



Paul and the Shipwreck —Part 1

Lesson Aim: To learn to help others be brave.

THE WORSHIP

Who God is: The Spirit Who Connects Us

THE WORD

Bible Story: Acts 27:14-15, 18, 20, 23-25, 41, 43b-44

What He has done: God saved everyone on the ship just as He had promised.

THE WAY

Whisper Verse: "Keep up your courage."

BIBLE MEMORY VERSE

"Dear friends, let us love one another, for love comes from God." 1 John 4:7a

Challenge Verse for older children:

"For I am convinced that neither death nor life, neither angels nor demons, neither the present nor the future, nor any powers, neither height nor depth, nor anything else in all creation, will be able to separate us from the love of God that is in Christ Jesus our Lord." Romans 8:38-39

Unit 4: The Promise of Connection			
	Bible Story	What He Has Done	Lesson Aim
17	Paul Visits Ephesus—Part 1, Acts 18:23; 19:1, 8-11	God sent Paul to start churches in different places and help them grow.	To know we can help the church.
18	Paul Visits Ephesus—Part 2, Acts 18:23; 19:1, 8-11	God sent Paul to start churches in different places and help them grow.	To know God wants us to tell others about Jesus.
19	Paul and King Agrippa, Acts 26:2, 13-14, 17-19, 24-29	God made Paul bold to speak about Jesus to King Agrippa.	To know we can pray for others to know who Jesus is.
20	Paul and the Shipwreck—Part 1, Acts 27:14-15, 18, 20, 23-25, 41, 43b-44	God saved everyone on the ship just as He had promised.	To learn to help others be brave.
21	Paul and the Shipwreck—Part 2, Acts 27:14-15, 18, 20, 23-25, 41, 43b-44	God saved everyone on the ship just as He had promised.	To trust that God keeps His promises.

TEACHER'S ENCOURAGEMENT

This week, read Jeremiah 29:10-14. Please join us in praying, "Thank You, Lord, for the plans You have for each of us. Please encourage the children with Your plans for them. Amen."

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**THE WORSHIP
THE WORD &
THE WAY**

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 ship
		Whisper Verse	Sign language for "Keep up your courage."
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: "Love One Another" or "Neither Death nor Life" Other Bible Memory Verse Song Suggestions: "Do Not Let Your Hearts Be Troubled" "Give Thanks to the Lord" "He Is Mighty to Save" "It's Praise Time!", "We Love" Additional Hymn Suggestions: "This Is the Day" "Jesus Loves the Little Children"
		Offering	Baskets
		Worship Illustration	Prophets & Promises Lesson 20 Delbert & Lello or Commander Cosmos script or storybook
THE WORD	Up to 10	Watch the Word: Acts 27:14-15, 18, 20, 23-25, 41, 43b-44	Teacher's Bible with bookmark at Acts 27:23 Visual: Life preserver or flotation device Flannel board/figures: Paul, group of men, ship, angel Clay or play-dough option: boat
THE WAY	Up to 25	Craft: Paul's Ship	Sturdy blue and other brightly colored paper, thin blue tissue or crepe paper, 2 cotton balls, glue
		Circle of Prayer or Lord's Prayer	Lord's Prayer word and picture book
		Snack: Sailors on a Ship	Celery, raisins
		Unit 4 Games: Sand Search	Bin or container of clean sand, toy church or house or picture of a church or house, toy boat, miniature crown or crown jewels
		Stormy Sea (Version of Blanket Ball)	Blue bed sheet (or parachute, blanket, sturdy tablecloth), ball or balloon
		Search For the Church	Picture or photo of church or gathering place
		Pass the Heart	Heart-shaped item (pillow, toy, or sturdy paper cut-out)
		Ball Toss	Beach ball or any soft ball, Unit 4 Bible Memory Verse Song, CD player
		Freeze Dance	Unit 4 Bible Memory Verse Song, CD player
		Scenes from Commander Cosmos (older children only)	Commander Cosmos scripts for Lessons 17, 19, 20
	Act it Out	Bible times clothing or stick puppets of: Paul, group of men, angel	
Final 5	Final Five	Daily Way (Adaptation): Unit 4, Lesson 20 Color This Story: "Paul and the Shipwreck"	

RESOURCES: Supplemental materials are available at ResourceWell.org.



Keep up your courage **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 Treasure Chest to receive a stamp or sticker of a ship. **Let this sticker of a ship remind you that God used Paul to help everyone on the ship to be brave by telling them to keep up their courage. Today's Whisper Verse is "Keep up your courage."** 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: "Keep up your courage."

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

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

- "Keep (up)"** Each hand creates the letter "K" hand shape by resting the thumb on the webbing of the extended middle and index fingers with the other two fingers curled into a fist. Lightly tap one letter "K" hand shape on top of the other.
- "your"** The right hand is pushed forward from the body with fingers together and palm facing out.
- "courage."** Both hands start with the fingertips resting on the front of the shoulder: left fingertips on left shoulder, right fingertips on right shoulder. Fingertips pull away from the shoulder and make a fist to indicate grabbing strength from the body and holding it forth in a gesture of bravery.

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:** "Keep up your courage," Acts 27:25a. 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.



The Spirit who connects us

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 God. The Holy Spirit connects us to God and to each other. In today's story, God sends an angel to help Paul have courage in the storm. Then, Paul helps the people with him to keep up their courage. Today's Whisper Verse is "Keep up your courage." It means be brave. Let's try it together. Review Whisper Verse together: "Keep up your courage." Include sign language.



The angel tells Paul to not be afraid. The Bible tells us we don't have to be afraid or worried because we can trust in God. Sing: "Do Not Let Your Hearts Be Troubled."

When the others see God keeps His promise to save them, they learn Paul's God is mighty to save. As we give our offering today, let's praise God for He is mighty to save! Sing: "He Is Mighty to Save" while collecting the offering.



Today, we will learn about a storm which causes Paul's ship to wreck. Even though the ship does not make it to land, everyone is saved just as the angel said. Let's see what our friends Delbert and Lello know about Paul's shipwreck. Perform *The Adventures of Delbert and Lello* puppet script or read storybook: Prophets & Promises Unit 4, Lesson 20.*



Paul helps others to keep up their courage and stay with the ship. We can love one another by helping others be brave as Paul did. Sing: "Love One Another."

When the ship wrecks, God protects everyone and they make it safely to shore. They had many reasons to praise God for that day. We can praise God for today! Sing: "This Is the Day."

* May substitute Lesson 20 Commander Cosmos script or storybook.



Paul helped others be brave

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 Paul prayed for King Agrippa. Today, we will hear how Paul helped everyone on the ship keep up their courage in the big storm. Handle Bible as a special treasure, leaving it open to Acts 27:23.

WATCH THE WORD: ACTS 27:14-15, 18, 20, 23-25, 41, 43b-44

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 display a life preserver or flotation device. 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 boat from clay or play dough as they listen to the story.

- **Paul was sailing through a storm;**
- **Strong winds blew the ship all around.**
- **Clouds hid the sun and all the stars;**
- **Big waves tossed the ship up and down.**

- **An angel told Paul, "Don't be afraid;**
- **Everyone on board will be saved!"**
- **"Keep up your courage!" Paul told the crew.**
- **"God will save us, if with the ship we stay."**

- **After many days the storm calmed down.**
- **The crew then saw some land.**
- **When the ship wrecked on their way to shore,**
- **God brought them safely to the sand.**



Who told Paul not to be afraid? (The angel.) Let's find our answer in the Bible. Read Acts 27:23-24a from the teacher's Bible.

Everyone on the ship was afraid of the storm. What did Paul tell them to do? ("Keep up your courage.") Our Whisper Verse tells us the answer. Let's say it together: "Keep up your courage." Include sign language or hand motions. **To keep up your courage means to be brave.**



We can pray for 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.**

CRAFT: PAUL'S SHIP

Purpose: To remind the children to help others keep up their courage.

Supplies: Sturdy blue and other brightly colored paper, thin blue paper (tissue or crepe paper), 2 cotton balls, glue

Prepare: From brightly colored paper (various colors may be used), cut a half-circle for the hull of the ship, a slender rectangle for a mast, and two triangles for sails. From thin blue tissue or crepe paper, cut a 2-inch strip the length of the sturdy blue paper. At the top of the sturdy blue paper, print: **Paul and the Shipwreck, Acts 27:14-15, 18, 20, 23-25, 41, 43b-44**

Directions:

1. Glue the long strip of thin blue tissue or crepe paper to the bottom of the sturdy blue paper for the sea.
2. Glue the half-circle, rectangle, and two triangles on the sturdy blue paper for Paul's ship.
3. Stretch the cotton balls and glue them on the sturdy blue paper as storm clouds in the sky over Paul's ship.

Craft Discussion:

- **Paul was on a ship, which is a very big boat. What happened that made everyone afraid?** (A big storm came.)
- **What did Paul tell everyone on the ship to do?** ("Keep up your courage.")
- **That's our Whisper Verse! Let's say it with our motions right now!** Say the Whisper Verse together with the hand motions.
- **What does "keep up your courage" mean?** (Be brave.)
- **Who saved everyone on the ship? (God.) God kept them safe just as the angel had promised He would!**

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: SAILORS ON A SHIP

Purpose: Children will talk about how others have helped them take courage when they are afraid.

Snack Suggestion: Celery, raisins

Paul kept up his courage because he knew God would keep His promise. Let's talk about what courage means while we eat our snack.

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.
 - **Pretend the raisins are sailors. Put the sailors inside your celery ship.**
 - **Let's say our Whisper Verse to our raisin sailors so they will not be afraid of the storm.** Children say and sign: "Keep up your courage."
 - **What does "keep up your courage" mean?** (Be brave, do not be afraid.)
 - **When is one time you were afraid?** (Children respond.)
 - **Who helped you have courage?** (God, friends, family members, teachers, etc.)
 - **God gives you courage. You can help others have courage when they are afraid!**

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: The Spirit Who Connects Us.

Supplies: Bin or container of clean sand, toy church or house or picture of a church or house, boat, miniature crown or craft jewel

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 toy church or house reminds us that Paul traveled to many places to help the church grow stronger. The crown (or crown jewel) reminds us of King Agrippa. Paul told him about Jesus and prayed for him. The boat reminds us that God kept Paul and everyone safe when their ship wrecked.

GAME: STORMY SEA

Purpose: In this version of Blanket Ball, children catch a ball in a sheet or parachute to practice the Unit 4 Bible Memory Verse.

Supplies: Blue bed sheet (or parachute, blanket, sturdy tablecloth), ball or balloon

Bible Memory Challenge: For a more difficult game, use the [Unit 4 Bible Memory Challenge Verse](#). Phrases may be divided as follows: For I am convinced/ that neither death nor life/ neither angels nor demons/ neither the present nor the future/ nor any powers/ neither height nor depth/ nor anything else in all creation/ will be able to separate us/ from the love of God/ that is in Christ Jesus/ our Lord.

When Paul was sailing to Rome, the wind and waves of a big storm tossed the ship. Let's pretend this ball is Paul's ship and our sheet is the stormy sea. Each time the sea tosses the ship into the air and the ship lands back on the sea, we will say a phrase of the Bible Memory Verse (1 John 4:7a): "Dear friends, let us love one another, for love comes from God."

Directions:

1. Children stand in a circle holding the edges of the sea (sheet or parachute).
2. Place a ship (ball or balloon) in the center of the sea.
3. Together, children quickly raise the sheet as waves that toss the ship into the air.
4. When the ship lands back on the sea, lead children in saying a phrase of the Bible Memory Verse. Phrases can be divided word by word or as follows: Dear friends/ let us love one another/ for love comes from God.
5. Play several times.

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

GAME: SEARCH FOR THE CHURCH

Purpose: To help children consider what they love about gathering as a church.

Supplies: Picture or photograph of a church building or gathering place

The word “church” has two meanings. The church is all the people all over the world who believe in Jesus. The church is also a word for the place where believers gather. Here is a picture of a church where people gather. I’m going to hide it. Let’s see who can find it. The one who finds it can tell us what he or she loves about coming here to gather as the church.

Directions:

1. Children close their eyes as the teacher or volunteer hides the picture.
2. Children open eyes and search for the picture. Give hints as needed.
3. The child who finds the picture then names one thing he or she loves about attending church or gathering in your group.
4. Play again. If the same child finds the picture then that child chooses someone else to share what he or she loves about attending church or gathering in your group.
5. Play several times. Be sure all the children have an opportunity to express what they love about gathering as a church or in your group.

GAME: PASS THE HEART

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

Supplies: Heart-shaped item (pillow, toy, or sturdy paper cut-out)

God will always love you. His love for us helps us love one another. That reminds me of our Bible Memory Verse. Let’s say it together: “Dear friends, let us love one another, for love comes from God.”

Bible Memory Challenge: For a more difficult game, have children say phrases of the Unit 4 Bible Memory Challenge Verse. Phrases may be divided as follows: For I am convinced/ that neither death nor life/ neither angels nor demons/ neither the present nor the future/ nor any powers/ neither height nor depth/ nor anything else in all creation/ will be able to separate us/ from the love of God/ that is in Christ Jesus/ our Lord.

Directions:

1. Children sit in a circle.
2. Give the heart to a child. Lead the children in saying the first word of the verse: “Dear.”
3. Child passes the heart to the next child. Lead the children in saying the next word in the verse: “friends.”
4. Continue passing the heart with each word until the children have repeated the entire verse.
5. Play again. Each time you play, try to pass the heart and say the verse faster.

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

GAME: BALL TOSS

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

Supplies: Beach ball or any soft ball for rolling or catching, Unit 4 Bible Memory Verse Song "Love One Another" or "Neither Death nor Life," CD player

Directions:

1. Children gather in a circle (standing or seated).
2. Play the Unit 4 Bible Memory Verse Song.
3. While the music is playing, the children toss (or roll) the ball to one another as they sing along.
4. Have a helper periodically pause the music.
5. When the music stops, the child holding the ball names someone God loves.
6. When the helper restarts the music, the children begin to toss the ball and sing again.
7. Play as long as you like. Be sure everyone gets a turn to name someone God loves.

GAME: FREEZE DANCE

Purpose: To practice the Unit 4 Bible Memory Verse Song.

Supplies: Unit 4 Bible Memory Verse Song "Love One Another" or "Neither Death nor Life," CD player

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

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 COMMANDER COSMOS

Purpose: To learn applications of the Unit 4 Bible stories, older children act out today's Commander Cosmos script.

Supplies: Commander Cosmos scripts for Lessons 17, 19, 20

Directions:

1. Choose the script that corresponds with today's Bible story.
2. Assign each child a character name and improvise with the script 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 4 stories, children act them out in costumes or with stick puppets.

Supplies: Bible times clothing or pictures of the following characters attached to craft sticks: Paul, group of people, King Agrippa

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

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.

PAUL VISITS EPHESUS

- **God sent Paul on a journey** (Point to heaven.)
- **To visit churches far away.** (Put hand above eyes as if searching or looking in the distance.)
- **Paul taught them how to live for Jesus,** (Put hand on heart.)
- **Each and every day.** (Raise palms to waist.)

- **To reach the town of Ephesus,** (Point far away.)
- **Paul traveled on the road.** (Walk in place.)
- **He helped the followers start a church.** (Hold hands with others.)
- **He helped their church to grow.** (Raise held hands high.)

- **Paul taught them about Jesus.** (Point to heaven.)
- **Some listened; some did not.** (Cup hands around ears as if listening, then put fingers in ears and shake head no.)
- **Some came together as a church,** (Hold hands with each other.)
- **And shared the love of God.** (Put hands on heart.)

PAUL AND KING AGRIPPA

- **When Paul told the king that Jesus is Lord,** (Point to heaven.)
- **A man said, "You've lost your mind!"** (Point to head.)
- **The king asked Paul, "Did you think I'd hear,** (Cup hands around ears.)
- **And believe this in such a short time?"** (Place hands on heart.)

- **Paul said, "O king, short time or long,** (Shrug shoulders with palms up.)
- **I pray for them and for you,** (Clasp hands in prayer.)
- **That all who hear about Jesus,** (Cup hands around ears.)
- **Will believe and follow Him, too!"** (Place one hand on heart and point to heaven.)

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

GAME: ACT IT OUT continued

PAUL AND THE SHIPWRECK

- **Paul was sailing through a storm;** (Pretend to row a boat.)
- **Strong winds blew the ship all around.** (Wave hands in the air as wind.)
- **Clouds hid the sun and all the stars;** (Search the sky with imaginary binoculars.)
- **Big waves tossed the ship up and down.** (Make wave motions with hands.)

- **An angel said, "Don't be afraid;** (Shake head no.)
- **Everyone on board will be saved."** (Point to everyone.)
- **"Keep up your courage!" Paul told the crew.** (Pat heart.)
- **"God will save us, if with the ship we stay."** (Point to heaven.)

- **After many days the storm calmed down.** (Move hands as a calm sea.)
- **The crew then saw some land.** (Point far away.)
- **When the ship wrecked on their way to shore,** (Move arms in sweeping motion.)
- **God brought them safely to the sand.** (Point to heaven.)

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 "Paul's Ship" craft. Tell someone how God kept everyone safe even though the ship wrecked.

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 God gives you courage. You can help others keep up their courage, too.**

COLOR THIS STORY: "Paul and the Shipwreck." Discuss the Bible story and play the Unit 4 Bible Memory Verse Song, "Love One Another" or "Neither Death nor Life" as 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 20: Paul and the Shipwreck—Part 1

PONDER! Read Acts 27:14-15, 18, 20, 23-25, 41, 43b-44 with your family. Talk about how Paul's ship was caught in the storm. Everyone was afraid! What did the angel tell Paul? What did Paul tell everyone on the ship? God saved everyone on the ship, just like He promised!

PRAY! Pray this prayer each day this week: "Lord, thank You for giving Paul courage and for saving him. Please give us courage so we can help others keep up their courage. Amen."

PLAY! "Keep Up the Courage!" Use sheets, blankets, a bed, chairs, or a table to make a pretend ship. Choose one person to be Paul. Ask someone in your family to read the Bible story and act it out as it is read. When you are finished, talk about times you have been afraid. Who helps you keep up your courage? How can you help others keep up their courage?

Unit 4 Bible Memory Verse: 1 John 4:7a

"Dear friends, let us love one another, for love comes from God." 1 John 4:7a

Unit 4 Bible Memory Challenge Verse: Romans 8:38-39

"For I am convinced that neither death nor life, neither angels nor demons, neither the present nor the future, nor any powers, neither height nor depth, nor anything else in all creation, will be able to separate us from the love of God that is in Christ Jesus our Lord." Romans 8:38-39