

Teacher's Guide: Ages 4-5 God of Wonders Part 1: Miracles of Jesus Unit 4, Lesson 18

Walking on the Water

Lesson Aim: To know we do not need to fear because Jesus is with us and He will save us.

THE WORSHIP

Who God Is: Jesus as Savior

THE WORD

Bible Story: Matthew 14:22-34

What He Has Done: Jesus walked on water and saved Peter from drowning.

THE WAY

Whisper Verse: "Jesus walked on the water."

BIBLE MEMORY VERSE

"Everyone who calls on the name of the Lord will be saved." Joel 2:32

Unit 4: Jesus as Savior					
	Bible Story	What He Has Done	Lesson Aim		
17	Saving the Official's Son,	Jesus saved the boy from a terrible	To know we can trust God to always		
	John 4:46-54	fever.	keep His promises.		
18	Walking on Water,	Jesus walked on water and saved	To know we do not need to fear,		
	Matthew 14:22-34	Peter from drowning.	because Jesus is with us and He will		
			save us.		
19	Giving Sight to the Man Born Blind,	Jesus healed the man's blindness.	To see God purposefully made		
	John 9:1-3, 5-11		everyone with different needs, to		
			show His greatness.		
20	Appearing to Thomas,	Jesus showed Thomas proof He was	To see Jesus did miracles so we		
	John 20:24-31	the Lord.	might believe in Him.		
21	Appearing to the Disciples,	Jesus explained why He died and	To see Jesus did miracles so we		
	Luke 24:36-48	rose again.	might believe in Him and tell others.		

TEACHER'S ENCOURAGEMENT

This week, read Psalm 69:1-36. Please join us in praying, "Lord, replace our fear with confidence in our Savior. Help the children focus on You, instead of their fears. Amen."



Segment	Minutes	Activity	Supplies
THE	Up to 15	Treasure Chest	Treasure chest, stamp or sticker of a life preserver
WELCOME		Whisper Verse	Sign language for "Jesus walked on the water."
THE WORSHIP	Up to 20	Worship Sheet music and recordings for Bible Memory Verse Songs available at ResourceWell.org.	Unit 4 Bible Memory Verse Song: "Everyone Who Calls" Other Bible Memory Verse Song Suggestions: "Do Not Let Your Hearts Be Troubled" "He Is Mighty to Save" "Heal Me, O Lord" "I Will Remember" "It's Praise Time" "The Lord Is Faithful" Additional Song Suggestions: "Hallelu, Hallelu! (Praise Ye the Lord)" Traditional Hymn Additional Song Collection Suggestions: Cedarmont Classics Sunday School Songs
		055	ABC's of Praise; Mary Rice Hopkins
		Offering	Baskets
		Worship Illustration	The Adventures of Delbert and Lello puppet script or storybook: God of Wonders Unit 4, Lesson 18
THE WORD	Up to 10	Watch the Word: Matthew 14:22-34	Teacher's Bible with bookmark at Matthew 14:30 Visual: Life preserver, flotation device, or use craft sample
THE WAY	Up to 25	Craft: Walking on the Water	Standard-size sturdy blue paper, sturdy brown and tan paper, 2 craft sticks, crayons or markers, glue or glue sticks, optional: googly eyes, yarn for hair, fish stickers, sea stickers
		Game: Test the Water	Container (plastic storage bin, bucket, deep bowl, or wading pool) wide and deep enough to submerge a child's foot up to the ankle filled with about 6 inches of water, towels
		Game: Act It Out	Sheet, large blanket (or sheet) or floor tape
		Snack: Treats From the Sea	Fish-shaped crackers and water
		Circle of Prayer	None
	Final 5	Final Five	Ponder, Pray & Play: Unit 4, Lesson 18 Color This Story: "Jesus Walks on the Water"
GOT TIME?	Up to 10	Say & Do: Matthew 14:22-34	None
	Up to 10	Game: Stop the Music	One paper heart, Unit 4 Bible Memory Verse Song "Everyone Who Calls"
	Up to 10	Game: Everyone Who Calls	None
	Up to 10	Story Time	Any story about God rescuing us

RESOURCES: Supplemental materials are available at ResourceWell.org.



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 life preserver. This is a stamp (or sticker) of a life preserver. We use life preservers to save or rescue someone who is in the water. Let it remind you that Jesus walked on the water to save some of His followers. Today's Whisper Verse is "Jesus walked on the water." 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: "Jesus walked on the water."

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

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

"Jesus" The middle finger of one hand touches the middle of the palm of the other hand, then

this action is repeated with the middle finger of the other hand. This action indicates the

wounds in Jesus' hands after he was nailed to the cross.

"walked (on)" Hold up thumb and 2 fingers on each hand to represent feet. Move hand shapes back

and forth in a walking motion.

"(the) water." Hold up 3 middle fingers (W shape) and tap chin.

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: "Jesus walked on the water," John 6:19. 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.



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.

It's Praise Time—our time to sing praise to Jesus as our Savior. A savior is someone who saves or rescues us from danger. In today's story, Jesus' followers were in danger. They were in a boat that was being tossed by big waves in the middle of the sea. To get to their boat, Jesus walked on the top of the water. It was a miracle! That reminds me of today's Whisper Verse, "Jesus walked on the water." Let's try it together. Review the Whisper Verse together: "Jesus walked on the water." Include sign language.



When Peter saw Jesus walk on the water, he wanted to walk on the water, too. He was brave enough to step out of the boat, but when he saw how windy it was, he began to sink. He called to Jesus saying, "Lord, save me." Jesus reached out His hand and saved Peter from drowning. The Bible promises that if we call out to Jesus, He will save us. Sing: "Everyone Who Calls."

Peter called on the Lord Jesus and He was saved. We can pray to Jesus and trust Him to save us, too. Let's ask God to use our offering today to help many people trust Jesus to save them. Sing: "Do Not Let Your Hearts Be Troubled" while collecting the offering.



Let's see if Delbert and Lello know about the time that Jesus walked on the water. Perform *The Adventures of Delbert and Lello* puppet script or read storybook: God of Wonders Unit 4, Lesson 18.



We do not need to be afraid because Jesus is with us and He is mighty to save. Sing: "He Is Mighty to Save."



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.

Last time, we learned Jesus saved the official's son who was very sick. Today, we will hear what Jesus did to save His friends who were in a boat that was being tossed by the wind and waves. Handle Bible as a special treasure, leaving it open to Matthew 14:30.

WATCH THE WORD: MATTHEW 14:22-34

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 life preserver or floatation device. Other visual options include the craft sample, Color This Story, or any related picture.

- > Jesus sent His followers late one day,
- > To cross the lake, so they rowed away.
- > Jesus walked up the mountainside alone to pray.
- > But a wind came tossing their boat in the waves!
- > They saw Jesus walking on the water.
- He walked through the wind and over the waves.
- They cried, "It's a ghost!" He said, "Don't be afraid.
- > Take courage. It is I." Jesus came to save.
- > Then Peter said, "Lord, if it's really You,
- Let me walk on the water, let me come to You."
- > Jesus said, "Come," and Peter stepped out.
- > Peter walked on the water until he looked down.
- > He saw the wind and he was afraid.
- ➤ He started to sink and cried, "Lord, save!"
- Jesus' hand reached out catching Peter right away!
- ➤ He asked, "Why did you doubt, you of little faith?"
- > When they climbed into the boat, the wind calmed down.
- > Everyone in the boat worshiped and bowed down.
- > This miracle proved what some already thought.
- > They said, "Truly, You are the Son of God."

How did Jesus get to the boat? (He walked on the water.) Our Whisper Verse tells us the answer. Let's say it together: "Jesus walked on the water." Include sign language or hand motions.



When Peter saw the wind, he was afraid. What did Peter say? ("Lord, save me!") Let's find our answer in the Bible. Read Matthew 14:30 from the teacher's Bible.



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: WALKING ON THE WATER

Purpose: To use puppets to recreate the scene where Jesus walked on water and saved Peter from drowning. **Supplies:** Standard-size sturdy blue paper, sturdy brown and tan paper, 2 craft sticks, crayons or markers,

glue or glue sticks, optional supplies: googly eyes, yarn for hair, fish stickers, sea stickers

Prepare: From sturdy tan paper, cut two 2-inch circles. From sturdy brown paper, cut a 4-inch half circle. Cut a 4-inch horizontal slit in the center of the blue paper. At the top of the blue paper, print:

Jesus said, "Don't be afraid."

At the bottom of the blue paper, print: Matthew 14:22-34

Directions:

- 1. Draw Jesus' face on one of the 2-inch paper circles.
- 2. Draw Peter's face on the other circle.
- 3. Glue a face on each craft stick.
- 4. Glue the brown half circle to the blue paper below the slit for the boat on the water.
- 5. Draw waves on the water.

Craft Discussion:

- Imagine the blue paper is a stormy sea with strong wind and big waves. Let's use our Jesus and Peter stick puppets to act out the miracle at sea.
- **Peter stands on the boat.** Children slip the Peter puppet into the slit so he's in the boat.
- > Jesus walks on the water. Children slip the Jesus puppet into the slit.
- **Peter jumps in the water.** Children slide the Peter puppet out of the boat and into the water.
- **Peter sinks out of sight.** Children lower the Peter puppet until only his head is showing.
- Peter says, "Lord, save me!" Jesus says, "Don't be afraid," and helps Peter walk on water to get back to the boat. Children move both puppets to the boat.

If time allows, have children take turns telling and acting out the story with their puppets.

THE WAY continued...

GAME: TEST THE WATER

Purpose: To demonstrate why walking on water is a miracle.

Supplies: Container (plastic storage bin, bucket, deep bowl, or wading pool) wide and deep enough to submerge a child's foot up to the ankle filled with about 6 inches of water, towels

Optional: Instead of the children removing their shoes, have them pretend to "walk on water" using their hands instead of their feet.

Why is walking on water a miracle? (Children respond.) Let's see if any of you can walk on water. First, we will walk on the floor, and then anyone who wants to take off a shoe may try to walk on the water.

Directions:

- 1. Lead children around the room.
- 2. One at a time, have children remove a shoe and sock. Help roll up their pant leg, if necessary.
- 3. Hold the child's hand as he or she tries to step on the surface of water.
- 4. Child dries foot with towel and puts on his or her shoe and sock.
- 5. Repeat until each child has a turn.
- 6. Assist the children in putting on their shoes and socks while discussing the points below.
 - What happened when you tried to walk on water? (Foot sank.) Did Jesus sink when He walked on water? (No.)
 - When Peter kept his eyes on Jesus, he walked on water, too. What happened when Peter looked down? (He became afraid and sank.)
 - > When Peter asked Jesus to save him, what did Jesus do? (He saved Peter.)

GAME: ACT IT OUT

Purpose: To remember the story of Jesus walking on water by acting it out.

Supplies: Sheet, large blanket (or sheet) or floor tape

Prepare: Create a boat for the children to sit in by laying the blanket or sheet on the floor or by using floor tape to mark the outline of the boat.

Directions:

- 1. Assign the roles of Jesus, Peter, and Jesus' followers. Divide the remaining children into two groups: the wind and the waves.
 - > Peter and the followers sit in boat.
 - Jesus stands by a wall, representing the mountainside.
 - The wind and waves sit quietly outside the boat.
- 2. Teacher reads Watch the Word poem or Matthew 14:22-34, pausing after each phrase for the children to act it out.
 - > Jesus, Peter, and Jesus' followers: Children repeat any words spoken by their characters.
 - Wind: Children circle hands overhead with swirling motion and say, "Whooshhhhh!"
 - Waves: Children wiggle fingers while moving hands in pushing motion and say, "Splashhhh!"
- 3. If time allows, act out the story more than once, allowing the children to play different roles.

THE WAY continued...

SNACK: TREATS FROM THE SEA

Purpose: Children enjoy a snack with a sea theme and discuss the story of Jesus walking on water.

Snack Suggestion: Fish-shaped crackers and water

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.
 - ➤ Today's Whisper Verse describes a miracle. Who can tell us today's Whisper Verse? Volunteers take turns whispering, "Jesus walked on the water." Include sign language or hand motions.
 - How do you think Jesus' followers felt to see someone in the storm who was walking on the water and coming toward their boat? (Afraid.)
 - ➤ When Peter looked at the wind and the waves, what was he afraid of? (Sinking.)
 - What are you afraid of? (Children respond.) What can you remember to help you not be afraid? (Jesus is with you.)
 - ➤ What is your favorite part of this story? (Children respond.)



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

<u>COMPLETED CRAFT</u>: Take home your "Walking on Water" craft. Tell someone about the time when Jesus walked on water to save His followers.

<u>PONDER, PRAY & PLAY</u>: Distribute Ponder, Pray & Play cards if available. Show this card to your family. Talk about how Jesus has kept your family members safe from danger.

COLOR THIS STORY: "Jesus Walked on the Water." Discuss the Bible Story and play the Unit 4 Bible Memory Verse Song, "Everyone Who Calls," as children color.



If time remains, choose from the connected activities below.

GOT TIME?

SAY & DO: MATTHEW 14:22-34

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.

- > Jesus sent His followers late one day, (Point towards door.)
- > To cross the lake, so they rowed away. (Rowing motion.)
- > Jesus walked up the mountainside alone to pray. (Fold hands in prayer.)
- > But a wind came tossing their boat in the waves! (Wave arms in air.)
- > They saw Jesus walking on the water. (Whisper Verse sign language.)
- ➤ He walked through the wind and over the waves. (Walk in place.)
- > They cried, "It's a ghost!" He said, "Don't be afraid. (Hands on cheeks in fear.)
- > Take courage. It is I." Jesus came to save. (Point to Jesus in heaven.)
- Then Peter said, "Lord if it's really You, (Raise hand as if asking question.)
- Let me walk on the water, let me come to You." (Point to self.)
- Jesus said, "Come," and Peter stepped out. (Beckoning motion.)
- > Peter walked on the water until he looked down. (Walk in place.)
- ➤ He saw the wind and he was afraid. (Wave arms for a rescue.)
- ➤ He started to sink and cried, "Lord, save." (Bend knees as if sinking.)
- Jesus' hand reached out catching Peter right away! (Hands reach out.)
- ➤ He asked, "Why did you doubt, you of little faith?" (Palms face upward.)
- > When they climbed into the boat, the wind calmed down. ("O.K." hand signal.)
- > Everyone in the boat worshiped and bowed down. (Bow head, fold hand in prayer.)
- > This miracle proved what some already thought. (Point to head.)
- > They said, "Truly, You are the Son of God." (Point up to heaven.)

GOT TIME? continued...



BIBLE MEMORY VERSE ACTIVITIES

"Everyone who calls on the name of the Lord will be saved." Joel 2:32

GAME: STOP THE MUSIC

Purpose: To help children memorize and review the Unit 4 Bible Memory Verse. **Supplies:** One paper heart, Unit 4 Bible Memory Verse Song "Everyone Who Calls"

Let's practice our Bible Memory Verse Song while we play a game. When the music is playing, pass the heart around the circle while we sing along. When the music stops, if you have the heart, see if you can sing the next line of the song. If you don't remember it, we will help you.

Directions:

- 1. Children sit in a circle.
- 2. Play the Unit 4 Bible Memory Verse Song, "Everyone Who Calls."
- 3. Children pass the heart around the circle as they sing.
- 4. Stop the music suddenly.
- 5. Child with the paper heart says or sings the next line of the song alone or with the teacher.
- 6. Play again until each child has a turn singing alone (or with the teacher).

GAME: EVERYONE WHO CALLS

Purpose: To help children learn the meaning of the Unit 4 Bible Memory Verse.

Supplies: None

Directions:

- 1. Children sit in a circle.
- 2. Choose one child to stand in the center of the circle.
- 3. Remaining children chant the Unit 4 Bible Memory Verse in rhythm:

Group: Everyone who calls

On the name of the Lord

Will - be Saved!

Center child: "Even me?"

Group: "Yes, you!"

Center child: "What about name of child?" (Child in the center chooses a child in the circle.)

Group: "Name of child chosen, too!"

- 4. Child whose name was called stands in the center of the room.
- 5. Repeat step 3 until each child has a turn in the center.

GOT TIME? continued...



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 God rescuing us.

PONDER, PRAY & PLAY

Unit 4, Lesson 18: Walking on Water

PONDER! Read Matthew 14:22-34 with your family. How would you feel if you saw Jesus walking on the water? When Peter saw the wind, he was afraid. Talk about times when you have been afraid. How has God given you courage in those times?

PRAY! Pray this prayer each day this week: "Lord Jesus, please give me courage when I am afraid. Thank You for the way You rescue me and keep me safe. Amen."

PLAY! Draw a picture of Jesus walking on the water, or cut out a picture of a stormy sea. Keep it in a special place by your bedside. When you are afraid, let the picture remind you that just as Jesus watched over His followers, He watches over you. He will help you when you are afraid.

Unit 4 Bible Memory Verse: Joel 2:32

"Everyone who calls on the name of the Lord will be saved."