



# Paul Visits Macedonia

Lesson Aim: To respond to calls for help.

## THE WORSHIP

**Who God Is:** The God Who Saves Us

## THE WORD

**Bible Story:** Acts 16:9-10

**What He Has Done:** The Holy Spirit led Paul to Macedonia.

## THE WAY

**Whisper Verse:** "Come over."

## BIBLE MEMORY VERSE

"The Lord your God is with you, He is mighty to save." Zephaniah 3:17a

<b>Unit 3: The Promise of Salvation</b>			
	<b>Bible Story</b>	<b>What He Has Done</b>	<b>Lesson Aim</b>
12	Paul Visits Macedonia, Acts 16:9-10	The Holy Spirit led Paul to Macedonia.	To respond to calls for help.
13	Paul and Lydia, Acts 16:13-15	God opened Lydia's heart to respond to Paul's message.	To know God wants us to share with others.
14	Paul and Silas in Prison, Acts 16:25-26	God freed Paul and Silas from prison.	To learn to praise the Lord everywhere, every day in good times and bad times.
15	The Resurrection: Jesus Lives, John 20:1-18	Jesus died to save us and was raised from the dead.	To know Jesus died to save us and then rose to life.
16	Priscilla and Aquila, Acts 18:1-4; Romans 16:3-5a	God gave Paul friends who worked, served, and taught with him.	To know we can work and serve the Lord together.

## TEACHER'S ENCOURAGEMENT

This week, read Philippians 4:4-9. Please join us in praying, "Thank You, Lord, for leading us with Your Holy Spirit. Help the children better understand how they can follow Your lead in their daily walk. Amen."



**THE WORSHIP  
THE WORD &  
THE WAY**

Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 15	Treasure Chest	Treasure chest, stamp or sticker of a hand
		Whisper Verse	Sign language for "Come over."
THE WORSHIP	Up to 20	<b>Worship</b> Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org.	<b>Unit 3 Bible Memory Verse Song:</b> "He Is Mighty to Save" <b>Other Bible Memory Verse Song Suggestions:</b> "Everyone Who Calls" "How Wide?" "Let Everything That Has Breath" "Love One Another" "Praise Time: Love the Lord Your God" "We Love" <b>Additional Hymn Suggestions:</b> "God Is So Good" "How Great Is Our God"
		Offering	Baskets
		Worship Illustration	<i>The Adventures of Delbert and Lello</i> puppet script or storybook: Prophets & Promises Unit 3, Lesson 12
THE WORD	Up to 10	<b>Watch the Word:</b> Acts 16:9-10	Teacher's Bible with bookmark at Acts 16:10 Visual: Bible
THE WAY	Up to 25	<b>Craft:</b> Helper Paul Puppets	Sturdy paper, craft sticks (or plastic spoons or sturdy twigs), tape or glue, crayons or markers
		<b>Game:</b> Paul Helps	"Helper Paul Puppets" crafts
		<b>Game:</b> Cover Over and Help	Crumpled paper, trashcan
		<b>Snack:</b> Come Over and Help Serve	Individually-wrapped snacks
	<b>Circle of Prayer</b>	None	
Final 5	<b>Final Five</b>	Ponder, Pray & Play: Unit 3, Lesson 12 Color This Story: "Paul Helped the Man from Macedonia"	
GOT TIME?	Up to 10	<b>Say &amp; Do:</b> Acts 16:9-10	None
	Up to 10	<b>Game:</b> Bible Memory Verse Cheer	None
	Up to 10	<b>Game:</b> The Lord Is with You!	None
	Up to 10	<b>Story Time</b>	Any story about helping others

**RESOURCES:** Supplemental materials are available at ResourceWell.org.



Come over

## THE WELCOME

Welcome each child as they arrive. **Hello \_\_\_\_\_. I'm glad you are here! Come open the Treasure Chest to find today's treasure.** Child unlocks the Treasure Chest to receive a stamp or sticker of a hand. **Let this stamp or sticker of a hand help you remember to "come over" when people ask for your help. Today's Whisper Verse is "Come over."** Teach the Whisper Verse in spoken language and in sign language below. **We call it the Whisper Verse so you can whisper it to others.\***

**SIGN LANGUAGE: "Come over."**

(For visual demonstrations, see [www.signingsavvy.com](http://www.signingsavvy.com).)

**Each time we say today's Whisper Verse, let's say it with two hand motions:**

**"Come"** Point both index fingers out and move hands toward self.

**"over."** Hands begin with palms down and the fingertips of the right hand gently resting on top of the left hand. Raise the right hand to chin level while the left hand remains stationary.

Allow children to enjoy free play until everyone has arrived. **Let's sing the "Clean Up Song" as we put toys away before Praise Time.** Praise any child who helps. Allow several minutes for clean up.

**"Clean Up Song": Clean up! Clean up! Everybody, everywhere!  
Clean up! Clean up! Everybody do your share!**

Gather and seat children in Praise Time area.

**\*Today's Whisper Verse:** "Come over," Acts 16:9. The Whisper Verse is a tool to help the children learn a major point in the lesson. It is coupled with sign language or hand motions as a memory aid. The verse is not necessarily chosen from today's Bible story.



The God who saves us

## THE WORSHIP

**Teacher Tip:** To help children identify time set aside for worship, designate a special corner or area for singing, collecting offering, and watching the worship illustration. Play “Praise Time: Love the Lord Your God” as children move to that designated area.

**It’s Praise Time—our time to sing praise to the God who saves us. In today’s story, the Holy Spirit showed Paul, in a dream, that people in a faraway land wanted him to come over and help them know about Jesus. That is our Whisper Verse today. Let’s try it together.** Review Whisper Verse together: “Come over.” Include sign language.



**In Paul’s dream, when the man from Macedonia asked for help, he helped. Let’s ask God to use this offering to help other people know about Jesus.** Play: “God Is So Good” or “We Love” as background music while collecting the offering.

**Paul sailed to a land called Macedonia. He told the people there about Jesus, who died on the cross to save all who believe in Him. He told them about our mighty God who raised Jesus to life. Let’s sing our new Bible Memory Verse Song and share the good news that our mighty God is with us!** Sing: “He Is Mighty to Save.”



**Let’s see if Delbert and Lello have heard about the man from Macedonia.** Perform *The Adventures of Delbert and Lello* puppet script or read storybook: Prophets & Promises Unit 3, Lesson 12.



**When we help others know about Jesus like Paul did, even more people will know Him and sing praise to Him. Let’s sing about that now!** Sing: “How Great Is Our God” or “Love One Another.”



Paul dreams about the man from Macedonia

## THE WORD

Before we begin our Bible Time, let's say our **Classroom Promise with the motions.**

**With my eyes on my teacher;**

Point to eyes.

**My mouth quiet as can be,**

Place index finger over mouth as quiet sign.

**I will listen to hear,**

Cup hand around ear.

**How God loves you and me.**

Hug self, point to others, and then self.

Last time, we learned God sent **Barnabas to help Saul**. Today, we will see how God sent **Paul to help the Macedonians**. Handle Bible as a special treasure, leaving it open to Acts 16:10.

### **WATCH THE WORD: ACTS 16:9-10**

Read the points below or retell the passage in your own words using the points below as a general guide. To illustrate the story, display a Bible. Other visual options include the craft sample, Color This Story, or any related picture.

- **God gave Paul a dream one night,**
- **Of a man from a faraway land.**
- **"Come over," said the man from Macedonia,**
- **"And help us understand."**
  
- **So, Paul sailed to Macedonia,**
- **To teach them about God's Son.**
- **He went to preach the good news,**
- **That their Savior Jesus had come.**

**What did the man from Macedonia ask Paul to do?** (Come over.) **Our Whisper Verse tells us the answer. Let's say it together: "Come over."** Include sign language or hand motions.



**What did Paul do when the dream was over?** (He went to Macedonia to tell the people there about Jesus.) **Let's find our answer in the Bible.** Read Acts 16:10 from the teacher's Bible. **Paul preached the gospel. That means he boldly told people about following Jesus.**



We can help others know Jesus

## THE WAY

**Teacher Tip:** Craft and games can be presented at the same time in different areas or one at a time depending on class size and teaching style.

### **CRAFT: HELPER PAUL PUPPETS**

**Purpose:** To remind the children that Paul helped the man from Macedonia.

**Supplies:** Sturdy paper, craft sticks (or plastic spoons or sturdy twigs), tape or glue, crayons or markers

**Prepare:** From sturdy paper, draw and cut out a Bible. From sturdy paper, draw and cut out two men, about 8-inches tall, dressed in Bible times robes. One man (the man from Macedonia) should have his hands folded, as if begging. The other man (Paul) should have outstretched arms. On Paul's robe, print: **Paul helped the man from Macedonia. Acts 16:9-10**

#### **Directions:**

1. Color Paul and the man from Macedonia.
2. Attach the Bible onto one of Paul's hands.
3. Attach Paul to a craft stick.
4. Attach the man from Macedonia to a craft stick.

#### **Craft Discussion:**

- **Who did Paul see in his dream?** (A man.)
- **The man was from a place called Macedonia. Can you say that after me?** Children repeat each section after you: Mass—eh—doh—nee—ah. **Now, let's say it all together: Macedonia!** Children repeat.
- **What did the man from Macedonia say to Paul?** ("Come over.") **That's our Whisper Verse! Let's say it with our motions.** Say Whisper Verse together with hand motions.
- **Hold up your man from Macedonia puppet. He asked for help.**
- **Hold up your Paul puppet. God wanted Paul to help. Show what Paul did.** Children move their Paul puppets toward their man from Macedonia puppets.

# THE WAY *continued...*

## **GAME: PAUL HELPS**

**Purpose:** Children will use their puppets to act out the story of Paul and the man from Macedonia.

**Supplies:** "Helper Paul Puppets" crafts

### **Directions:**

1. Divide the class in half.
2. Choose one group to be Paul. Place them at one end of the play area and ask them to hold up their Paul puppets.
3. The other group is the man from Macedonia. Place them at the other end of the play area and ask them to hold up their man from Macedonia puppets.
4. The man from Macedonia group calls out, "**Come over**" as they wave their puppets.
5. The Paul group holds up their Paul puppets as they walk to the man from Macedonia group.
6. Switch roles and play again.

**Optional:** Read the Watch the Word poem as the children act it out with their puppets. Make Step 5 a race to see which Paul is the fastest to reach the Macedonians.

## **GAME: COME OVER AND HELP**

**Purpose:** Children play a helping game to remember God wants us to respond to calls for help.

**Supplies:** Crumpled paper, trashcan

**Prepare:** Scatter crumpled paper in a spot in the play area near a trashcan.

**Teacher Tip:** Remind children that for safety reasons, when they help strangers, they should be accompanied by a trusted adult.

**Paul heard the man from Macedonia say "Come over" and he went over to help. What should you do when someone you know and trust asks you for help? (Help them.)**

### **Directions:**

1. Divide the children into three groups. Have them sit in their groups at one end of the play area.
2. Stand at the other end of the play area.
3. Call the first group of children each by name. Then, say and sign the Whisper Verse motions:  
**"Come over. I need your help. Can you give me a hug?"**
4. Children give you a group hug and then sit nearby.
5. Stand next to the crumpled paper.
6. Call the second group of children each by name. Then, say and sign the Whisper Verse motions:  
**"Come over. I need your help. Can you throw this trash away?"**
7. Children pick up the crumpled papers and throw them in the trashcan. Children sit nearby.
8. Call the third group of children each by name. Then, say and sign the Whisper Verse motions:  
**"Come over. I need your help. Can you help me know Jesus loves me?"**
9. Children say to you, "**Jesus loves you.**" Children sit nearby.
10. If you have time, play again, choosing different groups for different tasks.

# THE WAY *continued...*

## **SNACK: COME OVER AND HELP SERVE**

**Purpose:** Children will help serve the snack when asked to do so.

**Snack Suggestion:** Individually-wrapped snacks

To each child, say and sign "Name of child **come over.**" Give each child a task to help serve the snack and drink, such as setting out napkins, cups, or snacks for their table.

### **Directions:**

1. **Let's sing the "Blessing Song."** Sing to the tune of "Frere Jacques" or other familiar tune.  
**God our Father, God our Father. Once again, once again.  
Thank You for our blessings. Thank You for our blessings. Amen. Amen.**
2. Lead discussion below while children enjoy their snack.
  - **Who remembers our Whisper Verse?** Choose a child to demonstrate motions to the Whisper Verse: "Come over."
  - **If your parents ask you to help clean up, what should you do?** (Help clean up.)
  - **If your brother or sister asks you to help them find a lost toy, what should you do?** (Help them find the lost toy.)
  - **If your teacher asks you to help hand out crayons, what should you do?** (Help hand out crayons.)
  - **If a friend asks you to tell them about Jesus, what should you do?** (Tell them about Jesus.)



## **CIRCLE OF PRAYER**

God made you and He cares for you. He loves to hear you pray with private words or words you say out loud. Let's fold our hands and close our eyes. As I lift up your name to God in heaven, I will lay my hand on your shoulder. Let's pray together.

Dear God, thank You for making us and loving us. We lift up to You a special prayer for \_\_\_\_, \_\_\_\_, \_\_\_\_ (say each name). We pray for our families and friends. Thank You for teaching us how to love one another. Amen.



When only 5 minutes remain, begin this segment.

## **FINAL FIVE MINUTES**

**COMPLETED CRAFT:** Take home your "Helper Paul Puppets" craft. Tell someone Paul helped the man from Macedonia know Jesus.

**PONDER, PRAY & PLAY:** Distribute Ponder, Pray & Play cards, if available. **Show this card to your family. Talk about ways you can be helpful and ways you can help others know Jesus.**

**COLOR THIS STORY:** "Paul Helped the Man from Macedonia." Discuss the Bible story and play the Unit 3 Bible Memory Verse Song, "He Is Mighty to Save," as children color.



If time remains, choose from the connected activities below.

## **GOT TIME?**

### **SAY & DO: ACTS 16:9-10**

**Purpose:** This pantomime version of the Bible Story helps children remember the story details.

**Supplies:** None

**Directions:** With each phrase, the teacher says the phrase and acts it out with hand motions; then repeats the same phrase and motions with the children.

- **God gave Paul a dream one night,** (Place folded hands under cheek as a pillow.)
- **Of a man from a faraway land.** (Point far away.)
- **“Come over,” said the man from Macedonia,** (Whisper Verse sign language.)
- **“And help us understand.”** (Place hands on heart.)
  
- **So, Paul sailed to Macedonia,** (Move hand in wavy motion.)
- **To teach them about God’s Son.** (Point to heaven.)
- **He went to preach the good news,** (Cup hands around mouth, as if shouting.)
- **That their Savior Jesus had come.** (Raise hands over head, as if cheering silently.)



### **BIBLE MEMORY VERSE ACTIVITIES**

“The Lord your God is with you, He is mighty to save.” Zephaniah 3:17a

### **GAME: BIBLE MEMORY VERSE CHEER**

**Purpose:** Children memorize and review the Unit 3 Bible Memory Verse.

**Supplies:** None

**Directions:**

1. Practice the Bible Memory Verse together.
2. Divide children into two groups. Each group stands on opposite ends of the play area.
3. Group 1 whispers, **“The Lord your God is with you.”**
4. Group 2 whispers back, **“He is mighty to save.”**
5. Repeat steps 3 and 4 three more times, getting louder each time, until the children are using their strongest voices.
6. Have the groups switch phrases and play again.

# GOT TIME? *continued...*

## **GAME: THE LORD IS WITH YOU**

**Purpose:** Children memorize and review the Unit 3 Bible Memory Verse.

**Supplies:** None

**Directions:**

1. Practice the Bible Memory Verse together.
2. Divide children into two groups. Each group stands on opposite sides of the play area and holds hands. A teacher or helper should be with each group.
3. Group 1 says to Group 2, "**The Lord your God is with Group 1 teacher or helper names a child in Group 2.**"
4. That child runs to Group 1, says, "**He is mighty to save,**" and joins the group.
5. Group 2 then says to Group 1, "**The Lord your God is with Group 2 teacher or helper names a child in Group 1.**"
6. The child runs to Group 2, says, "**He is mighty to save,**" and joins the group.
7. Repeat until every child has switched groups.



## **STORY TIME**

Gather the children and read a favorite story. This can be a Bible story, a chapter from *The Adventures of Delbert & Lello*, or a story about helping others.

### **PONDER, PRAY & PLAY**

Unit 3, Lesson 12: The Man from Macedonia

**PONDER!** Read Acts 16:9-10 with your family. Talk about the man Paul saw in his dream. Where did the man live? What did he ask Paul to do? Paul helped by telling the people in Macedonia about Jesus. What are some ways you can help people know about Jesus?

**PRAY!** Pray this prayer each day this week: "Lord, we want to help others. Help us listen so we hear when people ask for help. Help us tell them about Jesus. Amen."

**PLAY!** "Come and Help!" How many times can you help your family this week? Ask your parent to write the name of each person in your family on a sheet of paper. Hang the paper where you can see it. Each time someone in your family asks you to help them, be sure to help right away! Then, put a check mark next to that person's name. See how many check marks you can collect this week.

#### **Unit 3 Bible Memory Verse:**

"The Lord your God is with you, He is mighty to save." Zephaniah 3:17a