they have not believed? And how are they to believe in him of whom they have never heard? And how are they to hear without someone preaching? And how are they to preach unless they are sent? As it is written, "How beautiful are the feet of those who preach the good news!"

What great love the Lord gave Apollo for the Mboga people! No matter how much they didn't want to hear about Jesus, Apolo never gave up telling it to them. Nothing would keep him from telling them the gospel. Apolo knew that Jesus was the only way they could be saved. And in the end, the Lord rewarded Apollo's love with the salvation of many Mbogas, even King Tabao himself!

What about you and me? Do you realize that God has used Apolo to bring the good news of Jesus us today, too? What will we do with the gospel? Let's ask God to work in our hearts and help us to turn away from our sins and trust in Jesus is our Savior, too. And let's ask him to give us a heart of love for the people of the world like he did Apolo. Let's ask him to use us to share the gospel with others that they might be saved, too.

Close in prayer.

Closing ACTS Prayer

A God, we praise You for being the Protector and Sustainer of Your people. You help them persevere through even the most difficult of times, just like You helped Apolo.

C God, we confess that we, like the Mboga to trust in Jesus as our Savior. We also can confess that many times we choose not to tell others the good news of Jesus because we are scared of what they might say or do when we tell them. We need Jesus to be our Savior!

T God, we thank You for giving Your people the strength, love and courage to care for people and tell them about Jesus, even in the hardest of situations.

S We ask You to work in our hearts, helping us to confess our sins, turn away from them and trust Jesus as our own Savior. Make us like Apolo: willing to go to even very dangerous places to tell others about Him.

Special Words

Uganda: A country in Africa.

Gospel: A word that means “good news.” Christians use it to talk about the good news of salvation through Jesus.

Witch Doctor: Among the Mboga, this was a spiritual leader who the people went to for protection from evil spirits and healing of sicknesses (believed to be caused by evil spirits.)

ACTS PRAYER ACTIVITY

Use this sheet to write down your ACTS Prayer

Instructions:

Use this sheet to help the children apply the Bible Truth into a prayer. You can use the ACTS provided or even better, have the kids think of their own applications. Also have the children add their personal requests to the prayer, too. Lead the children in the prayer or let them pray sections, with your help. Never force a child to pray! Non-readers can participate by you whispering a section of the prayer into their ear and allowing them to pray it aloud for the group.

ADORATION:

God, we praise You for being so gracious and compassionate that You chose to save sinners from every people on earth.

God, we praise You for being.....

Add your own Adorations:

CONFESSION:

God, we confess that many times we do not tell others about salvation through Jesus when we could. We confess that we are sinners who need to turn from our sins and trust in Jesus as our Savior, too.

God, we have sinned against You....

Add your own Confessions:

THANKSGIVING:

Thank You, God for sending people to tell us the good news of Jesus that we might be saved.

God, we thank You for...

Add your own Thanksgivings:

SUPPLICATION:

God, work to work in our hearts that we might turn from our sins and trust in Jesus as our own Savior. Help Your people to bravely tell the peoples of the world about salvation through Jesus. Help us tell the good news of Jesus, too. Bring many people to know and love You.

God, we need Your help...

Add your own Supplication:

SNEAKY SNACK

Can you figure out how this snack relates to the story?

Snack: Messenger on the Mountain

An upside-down mini muffin Mt Ruwenzori topped with a little canned whipped cream "snow" and two Teddy Graham "Apolo and his guide" stuck on top. Can even add broccoli piece "dark forest" around one side of it and some more Teddy Graham "Mboga people" on the far side of the "forest."

This is only a suggestion. Feel free to modify. Be mindful of allergy issues among your children!

Case Tie-in: From the top of Mt. Ruwenzori, Apolo saw the land of the Mboga and answered God's call to take the good news of Jesus to them, no matter what the cost.

SOUL FOOD

Food for thought during snack time

1. What does the snack have to do with the story?

Choose a few questions from the other activity discussion sheets to talk about during this snack time.

2.

3.

4.

5.

6.

7.

Directions: Read and discuss Bible Truth, using a FEW of the questions. Play game. Feel free to modify the game to fit your children.

God's People Tell Others about Him

We've all rebelled against God and deserve His just and eternal punishment for our sins. But God, in His great love for sinners, chose to send His Son, Jesus to be our Savior. Jesus came and lived the perfect life that pleases God. On the cross, He offered it up as the perfect payment for the sins of God's people. On the third day, Jesus rose from the dead in victory. He had conquered sin and death, once and for all! Now all who turn from their sins and trust in Jesus as their Savior are forgiven and receive eternal life with God. This good news is what Christians call the gospel--and everyone needs to hear it! God calls His people to tell it to everyone, in every part of the world. Jesus promises to come back after the gospel has been taken to every people on earth, all according to God's good plan.

Understanding the Bible Truth

1. Who has rebelled against God? *We all have.*
2. What do all people deserve for their rebellion against God? *His just and eternal punishment for their sins.*
3. How did God show His love towards us, despite our wicked rebellion against Him? *He sent His Son, Jesus to die on the cross as the perfect sacrifice for the sins of all who would ever turn from their sins and trust in Him as their Savior.*
4. What did Jesus do on the third day that showed He had conquered sin and death for God's people, once and for all? *He rose from the dead.*
5. What do we call the good news of salvation through Jesus? *The gospel.*
6. Why do all people need to hear the good news of Jesus? *He is the only way to be saved from the punishment they deserve for their sins and to enter into fellowship with the Lord.*
7. Why should God's people to go every part of the world, to every people and tell them about Jesus? *It is God's command; and, because God has always planned for His people to include people from every tribe, nation and language.*
8. What will happen before Jesus comes back? *The gospel preached to every people, according to God's plan.*

Story Connection Questions

1. How does the case story point to the **Bible Truth: God's People Tell Others about Him**? How did Apolo fulfill Jesus' command to tell others about Him? *Apolo knew that the Mboga people needed to hear about Jesus if they were to be saved from their sins. He wanted to be the one to tell them the good news of Jesus that some of them might turn to the Lord and become the first from the tribe and tongue of the Mboga to praise the name of Jesus.*

Bible Verse Connection Question

1. What does our Bible Truth have to do with our **Bible Verse: Romans 10:13-15**: "For everyone who calls on the name of the Lord will be saved." How then will they call on him in whom they have not believed? And how are they to believe in him of whom they have never heard? And how are they to hear without someone preaching? And how are they to preach unless they are sent? As it is written, "How beautiful are the feet of those who preach the good news!"?

God has chosen for others to hear the good news of salvation by sending His people to tell others about Him. They must go, if others are to hear.

Life Application Questions

1. How can we use God's people in our church today to tell others about Him? *They can pray that God would show them who in our church does He want to go to tell others about Jesus in faraway places. They can pray for those who have gone to faraway places already. They can pray that God would even give them, opportunities, right here at home, to tell others about Jesus. They can get to know people from other countries who have come to live here, make friends with them, love them, and tell them the good news of salvation through Jesus.*
2. How can we become God's people? *By turning away from our sins and trusting in Jesus as our Savior.*

ACTS Questions

1. What is something we can praise God for because of this Bible Truth?

Praise God for being so gracious and compassionate that He chose to save sinful people from every people on earth..

2. What are sins we can confess to God because of this Bible Truth? *Confess that many times we do not tell others about salvation through Jesus when we could. Confess that we are sinners who need to turn away from our sins and trust in Jesus as our Savior, too.*

3. What is something we can thank God for because of this Bible Truth?

Thank God for sending people to tell us the good news of Jesus. Thank Him for choosing to use His people to tell others this best of news.

4. What is something we can ask God for because of this Bible Truth?

Ask God to work in our hearts that we might turn from our sins and trust in Jesus as our own Savior. Ask Him to help His people to bravely tell the peoples of the world about salvation through Jesus. Ask God to bring many people to know and love Him.

The Gospel

1. *What is the good news that God wants His people to tell everyone? What is the gospel?*

God is the good Creator and King of the world. He made people to worship Him and live by His good laws. But we are all sinners who've rebelled against Him. We all deserve death--God's just, eternal punishment for our sins. How terrible! But God has good news for us. In His great mercy, God sent His Son, Jesus to earth as a man to save sinners. He lived the perfect life that pleases God. (He's the only one who's ever done that!) He offered it up to God His Father as the perfect sacrifice for sins when He suffered and died on the cross. Then, on the third day, Jesus rose from the dead in victory. He had fully paid for the sins of God's people, so they wouldn't have to! Now all who turn away from their sins and trust in Jesus as their Savior will receive forgiveness of sins and eternal life with God. They will be His very own special people who will know Him and enjoy Him forever. We can be God's people, too, if we turn from our sins and trust in Jesus as our own Savior.

Game: Squirrel and Nut

Materials

Marble

Chairs

Bible Truth Questions

Preparing the Game

1. Choose 20+ questions for your game from the Bible Truth Discussion Questions, or make up your own.
2. Write the Bible Truth questions on small thin strips of paper (or make a photocopy of the Bible Truth Discussion Questions and simply cut them into strips) and put them in the bag/bowl.

Playing the Game

Have children seated in chairs in a circle, with their heads down and their eyes closed. "It" is in the middle and is holding the marble. He walks around quietly and chooses someone's lap to drop the marble into. The person who receives the marble jumps up and chases "It" around the circle and tries to tag "It" before "It" gets to the chair and sits down. Either the tagged old "It" or the new "It" gets to choose a question from the bag for the class to answer. Play continues after the question is answered. Be careful about running on slick floors! You may want to ask the children to walking rapidly instead.

Game continues as number of questions, time, and attention span allow.

Optional TAKING IT TO OTHERS Activity: Quiz Questions

Have the children choose a few of the questions from the game to ask the parents/other children during TAKING IT TO OTHERS time. Help pre-readers by whispering the question in their ear and letting them ask it aloud to the parents/other children. Make sure you read the Bible verse aloud before you ask your questions.

Directions:

1. Write words to song in large print before class.
2. Play the song for the children, helping them follow along on the song sheet.
3. Discuss the song, using a few questions from the discussion sheet. *Don't use them all!*
4. Introduce sign language for key words of your choice from sign language sheet for your song. Use as few or as many as you think the children can learn.
5. Sing and sign the song. Sign language as well as large format lyrics and sheet music are found in the PFI Unit Songbook or online.
6. If desired, play the Song Game.

Optional TAKING IT TO OTHERS Activity: Presenting and Singing the Song

1. Sing and sign the song, encouraging the watching children/parents to join in.
2. Ask the class some of the questions listed below. The Bible Truth Connection Question is particularly good to help them understand how the song ties in with the Bible Truth.

Come, Ye Sinners, Poor and Needy

Verse 1

Come ye sinners, poor and needy,
Weak and wounded, sick and sore;
Jesus ready stands to save you,
Full of pity, love, and pow'r.

Refrain:

I will arise and go to Jesus,
He will embrace me in His arms.
In the arms of my dear Savior,
O there are ten thousand charms..

Listen to it on PFI ESV Songs 12, Track 37

Understanding the Song

1. What is a sinner? *Someone who thinks, says and acts in ways that do not please God.*
2. What words describe a sinner? What do they mean? *Poor and needy: not that they don't have money, but that they have no way to "pay" for their sins. Weak and wounded, sick and sore: Not only are their bodies suffer under weakness, wounds, sickness or soreness, but their hearts are weak and hurt from fighting sin. They suffer from sadness and guilt.*
3. Who should a sinner come to? Why? *Jesus, because He stands ready to save you.*
4. How does Jesus receive sinners who come to Him? *He is full of pity (sad that you are suffering and desiring to help you), love and power (through His life offered up on the cross).*
5. Who is the song writer going to? How will He receive him? *Jesus. He will embrace him in His arms.*
6. What he mean when he says Jesus will embrace him in His arms? *Not that Jesus will really give him a hug, but that He will rejoice that he has come to Him for salvation, and that He loves him tenderly. In heaven, though, Jesus very well WILL really hug him!*
7. What does it mean that there are ten thousand charms in the arms of Jesus? *A charm is something that delights you. Knowing Jesus' love and forgiveness, being in His family, are so wonderful that it is like getting ten thousand of the things that delight you most, all rolled up into one. There is nothing as wonderful as knowing and being loved by Him.*

Bible Truth Connection Question

1. How does this song relate to our Bible Truth: **God's People Tell Others about Him?**
When God's people share the good news of Jesus with others, they tell them that we are all sinners who need to come to Jesus to save them.

Story Connection

1. How does this song relate to today's story? *Apolo knew that the Mboga, like all people, were sinners, poor and needy. He answered God's call to take the good news of salvation to these people. He told them that Jesus was standing ready to save them right then, if they will turn away from their sins and trust in Jesus as their Savior. In the end, many did.*

Bible Verse Connection Question

What does this hymn have to do with our Bible Verse: **Bible Verse: Romans 10:13-15:** "For everyone who calls on the name of the Lord will be saved." How then will they call on him in whom they have not believed? And how are they to believe in him of whom they have never heard? And how are they to hear without someone preaching? And how are they to preach unless they are sent? As it is written, "How beautiful are the feet of those who preach the good news!"?

This hymn is a call for all sinners to call on the name of the Lord and be saved. God's people sing this song to encourage others to hear the good news of salvation through Jesus and be saved.

Life Application Questions

1. How can God's people be affected by the message of this song? *They can praise God who loves sinners who come to Him so much that He delights to embrace them and bless them with ten thousand charms.*
2. We are sinners, poor and needy. How can we be saved? *By turning away from our sins and trusting in Jesus as our own Savior.*

ACTS Questions

1. What is something we can praise God for from this hymn?

Praise God for being the gracious God, full of pity, love and power, to save sinners.

2. What are sins we can confess to God from this hymn?

Confess that we are weak, wounded, sick and sore, with sin. We deserve God's punishment. We need a Savior!

3. What is something we can thank God for from this hymn?

We can thank God for not treating sinners just as their sins deserve, but for standing ready to save all who turn from their sins and trust in Jesus as their own Savior. He is so full of pity, love and power!

4. What is something we can ask God for from this hymn?

That God would work in our hearts that we might turn from our sins and trust Jesus as our Savior. We can ask Him to heal us of the weakness, wounds, sickness and soreness of sin in our lives. We can ask Him for His eternal life.

Gospel Question

1. Why does God not just judge our sins as we deserve, but stands ready to save us? Because of what Jesus has done! Can you tell me the good news of Jesus?

God is the good Creator and King of the world. He made people to worship Him and live by His good laws. But we are all sinners who've rebelled against Him. We all deserve death--God's just, eternal punishment for our sins. How terrible! But God has good news for us. In His great mercy, God sent His Son, Jesus to earth as a man to save sinners. He lived the perfect life that pleases God. (He's the only one who's ever done that!) He offered it up to God His Father as the perfect sacrifice for sins when He suffered and died on the cross. Then, on the third day, Jesus rose from the dead in victory. He had fully paid for the sins of God's people, so they wouldn't have to! Now all who turn away from their sins and trust in Jesus as their Savior will receive forgiveness of sins and eternal life with God. They will be His very own special people who will know Him and enjoy Him forever. We can be God's people, too, if we turn from our sins and trust in Jesus as our own Savior.

Song Game: Big Voice, Little Voice

Materials

Song

Sign language signs used in the song printed out onto little cards

Blindfold

Preparing the Game

None.

Playing the Game

1. Practice the song and signs until the children know them well. Then tell them: "Children, we are going to hide a sign language sign and see if one of you can find it... with a little help from the rest of us!"
2. Choose someone to be "It" and blindfold them. Choose another child to hide one of the sign language cards. When it's hidden, "It" can remove the blindfold and begin to look.
3. The rest of the children will sing the song in a louder voice when "It" gets closer to the hidden sign and quieter when "It" gets further from the sign.
4. When "It" finds the hidden clue, another "It" is chosen and play begins again.

Game continues as number of questions, time, and attention span allow.

choose a FEW questions for discussion, then choose the game and/or music activity

Meditation Version: Romans 10:13-15, ESV

“For “everyone who calls on the name of the Lord will be saved.” How then will they call on him in whom they have not believed? And how are they to believe in him of whom they have never heard? And how are they to hear without someone preaching? And how are they to preach unless they are sent? As it is written, “How beautiful are the feet of those who preach the good news!”

Alternate Memory Version: Romans 10:13-15 ESV

“For “everyone who calls on the name of the Lord will be saved.” How then will they call on him in whom they have not believed? And how are they to believe in him of whom they have never heard? ... As it is written, “How beautiful are the feet of those who preach the good news!”

Understanding the Bible Verse

1. What does it mean to “call on the name of the Lord? *Confess to God that you are a sinner who deserves His just wrath for your sin and that only by Him saving you (by taking the punishment you deserved when He died upon the cross) can you ever find forgiveness for your sins.*
2. Who will be saved? *Everyone who calls on the name of the Lord.*
3. What do people have to do before they can call on the name of the Lord? *Believe.*
4. What has to happen for people to believe? *Someone must preach to them.*
5. What does “preach” mean in this verse? *Doesn’t have to be a pastor who tells them about Jesus as he preaches a sermon. It can mean any Christian who tells others the good news of Jesus.*
6. How will those who haven’t heard about Jesus hear preaching? *Someone must be sent..*
7. Who sends people to tell others about Jesus? *Jesus and God’s people gathered together—churches. After Jesus rose from the dead, He commanded those who believed in Him to go into all the world, telling others about Him that they could become His obedient followers (disciples), too. But we see in our story today that the Holy Spirit guides churches to pray for and sent out their very own to tell others about Jesus.*
8. What makes the feet of those who bring good news beautiful? *Not that they have good looking feet. It means that they are the ones who are coming with the good news that saves people from their sins. They are coming to rescue them.*
9. What is the good news that God’s people bring? *God is the good Creator and King of the world. He made people to worship Him and live by His good laws. But we are all sinners who’ve rebelled against Him. We all deserve death--God’s just, eternal punishment for our sins. How terrible! But God has good news for us. In His great mercy, God sent His Son, Jesus to earth as a man to save sinners. He lived the perfect life that pleases God. (He’s the only one who’s ever done that!) He offered it up to God His Father as the perfect sacrifice for sins when He suffered and died on the cross. Then, on the third day, Jesus rose from the dead in victory. He had fully paid for the sins of God’s people, so they wouldn’t have to! Now all who turn away from their sins and trust in Jesus as their Savior will receive forgiveness of sins and eternal life with God. They will be His very own special people who will know Him and enjoy Him forever. We can be God’s people, too, if we turn from our sins and trust in Jesus as our own Savior.*

Bible Truth Connection Question

1. What does this verse have to do with the **Bible Truth: God’s People Tell Others about Him?**
God has chosen for others to hear the good news of salvation by sending His people to tell others about Him. They must go, if others are to hear.

Story Connection Questions

1. What does the verse have to do with our story? *Apolo knew that someone must go and preach to the Mboga people if they were to call on the name of the Lord and be saved. He walked many difficult miles, then endured much persecution so that the Mboga people might turn to the Lord.*

Life Application Questions

1. How can God's people today take the good news to those who have not heard? *They can go to live in the faraway places to tell people there how they can be saved through Jesus. They can get to know people from other countries that move here and tell them how they can be saved through Jesus. They can pray for others who have already gone out to faraway places that God would help them tell others about Jesus. They can pray for people here that God would help them tell these people the good news of Jesus.*
2. How can we become God's people? *By turning away from our sins and trusting in Jesus as our Savior.*
3. Who can tell us the good news of Jesus? *People at our churches, our Sunday School teachers, and any other Christians we know would be happy to talk to us about becoming a Christian.*

ACTS Questions

1. What is something we can praise God for from this Bible verse?
Praise God for being faithful to His promise to save all who call on His name.
2. What are sins we can confess to God from this Bible verse?
That we are all sinners, who need to turn away from our sins and believe in Jesus. That many times we could tell others the good news of Jesus, but choose not to because we are lazy or afraid they won't want to hear it.
3. What is something we can thank God for from this Bible verse?
We can thank God for sending His people to tell others in faraway places about Him.
4. What is something we can ask God for from this Bible verse?
We can ask God to work in our hearts that we would want to confess our sins, turn away from disobeying Him and trust in Jesus as our Savior. That He would send out many of His people today to faraway places that all may hear the good news of Jesus, turn from their sins, believe in Jesus and be saved.

The Gospel

1. What is the good news of Jesus that God's people bring to others? What is the gospel?
God is the good Creator and King of the world. He made people to worship Him and live by His good laws. But we are all sinners who've rebelled against Him. We all deserve death--God's just, eternal punishment for our sins. How terrible! But God has good news for us. In His great mercy, God sent His Son, Jesus to earth as a man to save sinners. He lived the perfect life that pleases God. (He's the only one who's ever done that!) He offered it up to God His Father as the perfect sacrifice for sins when He suffered and died on the cross. Then, on the third day, Jesus rose from the dead in victory. He had fully paid for the sins of God's people, so they wouldn't have to! Now all who turn away from their sins and trust in Jesus as their Savior will receive forgiveness of sins and eternal life with God. They will be His very own special people who will know Him and enjoy Him forever. We can be God's people, too, if we turn from our sins and trust in Jesus as our own Savior.

Game: Protectors

Materials

Bible verse written up in large print so that all can see
 One paper cup for each student
 2 manilla folders or 4 empty paper towel tube
 Masking tape
 Foam or other soft-surfaced balls, ideally one for every child.

Team A Invaders (rest of team)

X X X X X Team A Cups

Team A Protectors (1 or 2 children)

Team B Protectors (1 or 2 children)

X X X X X Team B Cups

Team B Invaders (rest of team)

Preparing the Game

1. Use the masking tape to make X's to show placement for each team's cups.
2. Cut manilla folder along seam into 2 sheets. Roll up each sheet along the short side and tape seam.

Learning the Verse

Some or all of your children may be non- or early readers. Teach the verse in sections, having them say it after you. Repeat a few times. Add clapping or other movement as they say it.

Directions

1. If desired, lead the children in a discussion of a **FEW** of the most important questions before beginning game.
2. Explain the game to them as follows:

Divide the children into two teams. Have the children on both teams set up their cups on the X's. Designate one or two children from each team to be the "Protectors" for their team's cups. These children will stand in front of their team's cups and ward off invading balls that the other team is ROLLING (not throwing) to knock down their cups. Arm each protector with one or two of the manilla envelope/paper towel tubes. Have all the other of Team A and B stand back behind their team's cups. Give them the foam balls to ROLL at the other team's cups. Play begins as everyone says the verse together. When you say "go" both teams begin rolling and protecting the cups until you tell them to stop, gathering up the balls and rolling them back at the other team's cup when they come their direction. Allow 30 seconds or a 1 minute for each round. Maybe longer if the protectors are particularly good or the invaders are particularly unsuccessful at knocking down the cups. The number of cups knocked down are the number of points each team gets for the round. If desired, you can have each team say the verse to earn the points. Otherwise, set up the cups again, designate new protectors and have everyone say the verse. When you say "go", children begin Round 2 of rolling and protecting.

Game continues as time and attention span allow.

Non-competitive Option

This game is difficult to do completely non-competitively. You can choose to not keep track of points.

Optional **TAKING IT TO OTHERS** Activity: Quiz Questions

Have the children choose a few of the questions from the game to ask the parents/other children during **TAKING IT TO OTHERS** time. Help pre-readers by whispering the question in their ear and letting them ask it aloud to the parents/other children. Make sure you read the Bible verse aloud before you ask your questions.

Directions:

1. Write words to song in large print before class.
2. Play the song for the children, helping them follow along on the song sheet.
3. Discuss the song, using a few questions from the discussion sheet. *Don't use them all!*
4. Introduce sign language for key words of your choice from sign language sheet for your song. Use as few or as many as you think the children can learn.
5. Sing and sign the song. Sign language as well as large format lyrics and sheet music are found in the PFI Unit Songbook or online.
6. If desired, play the Song Game.

Optional TAKING IT TO OTHERS Activity: Presenting and Singing the Song

1. Sing and sign the song, encouraging the watching children/parents to join in.
2. Ask the class some of the questions listed below. The Bible Truth Connection Question is particularly good to help them understand how the song ties in with the Bible Truth.

How Beautiful: Romans 10:13-15, ESV

Refrain

How beautiful! How beautiful!

How beautiful are the feet.

How beautiful! How beautiful!

Are the feet of those who preach the good news.

Ev'ryone who calls on the name of the Lord,
Will be saved.

Ev'ryone who calls on the name of the Lord,
Will be saved.

Yes, but I have some questions...

How then will they call on Him they've not believed in?

How are they to believe in Him they never heard?

How are they to hear without someone preaching?

How are they to preach unless they are sent?

Well, it all goes back to those feet! Refrain

Romans Ten, thirteen through fifteen.

Listen to it on PFI ESV Songs 12, Track 39

Song Game: Sign It, Say It, What Does It Mean?

Materials

Sign Language signs used in song, particularly choose words with important meanings you want the children to learn, such as "grace", "redeem", etc.

Bag or bowl

Preparing the Game

1. Cut out signs and put in bowl.

Playing the Game

1. Practice the song and signs until the children know them well. Then put all the signs we've learned in this bag/ bowl and mix them up.
2. Ask one of the children to choose a sign, but not show it to anyone...but you, if they need some help.
3. Ask the child to do the sign for the rest of the children and see if the other children can guess which one it is. Do the sign with the child, if desired.
4. When the children guess the sign, ask them the meaning of the word. If no one guesses the sign, put it back in the bowl to be picked again.
5. Choose another child to pick a new sign from the bag and continue.

NOTE: You might want to sing the song after you do each word or couple of words.

Game continues as number of questions, time, and attention span allow.

STORY REVIEW

Directions: Read and discuss Bible Truth, using a FEW of the questions. Play game. Feel free to modify the game to fit your children.

General Story Questions

1. Why did Apolo climb Mt. Ruwenzori? *To see the land of the Mboga he had heard about.*
2. What happened to Apolo when he saw the land of the Mboga? *He felt God's call to tell them about Jesus.*
3. How did King Tabeo treat Apolo at first and why did he change how he treated him? *He welcomed him and generously gave him land to build a hut. When Apolo began to tell the people to turn from their evil spirit worship and turn to Jesus, the king wanted him killed.*
4. How did the king try to get rid of Apolo? *He threatened him; he set his hut on fire; and he had him hurt and left him to be eaten by lions.*
5. What reason did Apolo give the king for refusing to leave? *He was the servant of God and would not stop obeying His command to stay and tell them about Jesus.*
6. Why didn't Apolo go home when the king and witchdoctor kept trying to kill him? *Because he knew the Lord had called him to keep telling the Mboga people about Jesus so that might be saved.*
7. Why did more people want to come to hear about Jesus after Apolo hurt by the king? *They couldn't believe that Apolo still would not leave, even after such terrible punishment. They began to think that his message must be worth listening to, if he was willing to suffer like this to tell it to them.*
8. Why wasn't Apolo eaten by lions? *The woman who became a Christian found him and rescued him.*
9. What did the woman who rescued Apolo want him to do when he got well? Why didn't he do it? *She wanted him to escape back to his home so he would not be killed. He didn't do it because he still felt the Lord wanted him to stay and keep telling the people about Jesus.*
10. What did Apolo do on the Sunday morning that surprised everyone? *He began beating the church drum and inviting them to church. Everyone was surprised because they thought he was dead.*
11. What did the king do when he heard that Apolo was alive? *He snuck down to the church to see for himself. When he saw that it was true, he went into the church and knelt down. He asked for forgiveness and stayed and listened to God's Word. He became a Christian that day.*

Bible Truth Connection Questions

1. What does this story have to do with our **Bible Truth: God's People Tell Others about Him**? *Apolo was sent to tell the Mboga people about Jesus. God planned for His people to come from every tribe, nation and language, even from the Mboga tribe. He used Apolo to bring them this good news for the very first time.*

Life Application Questions

1. Are there still places in the world that need to hear about Jesus? *Yes!*
2. Why is it so important that Christians tell others about Jesus? How will they be saved from the punishment that they rightly deserve for their sins if no one tells them? *And, because Jesus commanded His people to go into every part of the world and tell them about salvation through Him. Also, because God has planned for His people to be from every people on earth. Spreading the good news of Jesus brings honor and glory to God's great name.*
3. How are we like the Mboga people? *We are sinners who need to confess our sins to God, turn away from them and trust in Jesus as our Savior.*
4. Do God's people today face persecution for telling others about Jesus? *Many do not, but many others do.*
5. How can we help God's people who have gone out to tell others about Jesus? *We can pray for God to encourage them, protect them, and bring many people to come to be forgiven of their sins and become His people. We can give money to our church to be used for the missionaries to help them in their work. We can encourage them when they come home and visit our church.*

Bible Verse Connection Question

1. What does the story have to do with our **Bible Verse: Romans 10:13-15**: "For "everyone who calls on the name of the Lord will be saved." How then will they call on him in whom they have not believed? And how are they to believe in him of whom they have never heard? And how are they to hear without someone preaching? And how are they to preach unless they are sent? As it is written, "How beautiful are the feet of those who preach the good news!"?

Apolo knew that someone must go and preach to the Mboga people if they were to call on the name of the Lord and be saved. He walked many difficult miles, then endured much persecution so that the Mboga people might turn to the Lord.

ACTS Questions

1. What is something we can praise God for being that we learned in our story? *Praise God for being the Protector and Sustainer of His people. He can help them survive through hard persecution, if it is His good and perfect will.*

2. What is something we can confess as sin that we learned in our story? *Confess that we, like the Mboga to trust in Jesus as our Savior. We also can confess that many times we choose not to tell others the good news of Jesus because we are scared of what they might say or do when we tell them.*

3. What is something we can thank God for that we learned in our story? *We can thank God giving His people the strength, love and courage to care for people and tell them about Jesus, even in the hardest of situations.*

4. What is something we can ask God for that we learned in our story? *We can ask God to work in our hearts, helping us to confess our sins, turn away from them and trust Jesus as our own Savior. We can ask Him to make us like Apolo: willing to go to even very dangerous places to tell others about Him.*

The Gospel

1. What was the good news of Jesus that Apolo risked their lives to tell? What is the gospel?

God is the good Creator and King of the world. He made people to worship Him and live by His good laws. But we are all sinners who've rebelled against Him. We all deserve death--God's just, eternal punishment for our sins. How terrible! But God has good news for us. In His great mercy, God sent His Son, Jesus to earth as a man to save sinners. He lived the perfect life that pleases God. (He's the only one who's ever done that!) He offered it up to God His Father as the perfect sacrifice for sins when He suffered and died on the cross. Then, on the third day, Jesus rose from the dead in victory. He had fully paid for the sins of God's people, so they wouldn't have to! Now all who turn away from their sins and trust in Jesus as their Savior will receive forgiveness of sins and eternal life with God. They will be His very own special people who will know Him and enjoy Him forever. We can be God's people, too, if we turn from our sins and trust in Jesus as our own Savior.

Game: Stepping Stones

Materials

10 Carpet Squares or Different Colored Construction Paper
Paper and Marker
Masking Tape
Small paper bag or basket
Story Review Questions
Optional: CD player and music, Game "Pennies" to differentiate the teams

Preparing the Game

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own.
2. Tape numbers on the carpet squares or make "squares" out of construction paper. Place the squares in random order on the floor, not more than 2 feet apart. (so that they can jump from stone to stone: see diagram) Write the numbers 1-10 on separate, small pieces of paper and place in bag/basket.

Playing the Game

Divide the children into two teams. Tell the children that the players from both Team A and Team B are to jump from "stone to stone" until you call "time." (You could also play the music and they freeze when the music stops.) At that point, everyone is to freeze on their stepping stone. The leader then draws a number out of the bag/basket and then asks a Story Review question to the child/children on that stone. If he/they answer it correctly, he/they each win two points for their team. Play then resumes again.

Game continues as number of questions, time, and attention span allow. The team with the most points at the end wins.

Non-competitive Option

Don't split into teams. Simply play the game, having the children at whatever numbered stone is chosen answer the question.

Optional TAKING IT TO OTHERS Activity: Quiz Questions

Have the children choose a few of the questions from the game to ask the parents/other children during TAKING IT TO OTHERS time. Help pre-readers by whispering the question in their ear and letting them ask it aloud to the parents/other children.

CASE REPLAY ACTIVITIES

Use this guide to review the Case Story and act it out for others to enjoy!

CASE REPLAY, JR: YOUNGEST CHILDREN

Description: The children will act out the story together, everyone doing the same action/sound effect at the same time. This activity is most suitable for kindergarteners.

Materials

The Case RePlay, Jr. script for younger children

Preparation

1. Read through the script and write in the blanks along the side possible actions/sound effects the children could do to act it out.

Instructions

1. Tell the children that they will be re-enacting the story together as you tell it.
2. As you read the script, lead the children in actions/sound effects to do with you.
3. If desired, you can read the script and stop at certain sentences and ask them what a good action/sound effect would be to act out what you just read.
4. Repeat the re-enactment one or two times more.

CASE REPLAY, SR: OLDER CHILDREN

Description: The children act out the story as a three-scene play. You will narrate it using the Case RePlay, Sr. script and they will act it out (no spoken words, for the most part), with each child assuming a different character's role. This activity is most suitable for first grade and up. You will review the story, then practice it a few times before performing it for others.

Materials

The Case RePlay, Sr. script
White board or other large format paper
Costumes and props

Preparation

1. Prepare for the play by choosing costumes and props for each character in the story. Decorate the area with any scenery props.
2. Write the words "Beginning," "Middle," "End" on a large piece of paper/whiteboard with plenty of space under each heading. You will use this paper to help the children think about the story as a three-scene play, as it is presented in the script.

Instructions

1. Tell the children that they will get to act out the story as a three-scene play, with a beginning, middle and end section. Tell them that before they can act it out, they need to think it out. as you narrate it with your script.
2. Take the children's answers as they recount the story, helping them put key incidents in the right order.
3. If desired, when they have filled in their Beginning, Middle, End, read through your whole (real) script, so they hear exactly what you will have them act out.
4. Then tell the children that it's time to practice acting out the story.
5. Assign parts to each child. If you are using costumes, do NOT give them out at this point. They will be a distraction.
6. Have all the children sit on the floor or in chairs on one side of the "stage," then call the characters up in place as their part in the story comes.
7. As you read the script, guide the children in where you want them to move or do to act it out.
8. After going through the whole script once, give out any costumes and props and act out the script once or twice more.

Optional TAKING IT TO OTHERS Activity: Re-enacting the Story

Read the script as the children act out together (younger) or assuming different roles (older) as the other children or the parents watch.

CASE REPLAY, JR--YOUNGER KIDS (KINDERGARTEN) P.2

Welcome to our play! The name of our story is called: The Case of the Man Who Wouldn't Give Up.

Our story takes place in Uganda, Africa in the 1880's.

And now we present: "The Case of the Man Who Wouldn't Give Up."

Actions:

Scene 1:

Apolo and his guide make the difficult climb to the top of Mount Ruwenzori so that Apolo could see the land of Mboga people he has heard about. He feels called to tell the Mbogas about Jesus because they have never heard. He travels a long way, through dark forests, over hills until he get there. King Tabao welcomes him and gives him a little land for a home until Apolo starts to tell the people about Jesus. One woman comes to believe in Jesus, the rest do not. The witch doctor urges the king to have Apolo killed or else his kingdom ruined will be ruined.

Scene 2:

The king threatens to hurt Apolo, then he has his hut burned down. He hurts Apolo terribly, but still Apolo wouldn't leave. Apolo builds a little church hut with a big drum outside to call people to church to hear about Jesus. Once more the witch doctor urged the king to kill Apolo. Apolo is hurt and left out in the tall grasses outside the village for a lion to eat him. The king and witch doctor hold a great celebration to celebrate the death of Apolo and his message. With Apolo gone and the church shut, the people turned back to worship the evil spirits.

Scene 3

The woman believer watches what happened. She rescues Apolo and carries him to an old hut away from the village. She nurses him back to health for six weeks. The woman urges Apolo to go home, but he refuses. He wants to keep telling the Mbogas about Jesus. One Sunday, he sneaks into the village and begins beating on the church drum. In amazement the people and even the king, come to see the man who they thought was dead. They come into the church hut and listen to Apolo read from the Bible. The king sneaks up to the church hut to see if Apolo is really alive. When he sees that he is alive and teaching the Bible to the people, he comes in the hut, too. He kneels down, asks forgiveness and receives salvation that day.

Bible Truth Tie-In:

The Bible Truth we are learning is: **God's People Tell Others about Him.** Apolo risked his life, time and again to tell the Mboga people about Jesus. He did not let the witchdoctor's and King's persecution of him stop him from sharing about Jesus.

CASE REPLAY, SR--OLDER KIDS (1ST GRADE AND UP) P.3

Welcome to our play! The name of our story is called: The Case of the Man Who Wouldn't Give Up.

Our story takes place in Uganda, Africa in the 1880's.

The characters in our story are: Apolo; his guide; King Tabeo; the witch doctor; the woman who first believed; other Mboga people.

And now we present: "The Case of the Man Who Wouldn't Give Up."

Scene 1: (Beginning)

Apolo and his guide make the difficult climb to the top of Mount Ruwenzori so that Apolo could see the land of Mboga people he has heard about. He feels called to tell the Mbogas about Jesus because they have never heard. He travels a long way, through dark forests, over hills until he get there. King Tabao welcomes him and gives him a little land for a home until Apolo starts to tell the people about Jesus. One woman comes to believe in Jesus, the rest do not. The witch doctor urges the king to have Apolo killed or else his kingdom ruined will be ruined.

Scene 2: (Middle)

The king threatens to hurt Apolo, then he has his hut burned down. He hurts Apolo terribly, but still Apolo wouldn't leave. Apolo builds a little church hut with a big drum outside to call people to church to hear about Jesus. Once more the witch doctor urged the king to kill Apolo. Apolo is hurt and left out in the tall grasses outside the village for a lion to eat him. The king and witch doctor hold a great celebration to celebrate the death of Apolo and his message. With Apolo gone and the church shut, the people turned back to worship the evil spirits.

Scene 3: (End)

The woman believer watches what happened. She rescues Apolo and carries him to an old hut away from the village. She nurses him back to health for six weeks. The woman urges Apolo to go home, but he refuses. He wants to keep telling the Mbogas about Jesus. One Sunday, he sneaks into the village and begins beating on the church drum. In amazement the people and even the king, come to see the man who they thought was dead. They come into the church hut and listen to Apolo read from the Bible. The king sneaks up to the church hut to see if Apolo is really alive. When he sees that he is alive and teaching the Bible to the people, he comes in the hut, too. He kneels down, asks forgiveness and receives salvation that day.

Bible Truth Tie-In:

The Bible Truth we are learning is: **God's People Tell Others about Him.** Apolo risked his life, time and again to tell the Mboga people about Jesus. He did not let the witchdoctor's and King's persecution of him stop him from sharing about Jesus.

Apolo Making the Difficult Journey to Mboga Country

Description

The children will make a scene of Apolo's travels through river, forest, mountains and hills using poster board, tissue paper and markers.

Materials

- 1 piece of 20" x 28" poster board per every TWO children
- 1 popsicle stick per child
- Green tissue paper
- Pencils with decent erasers, one per child
- Craft glue
- Markers, colored pencils or crayons
- Glue gun and glue (teacher use only) or strong, clear packing tape

Preparing the Craft

1. Print out Apolo, one per craft. Print out the village huts and people, 1 set per child.
2. Cut poster board in half into two 14" x 20" pieces
3. Cut tissue paper into lots of 2" (approximate) squares.
4. Reproduce the drawings shown in Diagram A onto each piece of poster board.
5. Cut a slot as shown across the longer side of each piece of poster board, about two-thirds the way up the paper. The slot is positioned so that Apolo will "travel" through each section by way of the slot.
6. Make a sample for the children to see.

Making the Craft

1. Show children your sample.
2. Have the children use markers to decorate the sky above the mountains and the river.
3. Have the children use the eraser end of their pencils to scrunch up pieces of tissue paper and then glue them onto the mountain and hill sections of their poster board.
4. Have the children glue the huts and Mboga people in place as indicated in the diagram.
5. Teacher uses glue gun (or packing tape) to secure Apolo to the top of the popsicle stick.
6. Insert the bottom end of the popsicle stick through the slot. From the back of the poster board, the children can slide Apolo through the scene to the Mboga's village

Making a Bible Truth Connection

Once the children have settled into their craft, use the Bible Truth-Craft Connection Sheet to lead discussion about the craft. Note that most of these questions echo the questions on the case board, providing a review of what the children learned earlier.

Optional **TAKING IT TO OTHERS** Activity: Craft Presentation

If you are presenting the craft to other children or parents the children can hold up their crafts (or your model craft) and read their Bible Truth Connection answers to explain the importance of the craft.

CASE CRAFT**Discussion Guide****Instructions:**

As the children are settled into making their craft, ask them these questions to help them understand the craft's significance. Use the answers provided to guide the children's answers.

Discussion Questions

1. Where did our story take place?

In Uganda, Africa.

2. What difficult things did Apolo do to find out about the Mboga and get to their land?

He climbed up Mt. Ruwenzori, to see where their land was. He made the long, difficult journey to get to their land.

3. Why would Apolo go to all this effort to find the Mboga people?

He wanted to obey God's call for him to tell these people about salvation through Jesus. He knew they needed to hear this message if they were to be saved from their sins.

4. What is Bible Truth that we are learning?

God's People Tell Others about Him.

5. What does our craft have to do with our Bible Truth?

God calls His people to go into all the world to tell others the good news of Jesus. Sometimes, like in Apolo's case, it means they have to take a long and hard journey to get to the people God is calling them to tell.

6. What can our craft help us remember?

Telling other people about Jesus is worth making even great sacrifices for. It is worth taking long, hard journeys or enduring the bad things that others might say or do because of the gospel. God will help all of His people do whatever and go wherever He wants them to.

TAKING IT TO OTHERS**Craft Presentation****Instructions:**

Have children hold up your model craft/their crafts. Choose five children (or you say) the five sections below to explain the craft's importance.

Presentation:

1. Our craft is: Three Pounds in Praying Hands.

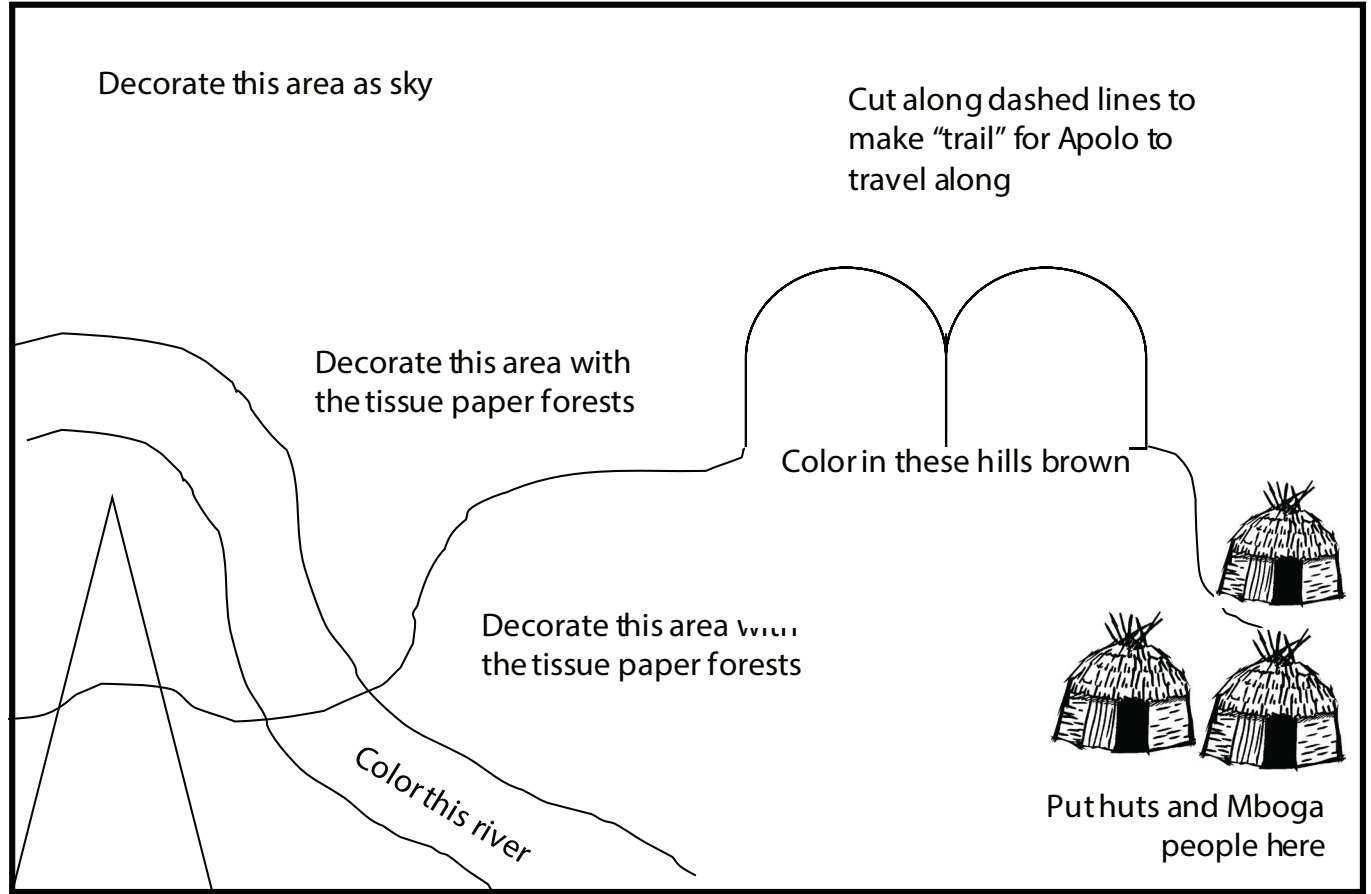
2. In Uganda, Apolo chose to make the difficult journey to Mboga country to tell them the good news of salvation through Jesus.

3. Our Bible Truth is: God's People Tell Others about Him.

4. God calls His people to go into all the world to tell others the good news of Jesus. Sometimes, like in Apolo's case, it means they have to take a long and hard journey to get to the people God is calling them to tell.

5. Our craft can help us remember that telling other people about Jesus is worth making even great sacrifices for. It is worth taking long, hard journeys or enduring the bad things that others might say or do because of the gospel. God will help all of His people do whatever and go wherever He wants them to.

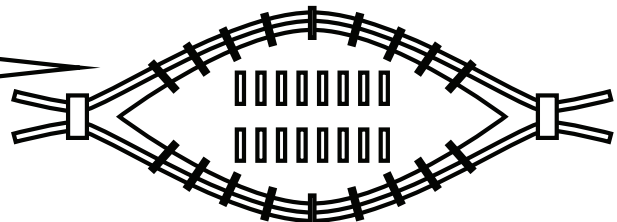
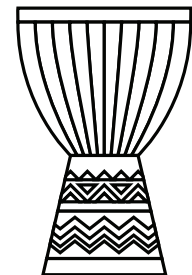
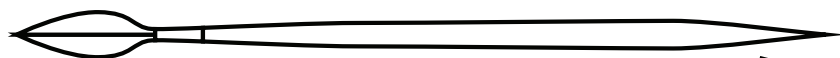
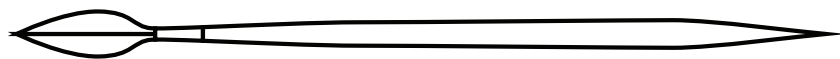
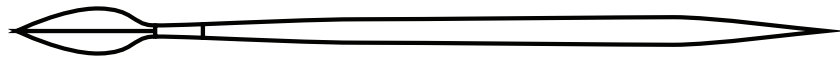
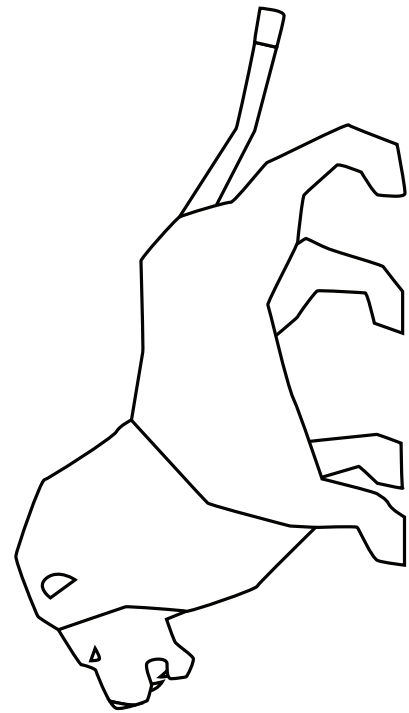
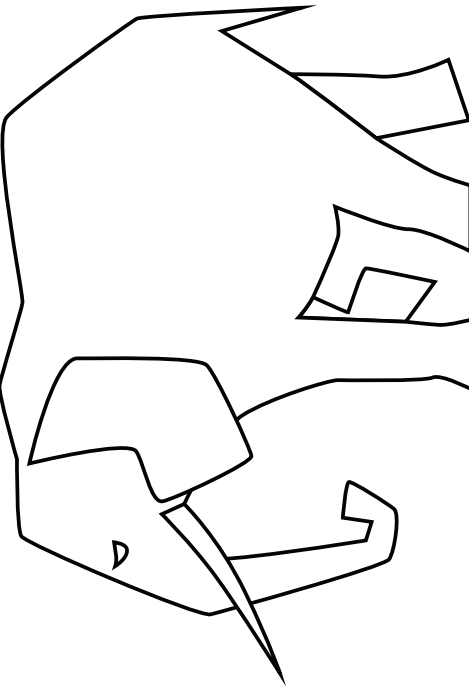
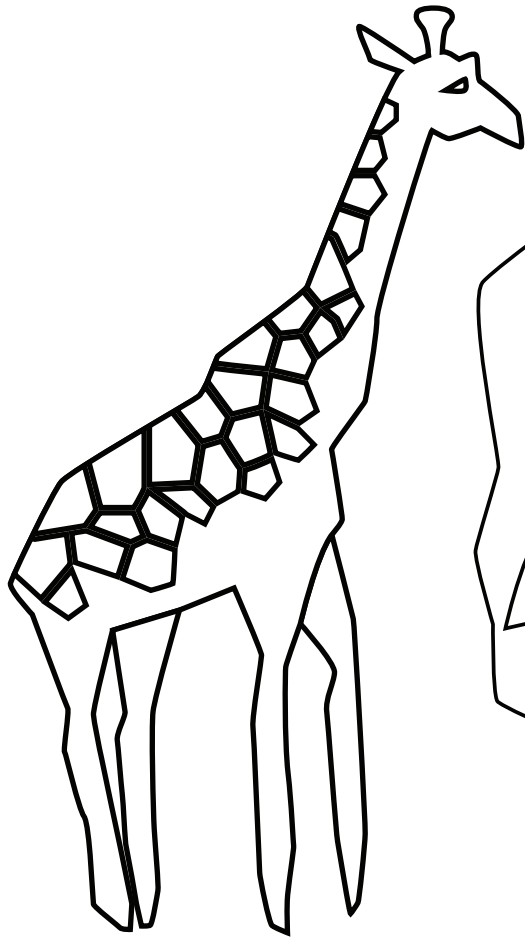
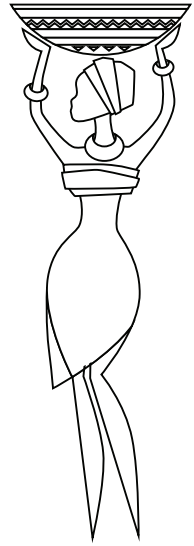
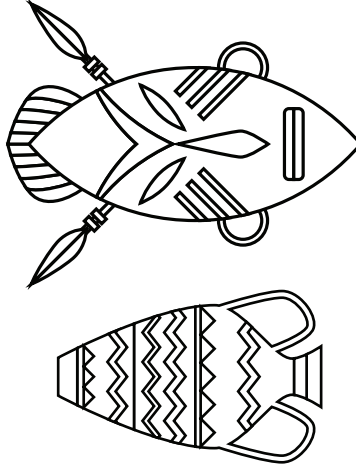
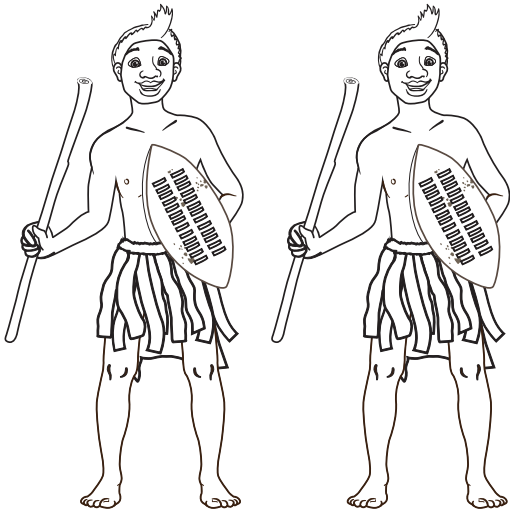
Note: Even non-readers can participate in presenting the craft, if you will whisper what they are to say in their ear and let them say it aloud for the others to hear.



Color this mountain brown







BEFORE CLASS:**1. PICK YOUR PERSON**

VIPPs can be anyone in your church! Typically, they fall into 6 categories: Church staff, Elders, Deacons/deaconesses, Special Volunteers (people who aren't paid, but spend a lot of time helping out in particular ways), Supported Workers (aka missionaries), and Church Members.

2. GATHER YOUR FACTS

Use the VIPP Information Sheet to write down the facts about your VIPP. The information on this worksheet is used in the VIPP activities, listed in the "Choose an Activity" section below.

DURING THE ACTIVITY:**1. INTRODUCE YOUR VIPP**

Introduce your VIPP to the children, using the VIPP Information Sheet. Fill in a set of VIPP Clue Cards with the information for your VIPP. If desired, you can even have the actual person come into class for the children to meet.

Need help describing what someone does for the church in a kid-friendly way? Check out the list of common VIPPs on the Praise Factory website in the PFI resources. There are lots of kid-friendly descriptions for common VIPP's, such as pastors, elders, deacons and a lot more.

2. PRAY!

Lead the children in praying for the VIPP. Ask the children if they would like to pray for one of the VIPPs prayer requests. Even non-readers can pray for the VIPP if you whisper the prayer request in their ear, then let them say it aloud. Never force a child to pray!

3. CHOOSE AN ACTIVITY

There are two activities you can use to help the children learn about the VIPP:

VIPP Clue Cards: These are nine coloring sheets in which children fill in the nine things they learn about the VIPP from the VIPP Information Sheet. Photocopy a set of each child. Use as few or as many of these Clue Cards as you desire. They are found in the back of this book.

VIPP Game: This is a game that uses a set of Clue Cards for one or two VIPPs.

Choose a VIPP and fill in his/her information on the VIPP Information Sheet. Fill in a set of VIPP Clue Cards with the information for your VIPP. Tell the children about the VIPP, having them fill in the VIPP Clue Cards with the key facts as they learn them. Write any words the children need to write on a white-board or other piece of paper so they can see how to spell them. Help younger children write these words on their clue cards. Ideas for how to tell the children about many common VIPPs are listed at praisefactory.org with the resources for this Bible Truth.

Optional TAKING IT TO OTHERS Activity: Introduce and Pray for the VIPP

If you are presenting the VIPP to other children or parents you can assign children to hold up the 10 clue cards and say what each card tells about the VIPP. (Or, you can have the children hold them up as you tell what each one means.) Then lead the children in praying for the VIPP.

Game: Beanbag Toss In

Materials

Information for one VIPP

2 Sets of Clue Cards

8 Letter-sized Envelopes or folders

Bean Bag(s), one per child

Tape

Preparing the Game

1. Fill in one set of clue sheets for the VIPP you are using.
2. Tape the other (blank) set of Clue Cards to the outside of the manilla envelopes.
3. Put the filled-in clue cards in the corresponding envelope.
4. Tape each down to the floor, fairly close together.

Playing the Game

Reveal: Tell the children about the VIPP, showing them your filled-in clue cards as you tell about them.

Review: At your signal, have the children take toss their bean bags onto the envelopes. Then one that has the most bean bags on it./near it is the one you will open. (The children may have fun taking turns designating one as the target before tossing.) The teacher (or the child) tells the Clue Card category. The other children try to remember what the VIPP's answer was. Open it up and see if they got it right. If they did, the Clue Card is retired. If not, it can be added back into the Clue Cards to be tossed at.

VIPP INFORMATION SHEET

VIPP NAME:

WHAT VIPP LOOKS LIKE

Man or Woman? _____

Hair color? _____

Eye color? _____

FAVORITE ANIMAL

FAVORITE FOOD

FAVORITE FREE TIME ACTIVITY

WHAT VIPP DOES DURING WEEK

VIPP GROUP OF SERVICE:

Church Member

Deacon

Elder

Church Staff

Special Volunteer

Supported Worker
(Missionary)

3 WAYS VIPP SERVES CHURCH

3 WAYS TO PRAY FOR THE VIPP
