



Teacher's Guide: Adaptation for Children with Disabilities
God of Wonders Part 1: Miracles of Jesus
Unit 4, Lesson 21

Appearing to the Disciples

Lesson Aim: To see Jesus did miracles so we might believe in Him and tell others.

THE WORSHIP

Who God is: Jesus as Savior

THE WORD

Bible Story: Luke 24:36-48

What He has done: He explained why He died and rose again.

THE WAY

Whisper Verse: "Tell of All His wonderful acts."

BIBLE MEMORY VERSE

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

BIBLE MEMORY VERSE (Challenge Verse for older children)

"I am the way and the truth and the life. No one comes to the Father except through Me." John 14:6

"If you confess with your mouth, 'Jesus is Lord,' and believe in your heart that God raised Him from the dead, you will be saved." Romans 10:9

| Unit 4: Jesus as Savior | | | |
|-------------------------|--|--|---|
| | Bible Story | What He Has Done | Lesson Aim |
| 17 | Walking on Water–Part 1, Matthew 14:22-34 | Jesus walked on water and saved Peter from drowning. | To learn to trust God when we are afraid. |
| 18 | Walking on Water–Part 2, Matthew 14:22-34 | Jesus walked on water and saved Peter from drowning. | To know we do not need to fear because Jesus is with us and He will save us. |
| 19 | Giving Sight to the Man Born Blind –Part 1, John 9:1-3, 5-11 | Jesus healed the man's blindness. | To see God purposefully made everyone with different needs to show His greatness. |
| 20 | Giving Sight to the Man Born Blind –Part 2, John 9:1-3, 5-11 | Jesus healed the man's blindness. | To see Jesus did miracles so we might believe in Him. |
| 21 | Appearing to the Disciples, Luke 24:36-48 | Jesus explained why He died and rose again. | To see Jesus did miracles so we might believe in Him and tell others. |

TEACHER'S ENCOURAGEMENT

This week, read Psalm 77:11-14. Please join us in praying, "Lord, open the minds of the children as You did with Your disciples, so they know who You are and what You have done. 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 | Sticker of a smiley face |
| | | Whisper Verse | Sign language for "Tell of all His wonderful acts." |
| 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" or "I Am the Way" 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 Suggestion: "Hallelu, Hallelu! Praise Ye the Lord" |
| | | Offering | Baskets |
| | | Worship Illustration | God of Wonders Lesson 21 Delbert & Lello |
| THE WORD | Up to 10 | Watch the Word: Luke 24:36-48 | Teacher's Bible with bookmark at Luke 24:48 Visual: Bible Flannel board/figures: Jesus, disciples Clay or play-dough option: Hand(s) |
| THE WAY: | Up to 25 | Craft: Sensing Miracles | See craft. |
| | | Circle of Prayer or Lord's Prayer | Lord's Prayer word and picture book |
| | | Snack: Wonder-full Snack | Cheez-its |
| | | Unit 4 Games: Sand Search | Bin or container of clean sand, toy boat, sunglasses, toy fish |
| | | Thumbs Up or Thumbs Down | None, optional: hand puppet or finger puppets |
| | | Stop The Music | Beanbag, Unit 4 Bible Memory Verse Song "Everyone Who Calls" or "I Am the Way," CD player |
| | | Warmer, Colder | Small toy boat or picture of a boat |
| | | Blanket Ball | Ball or balloon, blanket or sturdy tablecloth |
| | | Test The Water | Container (plastic bin, bucket, deep bowl, or wading pool) wide and deep enough to submerge a child's foot up to the ankle in water, towels |
| | | Scenes from the Bonzai Brothers | The Bonzai Brothers scripts for Lessons 18, 19 & 21 |
| | | Act it Out | Bible times clothing or stick puppets of Jesus, Peter, boat, blind man, group of disciples, fish |
| | Final 5 | Final Five | Daily Way (Adaptation): Unit 4, Lesson 21 Color This Story: "Jesus Appears to His Followers" |

RESOURCES: Supplemental materials are available at ResourceWell.org.



Tell of all His wonderful acts

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 sticker of a smiley face. **Let this sticker of a smiley face remind you that Jesus did miracles so we could believe and tell others about Him. Today's Whisper Verse is "Tell of all His wonderful acts."** 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: "Tell of all His wonderful acts."

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

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

| | |
|------------------------------|--|
| "Tell (of)" | The index finger starts under the chin and is then thrust out to represent the direct flow of words towards someone. |
| "all" | The hand moves in a circle and then ends up in the palm of the other hand to show that everything (all) is included. |
| "His wonderful acts." | Both palms held out in front of body, pulled in slightly, and then pushed out in an expression of wonder. |

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:** "Tell of all His wonderful acts," Psalm 105:2. 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 Savior

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 as our Savior. Do you remember what it means to be a savior? (A savior rescues someone from danger.) **After Jesus died and rose again, He appeared one last time to help His followers know He was the Savior who God promised to send. His miracles help us believe. His Spirit helps us tell others of all His wonderful acts. That reminds me of today’s Whisper Verse, “Tell of all His wonderful acts.” Let’s try it together.** Review the Whisper Verse together: “Tell of all His wonderful acts.” Include sign language. Sing: “I Will Remember.”

As we give our offering today, let’s thank God for all His wonderful acts—His miracles! Let’s ask God to use our offering to help give all people what they truly need to believe in Jesus as the Savior whom God promised to send. Sing: “The Lord Is Faithful” while collecting the offering.



Let’s see if Delbert and Lello know about the last time Jesus appeared to His followers. Perform *The Adventures of Delbert and Lello* puppet script or read storybook: God of Wonders Unit 4, Lesson 21.*



We have great news to tell people. We can tell them that everyone who calls on the name of the Lord will be saved! Sing: “Everyone Who Calls.” **He is mighty and He will save those who call on Him.** Sing: “He Is Mighty to Save.”

* May substitute Lesson 21 Bonzai Brothers script or storybook.



Jesus appears to His followers

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.**

Last time, we learned how Jesus healed the man born blind. Today, we will learn Jesus appeared to His followers to help them believe in Him. Let's open our Bible to today's story in the book of Luke. Handle Bible as a special treasure, leaving it open to Luke 24:48.

WATCH THE WORD: LUKE 24:36-48

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 Bible. 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 hand or hands from clay or play dough as they listen.

- After Jesus rose from the dead,
- He appeared to His followers and said,
- "Peace be with you," but they were afraid.
- He said, "It is Me!" And they were amazed!

- He asked if they had something to eat.
- They gave Him some fish and He helped them believe.
- He proved that the Bible was true. He explained,
- That to keep God's promises was why He came.

- Jesus reminded them of all they had seen.
- He said, "You are witnesses of these things."
- We are witnesses in that same way;
- Let's tell of all His wonderful acts today!



A witness is someone who sees something happen and tells others. Who did Jesus say His witnesses were? (His followers.) Let's find our answer in the Bible. Read Luke 24:48 from the teacher's Bible. **"You are witnesses of all these things."**

If you believe Jesus did these miracles and you tell others about them, then you are His witnesses, too! Let's say it together: "Tell of all His wonderful acts." Include sign language or hand motions.



We can believe and tell others

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.**

Purpose: Create a card to tell others the miracles of Jesus.

[✓] Supplies needed per child:

- ☐ Two sets of four picture cards on cardstock of Jesus' miracles (see miracles below) connected to different senses (one set black & white, one full-color set)
- ☐ Two eye stickers
- ☐ 1"x2" piece of cloth or fabric
- ☐ One ear sticker
- ☐ Picture of basket with five loaves and two fishes
- ☐ Crayons
- ☐ Glue or glue stick

Directions:

1. Give each child two sets of the four picture cards (1 black & white set, 1 full-color set).
2. Children color the black & white cards.
3. On the back of the full-color picture of "Jesus fed the big crowd," glue the picture of the basket with five loaves and two fishes.
4. On the back of the full-color picture of "Jesus heals the man's ears and tongue," attach the ear sticker.
5. On the back of the full-color picture of "Jesus heals a blind man," attach the two eye stickers.
6. On the back of the full-color picture of "Jesus healed the woman who touched His clothes," glue the piece of cloth.
7. Play the game below.

Play the Game/Craft Discussion:

1. Children place their eight cards in front of them, picture side down.
2. **Jesus lets us see, hear, touch, and even taste His miracles.**
3. **What miracles did Jesus do that the followers could hear?** (They heard Jesus' voice calm the storm, call Lazarus from the tomb, heal the officer's son.)
4. **Turn over the card with the ear on it. See if you can find the matching card.**
5. **What miracles did Jesus do that the followers could see?** (They saw Jesus walk on water, they saw Jesus heal the blind man, they saw His empty tomb, they saw Jesus go to heaven.)
6. **Turn over the card with the eyes on it. Can you find the matching card?**
7. **What miracles did Jesus do that the followers could touch?** (The sick woman touched Jesus' robe and was healed, Thomas touched Jesus' wounded hands, and Jesus touched the deaf mute's ears to heal him.)
8. **Turn over the card with the cloth on it. Can you find the matching card?**
9. **What miracles did Jesus do that the followers could taste?** (They could taste the grape wine that had been changed from water, they ate the fish and loaves when Jesus fed the 5000, they ate the fish when Jesus suddenly appeared on the shore.)
10. **Turn over the loaves and fishes card. Turn over your last card. Do they match? (Yes!)**

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: WONDER-FULL PARTY

Purpose: To review and celebrate Jesus' miracles that we learned. Let's call it a "Wonder-full Snack," because He is the God of Wonders and His miracles are wonderful acts!

Snack: Cheez-its

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.
 - **Who remembers the Whisper Verse?** ("Tell of all His wonderful acts.") **Let's say it together.**
 - **With their eyes, Jesus' followers saw Him walk on water. With their ears, they heard Him say, "Peace be still," to the wind and waves. With his hands, they were able to touch Him and know He had truly risen. With their mouths, the big crowd tasted the two fish and five loaves of bread.**
 - **By hearing, seeing, touching and even tasting the miracles, the followers knew that they were real, so they believed the miracles.**
 - **What did Jesus want them to do after they believed the miracles?** (Tell others.)
 - **Jesus' miracles are wonderful acts. God wants us to tell of all His wonderful acts. What is your favorite miracle?** Children retell their favorite miracles.

THE WAY (GAME OPTIONS)

UNIT 4 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 4 Worship Attribute: Jesus as Savior.

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

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 4 Bible stories. The boat reminds us that Jesus walked on water to reach His disciples in their boat on the stormy sea. The sunglasses remind us of the blind man who only saw darkness until Jesus healed him. The fish reminds us that when Jesus appeared to the disciples after He had risen, He ate some fish to prove to them that He was truly alive.

GAME: THUMBS UP OR THUMBS DOWN?

Purpose: This nonverbal true-false game helps children master the Bible story or the Unit 4 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, **Philip tried to walk on the water toward Jesus. Thumbs up or thumbs down?** Children respond with thumbs down. **Peter tried to walk on the water toward Jesus. 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 another word that makes no sense. For example, say, **Most people who call on the name of the Lord will be saved. Thumbs up or thumbs down?** Children respond with thumbs down. **"Everyone who calls on the name of the Lord will be saved." Thumbs up or thumbs down?** Children respond with thumbs up.

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

GAME: STOP THE MUSIC

Purpose: To help children memorize and review the Unit 4 Bible Memory Verse.

Supplies: Beanbag, Unit 4 Bible Memory Verse Song "Everyone Who Calls" or "I Am the Way," CD player

Let's practice our Bible Memory Verse Song while we play a game. While the music is playing, we will sing along as we pass the beanbag around the circle. If you have the beanbag when the music stops, see if you can sing few words of the song. If you don't remember, we will help you.

Directions:

1. Children sit in a circle.
2. Play the Unit 4 Bible Memory Verse Song.
3. Children pass the beanbag around the circle as they sing.
4. The teacher or a helper stops the music at different times during the song.
5. When the music stops, the child with the beanbag says or sings the next line of the song alone or with the teacher.
6. Play again until each child has a turn.

GAME: WARMER AND COLDER

Purpose: To learn to trust your partner and to remember the timing of the miracle.

Supplies: Small toy boat or picture of a boat

We can always trust Jesus. Now, let's play a game to learn to trust each other.

Directions:

1. Choose two children to be Trusting Partners.
2. All the children except Partner A hides their eyes.
3. Teacher guides Partner A in hiding the boat.
4. Tell the children to open their eyes.
5. Partner A gives hints to Partner B by saying "warmer" as Partner B moves closer to the hiding place and "colder" as Partner B moves further away from it.
6. All the children applaud when the boat is found.
7. (To all) **Did you see how Partner B had to trust Partner A's words?** (Children respond.)
8. (To Partner B) **How did it feel to trust Partner A's words?** (Partner B responds.)
9. If time allows, repeat until each child has a turn as Partner A or B.

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

GAME: BLANKET BALL

Purpose: Children catch a ball in a blanket or parachute to remember the Unit 4 Bible Memory Verse.

Supplies: Ball or balloon, blanket or sturdy tablecloth

Optional: For a more challenging game, use the Unit 4 Bible Memory Challenge Verse (John 14:6; Romans 10:9) Phrases for the Challenge Verse may be divided as follows: I am the way/ and the truth/ and the life/ No one comes/ to the Father/ except through Me/ If you confess/ with your mouth/ Jesus is Lord/ and believe/ in your heart/ that God raised Him/ from the dead/ you will be saved.

In this game, we will remember our Bible Memory Verse: “Everyone who calls on the name of the Lord will be saved,” Joel 2:32. Let’s play Blanket Ball. Each time we toss the ball into the air and catch it in the blanket, we will say a word or phrase of the Bible Memory Verse.

Directions:

1. Children stand in a circle holding the edges of the blanket.
2. Place a ball or balloon in the center of the blanket.
3. Together, the children quickly raise the blanket to toss the ball or balloon into the air.
4. As the ball lands, lead children in saying a phrase of the Bible Memory Verse.
5. Phrases can be divided as follows: **Everyone who calls/ on the name/ of the Lord/ will be saved.**
6. Play several times.

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.

***Teacher Tip:** Before introducing this game, be sure to discuss with a parent or caregiver of each child how the child will react to touching the water. If some children should not participate, omit the game or play an alternate game with those children.

Did you know Jesus walked on top of water in the Sea of Galilee without sinking? (Children respond.) **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. Then, anyone who wants to can take off a shoe and try to walk on the water.**

Directions:

1. Lead children around the room. **Is it difficult to walk on a hard surface like the floor?** (No.)
2. One at a time, have children remove a shoe and sock and roll up their pant leg, if necessary.
3. Hold the child’s hand as he or she tries to step on the surface of the water. **Can you walk on the surface of the water?** (No.)
4. Help child dry his or her foot with a towel and put on his or her sock and shoe.
5. Repeat with each child who wants a turn.
6. **What would you do if you saw Jesus walking on top of the water?** (Children respond.)

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

GAME: SCENES FROM THE BONZAI BROTHERS

Purpose: To learn applications of the Unit 4 Bible stories, older children act out The Bonzai Brothers script.

Supplies: The Bonzai Brothers scripts for 18, 19, and 21.

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!

GAME: ACT IT OUT

Purpose: To help learn the Unit 4 stories, children act them out in costumes or with stick puppets.

Supplies: Bible times clothing or stick puppets of Jesus, Peter, boat, blind man, group of disciples, fish

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.

JESUS WALKED ON THE WATER

- **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.** (Thumb and 2 fingers on each hand move back and forth in a walking motion.)
- **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 a 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 hands 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.)

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

JESUS HEALED THE BLIND MAN

- **Jesus and His followers saw** (Point to eyes.)
- **A blind man as they walked by.** (Cover eyes with hands.)
- **He had been blind since he was a baby.** (Pretend to hold a baby.)
- **Jesus followers wondered why.** (Shrug shoulders and raise palms.)
- **Jesus said this blindness** (Cover eyes with hands.)
- **Was nobody's fault.** (Shake head as no.)
- **God planned to heal this blind man,** (Point to heaven.)
- **To show God's greatness to all.** (Spread arms out to everyone.)
- **First Jesus made some healing mud** (Pretend to pat mud in hand.)
- **And rubbed it over the man's eyes.** (Touch eyelids.)
- **When the man washed it off in the pool,** (Pretend to wash face.)
- **He could see! What a wonderful surprise!** (Clap hands for joy!)

JESUS APPEARED TO THE DISCIPLES

- **After Jesus rose from the dead,** (Raise palms.)
- **He appeared to His followers and said,** (Cup hands around mouth to whisper.)
- **"Peace be with you," but they were afraid.** (Put hands on cheeks, as if afraid.)
- **He said, "It is Me!" And they were amazed!** (Point to self.)
- **He asked if they had something to eat.** (Rub belly.)
- **They gave Him some fish and He helped them believe.** (Point to head.)
- **He proved that the Bible was true. He explained,** (Fold and open hands like a book.)
- **That to keep God's promises was why He came.** (Point to heaven.)
- **Jesus reminded them of all they had seen.** (Point to eyes.)
- **He said, "You are witnesses of these things."** (Point to others.)
- **We are witnesses in that same way.** (Point to self.)
- **Let's tell of all His wonderful acts today!** (Cup hands around mouth.)

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 "Sensing Miracles" craft. Tell someone about the miracles of Jesus. Tell of all His wonderful acts!

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 ways Jesus helps us believe and tell others.**

COLOR THIS STORY: "Jesus Appears to His Followers." Discuss the Bible story and play the Unit 4 Bible Memory Verse Song "Everyone Who Calls" or "I Am the Way" 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 4, Lesson 21: Appearing to the Disciples

PONDER! Read Luke 24:36-48 with your family. Hundreds of years before Jesus was born, God promised to send a Savior, Jesus. Jesus did many miracles to prove He was the Savior so many might believe. Imagine if Jesus appeared and explained the Bible to you. What would you ask Him?

PRAY! Pray this prayer each day this week: "Lord Jesus, thank You for helping us understand that You are the One whom God sent to save us. Help me tell others about Your miracles. Amen."

PLAY! What is your favorite miracle? Read about it again in the Bible. Then, go tell a friend in your neighborhood all about it. You can even draw them a picture or give them a reminder of the miracle. You can act out the miracle so they will remember it!

Unit 4 Bible Memory Verse:

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

Unit 4 Bible Memory Challenge Verse:

"I am the way and the truth and the life. No one comes to the Father except through Me." John 14:6

"If you confess with your mouth, 'Jesus is Lord,' and believe in your heart that God raised Him from the dead, you will be saved." Romans 10:9