

## **BIBLE TRUTH 4, LESSON 3: 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 NIV Songs 4 CD, Track 1*

**Rules to Help Us Worship God and Love Others:** WoGoLOA Classroom Rules Song  
*PFI NIV Songs 4 CD, Track 2*

**Big Question Under Investigation:** Big Question 4 Songs *PFI NIV Songs 4 CD, Tracks 3,4*  
(*Extra Song: Inspector Graff's Rap: The ABC's of God PFI NIV Songs 4, Track 5*)

**Big Question Bible Verse:** 1 Kings 8:23 Song *PFI NIV Songs 4 CD, Track 6*

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

**Bible Truth 4:** The LORD Is Everywhere, All the Time

**Bible Truth Hymn:** God Is Working His Purpose Out, v.1 *PFI NIV Songs 4, Track 13*

**Bible Verse:** Psalm 139:7-10

**Bible Verse Song:** Where Can I Go? *PFI NIV Songs 4, Track 14*  
*Extra Bible Verse Song: From Heaven the LORD Looks Down: Psalm 33:13,14 PFI NIV Songs 4, Track 15*

**Lesson 3 New Testament Story:** The Case of the Not-So-Abandoned Ship  
Acts 27

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

**Snack and Discussion Planner:** Bread and Big Waves

**ACTS Prayer:** Prayer Sheet

**Bible Truth Review:** Discussion Questions and Game: Enemy Invaders

**Bible Truth Hymn:** God Is Working His Purpose Out, v.1 *PFI NIV Songs 4, Track 13*  
Song, Sign Language and Song Game: Mimic Me! **PFI NIV Songs 4 BOOK or ONLINE**

**Bible Verse Review:** Psalm 139:7-10 Discussion Sheet and Game: Horse Play Verse Tag

**Bible Verse Song:** Where Can I Go?: Psalm 139:7-10 *PFI NIV Songs 4, Track 14*  
Song, Sign Language and Song Game: Word Take Away **PFI NIV Songs 4 BOOK or ONLINE**

**Story Review:** Discussion Questions and Game: Chair Pile-Up

**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:** An Angel

**VIPP (Very Important Prayer Person) Prayer Time:** Coloring Sheets (back of book) and Game: Crabbin' Around

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

**PFI Pronto:** Bible Truth 4, Lesson 3 **PFI NIV Prontos 4 BOOK or ONLINE**

**The Case of the Not-So-Abandoned Ship** Acts 27

by Connie Dever

**Our story is:****The Case of the Not-So-Abandoned Ship.****As you listen to the story, see if you can figure out:**

1. Why did the ship seem like it was abandoned?
2. Who showed them that it wasn't really abandoned? Why did he know they weren't abandoned?

This story takes place on the Mediterranean Sea, during New Testament times, about thirty years after Jesus died on the cross and rose from the dead.

"Lower the anchors! Tie down the ship!" the captain shouted to his weary and frustrated crew of sailors. "We'll have to anchor here at Fair Havens for now. We have no choice."

For days now the captain had been trying to get his large ship, full of Egyptian grain and Roman prisoners, to Rome. But the late autumn winds had given them nothing but trouble. Instead of pushing the ship westerly towards Rome, the winds pushed them to the east and the south. So here they were, stuck on the island of Crete, in the Middle of the Mediterranean Sea, 600 miles away from Rome!

But what did they expect, sailing on the Mediterranean in mid-October? Every good sailor knew the winds would be against them; and what was more, it was the season of Euraquilo—the great hurricanes. These storms were stirred up by strong winds sweeping down off of Mt. Ida in the north and churning up the waters of the Mediterranean into a deadly trap of gigantic waves. It was risky business sailing at this time of year.

That night, the captain and pilot reported to Julius, the centurion in charge of the soldiers, the prisoners and the wheat shipment. They had a big decision to make.

"What should do, captain?" Julius asked.

"The voyage from Myra to here has taken too long. It's well past the safe season for sailing the rest of the way to Rome. We must seek refuge here on Crete and wait out the winter storms," the owner replied.

"I agree," the pilot said. "But we can't stay here in Fair Haven. This harbor isn't safe against the storms of

Euraquilo when they come. I say we sail ten hours down the coast to the safe harbor at Phoenix."

Suddenly a prisoner blurted out his opinion. "Stay here in Fair Havens," he said. "If you sail any further it will be a disaster," he warned.

Who was this bold prisoner? It was the apostle Paul. He had been a prisoner at King Felix's palace for two years and now was being taken to Rome to have Caesar Nero judge his case.

Julius and the others ignored Paul's advice. He was no sailor! Why should they listen to him! "We set sail for Phoenix with the good wind," they decided.

Soon, a gentle, south wind they waited for began to blow. The ship set sail for Phoenix, not far up the coast. But suddenly, the weather changed. The sky grew dark and cloudy. Rain fell heavily and the wind blew fiercely. It was a Euroquilo! The most terrible storm known on the Mediterranean Sea!

The rain drenched them. The powerful wind and waves slammed into the ship, threatening to crush it. They hoped for the storm to end, but it kept on, day after day. Soon even the captain lost hope. "My ship is almost in pieces, my men can hardly keep going, I've lost my cargo, and the Euraquilo is still beating down on us. Soon we will lose our lives if someone does not help us. But who could possibly help us in the Middle of a Euraquilo? There is no one," the captain despaired.

But Paul knew there was One who could help them—the LORD, who is everywhere, all the time. And right there in the Middle of that furious storm, Paul had cried out to Him. No Euraquilo could keep Him away. He was the awesome God who was everywhere, all the time. He knew that the LORD saw what they were going through

**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.

and knew what would happen next. He knew that the Lord could do far more than know, hear and see what was happening. He could answer Paul's prayers and help them, no matter where they are. The Lord was working out everything with perfect timing, according to His marvelous will.

Paul stood up and shouted over the storm's roar: "Men, you should have taken my advice not to sail from Crete; then you would have spared yourselves this damage and loss. But now I urge you to keep up your courage, because not one of you will be lost; only the ship will be destroyed. Last night an angel of the God whose I am and whom I serve stood beside me and said, 'Do not be afraid, Paul. You must stand trial before Caesar; and God has graciously given you the lives of all who sail with you.' So keep up your courage, men, for I have faith in God that it will happen just as he told me. Nevertheless, we must run aground on some island." (Acts 2 :21-26)

What was this? Help in the Middle of a Euraquilo? Everyone on board hoped what Paul said was true. They began to watch for signs of land.

On midnight of the fourteenth night of being beaten by this ferocious storm, the sailors came to their captain with a new report, "Captain, the soundings show that the water is getting shallower...we must be approaching land of some sort!"

"This is good news. It is just as Paul said. There is hope for us, but we are still in grave danger, for there is no way that we can see to guide the ship away from rocks on this pitch dark, stormy night," the captain said. "The angel told Paul the ship would run aground. Let's hope that means we can stay afloat until morning when we can see where we are going. Lower the anchors to slow us down and keep a close watch on the water level. And pray for daylight to come quickly!" he told the crew.

At last dawn came. Now they could see where they were and how best to guide the boat towards shore. It soon would be time to abandon the ship.

Paul gathered everyone together for last words: "For the last fourteen days," he said, "you have been in constant suspense and have gone without food--you haven't eaten anything. You must eat something now if you are to survive. Not one of you will lose a single hair from his head."

After he said this, Paul took some bread and gave thanks to God in front of them all. Then he broke it and began to eat. (Acts 27:35-36)

If it had been anyone else talking, the men probably wouldn't have listened. Wasn't the ship still in terrible danger of crashing? But this was Paul who was speaking. The man whose God was the Lord. If no Euraquilo could keep Him away; surely He knew about crashing into rocks, too. He was the awesome God who was everywhere, all the time. The Lord had seen what they were going through then and had known what would happen next. He would answer Paul's prayers and help them, no matter where they are. He was working out everything with perfect timing, according to His marvelous will. All were encouraged by Paul's words. They ate all they wanted and then threw the rest over board to lighten the ship.

When daylight fully came, the captain tried to identify the island. "I have no idea what island this is," he told the others, "but look, over there is a bay with a sandy beach. That is our best chance for running aground safely."

"Cut loose the anchors, untie the rudder ropes! Hoist the foresail and head straight for the beach!" the captain ordered his men.

Everyone braced themselves for the jolt. Crash! Thud! The mighty ship slammed into the sandbar at full speed and came to a wrenching halt. As the crashing waves began to break up the back of the grounded ship, everyone began to jump overboard and swim for shore. Everyone, that is, except the prisoners and the soldiers guarding them. With drawn swords, the soldiers turned on the prisoners. They had decided they would rather kill them than risk being punished if any of them escaped in the sea.

Would this be the end of Paul? No, it would not! The Lord, the God who is everywhere, all the time, was still there in the Middle of the Euraquilo, right there as the soldiers made their plans. He was making sure that everything would work with His perfect timing, according to His marvelous will. He enabled Julius to find out about the soldiers' plans and stop them before they had killed anyone.

"You who can swim, jump and swim to land," Julius ordered the prisoners. "The rest of you, get a wooden

plank from the ship and use it to help you float ashore," he ordered.

After a long fight with the monstrous, crashing waves, every, single one of the 256 people on the ship had made it safely ashore. They dragged themselves ashore and lay exhausted on the beach.

Paul, for one, had his thoughts turned in grateful adoration to the Lord. Praise be to the Lord, the awesome God who is everywhere, all the time! He had rescued them just as He had promised.

But how about the captain, the pilot, their sailors? And Julius the centurion, his soldiers and all their prisoners? Were they thinking about the Lord, too? The God who had been there in the storm with them and had clearly saved them? We will never know. But I hope that they also did not fail to turn their hearts to the Lord, too. Hadn't He shown Himself to them as unlike any other god they had ever known or heard of? A powerful God who was everywhere, all the time—even in the Middle of a Euroquilo.

### Cracking the Case:

**It's time to answer our Case Questions.**

#### 1. Why did the ship seem like it was abandoned?

Because the sailors were in a terrible storm that was breaking up the ship and seemed certain to be the death of them all.

#### 2. Who showed them that it wasn't really abandoned? Why did he know they weren't abandoned?

Paul. He knew the Lord was with him no matter where he was. He believed the Lord's promise that he would appear before Caesar in Rome, so he wouldn't die in that storm. An angel spoke to him, telling him what would happen and what they should do.

### Something For You and Me

**Our Bible Truth is:**

**The Lord Is Everywhere, All the Time**

**Our Bible Verse is: Psalm 139:7-10**

"Where can I go from your Spirit? Where can I flee from your presence? If I go up to the heavens, you are there; if I make my bed in the depths, you are there. If I rise on the wings of the dawn, if I settle on the far side of the sea, even there your hand will guide me, your right hand will hold me fast."

These verses remind us that there is nowhere we can be and the Lord will not be there, too. He truly is the God who is everywhere, all the time.

But what about you and me? It doesn't have to take getting caught a swirling monster of a storm at sea to be thankful that the Lord is everywhere, all the time. Isn't it wonderful to think that there is nowhere that we can be separated from God? That there is nowhere where He cannot know, hear and see what is happening. No matter how far away or how scary, no matter how hard or new something is that we and those we love face.

Not even death itself will separate us from the Lord, if we are those who turn to Him, confessing our sins and trusting in Jesus as our Savior. Yes, in everything, even in death, He will be there, working out everything with perfect timing, according to His marvelous will. Let's praise the Lord, who is everywhere, all the time. Let's ask Him to give us faith to trust Him no matter what the situation we are in, to know, hear, see and be at work.

*Close in prayer.*

### Closing ACTS Prayer

**A** God, we praise You for being everywhere, all the time.

**C** God, we confess that many times when we are in hard situations, we act like You aren't with us and can't help us. We worry instead of asking for Your help.

**T** God, we thank You for being faithful to always be with Your people, even when they are worried and are unfaithful to You.

**S** God, work in our hearts! Help us to turn from our sins and trust in Jesus as our Savior. Help us to trust You to be with us and help us in hard situations rather than giving into fear.

### Special Words

**Caesar:** The title of the king of the ancient Roman Empire.

**Euroquilo:** A hurricane-like storm found on the Mediterranean Sea.

# **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 the only true God, worthy of all our worship.

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

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Add your own Adorations:

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## **CONFESSION:**

God, we confess that we act like You aren't everywhere, all the time. We forget You see as we disobey Your good laws. We don't trust You will take care of us. We worry about others too far away for us to help, forgetting to ask You to help them. We need a Savior!

God, we have sinned against You....

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Add your own Confessions:

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## **THANKSGIVING:**

Thank You, God for always being near. Thank You for being able to hear and answer all of our prayers at the same time. Thank You for working out everything with perfect timing, according to Your perfect will.

God, we thank You for...

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Add your own Thanksgivings:

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## **SUPPLICATION:**

God, help us to remember that You are with us, wherever we are. Work out everything in our lives for our good and Your glory. Work in our hearts and in those who live far away. Help us all to trust in Jesus as our Savior.

God, we need Your help...

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Add your own Supplication:

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## **SNEAKY SNACK**

Can you figure out how this snack ties in with our case?

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### **Snack: Bread and Big Waves**

Sprite/Ginger ale/tonic water and juice "tumultuous sea" (can be sugar-free) and bread (like what Paul gave thanks with and everyone ate on the fourteenth day) Can have butter or other spread for bread, if desired

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

**Case Tie-in:** In the big storm, the sailors despaired of surviving, but Paul cried out to the Lord. Paul knew that the Lord was everywhere, all the time. He was with them and could help them. Paul encouraged the crew that the Lord promised they would be saved. He told them to eat (bread, etc) to have strength to keep on fighting against the storm.

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## **SOUL FOOD**

Food for thought during snack time

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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.

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

### **The LORD Is Everywhere, All the Time**

The LORD made people finite. That means they have things they can do and things they can't do. People can only be at one place at one time. They have to travel to move from one place to another. They have a time to live and a time to die.

The LORD is very different from people. He is infinite—He is everywhere, all the time. He never began and He will never end. There never was a time when the LORD was not alive. There will never be a time when He will stop living. He knows and plans what happens, even before something has begun. He sees everything in all times and in all places, all at the same time.

Because the LORD is everywhere, all the time, He is able to hear and answer all of His people's prayers at the same time. He is able to protect them and help them, no matter where they are. He works out everything with perfect timing, according to His perfect will.

### **Understanding the Bible Truth**

1. What is the difference between how God is and how man is?

*Man is finite and can only do certain things. God is infinite and He can be everywhere, all the time.*

2. When did God begin and when will He end? *Never. He has always existed.*

3. What is amazing about what God knows? *He knows all things; He knows everything that will happen even before it happens.*

4. What is the difference between knowing and planning something to happen? *Planning is more than just knowing; it works things out to happen a certain way.*

5. Why is it so wonderful that God doesn't just know what will happen but works everything out according to His will? *Only the Lord is perfectly good, loving, wise, etc. Nothing could possibly be better than for Him to shape what happens according to His will.*

6. What kinds of things is God able to do everywhere, all at the same time? *Hear and answer all His people's prayers, protect and help them no matter where they are, works everything out in perfect timing, according to His will.*

### **Story Connection Questions**

1. How does the case story point to the **Bible Truth: The LORD Is Everywhere, All the Time**? How did the LORD show Paul that He was everywhere, all the time? *He was perfectly able to hear Paul's prayers and answer them. He even sent His angel to encourage him and tell him what would happen—only something that someone who was in all places and all times (knowing present and future) could do.*

### **Bible Verse Connection Question**

1. What does our Bible Truth have to do with our Bible Verse: **Psalm 139:7-10**: "Where can I go from your Spirit? Where can I flee from your presence? If I go up to the heavens, you are there; if I make my bed in the depths, you are there. If I rise on the wings of the dawn, if I settle on the far side of the sea, even there your hand will guide me, your right hand will hold me fast."?

*God is everywhere, all the time. There is no where we can flee from God's Spirit. Everywhere we are, He is, too. God can hear all His people's prayers, help and protect them, no matter where they are. He will always be guiding them according to His perfect plans.*

### **Life Application Questions**

1. What are some ways God's people can show that they believe the Lord is Everywhere, All the Time? *When they are lonely, scared, discouraged, feel helpless, they can cry out to Him and have peace because they know that He hears them and acts only according to His perfect will.*

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 everywhere, all the time.*

2. What are sins we can confess to God because of this Bible Truth?

*Confess not trusting Him and forgetting that He is everywhere, all the time.*

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

*Thank God for ways that He answers our prayers for people that live far away who we cannot help, but He can (and has) helped.*

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

*We can ask God to work in our hearts that we would want to turn away from disobeying Him and trust in this wonderful Jesus as our own Savior. Ask God to help us to trust Him when we are afraid because He will be with us, wherever we are. To ask Him to be at work in the lives of others who live far away from us.*

**The Gospel**

1. The LORD is everywhere, all the time. What does He see all people do? *Sin!*

2. What do all people need?

*A Savior.*

3. What is the good news of salvation through Jesus? 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: Enemy Invaders

### Materials

Index cards of two different colors (or use red and black playing cards, such as hearts and spades)  
 Bible Truth Questions  
 String or yarn  
 Two chairs  
 Masking Tape

### 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.
3. Tie an end of the string to each chair and draw the line across the room where the teams will be. Preferably this line will be about 4' above the ground.
4. Tape a line about 6' to 9' from the string on each side.
5. Cut cards in half along the long side, making them about the same size as playing cards.

### Playing the Game

Divide the children into two teams and have them stand (or kneel to make it even harder!) on their team's line. Give each child an index card, the same color for the children on one team. At your signal, have them try to toss their cards over the line and into their "enemy's" territory on the other side. Add up how many cards fell on each side. That is how many points they can win by answering a question. Choose a question for each team. If the team gets it wrong, the question goes to the other team for an extra point. Distribute the cards and play again.

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

### Non-competitive Option

Set a target number of points for the whole group. Challenge the children to see how many turns it takes score the target number of points. Once the target has been reached, start the game over and see how many turns it takes to reach the target the second time.

### 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.

### God Is Working His Purpose Out

#### Verse 1

God is working his purpose out  
 As year succeeds to year:  
 God is working his purpose out,  
 And the time is drawing near;  
 Nearer and nearer draws the time,  
 The time that shall surely be,  
 When the earth shall be filled with the glory of God  
 As the waters cover the sea.

Listen to it on PFI NIV Songs 4, Track 13

### Understanding the Song

1. Who is working out his purpose? *God is.*
2. Where is God working out his purpose? *In all the earth, really all the universe.*
3. What does it mean to work out your purpose? *It means to make your plans happen.*
4. What is God's purpose that he is working out in the world? *To bring salvation to all who turn from their sins and trust in His Son, Jesus, as their Savior. And, to show the whole world how great and good He is.*
5. What does "year succeeds to year" mean? *It means year after year.*
6. What is God doing as year succeeds to year? *He is working his purpose out, fulfilling his plans.*
7. What time is drawing nearer and nearer? *The time when God's purpose will be fulfilled.*
8. What will it be like when God works out his purpose completely? *The earth will be filled with the glory of God.*
9. What is God's glory? What does it mean for the earth to be filled with it? *God's glory means a display of His greatness and goodness. When the earth is filled with God's glory, it means that everything will be a wonderful display of His greatness and goodness.*
10. How do the waters cover the sea? *The sea is made up of water. Waters completely cover the sea.*
11. What does it mean that God's glory will fill the earth as the waters cover the sea? *That every bit of it will be a display of God's glory--His goodness and greatness.*

### Bible Truth Connection Question

1. How does this song relate to our Bible Truth: **The LORD Is Everywhere, All the Time?** *Because the LORD is everywhere, all the time, He is always working out His purposes in all the earth. There is no place that escapes His great plans. One day, it all will be a display of His glory when His purpose is completely worked out.*

### Story Connection

1. How does this song relate to today's story? *A Euroquilo is an extremely dangerous storm and the sailors were right to give up hope, if left on their own. But they were NOT on their own. The LORD was there with them in that storm. He told Paul of His purpose to use him to go to Rome and stand before Caesar, himself, and this purpose would stand. The LORD was as good as His word. They all survived and Paul did go to Rome. He glorified God by testifying about Jesus in front of the king of mighty Rome, himself!*

**Bible Verse Connection Question**

1. What does this hymn have to do with our Bible Verse: **Bible Verse: Psalm 139:7-10:** "Where can I go from your Spirit? Where can I flee from your presence? If I go up to the heavens, you are there; if I make my bed in the depths, you are there. If I rise on the wings of the dawn, if I settle on the far side of the sea, even there your hand will guide me, your right hand will hold me fast."?

*This verse reminds us that everywhere we go, the LORD is there, too, working out His purpose: saving and caring for those who trust in Him. Always fulfilling His good plans for them.*

**Life Application Questions**

1. How can God's people be affected by the message of this song? *They can praise God for never failing to work out His purposes. Even when hard things happen that they don't understand, they can keep on trusting that somehow God is at work and will use everything to bring glory to His name and to do good things in their lives.*

2. What good purposes does God delight to do in us? *To save us from our sins, when we turn away from our sins and trust in Jesus as our Savior. And when we do, to grow us closer and closer to Him and make us more like Jesus in how we love others. And, to prepare us for eternal life with Him one day.*

**ACTS Questions**

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

*Praise God for being the God who always fulfills His plans.*

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

*That many times we do not trust in Him when difficult things happen. We fear His purposes, that they are not good, even though He has shown us to be perfectly good and wise over and over again. We need a Savior!*

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

*We can thank God for sending Jesus as part of His good purpose that He is working out. Because of Him, we can become God's people and live with Him forever!*

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. That God would work out his good purposes in our lives..and in all the world, that His glory would be displayed throughout it all.*

**Gospel Question**

1. For what good purpose did God send Jesus? What did he do for sinners like you and me? 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 have 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 to save sinners. Yes, Jesus, the perfect Son of God, left His home in heaven and became a man. He lived the perfect life that pleases God. (He's the only one who has 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: Mimic Me!**

### **Materials**

Sign Language

Song

### **Preparing the Game**

None.

### **Playing the Game**

1. Practice the song and signs until the children know them well. Choose a person to be the leader and let them decide upon an action for everyone to do as they sing the song, such as jump on one foot, etc.
2. Sing the song while doing the chosen action.
3. Select another child to be the leader.
4. If desired, you can choose a different action for different important words in the song, such as jump on one foot when you sing the word "grace", but clap your hands when you sing the word "Jesus". Ask the children the meaning of each of the words before adding in their action.

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: Psalm 139:7-10**

"Where can I go from your Spirit? Where can I flee from your presence? If I go up to the heavens, you are there; if I make my bed in the depths, you are there. If I rise on the wings of the dawn, if I settle on the far side of the sea, even there your hand will guide me, your right hand will hold me fast."

**Alternate Memory Version: Psalm 139: 7,9-10**

"Where can I go from your Spirit? Where can I flee from your presence?. If I rise on the wings of the dawn, if I settle on the far side of the sea, even there your hand will guide me, your right hand will hold me fast."

**Understanding the Bible Verse**

1. Who is the Spirit? *The Holy Spirit of God.*
2. What does "presence" mean? Gifts or something else? *Presence sounds like "presents," (gifts), but it is spelled differently and it means to be in the same place as someone else.*
3. Whose presence does the verse say we cannot flee from? Why? *The LORD's, Because the LORD is everywhere, all the time.*
4. What does it mean "if I go up to the heavens, if I make my bed in the depths, You are there?" *There is no place high enough or low enough in all the earth; high, low and everything in between, the Lord will always be with us.*
5. What does "rise on the wings of the dawn, settle on the far side of the sea even there your hand will guide me" mean? *These are beautiful ways of saying, even if I travel as far away from here as I possibly can, the LORD will still be with me, helping me.*
6. How is the LORD able to be with us, no matter where we go? *He is Spirit and He is infinite. He does not have a body that can be in one place at a time. He is without limits, He can be everywhere, all the time.*
7. What does "your right hand will hold me fast" mean? *God doesn't have a body, so He doesn't have a real right hand. In Bible times, the right hand stood for strength and ability to control. Fast doesn't just mean speedy, it also means securely. So this means that God will use His strength and ability to control all things to completely take care of you, no matter where you are.*

**Bible Truth Connection Question**

1. What does this verse have to do with the **Bible Truth: The LORD Is Everywhere, All the Time?** *God is everywhere, all the time. There is no where we can flee from God's Spirit. Everywhere we are, He is, too. God can hear all His people's prayers, help and protect them, no matter where they are. He will always be guiding them according to His perfect plans.*

**Story Connection Questions**

1. How did Paul show that he knew the truth of this verse?  
*Paul knew that even in the Middle of a Euraquilo that the LORD was with him. He knew that He would hear his prayers and answer them according to His perfect will.*

**Life Application Questions**

1. How can this verse comfort God's people?  
*They don't ever have to worry about truly being alone with no one to help. No matter how far away or how hard something is that they are going through, He will always be right there with them.*
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 from this Bible verse?

*Praise God for being the God who is always with us.*

2. What is something we can confess to God from this Bible verse? *That we sin and want to hide from God. We know we deserve God's punishment! We need a Savior!*

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

*We can thank God for that there is no place God's people can go and they will be away from Him. He will ways will be there to guide them and keep them safe, for His good purposes.*

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 turn away from disobeying Him and trust in this wonderful Jesus as our own Savior. We can ask Him to help us to remember that He is everywhere, all the time, and trust in Him and live for Him.*

**Gospel Question**

1. There is no where we can flee from God's Spirit. He sees we are all sinners. What hope is there? 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: Horse Play Verse Tag

### Materials

Bible verse written up in large print so that all can see

### Preparing the Game

None.

### 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:

Have the children spread out around the playing area. Explain to the children that they will say the verse together, then the person who is "It" (start with you) will try to tag another child while walking on all fours like a horse. The tagged child and "It" say the verse together, then the tagged child becomes the new "It." Everyone says the verse together, then the new "It" tries to tag someone else. Other options: do a crab walk (hands and feet, belly-up) or slither like snakes.

Game continues until all children get to be It or as 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.

### **Where Can I Go?**

Where can I go from your Spirit? (no where!)  
 Where can I flee from your presence? (no where!)  
 If I go up to the heavens, you are there,  
 If I make my bed in the depths, you are there.  
 If I rise on the wings of the dawn,  
 If I settle on the far side of the sea,  
 Even there your hand will guide me,  
 Your right hand will hold me fast.  
 Where can I go from your Spirit?  
 Where can I flee from your presence?  
 Psalm One-thirty-nine, seven through ten.

**Listen to it on PFI NIV Songs 4, Track 14**

## **Song Game: Word Take Away**

### **Materials**

Sign Language Signs and Song  
 White board and marker  
 Eraser

### **Preparing the Game**

1. Write the words to the song on a white board.

### **Playing the Game**

1. After children have learned the song and signs well, then tell the children that you are going to leave out words from the song (that you've learned signs for) and just do the sign in its place.
2. Have the children help you choose a word to take out. Erase the word from the board. Review the sign the for erased word.
3. Sing the song, trying to remember to NOT sing the word and do only the sign.
4. Continue to take out words until all of the words (with signs) have been taken out.

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. Where was the ship trying to get to and why couldn't they get there? *It was headed to Rome, but the winds kept sending the ship the wrong direction.*
2. Why did Paul think they should stay in Fair Havens while the captain and pilot thought they should go to Phoenix? *Because it was the time of year when the storms get very back and ships were often wrecked.*
3. What weather made the captain and pilot think it was a good time to go to Phoenix? *The wind changed direction and the weather became nice.*
4. What changes in the weather happened when the Euraquilo hit? *The wind changed directions and became ferocious. The waves became huge and very powerful. The sky became very dark and it rained very, very hard.*
5. What problem happened to the lifeboat and how did they fix it? *They hoisted it up into the ship.*
6. What problem happened with the ship's ribs and how did they fix it?  
*They bound it around the Middle with ropes.*
7. What dangerous place was the boat headed towards and how did they fix it?  
*They dropped the anchors to drag on the sea's bottom.*
8. What caused even the captain to begin to lose hope?  
*The storm kept going on and on. Everyone was exhausted and weak.*
9. What did Paul tell them that encouraged them? *That an angel of the LORD had told him that he would go to Rome and that they would all survive and be grounded on an island.*
10. What did the crew begin to look for after Paul spoke to them? *Land*
11. How did they know when land was nearing even though it was so dark?  
*They took soundings of how deep the water was.*
12. Why did the sailors try to escape? *They thought the ship would crash on the rocks.*
13. What did Paul encourage the men to do before they left the ship? *To eat.*
14. Why did the soldiers plan to kill Paul and the prisoners?  
*Because they would get punished if they lost any of the prisoners. Killing them was safer, than risking escape.*
15. Could everyone swim who had to jump into the stormy waters? *No, only some.*
16. How many survived the storm? *All 256 men.*

**Bible Truth Connection Questions**

1. What does this story have to do with our **Bible Truth: The LORD Is Everywhere, All the Time**?  
*No one else but the LORD could help them in the Middle of the Euraquilo. He even had his angel appear and speak to Paul. He knew exactly what was going on, exactly what would happen and encouraged them about the future. He was there when the sailors tried to take the lifeboat and enabled Paul to know about it; he was there when the soldiers made their plans to kill the prisoners and enabled Julius to stop them. He even made sure that all 256 men—even the non-swimmers—made it to shore safely.*

**Life Application Questions**

1. What can God's people today remember about God when they are going through hard times? *That He is the only true God and He is everywhere, all the time. He really is in control of everything they are going through. He will only let things happen to them that are part of His perfectly good and wise will. He will always be there to comfort them and sustains them as they go through their difficulties. One day, He will bring an end to all their hard times. One day, He will bring them to live with Him, forever happy in His presence.*
2. How can we become God's people? *By turning away from our sins and trusting in Jesus as our Savior.*

**Bible Verse Connection Question**

1. What does the story have to do with our **Bible Verse: Psalm 139:7-10**: "Where can I go from your Spirit? Where can I flee from your presence? If I go up to the heavens, you are there; if I make my bed in the depths, you are there. If I rise on the wings of the dawn, if I settle on the far side of the sea, even there your hand will guide me, your right hand will hold me fast?"

*Paul knew that the LORD would even be there in the Middle of the Euroquilo to help him. Even there at sea, the LORD would guide him and hold him fast, according to His perfectly wise plans.*

**ACTS Questions**

1. What is something we can praise God for being that we learned in our story?

*Praise God for being everywhere and being completely in control of even the most difficult situations..*

2. What is something we can confess as sin that we learned in our story?

*Confess that many times when we are in hard situations, we act like God could not help us. We worry and try to take care of things ourselves, instead of crying out to God to help us, even though He is far better than anything they can give us. We need a Savior!*

3. What is something we can thank God for that we learned in our story?

*We can thank God always being with His People, no matter what they are going through; and, for working out His good plans.*

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 turn away from our sins and trust Jesus as our own Savior. We can ask Him to help us to trust Him in hard situations and cry out to Him to help us, rather than just depending on ourselves.*

**The Gospel**

1. What is the good news of Jesus that Paul wanted everyone to know and believe? 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: Chair Pile-Up

### Materials

A Chair for every two players

Index Cards

Paper and Marker

Tape

Story Review Questions

Optional: Game "Pennies" for easy recognition for members of each team

### Preparing the Game

1. Choose 20+ questions for your game from the Story Review Discussion Questions, or make up your own.
2. Form a circle with the chairs. On the index cards, make identical two sets of numbers corresponding to the number of chairs. Use one set to tape a number onto the back of each chair.

### Playing the Game

Divide the children into teams. Have all players select a seat and share it with one other person. (No special ordering of players needed.) The players from both team will move from chair to chair according to the directions you give. ("If you have shoes that have Velcro, move 1 chair to your left," "If you came to church in a mini van, move four chairs to your right," "If you have a sister, stay where you are, but everyone else move 1 chair to the left", etc.) If there are too many students to sit on one chair, have them at least put their hands on the chair. After giving several direction, choose a number from the 2nd set of index cards. All the children at that particular numbered chair will answer a Story Review question. If they answer it correctly, they earn as many point for their team as team members at that particular chair, (i.e., if 2 people from Team A and 1 people from Team B are on the same chair, then Team A gets 2 points and Team B gets 1) If they do NOT answer it correctly, then their teams are DOCKED the same number points as team members at that chair. The team with the most points at the end of play, wins.

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

### Non-competitive Option

Don't split into teams. Simply play the game and have the children at whatever numbered chair 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 Not-So-Abandoned Ship.

Our story takes place on the Mediterranean Sea, during New Testament times, about thirty years after Jesus died on the cross and rose from the dead.

And now we present: "The Case of the Not-So-Abandoned Ship."

**Actions:**

**Scene 1:**

Winds on the Mediterranean Sea force the ship carrying wheat and prisoners to Rome to anchor in Fair Havens in Crete. The apostle Paul is one of the prisoners aboard. He is going to stand trial before Caesar Nero. Paul warns them to not leave, telling them that they will face great difficulties, but the captain, pilot and centurion disagree. They sail down to the safe harbor in Phoenix. At the coming of a gentle south wind, the ship starts out for Phoenix, but is quickly overcome by a terrible Euraquilo and is blown out to sea.

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**Scene 2:**

The strong storm tears up the boat. The lifeboat begins to sink, the ship ribs are in danger of cracking apart and the ship is heading towards the dangerous sandbars of Syrtis. The sailors hoist the lifeboat in the ship, tie huge ropes around the ship to keep it from coming apart, and throw out the anchors to slow down the ship. Everyone is seasick and exhausted. They begin to give up all hope, even the captain. Paul encourages everyone. He tells them about the angel who came to him in the night telling him that the ship will grounded on some island and all cargo lost, but everyone will be spared because Paul has prayed for them and because Paul must go to Rome to speak to Nero. When the water depth gets more and more shallower, they know that land is approaching and throw down the anchors again to keep from hitting rocks until daylight when they can see where they are. The sailors try to escape on the lifeboat because they are afraid the boat will hit the rocks. Paul notices and the lifeboat is cut away so the sailors can't escape. Paul encourages everyone to eat to have strength to make the swim to shore. They eat and get ready.

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**Scene 3**

In the morning they run aground on a sandbar and get ready to leave. The Roman soldiers plan to kill all the prisoners, even Paul, because they don't want to get punished if any escape. Julius stops the soldiers and all get to shore safely. Paul thanks God for being with them, even in the Middle of a Euraquilo.

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**Bible Truth Tie-In:**

The Bible Truth we are learning is: **The LORD Is Everywhere, All the Time.** While no one else could help people on the ship in the Euraquilo, the LORD could Because the LORD is everywhere, all the time.

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## **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 Not-So-Abandoned Ship.

Our story takes place on the Mediterranean Sea, during New Testament times, about thirty years after Jesus died on the cross and rose from the dead.

The characters in our story are: Paul, Julius the centurion, Captain, Pilot, Soldiers, Sailors, Other Prisoners.  
Julius, the centurion

And now we present: "The Case of the Not-So-Abandoned Ship."

### **\Scene 1: (Beginning)**

Winds on the Mediterranean Sea force the ship carrying wheat and prisoners to Rome to anchor in Fair Havens in Crete. The apostle Paul is one of the prisoners aboard. He is going to stand trial before Caesar Nero. Paul warns them to not leave, telling them that they will face great difficulties, but the captain, pilot and centurion disagree. They sail down to the safe harbor in Phoenix. At the coming of a gentle south wind, the ship starts out for Phoenix, but is quickly overcome by a terrible Euraquilo and is blown out to sea.

### **Scene 2: (Middle)**

The strong storm tears up the boat. The lifeboat begins to sink, the ship ribs are in danger of cracking apart and the ship is heading towards the dangerous sandbars of Syrtis. The sailors hoist the lifeboat in the ship, tie huge ropes around the ship to keep it from coming apart, and throw out the anchors to slow down the ship. Everyone is seasick and exhausted. They begin to give up all hope, even the captain. Paul encourages everyone. He tells them about the angel who came to him in the night telling him that the ship will grounded on some island and all cargo lost, but everyone will be spared because Paul has prayed for them and because Paul must go to Rome to speak to Nero. When the water depth gets more and more shallower, they know that land is approaching and throw down the anchors again to keep from hitting rocks until daylight when they can see where they are. The sailors try to escape on the lifeboat because they are afraid the boat will hit the rocks. Paul notices and the lifeboat is cut away so the sailors can't escape. Paul encourages everyone to eat to have strength to make the swim to shore. They eat and get ready.

### **Scene 3: (End)**

In the morning they run aground on a sandbar and get ready to leave. The Roman soldiers plan to kill all the prisoners, even Paul, because they don't want to get punished if any escape. Julius stops the soldiers and all get to shore safely. Paul thanks God for being with them, even in the Middle of a Euraquilo.

### **Bible Truth Tie-In:**

The Bible Truth we are learning is: **The LORD Is Everywhere, All the Time.** While no one else could help people on the ship in the Euraquilo, the LORD could Because the LORD is everywhere, all the time.

## An Angel

### Description

Children will make an angel out of a clothespin, felt and yarn.

### Materials

Straight wooden clothespins with knob heads

Fine tip felt markers

Jiggly eyes, if desired

Fuzzy yarn, felt or cotton balls for hair

Pipe cleaners

Felt for wings and for robes

White craft glue

Blunt tapestry Needles and yarn or thread

Yarn or thin ribbon

Glitter glue, if desired

Glue gun and glue sticks

### Preparing the Craft

1. Use Template #1 to cut out robe shapes from felt, two per child.
2. Use Template #2 to cut two wings from felt.

### Making the Craft

1. Show the sample of the craft you have made.
2. Draw face on clothespin with markers, be sure you center face over clothespin "legs". Note: If you ruin the face, you can try again on the back side or you can use sandpaper to remove face. Can use jiggly eyes, if desired. For hair use felt, fuzzy yarn or pieces of cotton balls.
3. Make arms of pipe cleaners by twisting the Middle of a pipe cleaners just below the knob on the clothespin, then twisting the two "arms" out. Can make loops at end of pipe cleaners to be hands.
4. Sew two pieces of felt robe together with a basic in and out stitch down each side of the robe. Younger children could always just glue the robe onto the angel by putting down the back piece of the robe, then the clothespin figure (lining up the arms out the arm holes); squeezing out a line of glue down both sides, then placing the top piece of robe on top and pressing together.
5. If desired, decorate robe with glitter glue.
6. Tie robe in at Middle with a piece of yarn or ribbon.
7. Decorate wings with glitter glue, if desired.
8. Glue wings to back of angel with craft glue or glue gun (teacher use only)

### 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 does our story take place?

*On the Mediterranean Sea, in the Middle of a Euroquilo.*

2. What did the LORD promise Paul? How did He give him this promise? *He sent an angel with His promise to save everyone on board the ship, those the ship would be lost at sea.*

3. How could the LORD give Paul this promise? *He is everywhere, all the time. He knew what exactly would happen and made sure it would be that way.*

4. What is Bible Truth that we are learning?  
The LORD Is Everywhere, All the Time.

5. What does our craft have to do with our Bible Truth: The LORD Is Everywhere, All the Time?  
*Paul had complete confidence in the angel's message from the LORD, even though to everyone else, it looked certain they would die. This was because Paul knew that the LORD really was everywhere, all the time. Nothing is hidden from the LORD, not even the future. He knows and plans it all perfectly.*

6. What can our craft help us remember?  
*There is never any place where we can be lost from the LORD. There is never any time when the LORD does not know what will happen to us. We can always trust Him to be with us and help us.*

**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: An Angel.

2. In the Middle of the Euroquilo, the LORD sent His promise of rescue for Paul and everyone else on board the ship through an angel because He knows everything, all the time. The ship was lost at sea, but the LORD knew just where it was and what would happen to them all. He made sure everything would happen just as He said it would.

3. Our Bible Truth is: The LORD Is Everywhere, All the Time.

4. Paul had complete confidence in the angel's message from the LORD, even though to everyone else, it looked certain they would die. This was because Paul knew that the LORD really was everywhere, all the time. Nothing is hidden from the LORD, not even the future. He knows and plans it all perfectly.

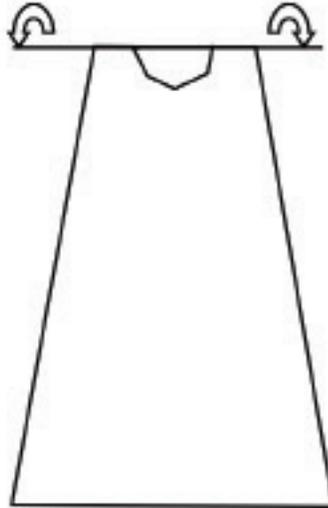
5. Our craft can help us remember that there is never any place where we can be lost from the LORD. There is never any time when the LORD does not know what will happen to us. We can always trust Him to be with us and help us.

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.

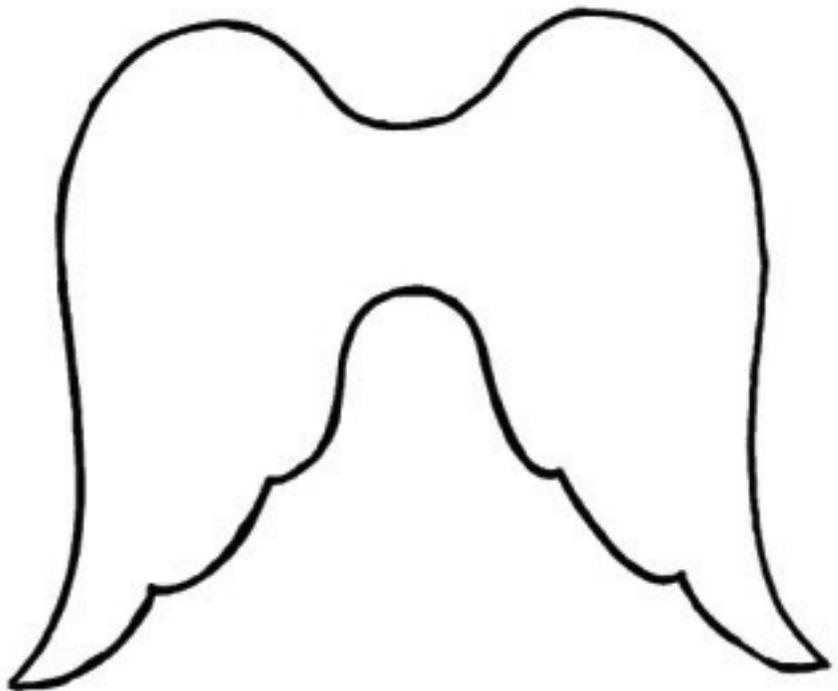


**Angel Robe**  
Template #1

Place on fold and cut out neckline and  
around other sides



**Wing Shape**  
Template #2





**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.

**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](http://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: Crabbin' Around

### Materials

Information Sheet for two VIPPs

2 Sets of Clue Cards

Tape

A Bag

### Preparing the Game

1. Fill in one set of clue sheets for the VIPP you are using.
2. Put all the Clue Cards in a bag, except for the ones with the names and pictures of the VIPPs.
3. Tape the picture and name of each VIPP to the wall, about 3 feet from the ground.

### Playing the Game

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

**Review:** Put the Clue Cards for both VIPPS put in one bag. Mix up. Have children sit down, with their legs in front of them and their hands propped behind them. Show them how to get in crab position and try moving around. (Moving on hands and feet, with front side facing up). Tell them that you will pull out a clue, tell them what it is and they are to crab-crawl their way to the picture of the person who it belongs to. Give them the answer after everyone has run to their guessed person. Continue until all clues have been used up.

**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**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

