

## Day 2



**Bible Point:** Jesus' power gives us hope.

**Bible Verse:** "So be strong and courageous, all you who put your hope in the Lord!"  
Psalm 31:24

**Bible Story:** Paul encourages others in a storm and shipwreck. (Acts 27)

### **BIBLE STORY DISCUSSION**

*After watching the Bible Story video, discuss the following:*

- 1.) God changed Paul's heart. Who did Paul want to tell people about?
- 2.) God wants us to share about Jesus too. If you could tell a person who didn't know Jesus something special about Him, what would you say?
- 3.) It must have felt very scary to be on that ship in the midst of a terrible storm. What did Paul say would happen to all of the people on the ship?
- 4.) How did Jesus' power help Paul and the men on the ship?
- 5.) Just like a shipwreck, what types of things in your life leave you feeling afraid or powerless?
- 6.) How does knowing Jesus give us hope?



## CRAFT: BIRD CRAFTS

Both crafts are included in the take home kits. You are welcome to do one or the other or even both. The Balancing Bird Toy could be challenging for younger children.

Say: **Our Bible Buddy Ava can fly way up high above everything else. She can see things that we can't see from the ground. Sometimes we can't see how a hard time is going to get better. But Jesus can. He knows the future, and he's taking care of us. We can trust him because JESUS' POWER GIVES US HOPE.** (Trust Jesus!)

### Paper Plate Bird

Materials:

(First 7 items in gallon size bag in kit):

- ½ white paper plate
- 3-inch brown construction paper circles
- Small orange paper triangle for beaks
- 6x9-inch piece of tissue paper
- 2 craft feathers
- 2 googly eyes
- 2-foot length of curling ribbon
- **Brown crayon**
- **Glue stick**
- **Scissors**
- **Hole punch**

### Balancing Bird Toy

Materials:

- Printout of balancing bird toy
- Toothpick
- 2 pennies
- **Scissors (not included)**
- **Coloring supplies (not included)**
- **Tape (not included)**



## CRAFT OPTION 1: PAPER PLATE BIRD

Parent preparation: Punch a hole along the straight edge of the paper plate, about 3 inches from one corner. Make a 1-inch slit with scissors near middle of straight edge.

1. Encourage child to color the front and back of the plate brown to be the body of the bird.
2. Have child cut and glue a paper circle "head" on the top corner near the hole and a couple feathers for the tail on the other top corner.
3. Add two googly eyes. Have child cut an orange paper triangle beak & glue on.
4. Help child accordion fold a piece of tissue paper into 1-inch strips, and slide it through the slit as wings. The wings should stick out on either side.
5. Tie a piece of ribbon through the small hole in the paper plate. Encourage kids to bounce the bird on the ribbon to make it look like its flying.

## CRAFT OPTION 2: BALANCING BIRD TOY (See next page)

## BALANCING BIRD TOY



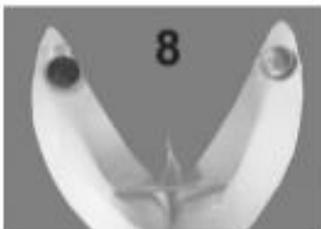
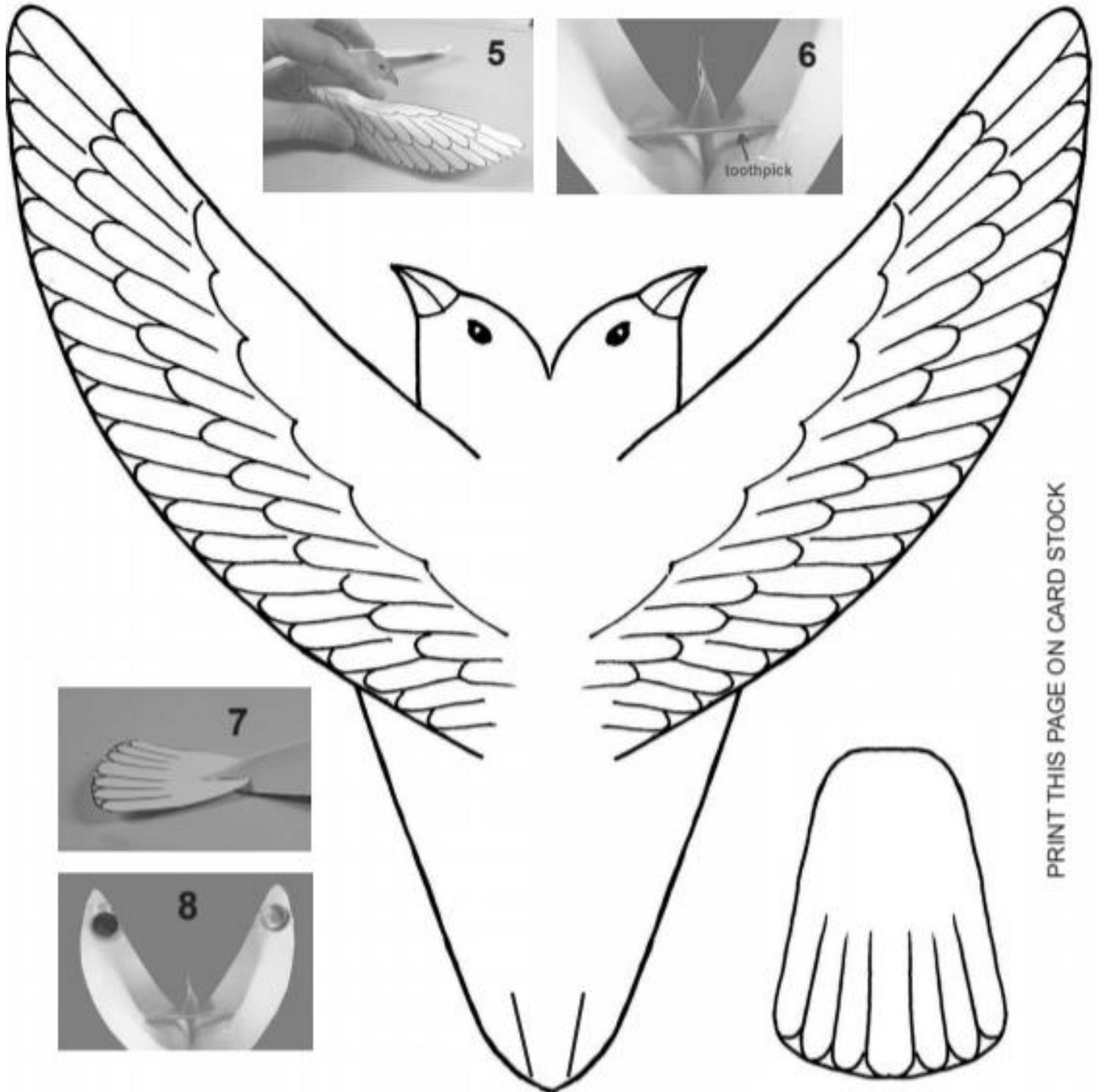
### You will need:

- two pennies, a toothpick, clear tape, glue stick (optional: coloring supplies)

1) Do any coloring you want to do. 2) Cut out bird and tail. Make sure to cut along the wing lines that go into the body area. 3) Fold the bird in half. 4) Apply glue stick to inside of the forward half of head (eye and beak area) and stick halves together. (Note: Beak can be reinforced with clear tape if it seems too flimsy.)

5) Make a slight crease along the lengths of the wings, to stiffen them. 6) Tape

toothpick to underside of wings, across the center, (like the cross bar of a kite). 7) Insert tail piece and secure with tape on the underside. 8) Roll two pieces of tape and apply one to each penny. Stick pennies on the undersides of the ends of the wings and then check balance. Adjust the pennies if necessary to make the bird balance well. Once pennies are in the right place, secure them with a little more tape.



PRINT THIS PAGE ON CARD STOCK

# GAME 1: SCAVENGER HUNT SCRAMBLE

## Materials:

- Scavenger Hunt Scramble cards
- **Scissors (not included)**
- **Bible (or Bible app on device)**



1. Cut out Scavenger Hunt Scramble cards (see next page).
2. **\*PARENTS:** Decide if you want to play the game inside or outside. "Hide" one card with a letter at each of the locations indicated by the missing word from the Bible verse (see below). For example, if the verse was Genesis 6:21 "Also take with you every sort of (FOOD) that is eaten, and store it up. It shall serve as (FOOD) for you and for them", you could hide one of the cards somewhere where there is food (maybe near the refrigerator or pantry if you're inside or a grill if you're outside). \*\*\*Do **not** hide the cards that have "Scavenger Hunt Scramble" written on it.
3. Depending on if you are playing inside or outside, give kids the appropriate Scavenger Hunt Scramble Card that has the verses printed on the back. Have kids look up a verse and figure out the missing word. Once they know the missing word, kids use that as a clue to find one of the "hidden" cards. Once they have found it, look up the next verse and repeat until kids have found all the cards. Then try to figure out what word the letters spell! **(HOPE)**

## If you're playing outside:

1. **Jeremiah 17:8** – They will be like a \_\_\_\_\_ planted by the water that sends out its roots by the stream. It does not fear when heat comes; its leaves are always green. **(TREE)**
2. **Deuteronomy 32:2** – Let my teaching fall like rain and my words descend like dew, like showers on new \_\_\_\_\_, like abundant rain on tender plants. **(GRASS)**
3. **Luke 19:40** – "I tell you," he replied, "if they keep quiet, the \_\_\_\_\_ will cry out." **(STONES)**
4. **Mathew 7:7** – Ask and it will be given to you; seek and you will find; knock and the \_\_\_\_\_ will be opened to you. **(DOOR)**

## If you're playing inside:

1. **Matthew 26:27** – Then he took a \_\_\_\_\_, and when he had given thanks, he gave it to them, saying, "Drink from it, all of you." **(CUP)**
2. **1 Samuel 4:13** – When he arrived, there was Eli sitting on his \_\_\_\_\_ by the side of the road. **(CHAIR)**
3. **Daniel 7:10** – The court was seated, and the \_\_\_\_\_ were opened. **(BOOKS)**
4. **James 1:23-24** – Anyone who listens to the word but does not do what it says is like someone who looks at his face in a \_\_\_\_\_ and, after looking at himself, goes away and immediately forgets what he looks like. **(MIRROR)**

**H**

**P**

Scavenger Hunt  
Scramble  
(Inside)

Scavenger Hunt  
Scramble  
(Outside)

**E**

**O**

### Inside:

- **Matthew 26:27** Then he took a \_\_\_\_ and when he had given thanks, he gave it to them saying “Drink from it all of you”.
- **1 Samuel 4:13** When he arrived, there was Eli, sitting on his \_\_\_\_ by the side of the road.
- **Daniel 7:10** The court was seated and the \_\_\_\_ were opened.
- **James 1:23-24** Anyone that listens to the word but does not do what it says is like someone who looks at his face in a \_\_\_\_ and, after looking at himself, goes away and immediately forgets what he looks like.

### Outside:

**Jeremiah 17:8** They will be like a \_\_\_\_ planted by the water that sends out its roots by the stream. It does not fear when heat comes; its leaves are always green.

**Deuteronomy 32:2** Let my teaching fall like rain and my words descend like dew, like showers new \_\_\_\_ like abundant rain on tender plants.

**Luke 19:40** “I tell you” He replied, “if they keep quiet, the \_\_\_\_ will cry out.

**Matthew 7:7** Ask and it will be given to you; seek and you will find; knock and the \_\_\_\_ will be opened to you.

## GAME 2: OVERBOARD

In our Bible story today, we heard about when Paul and several others were in a boat during a terrible storm, so bad that they threw their cargo out of the boat. Some of the soldiers even jumped overboard! Let's play a game where we're trying to get our cups "overboard".

Materials:

- 5 plastic cups per player
- 1 balloon
- **Table**

Line the 5 plastic cups up in a row upside down along the table, roughly along the middle of the table and place a balloon near the cups. Stand facing the table behind the cups. When the game begins, grab the balloon and blow it up. Then turn the open end of the balloon towards the cups and expel the air so that it blows the cups straight off the edge of the table. When you run out of air, blow the balloon up again and continue, until all 5 plastic cups are on the floor. See who can get all their cups off the quickest!

## GAME 3: SUITCASE RACE

Materials:

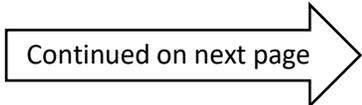
- **2 large suitcases or boxes (not included)**
- **20 balls, bean bags, and/or small stuffed animals (not included)**
- **Spray bottle (not included)**

Play this game where kids have lots of room to run around. Place the luggage or boxes in your play area, and open them. Place about 10 balls, bean bags, or small stuffed animals (any mix of sizes or shapes), into each piece of luggage or box.

Say: **Let's play a game where you'll experience the good that comes with giving.**

1. Have each player choose a piece of luggage and stand near it.
2. For the first round, each player takes objects from other team's container and runs them back to their own. Each person can carry only two items at a time.
3. Teams can't stop anyone from taking items from their bags, but they should work fast to take from the other team's container so their own container doesn't get completely emptied.
4. The first round ends when a team's container is completely empty (even if only briefly).
5. For round two, teams move items (again only 2 at a time) from their own bags to other teams' container, trying to completely empty their own.
6. As in round one, no one can block anyone else from placing balls in a suitcase, but teams should work fast to move items from their suitcase into the other suitcase.
7. When children are in motion, mist them with the spray bottles for a refreshing cool down.

Gather everyone around you for a quick discussion.

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Say: **Both rounds of the game were played in similar ways, but the first round was all about taking and the second was all about giving.**

Ask: **Which round of the game did you enjoy more? Why?**

Say: **When we focus on others instead of ourselves, we give instead of take, and that brings joy! Also, a busy game like that can heat you up, but you had a nice, cooling mist to run through.**

Ask: **How did the misty cool-down help you during the game?**

Say: **The refreshing spray helped keep everyone from overheating so you could keep playing the game. That's kind of like what hope feels like. Hope is refreshing and gives us power to keep going. Jesus' power gives us hope! (Trust Jesus!)**

**Jesus' power  
gives us hope.**



**Ava**

**"So be strong and courageous,  
all you who put your hope in the Lord!"**

**(Psalm 31:24)**