



Junior Church

LESSON PLANS: 12-07-20

VISIT [HARVESTCITY.ORG/JC](https://www.harvestcity.org/jc) FOR VIDEOS, LINKS AND RESOURCES

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Family Fun

(All Ages)

Invention game

Activity time: 10 minutes

Aim: to think about creating new things

You will need: n/a

1. Invite the children to sit in a circle and play a version of 'I went to market', but using inventions.
2. Start the game with a fairly basic invention, such as 'I invented a new cup'. Invite the next child to add to your invention, for example, 'I invented a new cup with pink flowers on'.
3. Keep going around the circle, making your invention more and more extravagant ('I invented a new cup, with pink flowers on, that sings songs, has three handles, is six feet tall...').
4. Say that today they will learn about the greatest inventor ever.



Dolphins

(Age 3, F1 & F2)

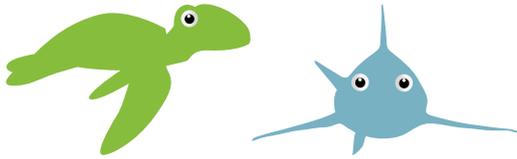
Sky game

Activity time: 10–15 minutes

Aim: to remember that God is our creator

You will need: n/a

1. Talk together about things you might see in the sky – the sun, stars, moon, birds, clouds, aeroplanes, rainbow.
2. Encourage the children to play the following game. When you say something that we would normally see in the sky, they should reach up high. When you say something not normally seen in the sky (flowers, houses, bicycles and so on), they should crouch down and touch the floor.
3. Play this for a while and then ask the children to shout 'God made it!' when it is something seen in the sky.
4. Close the game by thanking God for everything he has made, especially the sky, the sun, moon and other things we see in the sky.



Turtles Sharks

(Year 1 & 2)

(Year 3 & 4)

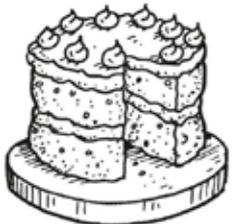
Matching game

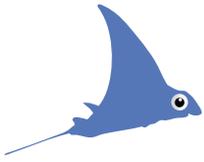
Activity time: 10 minutes

Aim: to think about creators and their creations

You will need: Splash! sheet 149 (attached)

1. Before the session, copy page 149 and cut up the cards. If you have a large group, make more than one set.
2. Lay the cards face down on the floor or on a table. Invite the children to turn over two cards – if they discover a creator and the thing they have created, then they keep those cards and have another turn. If not, the cards are turned back over and the next child has a go. (If you have a lot of children, split into two or three groups.)
3. Once all the pairs have been found, declare the player with the most pairs the winner! As you play, chat about the creators and what they have made.

 <p>Flowers</p>	 <p>Gardener</p>	 <p>Carrots</p>	 <p>Farmer</p>
 <p>Dish</p>	 <p>Potter</p>	 <p>Table</p>	 <p>Carpenter</p>
 <p>Cake</p>	 <p>Chef</p>	 <p>Painting</p>	 <p>Artist</p>
 <p>House</p>	 <p>Builder</p>	 <p>Car</p>	 <p>Mechanic</p>
 <p>CD</p>	 <p>Musician</p>	 <p>Dress</p>	 <p>Dressmaker</p>



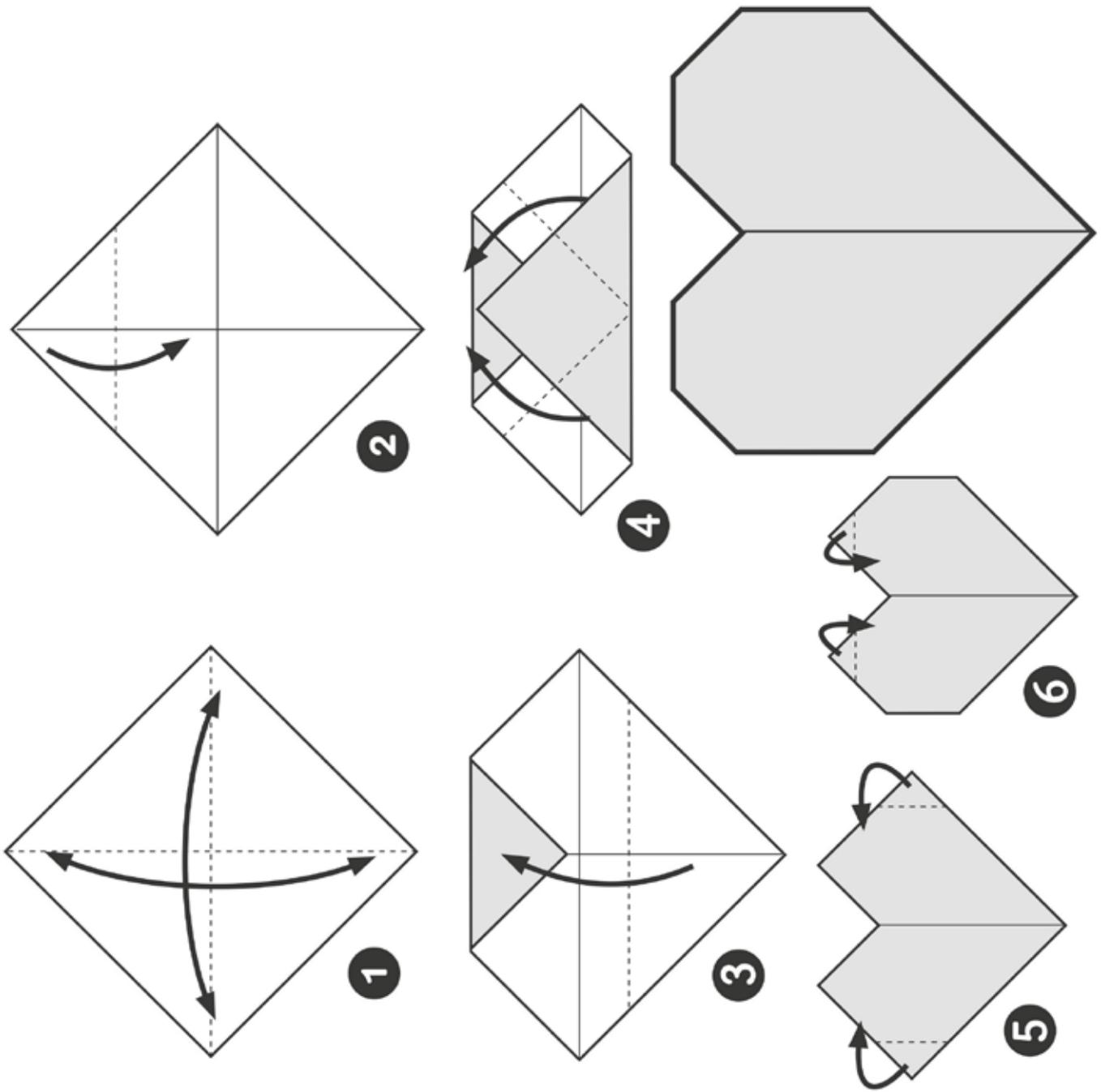
Paper hearts

Activity time: 10–15 minutes

Aim: to think about creating

You will need: squares of pink paper (approximately 21 x 21 cm), Xstream sheet 153 (attached)

1. Show the children how to make an origami heart, using the instructions from page 153. Give out the paper and encourage the group to have a go themselves. If you have other origami items that you can make, show the children those and encourage them to try to make them.
2. Once they have finished, invite the group to decorate their paper creations. As you work, comment about how creative everyone is. Even if some children don't think they are, make a point of complimenting their work.
3. After you have finished, ask the children if they enjoyed being creative. How do they feel about the things they have made?



1 Fold on the dotted lines to make creases, then fold back.

2, 3 & 4 With the wrong side facing you, fold on the dotted lines, in the direction of the arrows.

5 & 6 With the right side facing you, fold backwards on the dotted lines.

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