



Filling the Nets

Lesson Aim: To know miracles can help people decide to follow Jesus.

THE WORSHIP

Who God Is: The God of Wonders

THE WORD

Bible Story: Luke 5:1-11

What He Has Done: Jesus filled the nets with fish and called His followers.

BIBLE MEMORY VERSE

"I will remember Your miracles." Psalm 77:11b

Unit 1: Jesus as the God of Wonders			
	Bible Story	What He Has Done	Lesson Aim
1	Jesus' First Miracle, John 2:1-11	Jesus did miracles so people would believe.	To remember Jesus did miracles.
2	Filling the Nets, Luke 5:1-11	Jesus filled the nets with fish and called His followers.	To know miracles can help people decide to follow Jesus.
3	Calming the Storm, Mark 4:35-41	Jesus calmed the wind and the waves.	To see Jesus' power.
4	Healing Jairus' Daughter, Luke 8:40-42, 49-56	Jesus healed a twelve-year old girl.	To know Jesus can heal us.
5	Feeding the Big Crowd, John 6:3-13	Jesus fed the big crowd.	To know by sharing with others, you can be part of God's miracles.

TEACHER'S ENCOURAGEMENT

This week, read Psalm 78:1-7. Please join us in praying, "Thank You, Lord, for filling the nets and calling the fishermen. As their teachers, use us in class to help the children trust and follow You. Amen."

TEACHER'S TIP

Keep it short. Young children have limited attention spans and low tolerance for sitting. When telling a Bible story, ask the children questions about the story. Have the children act out the story. Encourage them to add in sounds for things like animals and the wind. Add motions and movement; for example, rain, sunshine, people riding animals, and any kind of movement.



THE WORSHIP THE WORD & THE WAY

Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 15	Welcome	Treasure chest, stamp or sticker of a fish
		Coloring Center: Filling the Nets	Coloring pages of Jesus and fishermen in a boat, fish stamps or stickers, crayons
		Play-Dough Center: Miracle Fish	Play-dough, cookie cutters, play-dough tools
		Activity Center: Going Fishing	Toy fish, fishing poles
		Activity Center: Miracle Match-Up	Two sets of pictures of the five Bible stories in this unit (Jesus turns water to grape juice, Jesus fills the nets, Jesus calms the storm, Jesus heals Jairus' daughter, Jesus feeds the big crowd)
	Up to 5	Prepare for Worship	None
THE WORSHIP	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org.	Praise music, optional: musical instruments Unit 1 Bible Memory Verse Song: "I Will Remember" Other Bible Memory Verse Song Suggestions: "Be Still and Know" "How Wide?" "Let Everything That Has Breath" "Praise Time: Love the Lord Your God" "With God All Things Are Possible" Additional Song Suggestions: "Jesus Loves Me" "My God Is So Big"
		Offering	Baskets
		Worship Illustration	<i>The Adventures of Delbert and Lello</i> puppet script or storybook: God of Wonders Unit 1, Lesson 2
THE WORD	Up to 10	Watch the Word: Luke 5:1-11	Teacher's Bible with bookmark at Luke 5:11 Visuals: Picture of the Bible story, toy fish, bucket, fishing pole
THE WAY	Up to 25	Craft: Go Fish	Small paper or clear cellophane bag, sturdy orange and yellow paper, netting, fish eyes (eye or circle stickers), label, glue, crayons
		Game: Let's Go Fishing!	Blanket, sheet, floor tape or chalk
		Game: Come, Follow Me	None
		Snack: Catch of Fish	Fish crackers
	Final 5	Final Five	Ponder, Pray & Play: Unit 1, Lesson 2
GOT TIME?	Up to 10	Say & Do: Luke 5:1-11	None
	Up to 10	Game: Miracle Ball	Soft ball
	Up to 10	Game: Bible Memory Verse Dance	Unit 1 Bible Memory Verse Song "I Will Remember"
	Up to 10	Story Time	Any story about following Jesus

RESOURCES: Supplemental materials are available at ResourceWell.org.



Jesus as the God of Wonders

THE WELCOME

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 fish. **Let this stamp (or sticker) of a fish help you remember Jesus did a miracle when He filled the nets with fish. After this miracle, Jesus asked His friends to follow Him.**

Teacher's Note: These activity centers are designed to reinforce the lesson through hands-on learning experiences either individually or in small groups with the guidance of the teacher. Choose the Bible Activity Centers that best suit the children in your class. Set up the activity centers around the room before children arrive. Allow children to move freely among them.

COLORING CENTER: FILLING THE NETS

SUPPLIES

Coloring pages of Jesus and fishermen in a boat, fish stamps or stickers, crayons

DO

Children color and add fish stickers or stamps to their picture while talking about today's story.

TALK ABOUT

Have you ever been fishing? (Children respond.) **Some people stand on the shore to fish, and some fish from a boat. Some people fish for fun, and some people fish for a job. Our story today is about fishermen whose job it was to fish. Would you like to be a fisherman?** (Children respond.)

PLAY-DOUGH CENTER: MIRACLE FISH

SUPPLIES

Play-dough, cookie cutters, play-dough tools

DO

Children make fish out of play-dough while discussing Jesus' miracles.

TALK ABOUT

Today, we will learn about another one of Jesus' miracles. Do you remember what a miracle is? (An amazing surprise only God can do.) **In today's miracle, Jesus helped the fishermen catch so many fish that their nets began to break and their boats began to sink! Let's see how many fish we can make with the play-dough and remember Jesus' amazing miracle.**

THE WELCOME *continued...*

ACTIVITY CENTER: GOING FISHING

SUPPLIES

Toy fish, fishing poles

DO

Children play with the fishing set as they talk about how miracles can help people decide to follow Jesus.

TALK ABOUT

Let's take turns going fishing. In today's story, Jesus does a miracle when He fills empty fishing nets full of fish. When the fishermen who were with Him saw what He did, they left their boats and followed Him. Miracles can help people decide to follow Jesus.

ACTIVITY CENTER: MIRACLE MATCH-UP

SUPPLIES

Two sets of 5 ½" x 8 ½" pictures of the five Bible stories in this unit (Jesus turns water to grape juice, Jesus fills the nets, Jesus calms the storm, Jesus heals Jairus' daughter, Jesus feeds the big crowd)

TEACHER TIP: Keep these supplies and use them for lessons 1-5.

DO

Children match pictures of some of the things God gives us.

TALK ABOUT

Jesus did many miracles. Do you remember what a miracle is? (An amazing surprise only God can do.)
Let's see if we can match pictures of some of Jesus' miracles. Lay the pictures on the table face down on the table. Children take turns turning over two pictures at a time. When a match is made, talk about the miracle in the picture.

PREPARE FOR WORSHIP

It's time for Praise Time. Let's sing a "Clean Up Song" as we put things away. Praise children as they help clean.

**Clean up! Clean up! Everybody, everywhere!
Clean up! Clean up! Everybody do your share!**

BIBLE MEMORY VERSE SIGN LANGUAGE

(For visual demonstrations, see www.signingsavvy.com)

"I	Point to self.
will remember	(remember) Close fists with thumbs pointing out. Start one thumb at the forehead. Move it downward, touching thumbs in front of you.
Your miracles."	(miracles) With fingers open and palms facing forward at shoulder height, move hands forward and up twice (sign for "wonders").
Psalms 77:11b	Hold hands open, as if holding a Bible.

Adding sign language or motions to the Bible Memory Verse helps children recall what they are learning.



Jesus as the God of Wonders

THE WORSHIP

Supplies: Praise music, optional: musical instruments

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.



Before we start Praise Time, let's pray. Have the children bow their heads and close their eyes. **Dear God, thank You for all Your miracles. We love and promise to follow You. Amen.**



A miracle is an amazing surprise only (prompt the children to tell you) **"... God can do."** **God is so big** (Hold hands high.), **so strong** (Make a muscle with one arm.), **and so mighty** (Make a muscle with both arms.), **there's nothing He cannot do!** **Let's sing about Him!** Sing: "My God Is So Big" or "How Wide?"

When we give our offerings to the church, the church uses them to teach others about the amazing things God can do. We know with God all things are possible. Play: "With God All Things Are Possible," while collecting the offering.



Let's see if our friends Delbert & Lello have heard about the miracle Jesus did when He filled fishing nets with fish! Perform *The Adventures of Delbert and Lello* puppet script or read storybook: God of Wonders Unit 1, Lesson 2.



Jesus did miracles to show people who He was so they might decide to follow Him. Our Bible memory verse says "I will remember Your miracles." Psalm 77:11b. Can you say it with me? Practice the verse together a few times with the motions.

"I	Point to self.
will remember	(remember) Close fists with thumbs pointing out. Start one thumb at the forehead. Move it downward, touching thumbs in front of you.
Your miracles."	(miracles) With fingers open and palms facing forward at shoulder height, move hands forward and up twice (sign for "wonders").
Psalm 77:11b	Hold hands open, as if holding a Bible.



Seeing Jesus do this miracle helped the fishermen decide to follow Jesus. When we remember the miracles of Jesus, it helps us follow Him, too. Sing: "I Will Remember."



Jesus filled the nets with fish

THE WORD

Supplies: Teacher's Bible with bookmark at Luke 5:11, picture of the Bible story, toy fish, bucket, fishing pole

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.

Let's reach deep in our pockets and pull out our listening ears. Reach in your pocket and cup your hands behind your ears as if listening.

Place the fish in the bucket. As children are seated, pretend to be fishing. **Shh! You have to be quiet when you're fishing.** Try several times to get the fish, but don't catch it. Pretend to be increasingly frustrated or make suggestions as to why you can't catch the fish. **I'm so disappointed that I can't catch the fish.**

You know, this reminds me of a Bible story. Some fishermen had been out all night fishing but didn't catch a single fish. They must have been very disappointed. It was their job to catch fish and they would have to go home with nothing. But then, an amazing miracle happened. Do you remember what a miracle is? (A miracle is an amazing surprise only God can do.) **Let's listen.** Handle Bible as a special treasure, leaving it open to Luke 5:11.



WATCH THE WORD: LUKE 5:1-11

Read the story below or retell the passage in your own words. To illustrate the story, show a picture of the Bible story from a children's Bible, the coloring page, or other source.

- **The crowd came to hear Jesus,**
- **As He taught them by the sea.**
- **He sat in Simon Peter's boat and said,**
- **"Let's go fishing in the deep."**

- **Simon Peter said, "There are no fish!**
- **All night I didn't catch a thing."**
- **Then their nets filled with so many fish,**
- **The boats began to sink.**

- **After this miracle, Jesus said,**
- **"Come, follow Me. I'll make you fishers of men."**
- **Simon Peter and his friends pulled their boats to shore.**
- **They left everything and followed Him!**

Simon Peter and the other fishermen knew there had been no fish to catch. It was a miracle when their nets filled with fish! After the miracle, what did Jesus tell them to do? ("Come, follow Me.") **What did Simon Peter and the other fishermen do?** (They followed Jesus.)



Miracles help us follow 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: GO FISH

Purpose: To remind the children of the miracle of Jesus filling the nets with fish.

Supplies: Small paper or clear cellophane bag, sturdy orange and yellow paper, netting, fish eyes (eye or circle stickers), label, glue, crayons

Prepare: Cut 3 fish shapes from sturdy yellow and orange paper. Cut a square of netting to fit on the front of the paper bag. On the label or sticker, print:

**Jesus Filled the Nets with Fish
Luke 5:1-11**

Adaptation for Ages 2-3: This craft has been adapted from the curriculum for ages 4-5.

Directions:

1. Allow children to color the fish.
2. Attach eye stickers to the fish (or children can draw the eyes).
3. Attach the label to the front of the bag.
4. Attach the netting to the front of the bag.
5. Show the children how they can "catch" the fish in the net (bag).

Craft Discussion:

- **It is a fisherman's job to catch fish. Simon Peter and the other fishermen tried all night and didn't catch anything. How do you think they felt?** (Children respond.)
- **Jesus told the fishermen to try again. When they did, their nets were full of fish! How do you think the fishermen felt then?** (Children respond.)
- **After this miracle, what did Jesus tell the fishermen to do?** ("Come, follow Me.")
- **Seeing this miracle helped the fishermen decide to follow Jesus.**
- **Take your fish and your net home and tell someone about this miracle. Show them how Jesus filled the nets with fish!**

THE WAY *continued...*

GAME: LET'S GO FISHING!

Purpose: For children to learn the events of the Bible story.

Supplies: Blanket, sheet, floor tape or chalk

Prepare: Spread the blanket or sheet on the floor as a pretend fishing boat, or draw the outline of a boat on the ground using floor tape or chalk.

Directions:

1. Seat children in the fishing boat.
2. Teacher says each phrase with the corresponding motion; children repeat each phrase.

Let's go fishing! (Pretend to row.)

Row! Row! Row! (Row harder.)

See any fish? (Hand over eyes.)

No! No! No! (Shake head no.)

Throw out the nets. (Both hands throw.)

Bring them back on board. (Pull nets in.)

Oh my! Oh my! (Both hands on cheeks.)

Fish from the Lord! (Point to heaven.)

Fish by the hundreds! (Hands on cheeks.)

Too many for our nets. (Hold heavy net.)

Let's get help, (Cup hands at mouth as if shouting.)

From our fishermen friends. (Thumbs up.)

Two boats full of fish! (Hold up two fingers.)

Can't hold any more! (Shake head no.)

Let's jump out, (Jump up and stand.)

And push the boats to shore! (Pushing motion.)

GAME: COME, FOLLOW ME

Purpose: Children will experience being chosen and following someone.

Supplies: None

What did Jesus ask the fishermen to do after they caught the fish? ("Come, follow Me.") **What did the fishermen do?** (They left the fish and followed Jesus.) **Let's play a game where we can practice following. When I call your name, come and follow me!**

Directions:

1. Seat children in a group.
2. Say, "Name of child, **come follow me!**" Have that child follow you around the room while they copy your motions. Suggested motions to have children follow: hop on one foot, jump, spin, clap, pat head, dance, shout praise, wiggle, drag feet, etc.
3. Continue calling children by name until everyone is in a line following you.

How did it feel to be chosen to join the other followers? (Children respond.) **Jesus asked the fishermen to follow Him. Jesus wants us to follow Him, too!**

THE WAY *continued...*

SNACK: CATCH OF FISH

Purpose: Children will eat a fish-shaped snack to remind them of the Bible story.

Snack Suggestion: Fish crackers

Directions:

1. Serve the snacks and drinks.
2. **Let's sing the "Blessing Song."** Sing to the tune of "Frere Jacques" or another familiar tune.
**God our Father, God our Father. Once again, once again,
Thank You for our blessings. Thank You for our blessings. Amen. Amen.**
3. Pray. Lead discussion below while children enjoy their snack.
 - **Have any of you ever been fishing?** (Children respond.)
 - **These little fish crackers are shaped like the fish in our Bible story today! Let's pretend to catch these fish and enjoy our tasty snack.**
 - **After Jesus filled the nets with fish, He asked the fishermen to follow Him. What did the fishermen do?** (Followed Jesus.)
 - **Jesus wants us to follow Him, too. What are some ways we can follow Jesus?** (Listen to Bible stories, give our offering, sing praise songs, come to church, tell others about Jesus, etc.)



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

BIBLE MEMORY VERSE

Gather children in a circle sitting or standing and practice the words and motions.

"I	Point to self.
will remember	(remember) Close fists with thumbs pointing out. Start one thumb at the forehead. Move it downward, touching thumbs in front of you.
Your miracles."	(miracles) With fingers open and palms facing forward at shoulder height, move hands forward and up twice (sign for "wonders").
Psalms 77:11b	Hold hands open, as if holding a Bible.

PRAY

Let's pray together. Say a closing prayer with the children.

PLAY

Allow children to play with selected toys or centers or choose a book to read to them.

DISMISSAL

Have children take home their coloring page, craft, and a copy of the Ponder, Pray & Play for 2-3's.



If time remains, choose from the connected activities below.

GOT TIME?

SAY & DO: LUKE 5:1-11

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 leads the children in doing the hand motions.

- **The crowd came to hear Jesus,** (Cup hand around ear.)
- **As He taught them by the sea.** (Make wave motion with hand.)
- **He sat in Simon Peter's boat and said,** (Pretend to sit.)
- **"Let's go fishing in the deep."** (Pretend to fish.)

- **Simon Peter said, "There are no fish!"** (Shake head, "no.")
- **All night I didn't catch a thing."** (Show empty palms.)
- **Then their nets filled with so many fish,** (Stretch arms wide.)
- **The boats began to sink.** (Squat down, as if sinking.)

- **After this miracle, Jesus said,** (Cup hands around mouth.)
- **"Come, follow Me. I'll make you fishers of men."** (Move hand toward self.)
- **Simon Peter and his friends pulled their boats to shore.** (Pull imaginary rope.)
- **They left everything and followed Him!** (Walk in place.)



BIBLE MEMORY VERSE ACTIVITIES

"I will remember Your miracles." Psalm 77:11b

GAME: MIRACLE BALL

Purpose: To help children memorize and review the Unit 1 Bible Memory Verse.

Supplies: Soft ball

The Lord wants us to remember His deeds and miracles. Deeds are actions or things God has done. Miracles are amazing surprises from God. When the ball rolls to you, we'll say our Bible Memory Verse together.

Directions:

1. Seat children sit in a circle.
2. Roll ball to first child.
3. While child holds ball, children recite or echo together with the motions: **"I will remember your miracles!"**
4. Child rolls ball to another child.
5. Repeat until all children have had a turn.

GOT TIME? *continued...*

GAME: BIBLE MEMORY VERSE DANCE

Purpose: To help children memorize and review the Unit 1 Bible Memory Verse.

Supplies: Unit 1 Bible Memory Verse Song "I Will Remember"

The Lord wants us to remember His words in the Bible. Let's dance (or move around the room) as we sing our Bible Memory Verse Song "I Will Remember."

Directions:

1. Play recording of Unit 1 Bible Memory Verse Song "I Will Remember."
2. Encourage the children to sing, dance, and create motions to help them remember the words.
3. Optional: Periodically stop the music. Lead the children in stopping where they are and saying the Bible Memory Verse together.



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 following Jesus.

PONDER, PRAY & PLAY

Unit 1, Lesson 2: Filling the Nets

PONDER! It was a miracle when Jesus filled the empty nets with fish (Luke 5:1-11). What is a miracle? (An amazing surprise only God can do!)

PRAY! Pray this prayer each day this week: "Thank You, Lord, for the amazing miracle of filling the nets with fish. Help us believe in You and follow You just as the fishermen did. Amen."

PLAY! Make your own fishing set. Cut out several paper fish and glue a paper clip on each one. For a fishing pole, tie a magnet to the end of a string. Attach the string to a pencil or dowel. Share Jesus' miracle of filling the nets.

BIBLE MEMORY VERSE

"I	Point to self.
will remember	(remember) Close fists with thumbs pointing out. Start one thumb at the forehead. Move it downward, touching thumbs in front of you.
Your miracles."	(miracles) With fingers open and palms facing forward at shoulder height, move hands forward and up twice (sign for "wonders").
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