



Paul and the Shipwreck —Part 2

Lesson Aim: To trust that God keeps His promises.

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: "They will listen."

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 Psalm 78:1-7. Please join us in praying, "Thank You, Lord, for the ability to teach Your children. Help them understand that You want each one of them to tell others about Your Son Jesus. Give them the courage to share Your Word with the world around them every day. 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 a ship
		Whisper Verse	Sign language for "They will listen."
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: Trust God Necklace	Yarn (or heavy string), 4 macaroni pieces (pasta with holes) or beads, sturdy paper or sheet of craft foam, tape, crayons or markers
		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 21 Color This Story: "Paul and the Shipwreck"

RESOURCES: Supplemental materials are available at ResourceWell.org.



They will listen

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 kept His promise to keep everyone safe in the storm. We hope people will listen to God when they learn He keeps His promises. Today's Whisper Verse is "They will listen."** 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: "They will listen."

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

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

- | | |
|-------------------------|--|
| "They" | The index finger of the right hand at waist level points forward and then makes a half arc to the right to indicate including multiple people. |
| "(will) listen." | The hand cups the ear as if to hear better. |

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:** "They will listen," Acts 28:28. 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 give Paul a message. The angel tells Paul to not be afraid because God will keep everyone safe. God keeps everyone safe, just as the angel said He would. We hope people will listen to God when they learn He keeps His promises. Today's Whisper Verse is "They will listen." Let's try it together. Review Whisper Verse together: "They will listen." Include sign language.



The angel tells Paul to not be afraid. Paul knew God was with Him during the storm and the shipwreck. We don't need to be afraid because God is with us, too. As we give our offering today, let's celebrate because He is with us. Sing: "He Is Mighty to Save" while collecting the offering.

Even though the ship wrecks, everyone is saved, just as God promised. We can trust God to be with us and to keep His promises. Sing: "Do Not Let Your Hearts Be Troubled."



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 helped 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 everyone on the ship was saved, they had many reasons to thank God. We have many reasons to thank Him, too! Sing: "Give Thanks to the Lord."

* May substitute Lesson 20 Commander Cosmos script or storybook.



Paul trusted God

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.**

Today, we will review how God kept everyone safe when Paul was at sea during a storm and his ship wrecked. 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 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.

Who kept everyone safe during the storm and the shipwreck? (God.) **God kept everyone safe just as the angel said He would.**



Trusting God

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: TRUST GOD NECKLACE

Purpose: To remind the children that we can trust God to keep His promises.

Supplies: Yarn (or heavy string), 4 macaroni pieces (pasta with holes) or beads, sturdy paper or sheet of craft foam, tape, crayons or markers

Prepare: Cut a 30-inch length of yarn. Tightly wrap a small piece of tape around one end of the yarn to make it easier for the child to thread the macaroni or beads onto the yarn. Cut a 2-inch circle from sturdy paper. Punch a hole near the edge. Draw a cross outline on the front. On the back, print: **Trust God**

Option: Paint the macaroni pieces. Allow them to dry before stringing them onto the yarn.

Directions:

1. Color the cross.
2. Thread two macaroni pieces or beads onto the yarn.
3. Thread the string through the hole in the circle.
4. Thread two more macaroni pieces or beads onto the yarn.
5. Knot the yarn ends to create a necklace that can easily be slipped over the child's head.

Craft Discussion:

- **Paul was on a ship, which is a very big boat. What happened that made everyone afraid?** (A big storm came.)
- **Have you ever been in a storm?** (Children respond.) **God promises to be with us. We can trust God to be with us during storms and any time we are afraid.**
- **The angel brought a message from God that He would keep everyone on the ship safe. Did God keep that promise?** (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: SAILORS ON A SHIP

Purpose: Children will talk about how God is with us.

Snack Suggestion: Celery, raisins

God was with Paul during the storm and the shipwreck. When you are afraid, it is good to remember God is with you, too. Let's talk about that 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.**
 - **The storm made the sailors afraid. What makes you afraid?** (Children respond.)
 - **When you are afraid, what can you do to help you remember God is with you?** (Children respond.) **Sometimes praying, singing a praise song, or thinking about God can help us remember He is with us.**

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 "Trust God Necklace" craft. Tell someone at home that they can trust God is with them.

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 kept His promise to keep everyone safe during the storm and the shipwreck.**

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 21: Paul and the Shipwreck—Part 2

PONDER! Review Acts 27:14-15, 18, 20, 23-25, 41, 43b-44 with your family. During the storm, the angel came to Paul with a message from God. What did the angel tell him? Seeing the angel must have reminded Paul that God was with him. God saved everyone on the ship, just like He promised!

PRAY! Pray this prayer each day this week: "Lord, thank You for keeping Your promise to save Paul and everyone on the ship. Help us remember You are always with us, even in hard times. Amen."

PLAY! "Trust Walk" Put on a blindfold and ask an older family member to hold your hand and safely guide you through your home. Even though you can't see the one who walks with you, he or she is there leading you. Always trust that even though you can't see God, He is with you!

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