



Paul and the Shipwreck

Lesson Aim: To trust that God has a plan for our lives and He will complete it.

THE WORSHIP

Who God is: The Spirit Who Connects Us

THE WORD

Bible Story: Acts 27:14-44

What He has done: God saved everyone on the ship just as He had promised.

Key Verse: Acts 27:25

THE WAY

Christ Connection: Psalm 33:11

BIBLE MEMORY VERSE

"For I am convinced that neither death nor life, neither angels nor demons, neither the present nor the future, nor any powers, neither height nor depth, nor anything else in all creation, will be able to separate us from the love of God that is in Christ Jesus our Lord." Romans 8:38-39

Unit 4: The Promise of Connection			
	Bible Story	What He Has Done	Lesson Aim
17	Paul's Third Journey, Acts 18:23; 20:19-24, 35-38; 21:13	God sent Paul to encourage the churches he started or visited on his first and second missionary journeys.	To know we can encourage the church.
18	Paul Is Arrested in Jerusalem, Acts 21:27, 33-36, 40; 22:1; 23:11, 23-24	God gave Paul boldness to tell his story to the people of Jerusalem.	To know God wants us to share our own stories about Him.
19	Paul and King Agrippa, Acts 26:19-31	God made Paul bold to speak about Jesus to King Agrippa.	To know we can pray for others to know Jesus. (Salvation Message)
20	Paul and the Shipwreck, Acts 27:14-44	God saved everyone on the ship just as He had promised.	To trust that God has a plan for our lives and He will complete it.
21	Paul Imprisoned in Rome, Acts 28:23-31	God called Paul to boldly teach the Jews and the Gentiles about Jesus.	To challenge children to live a life faithful to God.

TEACHER'S ENCOURAGEMENT

This week, read Jeremiah 29:10-14. Please join us in praying, "Thank You, Lord, for the plans You have for each of us. Please encourage each child with Your plan for them. Amen."



THE WORSHIP THE WORD & THE WAY

Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 15	Meet & Greet	None
		Game: All Aboard!	Rope, colored paper (four different colors), tape
THE WORSHIP	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org	Unit 4 Bible Memory Verse Song: "Neither Death nor Life" Other Bible Memory Verse Song Suggestions: "Chosen People" "For God So Loved the World" "I Am the Way" "You Will Seek Me" "Where the Spirit of the Lord Is" Additional Hymn Suggestions: "Shout to the Lord" "How Great Thou Art" Additional Song Collection Suggestions: Worship Jamz Series Shout Praises Kids: Hymns
		Worship Scripture Reading: Jeremiah 29:11-13	Bible
		Offering	Baskets
		Worship Illustration	Lesson 20 Commander Cosmos script or storybook
THE WORD	Up to 10	Read the Word: Acts 27:14-44	Bibles, Bible Story Scripture reference poster, highlighters
THE WAY	Up to 25	Discuss the Word	Bibles, Christ Connection Scripture reference poster, highlighters
		Christ Connection: Psalm 33:11	
		Golden Bowl	Golden Bowl, pencils, note cards
	Final 5	Final Five Minutes	Treasure Treat—Postcard size photo of Malta (or Adriatic Sea), Daily Ways, basket, paper, pencils, crayons or markers, prayer notebook, Unit 4 Bible Memory Verse Song "Neither Death nor Life," CD player
GOT TIME?	Up to 10	Snack: Celery Ships	Celery sticks, raisins
	Up to 10	Game: What's the Plan?	Paper, crayons or markers
	Up to 10	Game: What Happened Next?	Bible, optional: pillowcases or fabric and rope ties to create Bible Times costumes
	Up to 10	Game: God's Plan for Your Life	Bible
	Up to 10	Game: Name That Plan Charades	Bag or hat, "Name That Plan Cards" (below) printed on sturdy paper
	Up to 15	Craft: Paul's Letter Keeper	Notebook paper, envelope, star sticker, hole punch, glue, crayons or markers
	Up to 10	Bible Memory Verse Activity: Love Shuffle	Two sets of Love Shuffle cards (available at ResourceWell.org), Unit 4 Bible Memory Verse poster, Unit 4 Bible Memory Verse Song, CD player
	Up to 5	Bible Memory Verse Activity: Do the Wave	Unit 4 Bible Memory Verse poster or Bible
	Up to 5	Bible Timeline Review	Date with story title or name printed on card

RESOURCES: Supplemental materials are available at ResourceWell.org.



Getting started

THE WELCOME

To spark anticipation, encourage arriving children to meet and greet one another with today's question.

Meet & Greet Question: What do you plan to do after church today?

GAME: ALL ABOARD!

Purpose: To introduce subject of God's plan as well as the names of the ports in today's Bible story.

Supplies: Rope, colored paper (four different colors), tape

Prepare: For each crew (team of five children), cut a length of rope long enough for five children to fit comfortably inside when the ends of the rope are tied together. Another option would be to have a small circle for the five children on each crew to hold onto. Write Sidon, Myra, Fair Havens, and Malta each on a different sheet of colored paper. Display the signs around the play area. For each crew, make a set of matching paper cards.

Option: For added fun, spray the ships with water bottles or water guns to simulate a storm.

Let's have a ship race! We will choose a captain and crew for each ship. The captain will receive the plan for your ship's journey. Follow your captain to know which way to go. At each port you will "dock" by leaving a matching colored paper card below the port's sign.

Directions:

1. Form a crew of five children for each ship. Each crew chooses one child to be the ship's captain and a name for their ship.
2. Help each ship's crew stand inside a rope circle (their ship) or grasp a small rope circle (a life preserver). The crew should hold the rope at waist level with the captain standing in the front. Ships should begin in the center of the play area (the sea).
3. Give a plan to each captain by giving them a set of the four color cards. Shuffle the cards so each ship has a different plan to follow.
4. On your signal, the captains lead their crews to each port according to the order of their colored cards. At each port, the crew leaves the matching color card behind.
5. Ship captains and crews must work together to walk without falling or letting go of the rope. If anyone falls or releases the rope, the ship must return to the center of the sea before continuing on their course.
6. The first ship to visit each port in order, return to the center of the play area, and sit down wins.

Who had your ship's plan? (Our captain.) You had to trust your captain to lead you to the right ports. Paul knew God had a plan for his life. He trusted God no matter what happened. Let's find out what happened when Paul traveled to Rome by ship. The ports we visited in our race were the same ones Paul visited on his way to Rome.

Limited space? Crews can take turns racing through the course. Time each crew to see which ship has the fastest time. If possible, play this game outside. See GOT TIME? for an application game that can be played while seated.



The Spirit who connects 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 music as children move to the designated area.

Today, we worship God who is the Holy Spirit. The Holy Spirit connects us to God in a personal way. He gives us courage in hard times and reminds us that God has a plan for our lives. The Holy Spirit connects believers to God and nothing can ever break that connection. The Bible promises that nothing can separate us from Him!



Let's praise God for His powerful love that connects us to Him forever. As we give our offering today, let's sing about the promise of His love. Sing "Neither Death nor Life" while collecting the offering.

You may also choose to sing songs that focus on God's never-ending love.



Read Jeremiah 29:11-13.



Perform Commander Cosmos script or read storybook: Prophets & Promises Unit 4, Lesson 20.



Paul trusted God's plan

THE WORD

Teacher Tip: As you move from worship to instruction, change rooms or locations within a room to help redirect the children's focus to the Bible story. During this transition time, have each child write his or her name on a card and place it in the Golden Bowl.

Before we read God's Word, let's go over our Class Covenant. A covenant is an agreement. Just as God made a covenant with His people, I ask each of you to make this covenant promise with me today. Listen as I read our Class Covenant: "I will keep my eyes on my teacher, my mouth in control, my ears on God's Word—knowing God is my goal."

Last time, we learned Paul told King Agrippa about Jesus. Afterward, Paul was sent to Rome for a trial judged by Caesar. Today, we will learn about Paul's voyage to Rome. We will read how God gave Paul courage and protected everyone on board just as He said He would. If a Bible Timeline is available, point to Paul and the Shipwreck (Circa 60 A.D.).

Paul's ship landed on the island of Malta. If a map is available, point to Malta and the Adriatic Sea. God had a plan for Paul's life. Paul knew God always completed His plans. Let's see what Paul learned about God's plan when his ship was being battered in a terrible storm.



Let's play Find It First! Bring out your Bible; keep it right in front of you. Hand out spare Bibles. **Today's Scripture verse is behind the curtain** (or secret door, secret window, etc.). Child reveals the Bible Story Scripture reference: Acts 27:14-44. **Let's see who can Find It First. Ready? Set? Go!** Children race to find it first. The winner helps others find it. **Let's highlight our Key Verse: Acts 27:25.**

Before we read, let's stand and ask God to open our eyes, ears, hearts, and minds to His Word today. Who would like to pray that for us? Child prays aloud. **Be seated.** Read Acts 27:14-44.



You can trust God's plan

THE WAY

Have you ever been in a terrible storm? (Children respond.) **Imagine how frightening it would have been to be at sea in a raging storm where the skies were so dark that no one could see the sun or the stars for many days! What did the angel tell Paul about God's plan?** (God planned to keep Paul safe so he could go on trial in Rome and for everyone on board to be safe in the storm.) **What reason did the angel give for God's plan to keep Paul safe?** (God planned for Paul to stand trial in Rome.) **How did the angel's message give Paul courage in the storm?** (He knew everyone would live.)

Did God promise the storm would not be frightening? (No.) **Did God promise the ship would not wreck?** (No.) **Did God keep His promise to save the lives of everyone on board for Paul?** (Yes.) **How long was the ship in the storm before it wrecked?** (14 days.) **How long had everyone gone without eating?** (14 days.) **Why did Paul tell the crew about the angel's message?** (To give them courage.) **How did Paul strengthen and encourage everyone when they feared the ship would be dashed against the rocks?** (He told them to eat and reminded them of God's plan. He gave thanks and ate.) **What happened to the ship?** (It wrecked on a sandbar and broke into pieces.) **Why did the soldiers plan to kill the prisoners?** (To prevent them from escaping.) **Why did the centurion stop the soldiers from killing the prisoners?** (He wanted Paul to live.) **What happened to everyone on board?** (They all made it safely to shore.)

God had a plan for Paul; everything that happened to him happened for a reason. Paul had faith that God would do everything in His plan. Have you ever broken a promise to follow a certain plan? (Children respond.) If time allows, play the NAME THAT PLAN CHARADES game which is located in the GOT TIME? segment of this lesson. **Does God break promises and change plans the way we do?** (No.) **Just as God had a plan for Paul's life, He has a plan for your life, too.**

It is unlikely that we will have an angel tell us God's plan like Paul did. When we are in frightening or difficult situations, it can be hard to understand why God allows some things to happen. Has it ever been hard for you to understand God's plan in a difficult situation? (Children respond.) **It's important to remember that God is good and He has a plan for you. What has God given you that may help you trust in His goodness and His plan for you?** (The Bible, wise friends, family members, and others who know God well.)



Connecting the Old Testament, the New Testament, and Us

CHRIST CONNECTION

Paul trusted God's plan even when it looked impossible. One thousand years before Paul's shipwreck, a psalmist explained why we can trust God's plan for us no matter what is happening around us. Check it out!



FIND IT FIRST > Everyone, place your Bible closed on your lap. Choose a child to reveal the Christ Connection Scripture reference: Psalm 33:11. **Let's see who can Find It First! Ready? Set? Go! Find it and highlight it.** Read Psalm 33:11.

If time allows, play the GOD'S PLAN FOR YOUR LIFE game which is located in the GOT TIME? segment of this lesson.

THE WAY *continued...*



Revelation 5:8

GOLDEN BOWL

Teacher Tip: Write the names of classmates, local church leaders, and children in other nations or others who need prayer on small pieces of paper. Place the papers in a golden bowl.

Revelation 5:8 says our prayers are like sweet smelling incense in the golden bowls at God's throne. I'm going to lift each one of your names to God's throne as you pray for each person silently. Then, we will pray the Lord's Prayer (Matthew 6:9-13) aloud together. Let's pray.

Lord God, we lift up to Your throne the name of each child here. We trust You to watch over us and our needs, the ones we say aloud and the ones hidden in our hearts. First, we lift up to You ____, ____, ____. Read names in Golden Bowl.

Now, we pray the prayer Your Son taught us: Our Father, who art in heaven, hallowed be Your name. Your kingdom come, Your will be done on earth as it is in heaven. Give us this day our daily bread. Forgive us our sins, as we forgive those who sin against us. And lead us not into temptation, but deliver us from the evil one. For Yours is the kingdom and the power and the glory forever. Amen.



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

TREASURE TREAT: Today, your Treasure Treat is a photograph of the Adriatic Sea and the shore of Malta. Take it home and tell your family about Paul's shipwreck off the shore of Malta. Let this photograph remind you that the stories in the Bible are true—they happened in real places like Malta with real people like Paul and his shipmates.

DAILY WAY CHALLENGE: Did anyone bring in a completed Daily Way from last time? Praise or reward those who return a Daily Way. Distribute Lesson 20 Daily Way 5-day Bible study. **Complete this week's Daily Way at home and let God speak to you through His own words in the Bible. Join the Daily Way Challenge by returning your completed Daily Way.**

Teacher Tip: Collect Daily Ways in a basket or other container and periodically reward children as a group for completing the challenge.

OFFERING OF ART: Until it is time to be dismissed, make an Offering of Art. For your offering, draw a picture of Paul's ship in the stormy sea.

PRAYER REQUESTS: As children work on their Offering of Art, ask how you can pray for them this week. Write their prayer requests in a prayer notebook.

BIBLE MEMORY VERSE SONG: Play the Unit 4 Bible Memory Verse Song, "Neither Death nor Life," in the background as children wait to be dismissed.



If time remains, choose from the connected activities below.

GOT TIME?

SNACK: CELERY SHIPS

Purpose: Children will eat a snack while connecting God's plan for Paul with God's future plans.

Snack Suggestion: Celery sticks, raisins

What happened to Paul's ship? (It was caught in a storm and shipwrecked.) **What did God's angel tell Paul?** ("Do not be afraid." God would save everyone on the ship.) **God had a plan for Paul's life. God has a special plan for your life, too!**

Directions:

1. Serve snack and drink.
2. Children place raisins in the crevice of the celery stick as sailors.
3. Child prays to thank God for the snack.
4. Ask the Snack Discussion Question: **"What do you plan to be when you grow up?"**

GAME: WHAT'S THE PLAN?

Purpose: Children see God has a plan for their lives which may or may not include their own plans.

Supplies: Paper, crayons or markers

Directions:

1. Give each child a piece of paper and crayons or markers.
2. Ask children to draw and color a picture of what they plan to do when they grow up. Have the children spread out so they cannot see each other's pictures.
3. Collect and shuffle the pictures.
4. Hold up the first picture and describe the activity or job shown. Ask the children to guess who drew the picture. When someone guesses correctly, the child who drew it claims it.
5. Continue playing until all the pictures have been matched with their owners.

When the waves and the wind battered the ship, Paul may have wondered if God would keep the plan He had for his life. What did God do to keep His promise to Paul? (He rescued Paul and everyone on the ship.) **No matter what happens, God will complete His plan for your life, too! It might include what you think you would like to do or perhaps it will be something even better!**

GOT TIME? *continued...*

GAME: WHAT HAPPENED NEXT?

Purpose: To learn more about Paul's visit on Malta after the shipwreck.

Supplies: Bible, optional: pillowcases or fabric and rope ties to create Bible Times costumes

God had a plan for Paul's life and He has a plan for your life, too. When Paul and the men reached the shore of Malta after the shipwreck, their adventure was filled with beach bonfires, snakebites, and surprises. Let's act it out.

Directions:

1. Assign roles according to the characters in the Bible story.
2. Children act out the story as you read Acts 28:1-10.

How did God show His goodness to the people of Malta through Paul? (Many of the people were healed.)

GAME: GOD'S PLAN FOR YOUR LIFE

Purpose: To increase the children's understanding that God has a plan for each of their lives.

Supplies: Bible

God has a plan for each of our lives. Let's imagine our names are written in the Bible. I am going to read Jeremiah 29:11. Every time I say the word "you," I want you to shout your name when I point to you.

Directions:

1. Children sit in a circle.
2. Read Jeremiah 29:11, pausing each time after the word "you."
Teacher: **"For I know the plans I have for you,"** Clockwise around the circle, point to each child and have them quickly say their names.
Teacher: **declares the LORD, "plans to prosper you"** Counterclockwise around the circle, point to each child and have them quickly say their names.
Teacher: **"and not to harm you,"** Clockwise around the circle, point to each child and have them quickly say their names.
Teacher: **"plans to give you"** Counterclockwise around the circle, point to each child and have them quickly say their names.
Teacher: **"hope and a future!"** Clockwise around the circle, point to each child and have them quickly say their names.
3. Play multiple times going faster each time.

GOT TIME? *continued...*

GAME: NAME THAT PLAN CHARADES

Purpose: To consider the difference between keeping plans and canceling plans.

Supplies: Bag or hat, "Name That Plan Cards" (below) printed on sturdy paper

This bag (or hat) has cards with activities you might plan to do. Teams will act out the activity while the other team guesses what it is. Then, we will brainstorm reasons why we don't always do what we planned.

Directions:

1. Divide children into two teams: Team Alpha and Team Omega.
2. Team Alpha draws a card, reads the "Read Aloud" statement, and then silently acts out the "Act Out" plan.
3. Team Omega shouts out their guesses until they guess correctly.
4. Both teams brainstorm reasons why the activity may not happen as planned. Children may suggest good or valid reasons for not doing things as planned such as "I was sick" or "There was a fire." Teams may also suggest poor, invalid, or silly reasons such as "I forgot" or "The dog ate my homework."
5. Play again allowing Team Omega to draw a card. Alternate teams until all the cards are used.

NAME THAT PLAN CHARADES CARDS

<i>Read Aloud:</i> "Before I go to bed, I plan to..." <i>Act Out:</i> BRUSH MY TEETH.	<i>Read Aloud:</i> "Before I go play, I plan to..." <i>Act Out:</i> CLEAN MY ROOM.
<i>Read Aloud:</i> "Before I go to school, I plan to..." <i>Act Out:</i> MAKE MY BED.	<i>Read Aloud:</i> "Before I watch T.V., I plan to..." <i>Act Out:</i> WASH THE DISHES.
<i>Read Aloud:</i> "Before I eat dinner, I plan to..." <i>Act Out:</i> FEED OUR PET.	<i>Read Aloud:</i> "Before I go to bed, I plan to..." <i>Act Out:</i> SAY MY PRAYERS.
<i>Read Aloud:</i> "When I earn money, I plan to..." <i>Act Out:</i> PUT SOME MONEY IN MY BANK.	<i>Read Aloud:</i> "Before I play a game, I plan to..." <i>Act Out:</i> SWEEP THE FLOOR.

GOT TIME? *continued...*

CRAFT: PAUL'S LETTER KEEPER

Purpose: To create a collection of verses from Paul's letters as the children learn of Paul's travels and his writings.

Supplies: Notebook paper, envelope, star sticker, hole punch, glue, crayons or markers

Prepare: For any children who did not begin the craft in Lesson 12, provide materials for a cover (See lesson 12.) and maps of Paul's second missionary journey, Paul's third missionary journey, and Paul's journey to Rome (available at ResourceWell.org). Display the following text for all to copy (or preprint for younger children):

**Dear friends in Rome,
"We know that in all things God works for the good of those who love Him,
who have been called according to His purpose." (Romans 8:28)
Your friend, Paul**

Teacher Tip: This craft is designed to continue through Units 3-4 (Lesson 12-21). For each lesson, children add a new letter to their Letter Keeper. They can take their Letter Keeper home and bring it back for each lesson, or the teacher can collect them after each lesson and give them their completed Letter Keepers at the end of Unit 4.

Option: Each of Paul's letters in the Letter Keeper craft can be created as an individual craft instead of part of a collection.

Paul started many churches while on his journeys. He also returned to visit the same churches many times. He wrote letters to help them know how to love God and follow Jesus. We can find many of Paul's letters in the New Testament of the Bible. Let's imagine we are helping Paul collect copies of his letters. With each story we learn, we will add an envelope containing one of his messages.

Today, we discovered while Paul was a prisoner on his way to court in Rome, he was shipwrecked after a terrible storm. God sent an angel to tell him not to be afraid because He would rescue everyone on the ship. God had a plan for Paul's life and He made sure Paul was able to stick to that plan—even though he was shipwrecked! A few years before the storm, Paul had written a letter to the church in Rome from Corinth. He told them God makes everything work out for the good of those who love Jesus. Even when it seems like something may keep God's plan from happening, He will always find a way. Let's add part of Paul's letter to our Letter Keepers.

Directions:

1. Copy the words of Romans 8:28 onto a sheet of notebook paper. Decorate the paper with a picture in 3-parts. Parts 1 and 2 are drawings or symbols of two events that worked together to bring something good to you or your family. Part 3 shows that good thing. For example: I lost my toy. My classmate helped me find it. We became best friends.
2. Address the envelope to "The Church at Rome." Write "From Paul in Corinth" as the return address.
3. Punch holes in the envelope to match the holes in your Letter Keeper.
4. Unclasp the binding of your Letter Keeper. Add the new envelope and re-clasp.
5. Place the verse from Romans inside the envelope.
6. Place a star sticker on Rome to show where Paul sent this letter.

GOT TIME? *continued...*



BIBLE MEMORY VERSE ACTIVITIES

"For I am convinced that neither death nor life, neither angels nor demons, neither the present nor the future, nor any powers, neither height nor depth, nor anything else in all creation, will be able to separate us from the love of God that is in Christ Jesus our Lord." Romans 8:38-39

GAME: LOVE SHUFFLE

Purpose: Children learn the Unit 4 Bible Memory Verse.

Supplies: Two sets of Love Shuffle cards (available at ResourceWell.org), Unit 4 Bible Memory Verse Song, CD player, Unit 4 Bible Memory Verse poster (or Bibles)

Prepare: Print two sets of Love Shuffle cards (available at ResourceWell.org) or using sturdy paper, create two identical sets of cards with each of the 50 words from the Bible Memory Verse printed on a separate card.

As we sing (or chant) the Bible Memory Verse together, think about the correct order of the words. That will help you when we shuffle the order.

Directions:

1. Children recite or sing the Bible Memory Verse (Romans 8:38-39) together.
2. Divide children into two teams.
3. Shuffle each set of 50 cards.
4. Deal the first set of 50 cards to the children on one team and the second set of 50 cards to the children on the other team. Give each child approximately the same number of cards.
5. The two teams race to put their cards into the correct order of the Bible Memory Verse. They may use the Bible or the Bible Memory Verse poster as a reference.
6. The first team to place all 50 cards in the correct order is the winning team.

GAME: DO THE WAVE

Purpose: Children learn the Unit 4 Bible Memory Verse (Romans 8:38-39)

Supplies: Unit 4 Bible Memory Verse poster or Bible

Directions:

1. Assign one phrase from Romans 8:38-39 to each child or group.
2. Direct each child or group to quickly stand, say the assigned phrase while raising both hands up to the sky and then down to the thighs, and then sit down.
3. Repeat three times, faster each time.

GOT TIME? *continued...*



BIBLE TIMELINE REVIEW

Review the recent Bible stories studied to see the continuing story of who God is and what He has done. Create or purchase a Bible Timeline. Hang your timeline on a wall or other visible location. Point to the Bible Timeline and ask the corresponding questions.

Paul's Arrest in Jerusalem (Circa 58 A.D.) The church in Jerusalem welcomed Paul, but the Jews from Asia stirred up the crowd against him. The soldiers arrested him. As they carried him up the steps, what did Paul do? (He told the crowd about the day he heard Jesus' voice.) **Can one of you tell us what happened to Paul on the road to Damascus?** (A bright light blinded Paul, who was then called Saul. Jesus spoke to him and told him to stop persecuting believers and start spreading the news about Jesus.)

Paul and King Agrippa (Circa 60 A.D.) Paul stood in chains before Governor Festus and King Agrippa to give his defense. What did Paul talk to the king about? (He explained how, on the road to Damascus, God had changed him from an enemy of Jesus to a believer.) **Paul told them that no matter how long it took, he would pray the king and all who were listening would become Christians, too.**

Paul and the Shipwreck (Circa 60 A.D.) Paul was sent on a ship as a prisoner to stand trial in Rome. What happened to the ship? (A big storm came and the ship wrecked.) **What happened to everyone on board?** (God protected them and they all swam or floated to safety on the shore.)

How to create a Bible Timeline:

1. Print the story title or person's name with historical date (whenever available) on a card. Before each lesson, add that new card to the Bible Timeline. Specific dates and a confirmed chronological order of all events covered in Lessons 1-31 are not available. On the Bible Timeline for Lesson 1-31, the events will be ordered as they appear in the Bible.
2. Attach card to wall or clothesline in the following order for Prophets & Promises Lessons 1-31:

Acts – Revelation: Jesus Ascends (Circa 33 A.D.) > The Holy Spirit Comes > Peter and the Lame Man > The Stoning of Stephen > Philip and the Ethiopian > God Changes Saul's Heart > Saul Escapes from Damascus > Peter and Tabitha > Peter Visits Cornelius > Peter Escapes from Prison > Barnabas and Paul (Circa 46-48 A.D.) > Peter Visits Macedonia (Circa 50 A.D.) > Paul and Lydia (Circa 51-53 A.D.) > Paul and Silas in Prison (Circa 51-53 A.D.) > Priscilla and Aquila (Circa 51-53 A.D.) > Paul's Third Journey (Circa 54-58 A.D.) > Paul's Arrest in Jerusalem (Circa 58 A.D.) > Paul and King Agrippa (Circa 60 A.D.) > Paul and the Shipwreck (Circa 60 A.D.) > Paul Imprisoned in Rome (Circa 61-63 A.D.) > New Testament Letters

Note: You may choose to add a card labeled Jesus on Earth (Circa 1-33 A.D.) to your timeline.

Teacher Tip: For a comprehensive list of stories for Genesis through Revelation in timeline form, see ResourceWell.org.