Junior Church

LESSON PLANS: 25-04-21

VISIT HARVESTCITY.ORG/JC FOR VIDEOS, LINKS AND RESOURCES

Harvest City
CHURCH
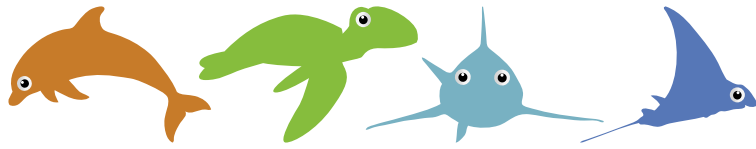
Game

Activity time: 5 minutes

Aim: to think about moving like a spy

You will need: n/a

1. Play a game of 'What's the time, Mr Wolf?' Choose a person to be Mr Wolf and stand them at one end of the room with their back to the others. The children should shout, 'What's the time, Mr Wolf?' If Mr Wolf says a time ('It's 4 o'clock!'), the children should move that number of steps forward. This keeps going until someone is close enough to touch Mr Wolf on the shoulder. However, if Mr Wolf says, 'Dinner time!' they turn and try to catch one of the children creeping up on them.

2. Alternatively, play Grandmother's Footsteps. One child stands at one end of the room facing the wall. The other children try to creep up and touch that child on the shoulder. The child should turn around to look at the others, who should immediately freeze. If the child sees anyone moving, they have to go back to the other end of the room and start again.
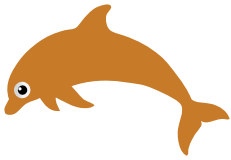
Making a reminder

Activity time: 10 minutes

Aim: to think about how we can show God's kindness to others

You will need: door hanger template from page 89, crayons, felt-tip pens, scissors

1. Give each child a copy of the door hanger from page 89. Help them to colour in the hangar. As you work, chat about the story you have just explored. What did the children think of the spies, Rahab and the soldiers? Where was God in the story? Were there times when the children recognised that God was with the characters in the story?

2. Once everyone has finished the hangers, help the children cut them out and write their name in the space. Admire everyone's handiwork. Encourage the children to take the hangers home and put them on their door handle, so that they can remember God is with them.

3. Remember, it's not the neat colouring in or cutting out that's important here, it's the process of doing it and the conversations you have while working. Often children are more talkative when their hands are busy doing something else! Make use of these valuable times to have significant conversations.

God is always with me
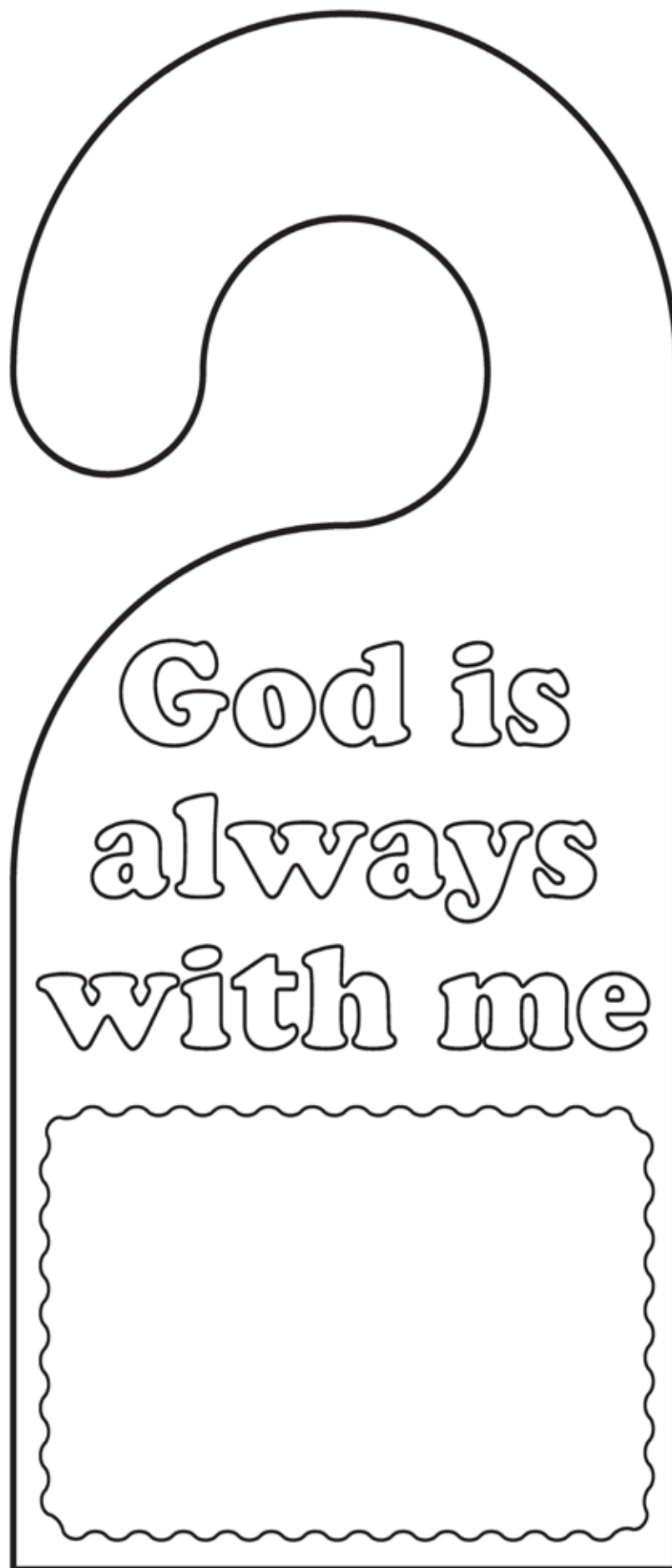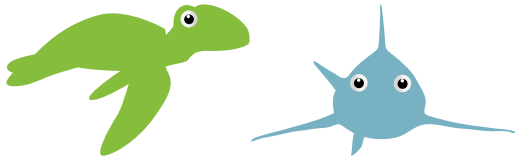
'Who helps me' chart

Activity time: 10–15 minutes

Aim: to think who is with us and helps us

You will need: copies of the chart from page 85

1. Give out the copies of page 85, if you have them. Otherwise give each child a blank sheet of paper and ask them to divide it into nine squares. Read out the headings from page 85 and invite the children to write heading per square.

2. Ask the children to think about who is with them in the different situations, and to write or draw their answer in the relevant space. Make sure you and your fellow leaders are available to help the children think about their lives and to help note down any answers for those who struggle to write or draw.

3. Talk through everyone's ideas. Wonder together at the vast array of people who are with us and help us: parents, carers, siblings, other relatives, friends, teachers, children's workers, other people at church, sports' coaches, Brownies and Cubs leaders… Finally, ask the children when they think God is with them.

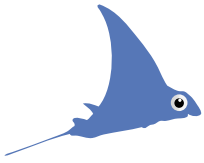At home

When I need a hug

When I'm at the shops

At church

When I've hurt myself

When I'm playing

At school

At a club

On my birthday

Xstream codes

Activity time: 10 minutes

Aim: to think about spies and missions

You will need: copies of the Xstream sheet from page 85

1. Give out copies of the Xstream sheet from page 85 and look at the codes.

2. Work individually or in pairs to crack the codes and decipher the messages. Who can solve them the quickest? Who is the most accurate in their code-cracking?

3. Encourage the children to write their own coded messages for the others in the group to solve. Use the code on the Xstream sheet. Once everyone has finished writing their codes, swap sheets and get decoding!

crack the code

XSTREAM

crack the code to find out the messages hidden within!

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