

Teacher's Guide: Adaptation for Children with Disabilities God of Wonders Part 1: Miracles of Jesus Unit 1, Lesson 4

# Calming the Storm— Part 2

Lesson Aim: To know Jesus can do anything.

#### **THE WORSHIP**

Who God is: Jesus as the God of Wonders

#### THE WORD

Bible Story: Mark 4:35-41

What He has done: Jesus calmed the wind and the waves.

#### THE WAY

Whisper Verse: "Just believe."

# **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,	Jesus filled the nets with fish	To know Jesus did miracles.		
	Luke 5:1-11	and called His followers.			
2	Filling the Nets—Part 2,	Jesus filled the nets with fish	To know miracles can help people		
	Luke 5:1-11	and called His followers.	decide to follow Jesus.		
3	Calming the Storm—Part 1,	Jesus calmed the wind and the	To see Jesus' power.		
	Mark 4:35-41	waves.			
4	Calming the Storm—Part 2,	Jesus calmed the wind and the	To know Jesus can do anything.		
	Mark 4:35-41	waves.			
5	Feeding the Big Crowd,	Jesus fed the big crowd.	To know by sharing with others,		
	John 6:3-13		you can be part of God's miracles.		

#### **TEACHER'S ENCOURAGEMENT**

This week, read Psalm 116. Please join us in praying, "Thank You, Lord, for the gift of eternal life. Help the children believe in Your healing power on earth and, ultimately, in heaven. Amen."



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 the sea
		Whisper Verse	Sign language for "Just believe."
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 3 Delbert & Lello
THE WORD	Up to 10	Watch the Word: Mark 4:35-41	Teacher's Bible with bookmark at Mark 4:39 Visual: Picture of a stormy sea Flannel board/figures: Jesus, disciples, boat Clay or play-dough option: Cloud
THE WAY:	Up to 25	Craft: Storm in a Jar	Full water bottles with lids (8 oz. or larger), funnel, water, food coloring, clear liquid dish soap, vinegar, teaspoon for measuring, label
		Circle of Prayer or Lord's Prayer	Lord's Prayer word and picture book
		Snack: Cloudy Sky	Marshmallows
		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 4 Color This Story: "Jesus Calmed the Storm"

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



#### 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 <u>WELCOME</u> everyone. We will read the <u>BIBLE</u> story and make a <u>CRAFT</u>. We will have <u>PRAYER</u> time and eat a <u>SNACK</u>. We will play <u>GAMES</u> and enjoy <u>COLORING</u> 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 the sea. Let this stamp (or sticker) of the sea help you remember Jesus calmed the sea. It was a miracle! Jesus did miracles like that to help others believe in Him. Today's Whisper Verse is "Just believe." 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: "Just believe."

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

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

"Just" The twisting of the index finger represents the concept of only one more.

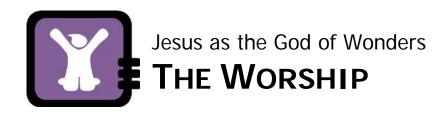
"believe." The index finger touches the forehead. Then, clasp hands together.

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: "Just believe," Luke 8:50. 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.



## PICTURE SCHEDULE: WORSHIP TIME

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

Choose a child to remove the <u>WELCOME</u> picture card and place it in the <u>FINISHED</u> 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. Do you remember what a miracle is? (An amazing surprise from God.)



We have been learning about Jesus' miracles. His miracles help people believe and follow Him. Jesus still does miracles today. He uses our offering to help people all over the world come closer to God. That's a miracle! Let's give our offering as we remember His miracles. Sing: "I Will Remember," while collecting the offering.

Today, we are reviewing the story about Jesus and His friends when they were on a boat in the middle of a storm. What happened when Jesus told the wind and the waves to be still? (They were still.) It was a miracle! When Jesus did miracles like that, it helped His friends believe in Him. That is today's Whisper Verse. Let's try it together. Review the Whisper Verse: "Just believe." Include sign language.



**Let's see if our friends Delbert and Lello have heard about this miracle.** Perform *The Adventures of Delbert and Lello* puppet script or read storybook: God of Wonders Unit 1, Lesson 3.



Do you believe Jesus can do miracles? (Children respond.) We can ask Jesus to help us believe in His miracles. Even though we can't see Him now, we can see He is still doing miracles. The miracles we see in nature and in healing are some of the miracles Jesus does today. As we listen to this song, let's pray a silent prayer in our hearts asking Jesus to heal anyone we know who is sick and to save those who need help today. Children pray silently or sing along as "Heal Me, O Lord" is played.

<sup>\*</sup> May substitute Lesson 3 Bonzai Brothers script or storybook.



# **PICTURE SCHEDULE: BIBLE TIME**

<u>WELCOME</u> > <u>WORSHIP</u> > <u>BIBLE</u> > <u>CRAFT</u> > <u>PRAYER</u> > <u>SNACK</u> > <u>GAMES</u> > <u>COLORING</u> > <u>GOING HOME</u>

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

**Today, we will review the story about Jesus calming the wind and the waves.** Handle the Bible as a special treasure, leaving it open to Mark 4:39.

## WATCH THE WORD: MARK 4:35-41

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 picture of a stormy sea. 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 cloud from clay or play dough as they listen.

- Jesus said to His friends one night,
- > "Let's all go out for a long boat ride.
- Let's cross the sea to the other side."
- So off they went and left the crowd behind.
- But, all of a sudden a storm came through.
- The waves went crashhhhhh! The wind went whewwwww!
- The friends thought, "Now what will we do?"
- > They were afraid; you would be, too!
- > The boat was blown and tossed around.
- But, Jesus slept! I don't know how!
- His friends said, "Teacher! Wake up now!
- We're sinking fast and we will drown!"
- He told the storm to calm right down.
- He ordered, "Quiet! Be still now!"
- The sea obeyed; there was no sound.
- > The waves were calm! The wind died down!
- > Then as the boat went on its way
- He asked His friends, "Why be afraid?"
- > They wondered why the sea obeyed.
- > He proved He was the Lord that day.



What was the miracle Jesus did on the sea? (Made the wind and waves be still.) Let's find our answer in the Bible. Read Mark 4:39 from the teacher's Bible.

Jesus did miracles to help others believe in Him. That reminds me of today's Whisper Verse, "Just believe." Let's say that to one another. Lead children in saying, "Just believe," to one another. Include sign language or hand motions.



# **PICTURE SCHEDULE: CRAFT TIME**

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

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

#### **CRAFT: STORM IN A JAR**

**Purpose:** Children will make an artificial storm to help them remember they can trust Jesus to calm storms in both nature and life.

**Supplies:** Full water bottles with lids (8 oz. or larger), funnel, water, food coloring, clear liquid dish soap, vinegar, teaspoon for measuring, label

**Prepare:** Make a sample "Storm in a Jar" before class to make sure the amounts of water, food coloring, dish soap, and vinegar are correct for the bottles you are using. On a label, print **Jesus Calms the Storm.**Mark 4:35-41

**Optional:** Add glitter or a few small beads to the water mixture. Hot glue the lid closed or wrap with strong tape. If you do not have enough jars for all of the children, divide into groups according to the number of jars and let each group make a storm.

Today, we learned about one of Jesus' miracles. Where were the disciples? (In a boat in the middle of the sea.) Sometimes, Jesus stops the frightening events going on around us, and sometimes He doesn't stop them, but He helps us get through them. Just as Jesus calmed the storm, He can calm the storms in our lives—those things that frighten or worry us. We can always trust Jesus to care for us. Let's make a storm in a jar to help us remember we can trust Jesus no matter what happens.

- 1. Pour about an ounce of water out of the bottle.
- 2. Add one or two drops of food coloring.
- 3. Use the funnel to add 1 teaspoon of dish soap to the bottle. (If using a concentrated formula, only add one drop/)
- 4. Use the funnel to add 1 teaspoon of vinegar to the bottle.
- 5. Close the lid tightly and shake gently to mix.
- 6. Dry the outside of the bottle, if necessary.
- 7. Attach the label to the outside of the bottle.
- 8. Grip the jar tightly. Forcefully twist the jar in one direction (left or right). The water will swirl.
- 9. Watch the storm of water that twists like a tornado or dust swirl.

# 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 <u>CRAFT</u> picture card and place it in the <u>FINISHED</u> 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 <u>PRAYER</u> picture card and place it in the <u>FINISHED</u> 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: CLOUDY SKY**

**Purpose:** Children will eat a cloud-themed snack to remind them of the stormy winds in today's story. **Snack Suggestion:** Marshmallows

- 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.
  - Do you think seeing Jesus calm the sea helped His friends believe in Him? (Children respond.)
  - ➤ Who remembers our Whisper Verse? Choose a child to demonstrate the motions to the Whisper Verse: "Just believe."
  - Jesus said, "Don't be afraid, just believe." How will remembering this miracle help you believe? (We know Jesus can help us, no matter what!)

# 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 <u>SNACK</u> picture card and place it in the <u>FINISHED</u> 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

- 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.

# **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.

- 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.

## **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

- 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!

## **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 whewwwww! (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.")

#### 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.)



When only 5 minutes remain, begin this segment.

# **FINAL FIVE MINUTES**

#### PICTURE SCHEDULE: COLORING TIME

<u>WELCOME</u> > <u>WORSHIP</u> > <u>BIBLE</u> > <u>CRAFT</u> > <u>PRAYER</u> > <u>SNACK</u> > <u>GAMES</u> > <u>COLORING</u> > <u>GOING HOME</u> Choose a child to remove the <u>GAMES</u> picture card and place it in the <u>FINISHED</u> envelope. **We have** finished our Game Time. Now, is our time for coloring the picture of today's story.

<u>COMPLETED CRAFT</u>: Take home your "Storm in a Jar" craft. Use it to show someone how Jesus calmed the storm.

<u>DAILY WAY (ADAPTATION FOR CHILDREN WITH DISABILITIES</u>): Distribute this version of the Daily Way, if available. Show the Daily Way to your family. Talk about how Jesus quieted the wind and the waves.

**COLOR THIS STORY:** "Jesus Calmed the Storm." 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 <u>COLORING</u> picture card and place it in the <u>FINISHED</u> envelope. **We have finished our Coloring Time**. **Now**, it is time for Going Home.

#### THE DAILY WAY

Unit 1, Lesson 4: Calming the Storm—Part 2

**PONDER!** Review Mark 4:35-41 with your family. What is your favorite part of this story? How would you have felt it you had been in the boat and had seen Jesus do this miracle?

**PRAY!** Pray this prayer each day this week: "Lord, thank You for Your miracles. Help us all know in our hearts that nothing is impossible with You. Amen."

**PLAY!** "Miracle Ball!" Everyone sits in a circle. Roll a ball to one another. As each player holds the ball, he or she describes a favorite miracle or a miracle he or she hopes to see. Make sure each family member has a turn holding the "Miracle Ball."

#### **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