

BIBLE TRUTH 8, 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 8: The LORD Is Faithful

Bible Truth Hymn: Day by Day, v.1 *PFI NIV Songs 4, Track 23*

Bible Verse: Psalm 145:13,18-19

Bible Verse Song: Faithful! He Is Faithful! *PFI NIV Songs 4, Track 24*

Lesson 3 New Testament: The Case of the Snake Shaker
Acts 27-28; Romans 1:8-13

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

Snack and Discussion Planner: Vicious Viper in the Wood Pile

ACTS Prayer: Prayer Sheet

Bible Truth Review: Discussion Questions and Game: Enemy Invaders

Bible Truth Hymn: Day by Day, v.1 *PFI NIV Songs 4, Track 23*
Song, Sign Language and Song Game: Mimic Me! **PFI NIV Songs 4 BOOK or ONLINE**

Bible Verse Review: Psalm 145:13,18-19 Discussion Sheet and Game: Day at the Beach

Bible Verse Song: Faithful! He Is Faithful! Psalm 145:13,18-19 *PFI NIV Songs 4, Track 24*
Song, Sign Language and Song Game: Word Take Away **PFI NIV Songs 4 BOOK or ONLINE**

Story Review: Discussion Questions and Game: Yes, No and Go

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: A Deadly, Poisonous Viper

VIPP (Very Important Prayer Person) Prayer Time: Coloring Sheets (back of book) and Game: Stop and Go

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

PFI Pronto: Bible Truth 8, Lesson 3 **PFI NIV Prontos 4 BOOK or ONLINE**

The Case of the Snake Shaker Acts 27-28; Romans 1:8-13

by Connie Dever

Our story is:**The Case of the Snake Shaker.****As you listen to the story, see if you can figure out:**

1. Who was the Snake Shaker? Why did he shake the snake?
2. What did everyone think would happen to him? Why did he know it wouldn't happen?

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

“Whoosh! Crash! Bang!” For many sunless days and starless nights, the mighty Alexandrian (a city in Egypt) grain ship had been beaten up by a mighty Euroquilo—a terrible storm that sometimes struck the Mediterranean Sea in winter. Violent winds, soaking rain, and bolts of lightning crushed down upon the ship, while huge, powerful waves squeezed it from side to side. The sailors did all they could to keep the ship from going down. They wrapped ropes around the ship to keep it from splitting apart. They threw the anchor over, letting it drag along the bottom to slow down the ship. They even got rid of all the precious grain that had planned to sell, hoping that a lighter ship would be less likely to sink.

At last the sailors gave up. “There’s no way we can survive a storm like this. We are as good as dead,” the men said. “Even with the ropes wrapped around the ship, the ship can’t last much longer. We last much longer either. We’re exhausted and we’ve not eaten for days.”

This was dreadful news for the Roman soldiers and their prisoners who were passengers aboard the ship. They were headed to Rome to be judged and sentenced. Now it looked like the sea would drown them long before Caesar had anything to say.

Only one man aboard that battered ship still had hope: a Roman prisoner named Paul. But his hope was not because he thought the storm was weakening or the sailors were so brave, or the ship so strong. No. There was nothing on earth he put his hope in. His hopes lay in faithful promises of God. He stood up among them and said, “Be encouraged! Not one of

you will die. Only the ship will be lost. Last night, an angel brought me a message from God. ‘Don’t be afraid,’ he told me. ‘You must stand trial before Caesar Nero. God will not let you or anyone else on the ship drown, though the ship will run aground on an island.’ So be encouraged, men,” Paul urged them. “I have faith in God that it will happen just as the angel said.” Paul knew that God was always, completely faithful. If He promised something would happen, it would happen. If He said Paul was to go to Rome, not even this storm would stop him.

Sure enough, the battered ship did not sink in the storm and those on-board survived. Winds swept it across the raging Mediterranean Sea towards the island of Malta. There, ship struck an off-shore sandbar and shattered into hundreds of pieces. The sailors, soldiers and prisoners jumped into sea and swam against the huge waves and strong undertow to shore.

“Two hundred seventy three, two hundred seventy-four, two hundred seventy-five, two hundred seventy-six!” the captain counted the survivors, scattered on the beach in exhaustion. “Not a single person has been lost, just as Paul had said,” the captain announced in astonishment.

But Paul was not surprised at the captain’s news. He knew that God was always, completely faithful. If He promised something would happen, it would happen. Had not He promised them that everyone would be saved? If the Lord promised that everyone was to be rescued, then not even the worse storm or the strongest undertow could drown them.

Safe from the storm they may have been, but very hungry, cold, wet and exhausted, too, for the storm was

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.

still raging. Everyone lay upon the beach, trying to regain their strength. Eventually they would need food and help. But where would food for over two hundred come from? Paul knew. The same God who had been faithful to get them safely through the storm and ashore, would be faithful to keep taking care of them.

When the people of Malta got news of the shipwrecked survivors, they came to their aid with unusual kindness. They welcomed them to their island and built them a huge fire to help them get warm and dry. Oh, how good that fire must have felt to those men, chilled to the bone from their icy swim in the sea and the cold rain that still fell!

Paul helped gather brushwood from nearby undergrowth to keep the fire burning. No one, including himself, wanted to see it go out! But what a deadly surprise Paul received when he put his wood on the fire! In the middle of the wood was a poisonous viper, cold and stiff from the winter rain, himself. As Paul went to put the wood in the fire, the heat drove the resting viper out of its resting place. It struck out at Paul, sinking its sharp fangs deep into his hand. When the islanders saw the snake hanging from his hand, they said to each other, "This man must be a murderer! Dike, daughter of Zeus and Goddess of Justice must know this and has been watching him. This man escaped death from the sea, so she has seen to it that he still gets his just punishment by death from this deadly snake," they told each other.

But Paul just shook off the snake into the fire and never got sick. The people of Malta kept watching him to see if he would swell up or suddenly fall over dead, as usually happened from the bite of this kind of snake. But to their surprise, nothing happened to Paul at all.

"This is no murderer. This is a god! For no ordinary man could survive such a snake bite from this viper," they told each other.

There was no way Paul would let these people think he was some god with special powers to keep him from dying. No, he made sure they knew that it was the power of his faithful God who saved his life. "You must stand trial before Caesar Nero," the LORD had told Paul. Paul knew that God was always, completely faithful. If He promised something would happen, it would happen. If the Lord said Paul would appear before Caesar, then

nothing—not even the bite of the deadliest viper could stop him. The Lord was faithful to keep all His promises.

November, December, January. The men waited on Malta three, long months until the safe sailing weather of spring returned. Perhaps 256 men saw their time on Malta as a frustrating accident, but one of them didn't. Paul knew this shipwreck was part of God's plan for him to tell the good news of Jesus to the people of Malta.

It started when Publius, the chief, Roman official invited Paul and some others to his house to be his special guests. Paul learned that Publius' father was terribly sick. He went and prayed for him and God healed him. News of God's healing power spread throughout the island. Soon, all the sick on the island were brought to Paul and healed, too. Paul was delighted to get to show God's power and use it to point the people of Malta to the good news of salvation through Jesus.

That spring another Alexandrian grain ship stopped in Malta on its way to Rome. The sailors and the Roman soldiers boarded the ship with Paul and the other prisoners. At last they were on their way to Rome. Within a week, the ship arrived at Puteoli, the grand port of Rome. Soldiers escorted Paul to the place where he would stay as he waited for his trial before Caesar. And wait, he did. For two, long years, Paul endured being chained day and night at the wrist to a Roman soldier in a poor, shabby apartment house, near the Roman prison.

What did Paul do as he waited for his trial with Nero? Did he pout about waiting so long, or worry that he would never come to trial? No, he did not. "You must stand trial before Caesar Nero," the LORD had told Paul. Paul knew that God was always, completely faithful. If He promised something would happen, it would happen. If the Lord said Paul would appear before Caesar, then nothing—not even Caesar himself could stop him. The Lord was faithful to keep all His promises. He would go before Caesar in the Lord's perfect timing. He wouldn't spend his time worrying. Instead, he would spend every moment he could proclaiming to all—from the soldiers he was chained to, to all the people who came to visit him, to all the little churches of believers to whom he wrote letters—about the faithfulness of the Lord to always take care of His people and to forgive all who

confess their sins and trust in Jesus.

At the end of those two years, Paul finally got to present his case to Caesar Nero and tell him about Jesus. No one knows exactly what happened to Paul next. Some say the Romans killed him after his trial. Others say that Nero released him from prison. Everyone says that Nero rejected the good news of Jesus. But even though Nero rejected Paul's testimony to his faithful God, many, many others—from some of the soldiers who guarded him to the many people who visited him in prison those two years—heard Paul's testimony to the faithfulness of His beloved God and came to believe and love Him, themselves.

Cracking the Case:

It's time to answer our Case Questions.

1. Who was the Snake Shaker? Why did he shake the snake?

Paul. It bit into him when he got firewood for the fire.

2. What did everyone think would happen to him? Why? Why did he know it wouldn't happen?

They thought he would die because the snake had a very poisonous bite. They believed the gods were punishing him for something bad he had done. Paul knew it would not kill him because God was unstoppable faithful and He had told Paul that he would go to Rome to appear before Caesar.

Something For You and Me

Our Bible Truth is:

The LORD Is Faithful

Our Bible Verse is: Psalm 135:13,18,19

"The LORD is faithful to all his promises and loving toward all He has made...The LORD is near to all who call on Him...in truth. He fulfills the desires of those who fear Him; He hears their cry and saves them."

Paul faced many difficulties that were so big that his very life was at stake; but Paul always kept trusting in the faithfulness of God to keep His promises to him. Paul knew that God had already taken care of his greatest need: to be saved from his sins when Jesus died on the cross. He knew if God had done that, surely He would take care of all his other needs. What greatest need: to be saved from his sins when Jesus died on the cross. He knew if God had done that, surely He would take care of

all his other needs. What about you and me? If we are God's people—those who turn from their sins and trust in Jesus as our Savior—then those very same promises of God that Paul trusted in are true for us, too. We can keep trusting God with all our difficulties, just as Paul did—even if our own life is at stake. God is always, completely faithful.

Let's praise God for being so faithful to His people. Let's ask Him to help us to learn and live by the promises He gives His people, so that like Paul, our trust might be a wonderful testimony to many others about the great faithfulness of the Lord.

Close in prayer.

Closing ACTS Prayer

A God, we praise You for being always faithful, even in the most impossible-looking situations.

C God, we confess that many times when we are in hard situations, we doubt that You will be faithful, even though You have always been faithful ever time before.

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

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

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

Malta: An island in the Mediterranean Sea.

Alexandria: A large city in Egypt, located 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 always faithful to Your people and all Your promises.

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

Add your own Adorations:

CONFESSION:

God, we confess that many times we grumble against You and we worry. We do not believe You will keep Your promises. We need a Savior!

God, we have sinned against You....

Add your own Confessions:

THANKSGIVING:

Thank You, God for the way You have showed Your faithfulness to us even today. Thank You that You have let us hear of Your promises and encouraged us to trust in You. Thank You for Your faithfulness shown through Jesus, who long before we were even born, died to save sinners like us.

God, we thank You for...

Add your own Thanksgivings:

SUPPLICATION:

God, Your promises tell us that You can make great changes in our hearts and our lives. Please, work in our hearts. Help us to turn away from our sins and trust in Jesus as our Savior. Help us to love You and live for You.

God, we need Your help...

Add your own Supplication:

SNEAKY SNACK

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

Snack: Vicious Viper in the Woodpile

“Gummy” poisonous vipers in a pile of pretzel stick “wood”.

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

Case Tie-in: Paul wasn’t worried when the vicious viper hiding in the woodpile sprang out and bit him. He believed God’s promise that he would appear before Caesar to tell him about Jesus. Not even a deadly snake could kill him if God had decided otherwise. And that’s exactly the way it was. Paul did not even get sick!

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.

The LORD Is Faithful

Being faithful means doing what you promise you will do.

Many times people are not faithful to the promises they make to each other or to God. They do not do what they promised to do. But even though people are often unfaithful, God is always, completely faithful. He always keeps His promises, no matter what.

The Bible is full of God's many promises. He promises to forgive the sins of all turn away from their sins and trust in Jesus as their Savior. He promises to take care of them, to help them, and to only allow in their lives what will be for their good and His glory. He promises to work in their hearts so that they will love God and live for Him more and more. Best of all, God promises to bring these, His dearly-loved people, to live with Him in heaven to enjoy Him forever.

Because God is always completely faithful, His people can fully trust Him and all the promises He makes to them. Thinking about these promises gives them peace and joy for every day of their lives—no matter what happens.

Understanding the Bible Truth

1. What does "faithful" mean? *Doing what you promise you will do.*
2. How is God's faithfulness different from ours? *Many times we are unfaithful, but God is always, completely faithful. He always keeps His promises, no matter what.*
3. Where can we find God's promises to His people? What kind of promises does He make to them? *The Bible. He promises to take care of them, to help them, to only allow in their lives what will be for their good and His glory; to work in their hearts so that they will love and live more and more like Jesus.*
4. What does God promise to do for all who turn away from their sins and trust in Jesus as their Savior? *To forgive their sins and make them His people.*
5. Where does God promise to bring His people one day? Why will that be best of all? *He promises to bring them to live with Him in heaven. That will be best of all because they will get to know and enjoy God fully there. There is no one more wonderful than God to know, and God's people will get to know and enjoy Him forever there!*
6. What can God's people do, because they know He is always, completely faithful? *They can fully trust Him and all the promises He makes to them. They can have peace and joy for every day of their lives—no matter what happens.*

Story Connection Questions

1. How does the case story point to the **Bible Truth: The LORD Is Faithful**? How did the LORD show His faithfulness to Paul?

He promised that He would have Paul testify before Caesar Nero and that all the men on the ship would be saved from the storm. It did not matter how terrible the storm was or how poisonous the snake was that bit him. Nothing would be able to stop God from taking care of Paul and having him get to stand before Nero.

Bible Verse Connection Question

What does our Bible Truth have to do with our Bible Verse: **Psalm 145:13,18-19**: "The LORD is faithful to all his promises and loving toward all He has made...The LORD is near to all who call on Him...in truth. He fulfills the desires of those who fear Him; He hears their cry and saves them."?

God's people are the people who fear Him. They know He promises to fulfill their desires with good things, that He hears their cries and will always save them. This is because they know that the LORD is always, completely faithful to all His promises.

Life Application Questions

1. What is something that God's people can do when they are worried, afraid, or faced with something very, very difficult?

They can think about God's promises to them to take care of them and help them. They can remember that He is always faithful and will only allow in their lives what will be for their good and His glory. They can think about how He has forgiven their sins and will take them to live with Him in heaven one day.

2. How can we become God's people for whom these promises are always true? *By turning from our sins and trusting in Jesus as our own Savior.*

ACTS Questions

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

Praise God for His never-ending faithfulness to keep His promises.

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

Confess that many times we grumble against God and forget/do not trust in His perfect faithfulness.

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

Thank God for some of the many ways we saw His faithfulness this week.

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

We can ask Him to work in our hearts, helping us to turn away from our sins and trust in Jesus as our Savior. We can ask God to help us to always trust His faithfulness, even when it is very hard.

The Gospel

1. God has shown His great power to do good to His people and bring glory to His name 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.

Day by Day

Verse 1

Day by day and with each passing moment,
 Strength I find to meet my trials here;
 Trusting in my Father's wise bestowment,
 I've no cause for worry or for fear.
 He whose heart is kind beyond all measure,
 Gives unto each day what He deems best,
 Lovingly, its part of pain and pleasure,
 Mingling toil with peace and rest.

Listen to it on PFI NIV Songs 4, Track 23

Understanding the Song

1. What does "day by day and with each passing hour" mean? *Every hour of each day.*
2. What does the singer find "day by day and with each passing hour" to be true? *God gives him the strength he needs to meet his trials here.*
3. What are trials? *What kinds of trials might he be thinking about? Trials are difficult things that happen. Trials can be sickness, persecution, sad times, hard things we need to do, bad things that happen to us or others we love.*
4. What does "My Father's wise bestowment" mean and how does thinking about that help him during his trials? *The things God wisely chooses to allow to happen to him each day as one of His people, is what "My Father's wise bestowment means. Realizing that God only allows those things—hard or enjoyable—that He in His perfect wisdom chooses for him helps him to trust that the trials he must go through are best for him.*
5. What does "kind beyond all measure" mean? *God is kinder than anyone can imagine.*
6. How does knowing God is so kind keep him from worry and fear? *He knows that God only plans good for him, as one of His people, so he does not need to worry or fear anything that happens to him. One day he will see how God meant it to do good for him.*
7. How does the singer see God's faithfulness in how each day goes? *He knows that God will always be faithful to His promise to always give him the strength he needs for everything that happens to him. Whether it is "pain" (something hard) or "pleasure" (something enjoyable), "toil" (hard work) or "peace and rest," God will only allow what is for His people's good and for His own glory.*

Bible Truth Connection Question

1. How does this song relate to our Bible Truth: **The LORD Is Faithful**?
It praises God's faithfulness to take care of God's people. He will be faithful to help them and to allow only what is for their good and God's glory, every hour of every day.

Story Connection

1. How does this song relate to today's story? *Paul knew God's faithfulness to take care of him every hour of every day. He saw even the hardest things as part of God's wise plan--His wise bestowment--for his life. He knew that God would give him the strength he needed to endure terrible storms, years in prison and even snakebites. He knew God would use it to do good to him (Paul) and to bring glory to His (God's) name.*

Bible Verse Connection Question

1. What does this hymn have to do with our Bible Verse: **Bible Verse: Psalm 145:13,18-19:** "The LORD is faithful to all his promises and loving toward all He has made...The LORD is near to all who call on Him...in truth. He fulfills the desires of those who fear Him; He hears their cry and saves them."?

God's people know that God is faithful to all His promises. They do not have to fear about what comes each day because they know He has promised to always take care of them and to always use everything they go through for their good and His glory.

Life Application Questions

1. How can God's people be affected by the message of this song? *They can praise God for His perfectly wise bestowment of what is best for each of them each day. They can ask Him to help them to always trust in His faithfulness to always give them what they need each day.*

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 hymn?

Praise God for His faithfulness to His people, every day, every hour.

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

Confess that many times we grumble against the trials God has for us to go through, even though they might be for our good and His glory. We would rather not go through them at all. And, confess that many times we grumble that we are too weak to handle the hard things we have to go through instead of asking God to give us the strength to go through them.

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

We can thank God for being so faithful to His people. Every moment, every situation, they know He will give them strength to do what He wants them to do.

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

We can ask God to work in our hearts, helping us turn from our sins and trust in Jesus as our Savior. We can ask Him to give us the strength to go through whatever He wants us to go through. We can ask Him to always trust His faithfulness every day, even when it is very hard.

Gospel Question

1. God is faithful day by day, but we are not. We are all sinners who have disobeyed God and doubted His faithfulness. We all deserve His forever punishment for our sins. What hope has God given for people like us? 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.

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 145:13,18-19

"The Lord is faithful to all his promises and loving toward all He has made...The LORD is near to all who call on Him...in truth. He fulfills the desires of those who fear Him; He hears their cry and saves them."

Alternate Memory Version: Psalm 145:13

"The Lord is faithful to all his promises and loving toward all He has made."

Understanding the Bible Verse

1. What is the Lord faithful to? What does that mean? *He is faithful to all His promises, which means that He will always keep every promise He makes.*
2. Who is the Lord loving toward? *All He has made--which is everything.*
3. To whom is the Lord near? *All who call in Him in truth—all who cry out to Him in faith.*
4. What's a desire and whose desires does He fulfill? *A desire is something that we want. He fulfills the desires of those who fear Him.*
5. What does it mean to fear God? *It means to understand how great and holy God is and to want to honor Him with all your life, because you understand what He is like.*
6. How does God fulfill the desires of those who fear Him? *It doesn't mean that He always gives them just what they might first think is best. People who fear God know that He knows best and that even if they want something, God might not give them what they want b/c He knows better than they do. People who fear God desire most of all to have God glorified, even if that means they don't get something else that they think they want. They trust that He knows best how to fulfill their desires and that He always, only fulfill their desires in the best way.*

Bible Truth Connection Question

1. What does this verse have to do with the **Bible Truth: The Lord Is Faithful?**

God's people are the people who fear Him. They know He promises to fulfill their desires with good things, that He hears their cries and will always save them. This is because they know that the LORD is always, completely faithful to all His promises.

Story Connection Questions

1. What does this verse have to do with our story? *Paul never doubted that the Lord was near him when he called to him. There was no place or no difficulty in which the Lord would not hear his cry and save him, be it a raging storm at sea or after being bit by a poisonous viper. Even though, Paul perhaps would have not desired to experience all the hard things he went through, Paul feared the Lord and he knew that the Lord would be faithful to fulfill his every desire with what was best for him and for God's glory.*

Life Application Questions

1. What happens when people who fear God cry out to Him? *He hears them and saves them.*
2. How do we show that we fear God? *By turning from our sins and trusting in Jesus as our own Savior.*

ACTS Questions

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

Praise God for His never-ending faithfulness to keep His promises. Praise Him for being so loving to all He has made.

2. What is something we can confess to God from this Bible verse?

Confess that many times we grumble against God and forget/do not trust in His perfect faithfulness. Many times we get upset with Him for not fulfilling our desires just the way we want them to be fulfilled or not as soon as we want Him to. We think we know better than He does. We need a Savior!

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

We can thank God for being faithful to always hear the prayers and needs of His people and answer them. Thank Him for filling their desires with good things that He knows is best for them.

4. What is something we can ask God for from this Bible Verse? *Ask God to help us always trust His faithfulness, even when it is very hard. Ask Him to give us the desire to turn away from our sins and trust in Jesus as our Savior. Ask Him to fulfill that desire with His forgiveness. Ask Him to help us to trust Him to be faithful to all His promises.*

Gospel Question

1. God is faithful, but we are not. We are all sinners who have disobeyed God and doubted His faithfulness. We all deserve His forever punishment for our sins. What hope has God given for people like us? 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: Day at the Beach

Materials

Bible verse written up in large print so that all can see
 2 large pieces of paper or poster board
 10 or so various beach items, per team
 (shells, sunglasses, beach balls, lotion bottle, fish, sand bucket, shovel, etc.)
 Paper, marker
 1 towel (preferably beach towel) per team

Preparing the Game

1. Make copy of the verse per team and cut it apart into as many parts as many pieces as beach articles per team. Number this verse pieces in order and tape them to the beach articles.
2. Make a sign per team of the verse. If you have a lot of non- or early readers, write the verse in easy to read print, numbering each word/section that correspond to the sections on the cut-up version of the verse. If your children are all proficient readers, do not write the verse on the poster board, but Simply draw lines and number them 1-10, corresponding to the 10 verse pieces.
3. Write down and cut out the numbers used on the verse pieces and put in a little bag or jar.
4. Use masking tape to mark starting line.
5. Tape the numbered verse pieces to the beach items and make a pile for each team at the far end of the relay area.
6. Place a towel at the starting line for each team.

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:
 WARNING: Limit the children to walking quickly if you have a slick floor.
 Divide the children into teams. Explain everyone will say the verse together, then you will pull out a number from your bag. The first two children in each line will rush down to the other end of the relay area with the ends of the towel in each partner's hands. The partners are to say the verse to the leader, then they are to find the beach item with the corresponding number in their beach towel for them to carefully carry back to the "beach house" (start). If they drop it, they have to go all the way back and start again. When all items have been retrieved, they are to place them in verse order. The team will then put all the pieces in verse order. If working with less confident readers, point out to them that they can use the sign you made and the numbers in the verse pieces as hints to help them line it up properly. After getting it in order, the team will finish by saying the verse all together. The first team to do so, wins.

Non-competitive Option

Don't split the children into teams. Have only one set of beach items. Have the children take turns retrieving the items in pairs and adding it to the class beach house. Together they will work to put the verse together after collecting all the beach items are collected.

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.

Faithful! He Is Faithful!

Faithful! He is faithful!
 The Lord is faithful to all His promises.
 Loving! He is loving!
 The Lord is loving toward all He has made.
 The Lord is near to all,
 To all who call on Him in truth.
 He fulfills the desires of those who fear Him,
 He hears their cries and saves them.
 Faithful! He is faithful!
 The Lord is faithful to all His promises.
 Loving! He is loving!

Listen to it on PFI NIV Songs 4, Track 24

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. What did the sailors do to try to save the ship?

Throw off excess cargo, drag the anchors, tie ropes around the ship.

2. Why did they give up hope? *They could see nothing else to do and they were exhausted.*

3. Why didn't Paul give up hope? *An angel brought him the Lord's promise that he would stand trial before Nero and that the Lord would save everyone aboard the ship. He knew God was always faithful, so there was nothing to fear.*

4. What island did the ship approach and how did the men get to it? *Malta. They had to swim because the ship was broken to pieces on a sandbar off shore.*

5. What were the people of Malta like? How did they help the men?

They were very friendly and believed in the Greek gods. They built a fire so the men could get warm and dry.

6. What did the people of Malta think about Paul when he first got bit by the viper?

That he must be a murderer and was being punished. The storm should have killed him, but since he escaped, Dike the goddess of Justice had sent this viper to kill him.

7. Why did they change their mind and decide Paul must be a god?

Because he never worried about the snake bite, but just shook off the snake. The deadly bite never harmed him, even though usually it would have been enough to kill a man.

8. How did God faithfully take care of Paul during his three months on Malta?

He got to stay at Publius' estate for a little while. He got to show many the faithfulness of God by acts of healing and explaining them about Jesus. The people took care of their needs and then when they were ready to go, even gave them things to care of them on board the ship.

9. What did Paul use the time in Rome to do, as he waited to appear before Nero?

He did not complain or pout at how long he had to wait. Instead, he trusted in his faithful God who he knew would have him appear before Nero at just the right time. He used the time to write believers in other churches and to tell everyone around him in Rome about Jesus.

10. What happened when Paul came before Nero?

Nero did not believe. We are not sure if he released Paul then or had him killed.

Bible Truth Connection Questions

1. What does this story have to do with our **Bible Truth: The LORD Is Faithful**? How did God show His faithfulness to Paul?

The Lord promised that He would have Paul testify before Caesar Nero and that all the men on the ship would be saved from the storm. It did not matter how terrible the storm was or how poisonous the snake was that bit him. Nothing would be able to stop God from taking care of Paul and having him get to stand before Nero.

Life Application Questions

1. What promises does God give us in the Bible that can help God's people to be encouraged, even when others are discouraged? *We can remember that God promises to never forsake His people; that He never gives them more than they can bear each day; that He promises to take care of all of their needs; that one day they will get to live forever with Him in heaven, etc.*

2. How can we become one of God's people to whom these promises will always be true? *By turning from our sins and trusting in Jesus as our own Savior.*

Bible Verse Connection Question

1. What does the story have to do with our **Bible Verse: Psalm 145:13,18-19**: "The LORD is faithful to all his promises and loving toward all He has made...The LORD is near to all who call on Him...in truth. He fulfills the desires of those who fear Him; He hears their cry and saves them."?

Paul never doubted that the Lord was near him when he called to him. There was no place or no difficulty in which the Lord would not hear his cry and save him, be it a raging storm at sea or after being bit by a poisonous viper. Even though, Paul perhaps would have not desired to experience all the hard things he went through, Paul feared the Lord and he knew that the Lord would be faithful to fulfill his every desire with what was best for him and for God's glory.

ACTS Questions

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

Praise God for His perfect faithfulness, even in impossible-looking situations. He always keeps His promises.

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

Confess that many times we are doubters of God's faithfulness, especially in impossible-looking situations. We need a Savior!

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

We can thank God that He never gives us any reason to doubt that He will fulfill His promises. Nothing is too difficult for Him to overcome.

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 in Jesus as our Savior. We can ask Him to make us like Paul, who kept believing God would be faithful to them, even in impossible-looking situations.

The Gospel

1. What was the good news of Jesus that Paul told to many, including Caesar Nero in Rome? 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.

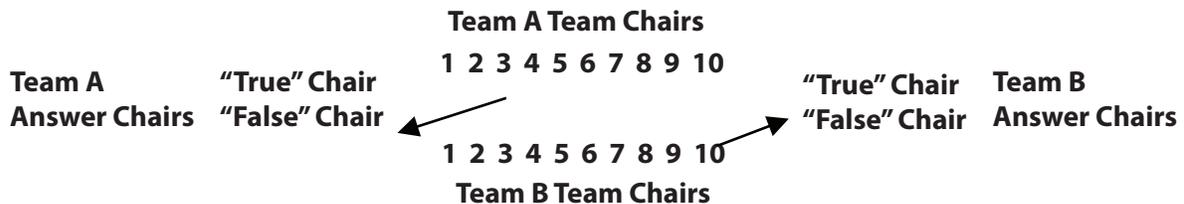
Game: Yes, No and Go

Materials

Various detective looking items (a hat, dark glasses, tie, suit, watch, etc)
 Paper and Marker
 Tape
 Story Review Questions

Preparing the Game

1. Use the Story Review questions for ideas to come up with 20+ statements that are true, false, or not in the story.
2. Set up the chairs in two lines, with chairs facing each other. Each chair should be spaced far enough from its neighboring chairs so that a child could run around it. Place at each end of the rows, two chairs that also face towards the Middle. Write the words "true" and "false" on 2 index cards each and tape each to one of the chairs at the end of the rows. There should be one set of true and false chairs at one end and one set at the other end, one set for each team. With the remaining index cards, make 2 sets of numbers that correspond to the number of chairs in each long row. (If 5 chairs on a side, then number two sets of cards from 1 to 5.) Tape these numbers to the back/bottom of each chair. Have the numbers descend on one side and ascend on the other side. (i.e., if using numbers 1 to 5, then number 1 on one row be across from number 5, number 2 across from number 4, etc.) See diagram for illustration of chair set up.



Playing the Game

Divide the children into two teams and have them take their places in the chairs. Assign the child the number on their chair. After everyone is seated, the leader reads one of the true/false/not in the story statements and then calls out a number. The player from each team with that number is to run to sit in their team's true or false chair. If the answer is not in the story, the children are to run around their chair and sit down in their seat with arms folded over their chest. The first of the players to make it to the correct seat scores a point for his team.

Play continues as statement cards last, or as time and attention span allow.

Non-competitive Option

Instead of using two sets of the same numbers for each "team," use only one set of numbers. (For example, instead of having two sets of chairs numbered from 1-10, number the chairs from 1-20). And, have only one true/false chair. The child whose number is called runs to the right chair.

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 Snake Shaker .

This story takes place in New Testament times, about thirty years after Jesus died on the cross and rose from the dead. At starts out in a storm on the Mediterranean Sea.

And now we present: "The Case of the Snake Shaker ."

Scene 1:

An Alexandrian grain ship headed to Rome got stuck in the Middle of a huge storm on the Mediterranean Sea. The storm threatened to sink the ship and all the sailors, Romans soldiers and prisoners on board. The sailors threw off excess cargo, dragged anchors on the sea bottom, and even tied ropes around the ship to keep it from sinking. Nothing seemed to help and the sailors were giving up hope. Paul was one of the prisoners aboard the ship. He trusted in God's faithfulness to help them. He encouraged everyone, telling them that the Lord would save them all. The Lord had given Paul His promise through an angel, that no one would drown and Paul would make it to Rome to appear before Caesar to tell him the good news of Jesus. The storm blew the ship all the way to the island of Malta. Everyone jumped off the boat right as it hit a sandbar and shattered into pieces. Everyone swims for the beach. To the captain's astonishment, everyone survived, just as Paul had told them.

Actions:

Scene 2:

The people of Malta help them by building them a big fire to get them warm and dry. When Paul gathers sticks to put on the fire, a viper strikes his hand. The people of Malta think must be a murderer who should have been killed by the storm and who is now being punished by Dike, goddess of justice. When they see nothing happen to Paul, they change their mind and think he is a god. For three months they are stuck on Malta until spring. The Lord is faithful to take care of Paul's needs and even uses him to tell others about Him. Paul and his friends are invited to the estate of Publius, the Roman in charge of Malta to stay for a few days. Paul heals his father of dysentery. As word spreads about this, many others bring their sick to be healed.

Scene 3

In the spring, another grain ship comes to Malta and takes them all to Rome. Paul must wait two years to appear before Nero. Even though forced to live chained to a soldier, in a dingy, little apartment, Paul does not complain, but uses every opportunity he has to write or to tell everyone about the faithfulness of the Lord. Paul finally gets to speak to Nero. Nero does not turn from his sins and believe in Jesus but many others who come to Paul during those two years do.

Bible Truth Tie-In:

The Bible Truth we are learning is: **The LORD Is Faithful.** Against all odds, Paul survived a terrible storm at sea and the deadly bite of a viper to appear before Nero. This was not because he was lucky, it was because God was faithful. He promised Paul he would appear before Nero and was faithful to make sure that it happened.

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 Snake Shaker.

This story takes place in New Testament times, about thirty years after Jesus died on the cross and rose from the dead. At starts out in a storm on the Mediterranean Sea.

The characters in our story are: Paul, the sailors, soldiers and other prisoners on the ship, the angel, the people of Malta, Publius, Caesar Nero, Roman soldiers in Rome.

And now we present: "The Case of the Snake Shaker."

Scene 1: (Beginning)

An Alexandrian grain ship headed to Rome got stuck in the Middle of a huge storm on the Mediterranean Sea. The storm threatened to sink the ship and all the sailors, Romans soldiers and prisoners on board. The sailors threw off excess cargo, dragged anchors on the sea bottom, and even tied ropes around the ship to keep it from sinking. Nothing seemed to help and the sailors were giving up hope. Paul was one of the prisoners aboard the ship. He trusted in God's faithfulness to help them. He encouraged everyone, telling them that the Lord would save them all. The Lord had given Paul His promise through an angel, that no one would drown and Paul would make it to Rome to appear before Caesar to tell him the good news of Jesus. The storm blew the ship all the way to the island of Malta. Everyone jumped off the boat right as it hit a sandbar and shattered into pieces. Everyone swims for the beach. To the captain's astonishment, everyone survived, just as Paul had told them.

Scene 2: (Middle)

The people of Malta help them by building them a big fire to get them warm and dry. When Paul gathers sticks to put on the fire, a viper strikes his hand. The people of Malta think must be a murderer who should have been killed by the storm and who is now being punished by Dike, goddess of justice. When they see nothing happen to Paul, they change their mind and think he is a god. For three months they are stuck on Malta until spring. The Lord is faithful to take care of Paul's needs and even uses him to tell others about Him. Paul and his friends are invited to the estate of Publius, the Roman in charge of Malta to stay for a few days. Paul heals his father of dysentery. As word spreads about this, many others bring their sick to be healed.

Scene 3: (End)

In the spring, another grain ship comes to Malta and takes them all to Rome. Paul must wait two years to appear before Nero. Even though forced to live chained to a soldier, in a dingy, little apartment, Paul does not complain, but uses every opportunity he has to write or to tell everyone about the faithfulness of the Lord. Paul finally gets to speak to Nero. Nero does not turn from his sins and believe in Jesus but many others who come to Paul during those two years do.

Bible Truth Tie-In:

The Bible Truth we are learning is: **The LORD Is Faithful.** Against all odds, Paul survived a terrible storm at sea and the deadly bite of a viper to appear before Nero. This was not because he was lucky, it was because God was faithful. He promised Paul he would appear before Nero and was faithful to make sure that it happened.

A Deadly, Poisonous Viper

Description

Children will make a curly snake out of poster board and decorated with paint.

Materials

12" x 12" square of white poster board or other thin cardboard per child

Tempera paint, various colors

Paintbrushes

Combs, about 1 per every two children

Scissors

1 12" plate

2' of string/yarn per child

Glue Stick

Preparing the Craft

1. Use the plate to draw 1 12" circle per child onto the poster board. Cut out circles.
2. Sketch out a spiral as shown in Figure #1 onto the poster board. Cut out.
3. Prepare the tempera paints. If using a powder, make the paints fairly thick.
4. Cut the combs into 2 pieces.
5. Poke hole in "tail" of snake, big enough to insert piece of string.
6. Make a forked tongue out of scrap of cardboard. Attach to head of snake on underneath side with glue stick.

Making the Craft

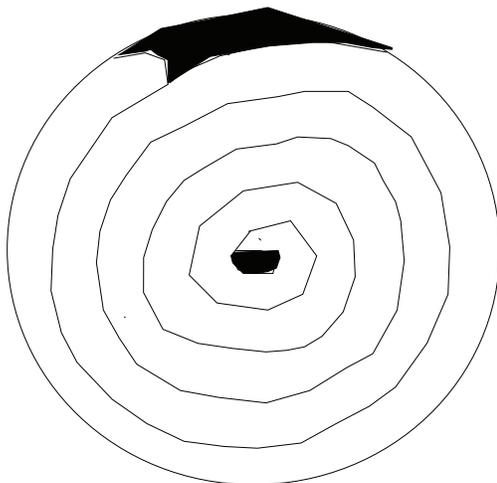
1. Show the children your sample of the craft.
2. Have the children paint little ½" to 2" block sections of color across their snakes.
3. Use the combs to make designs in the paint. See Figure #2 for example.
4. Attach string to tail of snake.

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. On what island did Paul and the others swim to shore? *Malta.*
2. What happened to Paul that could have killed him? *He was bitten by a poisonous, deadly viper.*
3. Why wasn't Paul worried about the snake bite? *God had promised him that he would appear before Caesar Nero in Rome and tell him about Jesus. God was faithful. He would heal Paul of this bite. He would not let him die.*
4. What is Bible Truth that we are learning?
The LORD Is Faithful.
5. What does our craft have to do with our Bible Truth: The LORD Is Faithful?
Time after time Paul had seen God be completely faithful to His promises. Paul knew that not even the poison of this deadly viper could kill him because God would be faithful to His promise to him that he would stand trial before Caesar.
6. What can our craft help us remember?
Nothing is powerful enough to cause God to be unfaithful in His promises to His people.

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: A Poisonous, Deadly Viper
2. On the island of Malta, Paul did not worry when he was bitten by a poisonous, deadly viper because God had promised him that he would stand trial before Caesar and he knew God was always faithful to keep His promises.
3. Our Bible Truth is: The LORD Is Faithful.
4. Time after time Paul had seen God be completely faithful to His promises. Paul knew that not even the poison of this deadly viper could kill him because God would be faithful to His promise to him that he would stand trial before Caesar.
5. Our craft can help us remember that nothing is powerful enough to cause God to be unfaithful in His promises to His people.

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.

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 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
