



Filling the Nets

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

THE WORSHIP

Who God Is: Jesus as 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.

THE WAY

Whisper Verse: "Come, follow Me."

BIBLE MEMORY VERSE

"I will remember the deeds of the Lord; yes, I will remember Your miracles." Psalm 77:11

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."



Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 15	Treasure Chest	Treasure chest, stamp or sticker of a fish
		Whisper Verse	Sign language for "Come, follow Me."
THE WORSHIP	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org.	Unit 1 Bible Memory Verse Song: "I Will Remember" Other Bible Memory Verse Song Suggestions: "Be Still and Know" "Do Not Let Your Hearts Be Troubled" "He Is Mighty to Save" "Heal Me, O Lord" "Let Everything That Has Breath" "Praise Time: Love the Lord Your God" "We Love" Additional Song Suggestions: "Jesus Loves Me"
		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 Visual: Fishing net
THE WAY	Up to 25	Craft: Go Fish	Sturdy orange and yellow paper, fish eyes (wiggle eyes or circle sticker), assorted sequins, glue, paper bag, dark crayon, label or sticker
		Game: Let's Go Fishing!	Blanket, sheet, floor tape or chalk
		Game: Come, Follow Me	None
		Snack: Catch of Fish	Fish crackers
		Circle of Prayer	None
	Final 5	Final Five	Ponder, Pray & Play: Unit 1, Lesson 2 Color This Story: "Jesus Fills the Nets with Fish"
GOT TIME?	Up to 10	Say & Do: Luke 5:1-11	None
	Up to 10	Game: Miracle Ball	Soft ball
	Up to 10	Game: Dance by the Sea	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.



Come, follow Me

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 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. That is like our Whisper Verse, "Come, follow Me."** 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, follow Me."

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

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

- | | |
|-----------------------|---|
| "Come," | Point both index fingers out and move hands toward self. |
| "follow" | Make two fists with both thumbs sticking up. The fists move away from the body with the right hand behind the left hand as if the right is "following" the left. |
| "Me." (Jesus.) | The middle finger of one hand touches the middle of the palm of the other hand, then the same is repeated using the middle finger of the other hand. This action indicates the wounds in Jesus' hands after He was nailed to the cross. |

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, follow Me," Matthew 4:19. 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.



Jesus as the God of Wonders

THE WORSHIP

Teacher Tip: To help the 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 Jesus who is the God of Wonders. Wonders are miracles. A miracle is an amazing surprise from God. Jesus did a miracle when He filled the fishing nets with fish. After this miracle, He said, "Come, follow Me." That is today's Whisper Verse. Let's try it together. Review the Whisper Verse together: "Come, follow Me." Include sign language.



One way we can follow Jesus is by giving our offering to His church. The church uses our offerings to help others follow Jesus. Play: "We Love," while collecting the offering.



Let's see if our friends Delbert & Lello have heard about this miracle catch of fish!

Perform *The Adventures of Delbert and Lello* puppet script or read storybook: God of Wonders Unit 1, Lesson 2.



Seeing 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."

God created everything, including the fish and the creatures of the sea. Everything that breathes can praise the Lord—even the fish and the fishermen! Sing: "Let Everything That Has Breath."



Jesus filled the nets with fish

THE WORD

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

With my eyes on my teacher;
My mouth quiet as can be,
I will listen to hear,
How God loves you and me.

Point to eyes.
Place index finger over mouth as quiet sign.
Cup hand around ear.
Hug self, point to others, and then self.

Last time, we learned about the first miracle Jesus did—turning water into grape juice. Today, we will learn about another miracle Jesus did that caused His friends to follow Him. Handle the Bible as a special treasure, leaving it open to Luke 5:11.

WATCH THE WORD: LUKE 5:1-11

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 fishing net. Other visual options include the craft sample, Color This Story, or any related picture.

- 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. It was a miracle when their nets filled with fish! After the miracle, what did Jesus tell them to do? ("Come, follow Me.") Our Whisper Verse tells us the answer. Let's say it together: "Come, follow Me." Include sign language or hand motions.



When Jesus said, "Come, follow Me," what did Simon Peter and the other fishermen do? (They followed Jesus.) Let's find our answer in the Bible. Read Luke 5:11 from the teacher's Bible.



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: Sturdy orange and yellow paper, fish eyes (wiggle eyes or circle sticker), assorted sequins, glue, paper bag, dark crayon, label or sticker

Prepare: Cut 3-inch x 3-inch x 3-inch triangles from the sturdy yellow paper. Round one corner of the yellow triangle. Cut 2-inch x 2-inch x 2-inch triangles from the sturdy orange paper. On the label or sticker, print:

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

Directions:

1. Using dark crayon, draw a net pattern on the paper bag.
2. Attach the label or sticker to the paper bag.
3. Glue one side of the orange triangle to one of the remaining points of the yellow triangle.
4. Glue one fish eye to the rounded side of the yellow triangle.
5. Glue sequins as fish scales on the orange triangle.

Craft Discussion:

- **It is a fisherman's job to catch fish. Simon Peter and the other fishermen tried all night and didn't catch any fish. How do you think they felt when they didn't catch any fish?** (Children respond.)
- **Jesus told the fishermen to try again. When they tried again, their nets were so full of fish; it almost sank their boats! How do you think the fishermen felt when they saw all those fish?** (Children respond.)
- **After this miracle, what did Jesus tell the fishermen to do?** ("Come, follow Me.")
- **That's our Whisper Verse! Let's say it together.** Say and sign the Whisper Verse.
- **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 corresponding motion; children repeat each phrase.

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

Row! Row! Row! (Row harder.)

See any fish? (Hand over eyes.)
shouting.)

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

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.
- 4.

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 snack and drink.
2. **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.
3. 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 catch these fish and enjoy our tasty snack.**
 - **Who remembers our Whisper Verse?** Choose a child to demonstrate the motions to the Whisper Verse: "Come, follow Me."
 - **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.)



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 ____, ____, ____ (read every 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 "Go Fish" craft and tell someone the story of Jesus filling the nets with fish.

PONDER, PRAY & PLAY: Distribute Ponder, Pray & Play cards if available. **Show this card to your family. Talk about how Jesus wants us to follow Him, too!**

COLOR THIS STORY: "Jesus Fills the Nets with Fish." Discuss the Bible Story and play the Unit 1 Bible Memory Verse Song, "I Will Remember," as children color.



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 acts it out with hand motions; then repeats the same phrase and motions with the children.

- **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."** (Whisper Verse sign language.)
- **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 the deeds of the Lord; yes, I will remember Your miracles." Psalm 77:11

GAME: MIRACLE BALL

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

Supplies: Soft ball for rolling

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 will say our Bible Memory Verse together and then you tell us about a miracle God has done for you or your family.

Directions:

1. Seat children in a circle.
2. Roll ball to first child.
3. While child holds ball, children recite or echo together: **"I will remember the deeds of the Lord; yes, I will remember Your miracles!"**
4. First child then tells about a deed or miracle.
5. Child rolls ball to another child.
6. Repeat steps 2-5 until each child has a turn.

GOT TIME? *continued...*

GAME: DANCE BY THE SEA

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 pretend we are celebrating because we have so many fish as we sing our Bible Memory Verse Song "I Will Remember."

Directions:

1. Play Unit 1 Bible Memory Verse Song "I Will Remember" or teacher may sing without accompaniment.
2. Encourage children to sing, dance and create motions to help them remember the words.



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! Read Luke 5:1-11 with your family. Talk about Jesus filling the nets with fish. Imagine how the fishermen felt when they saw this miracle. What did Jesus do next? Did the fishermen follow Jesus? Can you follow Jesus, too?

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! Go fishing with your family. Or find a fisherman to tell you his or her most amazing fishing story. Or cut out the shape of a fish from paper. Decorate the fish and hide it. Ask a friend or family member to find the fish. Share the miracle Jesus did for the fishermen when He filled the nets with so many fish the boats began to sink.

Unit 1 Bible Memory Verse: Psalm 77:11

"I will remember the deeds of the Lord; yes, I will remember Your miracles."