

Jesus the Friend

Me and God: 4

Week 1. Jesus, The Friend of Children



Aim

To help the children discover that Jesus is someone special, who wants to be their friend.



Aiming Game [Optional Activity]

Get the children to stand in a circle - not too big. In the centre of the circle place a large washing up bowl. Give one of the children a bean bag and see if they can get the bean bag into the bowl from where they are standing. If they get it in they take a small step back. If they miss they take a small step forwards. The leader retrieves the bean bag and passes it to the next child in the circle. The game continues with the children stepping back and forward depending on whether they aim correctly or miss the bowl. Impress on the children the importance of not moving off their spot. Decide before you start how many times you will go around the circle. If you have more than eight children in your group it is advisable to form the children into more than one circle, but you will need a leader per group to retrieve the beanbag and remind the children which way to step! Do not have too many children in each circle as the children will become restless as they wait for their turn.



Chatter Time [Optional Activity]

What games do you enjoy playing? *Allow time for the children to respond.* Children and adults have always played games, although some of the games we play now may be different from the games our grandparents played, many of the games we play now have been played since games began!

A game similar to the one we have just played used to be played by children in the time when Jesus lived, only they used to dig a hole in the ground and use pebbles, not bean bags.

Has anyone ever played or watched others play HopScotch ?

That was another game played by children in the time of Jesus.

Tonight's story is about some children who met Jesus.



Jesus and the Children

See Story Page MG 42.



Chatter Time with Prayers

How would the children have felt when the disciples sent them away? How would you have felt? *It is important that the children are given a chance to answer this in their own words.*



GET READY

P Read through the instructions for the Aiming Game. Will you need to divide the children into smaller groups? How many? Do you have enough leaders?

P Read through the first Chatter Time - it's fairly straight forward, but allow time for the children to tell you about their games.

P Read through the story/mime on page MG 42.

P Plan how you are going to organise the mime. The whole point of the exercise is to get the children to express how they would feel in that situation and therefore come to understand the relevance of the story. By all means suggest actions, but don't dictate!

P Carefully think through the second Chatter Time, much of the sessions teaching relies on this part of the programme.

P The Backwards and Forwards Card Game (page MG 40) is a fun way to endorse the teaching. Make the cards (page MG 41) and play the game yourself before using it with the children to make sure you understand it!