

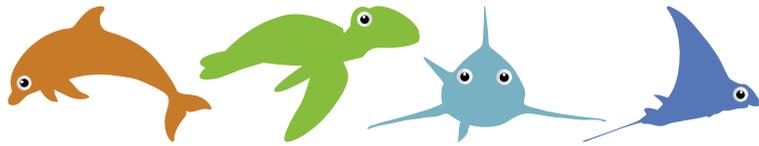


Junior Church

LESSON PLANS: 18-07-21

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

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Family Fun

(All Ages)

Domino run

Activity time: 10–15 minutes

Aim: to see that mistakes escalate

You will need: dominoes

1. Help the children set up a 'domino run'. They can start with a simple line or circle. Invite them to knock it down and see the dominoes fall.
2. Then try making a more complicated run, where the line splits as one domino knocks over two that are standing next to each other.
3. If you don't have the space or facilities to do your own domino run, there are plenty of video clips on YouTube.
4. Ask if anyone has heard of the 'domino effect'. Invite them to explain what it is. Clarify that, in life, one mistake can be the beginning of others, just like in a domino run. Tell the children that they are going to see the effects of King Solomon's mistake, on his life and on his kingdom.



Dolphins

(Age 3, F1 & F2)

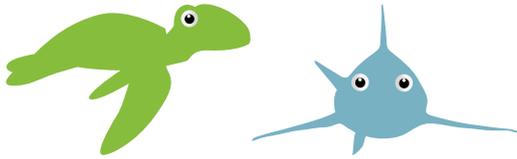
Join the parade

Activity time: 5–10 minutes

Aim: to praise and worship God

You will need: teddies, dolls, any other soft toys

1. Let the children all choose one or two toys each. Designate an area of the room to be 'the Temple'.
2. Help the children to join with their 'companions' (the toys), in making a parade around the room. Suggest they pretend that they are in Solomon's parade, going to the lovely new Temple.
3. As you parade around together, sing some songs and give some praise shouts.
4. When you all reach 'the Temple', stand together for another song or shout and declare the Temple open! Leave time for the children to play freely with their toys in your Temple area.



Turtles Sharks

(Year 1 & 2)

(Year 3 & 4)

Board game

Activity time: 15–20 minutes

Aim: to think about the consequences of our actions

You will need: board game from page 136, reusable sticky tack, counters, dice

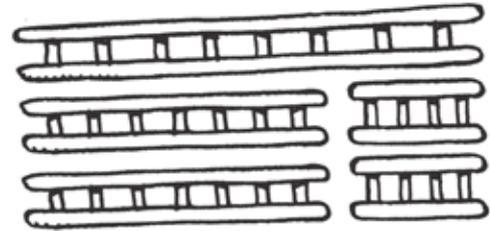
1. In advance, cut out the ladders and snakes on one copy of the board from page 136. Give each child (or team) a counter and play the game together.
2. Ask one child (or team) to throw the dice and move forward the number of spaces shown on the board. If they land on a space with a picture, invite the group to decide what consequence that action might lead to. If it's 'good', they can choose a ladder and fix it on the picture and move upwards. If it's bad, they should fix one of the snakes on and move down it.
3. The first child (or team) to get to the top wins.

Actions and consequences board game: What are the consequences of our actions?

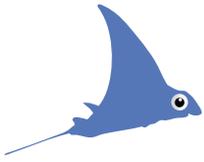


Instructions

- Carefully cut out the ladders and snakes.
- Roll the dice and move forward the number shown.
- If you land on a picture, decide what consequences that action might have.
- If the action has a good consequence, stick on a ladder from your space to one further on, using sticky tack, and move up it. If the action has a bad consequence, stick on a snake from your space and move down it.
- The first player to get to the top wins!



43	44	45	46	47 	48	FINISH
42	41 	40	39	38	37	36
29	30	31	32 	33	34	35
28	27	26	25	24	23 	22
15 	16	17	18	19	20	21
14	13	12 	11	10	9	8
START	2	3	4	5 	6	7



Prayer snap

Activity time: 10–15 minutes

Aim: to pray about things that distract us from God

You will need: cards from page 141

1. Give each child a set of cards from page 141 and encourage them to shuffle them. These represent things that can distract us from God and things that can help us to focus on him.
2. Invite the children to get into and play a game of Snap! using both sets of cards. When they get two matching cards, instead of shouting 'Snap!' they should stop and pray. If their pair of cards shows a way to focus on God, they should pray that God will help them use this to stay faithful to him. If the cards show a distraction, they should pray that they will be able to resist that temptation and stay faithful to God.

Friends

TV

Football

Bible

Praying

School

PlayStation

Youth
group

Being
popular

Fear

Money

Pop music