



# Junior Church

**LESSON PLANS: 11-10-20**

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# Family Fun

(All Ages)

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## Worship game

**Activity time:** 5–10 minutes

**Aim:** to think about how Jesus loves us

**You will need:** n/a

1. Sit in a circle. Say that today we are going to explore how God loves us. Ask for ideas about how we know God loves us.
2. Use the ideas the children suggest to play a memory game. The first child says, 'I know that God loves me because... [adding the first idea].'
3. The second child repeats this phrase with the first idea, and then adds the second idea. This continues at least until everyone has added a way in which God loves us. See who can remember the most!



# Dolphins

(Age 3, F1 & F2)

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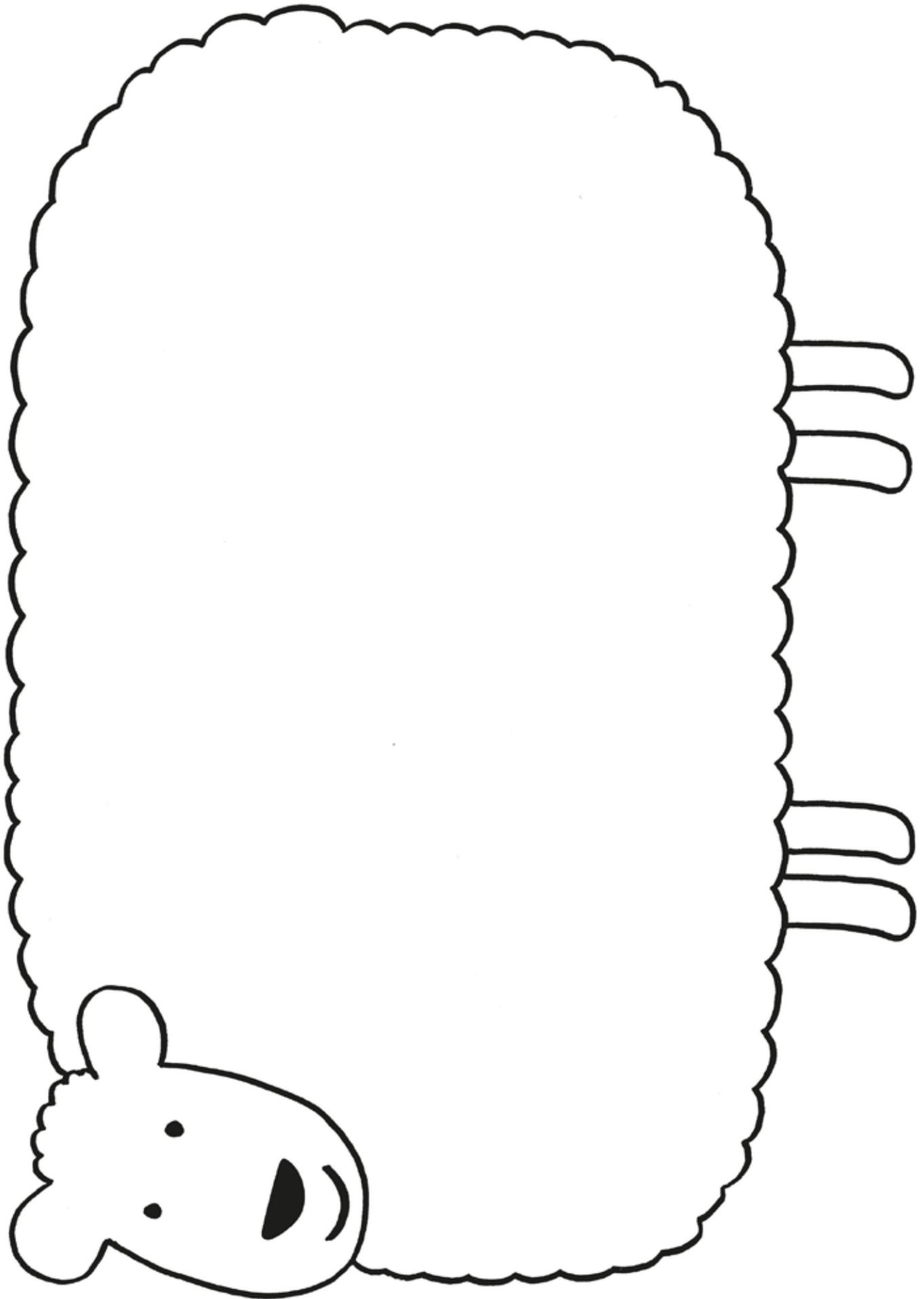
## Sheep craft

**Activity time:** 5–10 minutes

**Aim:** to reflect on how much Jesus loves us

**You will need:** copies of the sheep from page 274 (attached), cotton wool, glue and spreaders

1. Give each child a copy of page 274 with the sheep ready cut out. Chat with the children about what they can remember from the story.
2. Give the children the cotton wool and glue. Let them stick the cotton wool on the sheep, covering the whole body. Let the children feel how soft and cuddly the cotton wool is.
3. Remind the children how Jesus wants to keep us safe because he loves us so much. Suggest the children take the sheep home. They can stroke or cuddle the sheep to remember that Jesus loves them.





# Turtles Sharks

(Year 1 & 2)

(Year 3 & 4)

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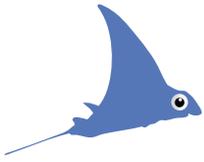
## Prayer game

**Activity time:** 10 minutes

**Aim:** to thank Jesus for the people who love us

**You will need:** upbeat music and the means to play it

1. Set out four bases, and label them 'home', 'school', 'out and about' and 'always'.
2. Play some music and encourage the children to dance. When the music stops, call out one of the base names and invite the children to go to that base. (If you are short on space, throw a dice to choose each of the bases: 1 = home, etc, 5 and 6 are 'wild'.)
3. Challenge them to think of a way in which Jesus is with them or loves them in that place.
4. Say a simple prayer. For example: 'Thank you, Jesus, for Nan who loves me'; 'Thank you for being with me as I go to the shop'; 'Thank you for hugs'.
5. Come back to the middle and dance again.



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## Sheep pen challenge

**Activity time:** 10–15 minutes

**Aim:** to introduce the idea of sheep and shepherd

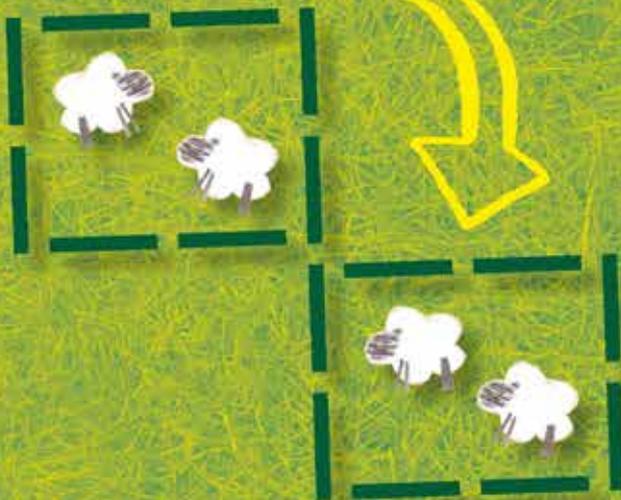
**You will need:** Xstream sheet from page 278, puzzle answer from page 279 (both attached)

1. Give out copies of the Xstream sheet from page 278 and ask the children to look at the puzzle. Challenge them to solve the puzzle, working on their own or in pairs.
2. After a few moments, check to see how they are getting along. Go through the different answers the children have come up with. Congratulate those who got it right! (If no one got the right answer, show the group how they can solve it using the answer on page 279.)

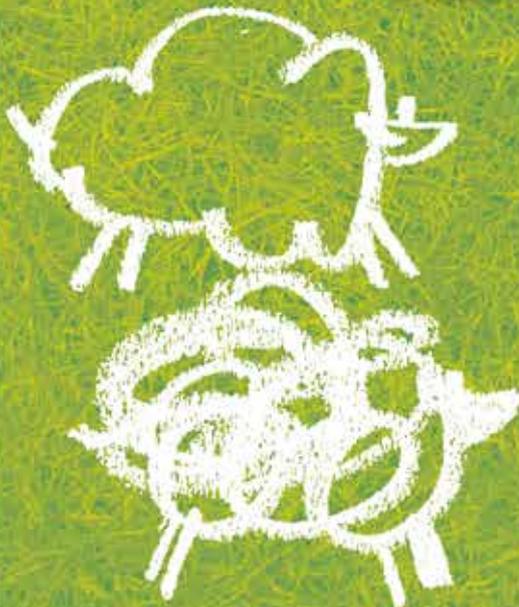
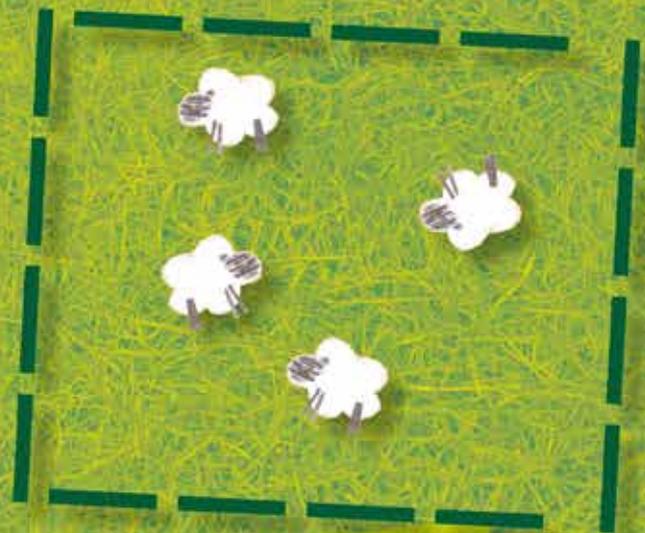
# Sheep pen challenge



The shepherd has two small sheep pens, each made of eight fence panels and arranged like this:



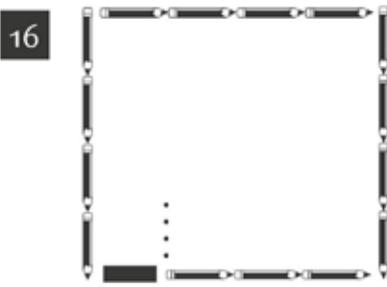
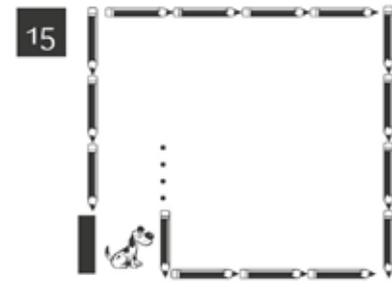
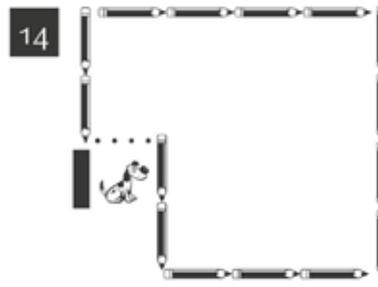
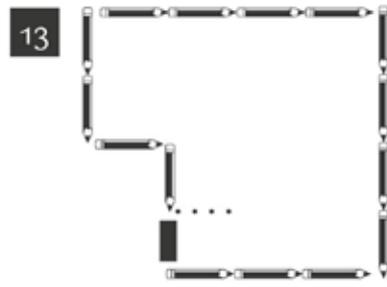
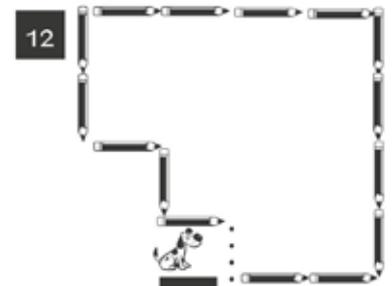
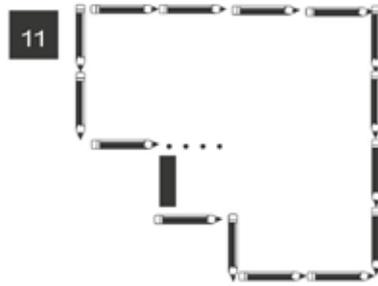
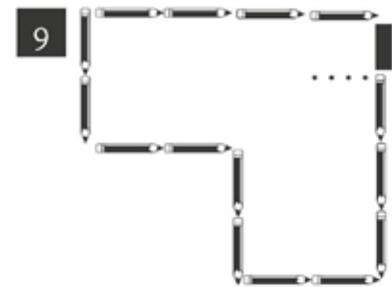
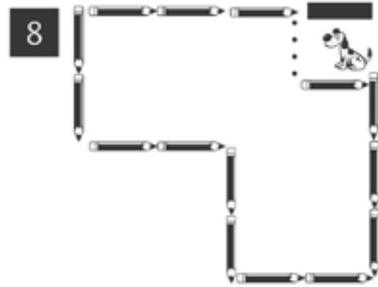
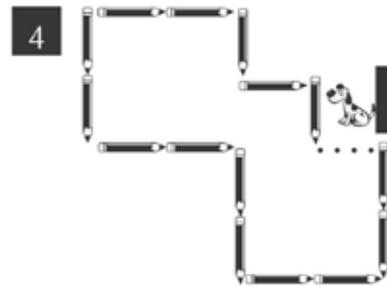
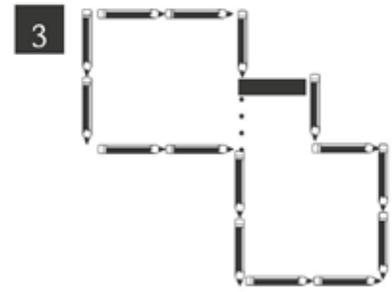
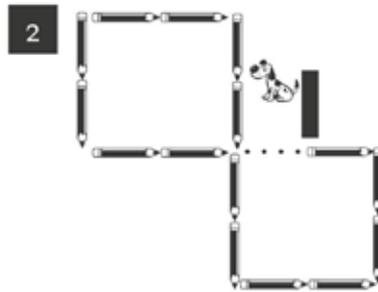
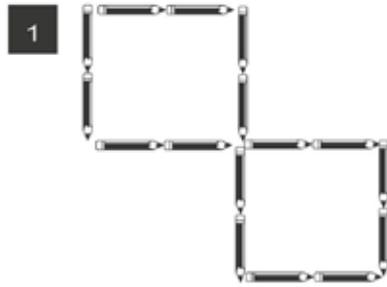
**CHALLENGE:** He needs a bigger pen, still using 16 panels. Like this:



He can only move one panel at a time. The sheep must not escape, but the dog can only guard a space that is one panel wide.

Using 16 pencils, find the least number of times you have to move a fence panel to make one big pen.

# Answer to Sheep pen challenge



■ new position  
..... previous position