



Teacher's Guide: Adaptation for Children with Disabilities
God of Wonders Part 1: Miracles of Jesus
Unit 1, Lesson 2

Filling the Nets— Part 2

Lesson Aim: To know 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

BIBLE MEMORY VERSE (Challenge Verse for older children)

"For by Him all things were created: things in heaven and on earth, visible and invisible ... all things were created by Him and for Him. He is before all things, and in Him all things hold together." Colossians 1:16-17

Unit 1: Jesus as the God of Wonders			
	Bible Story	What He Has Done	Lesson Aim
1	Filling the Nets—Part 1, Luke 5:1-11	Jesus filled the nets with fish and called His followers.	To know Jesus did miracles.
2	Filling the Nets—Part 2, 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—Part 1, Mark 4:35-41	Jesus calmed the wind and the waves.	To see Jesus' power.
4	Calming the Storm—Part 2, Mark 4:35-41	Jesus calmed the wind and the waves.	To know Jesus can do anything.
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."

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Segment	Minutes	Activity	Supplies
THE WELCOME	Up to 15	Picture Schedule Cards	Cards with picture illustrating the activities: WELCOME, WORSHIP, BIBLE, CRAFT, PRAYER, SNACK, GAMES, COLORING, GOING HOME. Envelope labeled FINISHED. Optional: To display schedule, use Velcro to attach laminated Picture Schedule Cards to a felt board.
		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" or "For by Him" Other Bible Memory Verse Song Suggestions: "Be Still and Know" "Do Not Let Your Hearts Be Troubled" "Everyone Who Calls" "He Is Mighty to Save" "Heal Me, O Lord" "Let Everything That Has Breath" Additional Song Suggestions: "Jesus Loves Me" (Traditional Hymn)
		Offering	Baskets
		Worship Illustration	God of Wonders Lesson 2 Delbert & Lello
THE WORD	Up to 10	Watch the Word: Luke 5:1-11	Teacher's Bible with bookmark at Luke 5:11 Visual: Fishing net Flannel board/figures: Jesus, Simon Peter, boat Clay or play-dough option: Fish
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
		Circle of Prayer or Lord's Prayer	Lord's Prayer word and picture book
		Snack: Catch of Fish	Fish crackers
		Unit 1 Games: Sand Search	Bin or container of clean sand, toy boat, toy fish, netting
		Thumbs Up or Thumbs Down	None, optional: hand puppet or finger puppets
		Miracle Ball	Soft ball for rolling
		Fish Toss	Basket, beanbag
		Come, Follow Me	None
		Freeze Dance	Unit 1 Bible Memory Verse Song, CD player
		Scenes from the Bonzai Brothers	The Bonzai Brothers scripts for Lessons 2, 3, and 5
		Act it Out	Bible times clothing or stick puppets of Jesus, Peter, Andrew, Philip, boy
	Final 5	Final Five	Daily Way (Adaptation): Unit 1, Lesson 2 Color This Story: "Jesus Fills the Nets with Fish"

RESOURCES: Supplemental materials are available at ResourceWell.org.



Come, follow Me

THE WELCOME

PICTURE SCHEDULE: WELCOME TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Welcome each child as they arrive. **Hello _____.** I'm glad you are here! Come and see what we are going to do today. Point to each card on the Picture Schedule board. Today, we will WELCOME everyone. We will read the BIBLE story and make a CRAFT. We will have PRAYER time and eat a SNACK. We will play GAMES and enjoy COLORING a picture about today's story.

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. Afterward, He asked His friends to follow Him.** Today's Whisper Verse is "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

PICTURE SCHEDULE: WORSHIP TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the WELCOME picture card and place it in the FINISHED envelope. **We have finished our Welcome Time. Now, we will have our Worship Time.**

Children may worship in a large group with other classes or in a quiet room with a worship CD or DVD.

Teacher Tip: To help children identify time set aside for worship, play “It’s Praise Time!” as children move to a designated place for praise songs, offering, and the worship illustration. Children who are nonverbal may enjoy participating in the music by playing children’s percussion instruments such as maracas, jingle bells, wood blocks, or small tambourines. Children who are sensitive to sound may prefer to wear noise reduction headphones.

It’s Praise Time—our time to sing praise to Jesus who is the God of Wonders. Wonders are miracles. Remember, 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: “Follow Me,” 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.”

* May substitute Lesson 2 The Bonzai Brothers script or storybook.



Jesus filled the nets with fish

THE WORD

PICTURE SCHEDULE: BIBLE TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the WORSHIP picture card and place it in the FINISHED envelope. **We have finished our Worship Time. Now, we will have our Bible Time.**

Today, we will learn more about the miracle Jesus did that caused His friends to follow Him. A miracle is an amazing surprise from God. 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. Have children assist by placing Bible Story figures on a flannel board. Other visual options include Color This Story or a related picture. Optional: To help children focus, have them create a fish from clay or play dough as they listen.

- **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.") 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.



Jesus filled the nets with fish

THE WAY

PICTURE SCHEDULE: CRAFT TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the BIBLE picture card and place it in the FINISHED envelope. **We have finished our Bible Time. Now, it is Craft Time.**

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 or write: **"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...*



CIRCLE OF PRAYER/THE LORD'S PRAYER

PICTURE SCHEDULE: PRAYER TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the CRAFT picture card and place it in the FINISHED envelope. **We have finished our Craft Time. Now, it is Prayer Time.**

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 every name). We pray for our families and friends. Thank You for teaching us how to love one another. Amen. You may add the Lord's Prayer with the word picture book.

PICTURE SCHEDULE: SNACK TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the PRAYER picture card and place it in the FINISHED envelope. **We have finished our Prayer Time. Now, it is Snack Time.**

Teacher Tip: It is important to keep a record of all dietary restrictions and allergies accessible. Some parents may prefer to bring their child's snack. Depending on the dietary needs of your classroom, you may determine it is best to omit snack time completely.

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.
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 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 Him?** (Listen to Bible stories, give our offering, sing praise songs, come to church, tell others about Jesus, etc.)

THE WAY (GAME OPTIONS)

UNIT 1 GAME OPTIONS

Play one or more of the activities below until the last five minutes of class then proceed to Final Five.

PICTURE SCHEDULE: GAMES TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the SNACK picture card and place it in the FINISHED envelope. **We have finished our Snack Time. Now, is our time to play Games.**

GAME: SAND SEARCH

Purpose: This sand sifting activity soothes children. The items in the bin can be used to introduce the Bible stories or the Unit 1 Worship Attribute: Jesus as the God of Wonders.

Supplies: Bin or container of clean sand, toy boat, toy fish, toy net or netting

Prepare: Place all items beneath the surface of the sand.

Directions:

1. Children take turns reaching into the sand in search of the objects.
2. Teacher and children discuss each object as it is located.
3. When all the objects have been located, display them on a tabletop or on the surface of the sand.
4. Children feel each item as the teacher explains their connection to the Unit 1 Bible stories. The toy boat, toy fish, and netting remind us of the miracle when Jesus filled the nets with fish. The toy boat also reminds us that Jesus quieted the sea during the storm, and the toy fish reminds us of the boy who gave his lunch to Jesus so He could feed the big crowd.

GAME: THUMBS UP OR THUMBS DOWN?

Purpose: This nonverbal true-false game helps children master the Bible story or the Unit 1 Bible Memory Verse.

Supplies: None, optional: hand puppet or finger puppets

Directions:

1. Teacher or puppet retells today's Bible story or Bible Memory Verse, pausing after each phrase to say, "Thumbs up or thumbs down?"
 - If retelling the Bible story, read it in phrases. For some phrases, state accurate descriptions. For other phrases, replace the truth with silly facts. For example, say, "**Jesus told the fish, 'Come, follow Me.' Thumbs up or thumbs down?**" Children respond with thumbs down. "**Jesus told the fishermen, 'Come, follow Me.' Thumbs up or thumbs down?**" Children respond with thumbs up.
 - If reviewing the Bible Memory Verse, read it in phrases. For some phrases, read it correctly. For other phrases, replace a word with a word that makes no sense. For example, say, "**I will remember His barnacles. Thumbs up or thumbs down?**" Children respond with thumbs down. "**I will remember His miracles. Thumbs up or thumbs down?**" Children respond with thumbs up.

THE WAY (GAME OPTIONS) *continued...*

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 comes to you, let's say our Bible Memory Verse together. Then, you can share a miracle God has done for you or your family.

Directions:

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

GAME: FISH TOSS

Purpose: To help children remember examples of miracles.

Supplies: Basket, beanbag

The Lord wants us to remember His miracles. Let's share our favorite miracles as we toss the "fish" into the basket.

Directions:

1. Place the basket about six feet from the children.
2. Give the beanbag to the first child.
3. Before tossing the fish (beanbag), ask the child to share a favorite miracle. If needed, remind children of some familiar miracles from the Bible such as God's creation, Noah's ark, Moses and the burning bush, Jesus' birth, or Jesus feeds the big crowd. Optional: Instead, children can say the Whisper Verse before each toss.
4. Repeat steps 2-3 until each child has a turn.
5. Play again, as time allows.

THE WAY (GAME OPTIONS) *continued...*

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!**"
3. Have that child follow you around the room while they copy your motions. Choose motions children are physically able to do. You may need to help them copy your motions, or have the child lead and you follow. Motions may include waving, clapping, patting your head, dancing, shouting praise, wiggling fingers, etc.
4. Play until each child has a turn.

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

GAME: FREEZE DANCE

Purpose: To practice the Unit 1 Bible Memory Verse Song.

Supplies: Unit 1 Bible Memory Verse Song "I Will Remember" or "For by Him," CD player

To practice our Bible Memory Verse Song, let's play Freeze Dance. When you hear the music stop, be sure to stop and freeze.

Directions:

1. Children dance as the Bible Memory Verse Song is played.
2. Have a helper periodically pause the music.
3. When the music stops, everyone "freezes" (stops in place and doesn't move). When the helper restarts the music, the children begin dancing again.
4. Play as long as you like.

GAME: SCENES FROM THE BONZAI BROTHERS

Purpose: To learn applications of the Unit 1 Bible stories, older children act out The Bonzai Brothers script.

Supplies: The Bonzai Brothers scripts for Lessons 2, 3, and 5

Directions:

1. Choose the script that corresponds with today's Bible story.
2. Assign each child a character name and improvise so all the children can be their favorite character, a new character, or just take turns being the same character.
3. Act it out!

THE WAY (GAME OPTIONS) *continued...*

GAME: ACT IT OUT

Purpose: To help learn the Unit 1 stories, children act them out in costumes or with stick puppets.

Supplies: Bible times clothing or stick puppets of Jesus, Peter, Andrew, Philip, boy

Optional: Children can wear costumes and act out the story or children can hold craft sticks with the story characters. You may choose one or more stories.

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

FILLING THE NETS

- **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."** (Beckoning motion.)
- **Simon Peter and his friends pulled their boats to shore.** (Pull imaginary rope.)
- **They left everything and followed Him!** (Walk in place.)

CALMING THE STORM

- **Jesus said to His friends one night,** (Raise index finger.)
- **"Let's all go out for a long boat ride.** (Beckoning motion.)
- **Let's cross the sea to the other side."** (Point to distant shore.)
- **So, off they went and left the crowd behind.** (Wave goodbye.)

- **But, all of a sudden a storm came through.** (Hands up. Look alarmed!)
- **The waves went crashhhhhh! The wind went whewwwwww!** (Wave arms.)
- **The friends thought, "Now what will we do?"** (Palms up.)
- **They were afraid; you would be, too!** (Hands on cheeks.)

- **The boat was blown and tossed around.** (Tilt from side to side.)
- **But, Jesus slept! I don't know how!** (Eyes closed as cheek rests on folded hands.)
- **His friends said, "Teacher! Wake up now!** (Eyes open with hands down.)
- **We're sinking fast and we will drown!"** (Hands up, Look alarmed!)

- **He told the storm to calm right down.** (Point firmly to floor.)
- **He ordered, "Quiet! Be still now!"** (Place index finger on lips.)
- **The sea obeyed; there was no sound.** (Lift hand to ear.)
- **The waves were calm! The wind died down!** (Palms down.)

- **Then, as the boat went on its way,** (Point to distant shore.)
- **He asked His friends, "Why be afraid?"** (Palms up.)
- **They wondered why the sea obeyed.** (Index finger to brain.)
- **He showed them He was Lord that day.** (Make L shape with left hand. Move L down from top of left shoulder to right hip as a royal sash as sign language for the word "Lord.")

THE WAY (GAME OPTIONS) *continued...*

FEEDING THE BIG CROWD

- **Jesus and his friends were on the mountainside** (Make mountain shape with hands.)
- **And a large crowd gathered around.** (Open arms wide.)
- **He said, "Philip, where shall we buy them bread?"** (Palms up, as if asking a question.)
- **They had no money to feed the crowd.** (Show empty pockets.)

- **Andrew found five loaves and two fish** (Raise 5 fingers on left hand, 2 fingers on right.)
- **From one boy in the crowd.** (Raise index finger.)
- **Jesus told the crowd to sit on the grass.** (Point to ground.)
- **He blessed the food and passed it around.** (Fold hands in prayer.)

- **Jesus fed 5,000 people that day.** (Wave five fingers.)
- **Bread and fish they each did enjoy.** (Pat belly.)
- **Twelve baskets were filled with leftovers,** (Clap hands to celebrate.)
- **All from one meal from just one boy.** (Raise index finger.)

THE WAY (GAME OPTIONS) *continued...*



When only 5 minutes remain, begin this segment.

FINAL FIVE MINUTES

PICTURE SCHEDULE: COLORING TIME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the GAMES picture card and place it in the FINISHED envelope. **We have finished our Game Time. Now, is our time for coloring the picture of today's story.**

COMPLETED CRAFT: Take home your "Go Fish" craft and tell someone the story of Jesus filling the nets with fish.

DAILY WAY (ADAPTATION FOR CHILDREN WITH DISABILITIES): Distribute this version of the Daily Way, if available. **Show the Daily Way 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" or "For by Him" as the children color.

As coloring is completed or parents arrive:

PICTURE SCHEDULE: GOING HOME

WELCOME > WORSHIP > BIBLE > CRAFT > PRAYER > SNACK > GAMES > COLORING > GOING HOME

Choose a child to remove the COLORING picture card and place it in the FINISHED envelope. **We have finished our Coloring Time. Now, it is time for Going Home.**

THE DAILY WAY

Unit 1, Lesson 2: Filling the Nets—Part 2

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. Play a fishing game at home. 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:

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

Unit 1 Bible Memory Challenge Verse:

"For by Him all things were created: things in heaven and on earth, visible and invisible ... all things were created by Him and for Him. He is before all things, and in Him all things hold together." Colossians 1:16-17