



Worship Illustration: Script
Critter Kingdom
Kings & Kingdoms Part 1: The Life of Jesus
Unit 6, Lesson 32

The Good Samaritan

Luke 10:30-37

Running time: Approximately 6 minutes

Setting: This series (Units 5 & 6) is set in a barn area of an outdoor camp. The set is designed to look like the interior of a barn, which is the set for Ranger Reggie's talk show, Critter Kingdom. There's a door to enter, a fireplace with stuffed animal heads over the mantle, and a ramp (or steps) to invite children up to participate in object lessons. Orville (a bird on a zip line) slides down and lands in a box containing a plastic egg. The Bible is kept in a crate that lights up; music plays when opened. There are different openings, trapdoors, and windows from which the animal of the day can fall and characters and puppets can pop up.

Characters: Ranger Reggie is Camp Venture's Head Bible Counselor and host of the weekly talk show "Critter Kingdom." He is a former explorer and animal expert. (For added humor, he pronounces all R's and L's as W's.) Orville is a klutzy carrier pigeon (silent toy bird attached to a zip line) that delivers messages.

Plot: Ranger Reggie helps the campers act out the Parable of the Good Samaritan. We learn Jesus wants us to love our neighbor as ourselves.

Costumes: Ranger Reggie: Pith helmet, camouflage shorts, camp shirt, vest, mustache, and eyeglasses.

Props: Toy bird on a zip line, plastic egg with note inside, Bible, donkey puppet, signs reading "Jerusalem" and "Jericho," 6 foot or longer cord, very long cord on a reel, 3 masks, scarf, hat, white cowboy hat, backpack (in backpack: adhesive bandages, oil, grape juice box, 2 silver coins). Note: Each episode introduces a different creature. These may be ten separate puppets, stuffed animals, or one basic sock puppet to represent the 10 following creatures: Falcon (Lesson 23), Earthworm (Lesson 24), Bear (Lesson 25), Ant (Lesson 26), Turkey (Lesson 27), Seagull (Lesson 28), Ostrich (Lesson 29), Pigeon (Lesson 30), Piglet (Lesson 31), Donkey (Lesson 32).

Sound effects (SFX):

1. Intro/Outro music suggestions: "I Like to Move It, Move It" from Madagascar
2. Lion roar
3. Bible Crate: "The Lion Sleeps Tonight" or other jungle song clip. Music plays when crate is opened to reveal the Bible.

Visual effects (VFX):

1. Video Intro featuring Ranger Reggie is available at ResourceWell.org
2. Critter Kingdom slide
3. A crate holds the Bible. When opened, light shines out and music plays.
4. Photo or video clip of a donkey
5. Scripture Slide: **"But a Samaritan, as he traveled, came to where the man was; and when he saw him, took pity on him."**

Luke 10:34

6. Camper's Code slide:

I will love God with all my heart.
I will love my neighbor as myself.
I will be a light wherever I go!

Adaptations:

1. Sound Effects: instead of using recorded effects, have children make the sounds
2. Voiceovers: may be spoken off stage
3. This illustration is also available in storybook form at ResourceWell.org

Instructions for Cord Demonstration:

Place "Jerusalem" and "Jericho" signs at least 6 feet apart. Cord 1 will be held by two adults between the two signs at waist height. It represents a handrail for a short, straight path between Jerusalem and Jericho. Cord 2 is on a reel and will be used to trace all the steps the Samaritan took in order to help the man. By the end of the demonstration, Cord 2 will weave a path throughout the room in a complex web that dramatically contrasts the Cord 1 path.

Critter Kingdom
Unit 6, Lesson 32
The Good Samaritan
Luke 10:30-37

Voiceover (VFX: short video intro)

You are about to join us on an adventure. My name is Ranger Reggie, intrepid explorer, former Marine, Bible-lover, and friend to animals everywhere. I've traveled the four corners of the globe, climbed mountains, forged rivers, and faced countless dangers to bring you the world's most interesting creatures...this is Critter Kingdom! (SFX: "I Like to Move It, Move It")

Reggie

Hello! Hello, boys and girls! This is our last week here at Critter Kingdom! (SFX: Lion's roar) **Summer is ending and I have to leave for a safari. Before I go, I want to share one more parable from the Bible with you. But first, it's time for today's Creature Feature!** (SFX: "I Like to Move It, Move It")

(Show the donkey puppet.) **Today's Creature Feature is the Donkey! Now, I know what you're thinking, "The donkey Ranger Reggie? The Bible is full of stories with donkeys! Why, there's the donkey that**

Jesus rode and Balaam's donkey. Which donkey are we going to learn about?"

I know somebody who can tell us!

Let's all say, "Hey Orville, come on down!"

Ready? "Hey Orville, come on down!"

(Orville slides down and crashes through window; egg drops down into fireplace. Reggie opens egg, reads note inside.) **Today's parable is of the Good Samaritan! I love this story. Let me get the Bible out right now.** (SFX: "The Lion Sleeps Tonight," VFX: Bible crate opens and light shines out.)

Okay, now this story takes place between two cities, Jerusalem and Jericho! (Have two adults hold Cord 1 between the "Jerusalem" and "Jericho" signs.) **This cord marks the path between the two places.**

Now, this story is full of characters! Do you think I could find some actors to help me tell it? (Choose 4 volunteers.) **Okay, let's start with you, you, you, and you.**

You will be the man who gets hurt and you three will be the robbers. (Have all 4 stand by the center of Cord 1. Give masks to 3 of the volunteers who stand arms folded. They do not physically act out the robbery. Ranger Reggie will move the volunteers to their various positions on Cord 1.) **Here we go!**

(Reading Bible.) **...Jesus said: "A man was going down from Jerusalem to Jericho, when he fell into the hands of robbers. They stripped him of his clothes, beat him and went away, leaving him half dead."** (Hurt man lies down.)

Okay, come stand over here robbers. (Ranger Reggie moves the robbers to the side.) **Oh, poor little fellow he's half dead! I wonder what happened next!**

(Reading Bible.) **Jesus said: "A priest happened to be going down the same road..." Okay, you be the priest.** (Choose one robber. Move robber near hurt man, remove mask, place scarf on robber, and he becomes the priest.)

(Reading Bible.) **"A priest happened to be going down the same road, and when he saw the man, he passed by on the other side. So too, a Levite..." We need a Levite, that's you!** (Choose a second robber. Move robber near hurt man, remove mask, place hat on robber, and he becomes the Levite.)

(Reading Bible.) **"So too, a Levite, when he came to the place and saw him, passed by on the other side."**

Well, priest and Levite, thanks for helping me but you didn't help this poor fellow at all. So, you may have a seat. Let's give them a round of applause!

Now, I still need someone who can help this little guy. Aha! You there, you are going to be the Samaritan! (Remove mask and place cowboy hat and backpack on the last robber. He becomes the Samaritan.)

(Reading Bible.) (VFX: Scripture slide) **"But a Samaritan, as he traveled, came where the man was; and when he saw him, he took pity on him."**

"He went to him and bandaged his wounds, pouring on oil and wine. Then he put the man on his own donkey, took him to an inn and took care of him. The next day he took out two silver coins and gave them to the innkeeper. 'Look after him,' he said, 'and when I return, I will reimburse you for any extra expense you may have.'"

Great job! You may be seated. Now, listen to the question that Jesus asked: "Which of these three do you think was a neighbor to the man who fell into the hands of robbers?"

Well, let's review. The priest followed the easiest path. (Ranger Reggie retraces straight path of Cord 1.) **He could not be bothered to go out of his way. The Levite took the easy path, too.** (Repeat retracing of Cord 1 path.) **He, also, was too busy to go out of his way.**

But, look at the path the Samaritan took. (Weave Cord 2 throughout the room to mark the Samaritan's complex path.) **He started here in Jerusalem but he saw the man and went out of his way to pick him up. Then he took him all the way over here to the inn. Then he went to Jericho... but the Bible says he came all the way back to check on the man and pay the innkeeper.**

Look at the different path the Samaritan chose. Not only did he go way out of his way but he also used his own bandages, his own oil and wine, his own donkey, and his own money! (Samaritan opens backpack and gives adhesive bandages, oil, grape juice box, and 2 silver coins to hurt man.) **The Samaritan sacrificed all he had to help somebody else! What a great friend and neighbor! Let's hear it for these two! You may have a seat.**

Jesus wants us to be like the Good Samaritan who put the needs of a hurt man before his own needs. When you see someone in need, don't pass by, do all you can to help. That's what it means to love your neighbor as yourself!

Doesn't that sound familiar? It sounds a little like our Camper's Code. Why don't we stand to our feet, raise our right hand, and recite our Camper's Code together one last time?

All (VFX: Camper's Code slide)

**"I will love God with all my heart,
I will love my neighbor as myself,
I will be a light wherever I go!"**

Reggie

Well, Camp Rangers, that's all the time we have for today's Critter Kingdom. I'd like to thank my guest, the donkey. So long campers! I'll miss you! And God bless you all! Bye, bye! (exit)

(SFX: "I Like to Move It, Move It")

(VFX: Critter Kingdom Slide)