

# Paul and the Shipwreck: Lesson 3

**SuperTruth:** Jesus can work through my weakness.

**SuperVerse:** *Each time He said, “My grace is all you need. My power works best in weakness.” So now I am glad to boast about my weaknesses, so that the power of Christ can work through me.* 2 Corinthians 12:9 (NLT)

**Bible Story:** Acts 21–28

## Game Materials Needed:

- Snake Pattern
- Question Sticks Pattern
- Optional: brown and black markers
- Cardstock, five sheets
- Six coins
- Scissors
- Glue or tape
- A large towel or small rug/mat, red for fire if possible, see note
- Sixth Grade helper or adult assistant
- Whiteboard and marker or chalkboard and chalk

## Teaching Materials Needed:

- New Testament Book Pattern
- Model of the Discipleship Challenge craft
- Ship Pattern
- Scissors
- Card stock, 2 sheets
- Shallow baking sheet or cake pan—wide enough to hold the five ships
- Water, just enough so ships will float in shallow pan
- Towel
- Optional: table or chair
- New Testament Books Poster
- Bibles or the Superbook Bible App

## SuperVerse Materials Needed:

- Whiteboard or chalkboard
- Marker or chalk, eraser
- Bibles or the Superbook Bible App

## Prayer Materials Needed:

- Bibles or the Superbook Bible App

## LARGE GROUP / GRADES 1–6

This is the last lesson of our Superbook adventure, “Paul and the Shipwreck.” Paul encountered many hardships as he obeyed the Lord. However, he relied on Jesus to overcome all obstacles. When we are weak, Jesus gives us His power!

- Superbook takes Chris, Joy and Gizmo back in time to meet the Apostle Paul, who has been arrested and put aboard a prison ship to stand trial in Rome. They see how Paul has the strength to face many dangers—including a dreadful storm, a terrible shipwreck, and a poisonous snake. The children learn to look past weakness and fear to focus on the Lord and His mission for them.
- Let’s watch our Signposts Video to see how Paul’s ministry journeys pointed to Jesus and His life and ministry.

## SMALL GROUP / GRADES 1–6

**Game:** Fire Review (15 minutes)

**Objective:** *Play a game to review Paul’s journeys.*

- On Malta, a snake bit Paul as he gathered wood for the fire. Because of Christ’s protection, Paul shook the snake off and was unharmed. That is why our review game today involves snakes!

**Game Instructions:**

- Hand three snakes to the first player on each team. The players will alternate turns trying to “shake off” their snake into the fire by tossing/flinging them underhanded. The player with the higher score then selects one Question Stick from the “fire” for both players to answer.

**Teaching:** Paul’s Journey (15 minutes)

**Objective:** *Paul’s adventures are a Signpost to Jesus.*

- Paul’s life pointed to events in Jesus’ life and also to our relationship with Jesus as we follow Him.
- As you discuss each of the five Signposts, choose a different child to carefully remove one ship, in sequential order, from the water, and read aloud the Signpost title on the ship.

**Take Home Activity—Discipleship Challenge (2 minutes)**

- Our challenge is to continue to practice and learn the books of the New Testament until our next meeting. Use your craft at home as a reminder to help you learn the names of the books.

**SuperVerse:** Superbook Correction (5 minutes)

**Objective:** *Memorize the SuperVerse with a group activity.*

- Paul boasted in his weaknesses because he knew the power of Christ would work through them to make him stronger and overcome anything he faced.
- As children cover their eyes, use the list to change one word of the SuperVerse on the board to alter the meaning of the verse, then have the children look at the board and raise their hands to tell you what word should be fixed. Write in the correct word, then repeat the process.

**Prayer:** Power Prayers (5 minutes)

**Objective:** *Communicate with God.*

- Paul needed Jesus’ strength for victory over a hardship that continually caused him difficulty.
- Have children find a place in the room to pray alone. Ask them to silently share with Jesus anything that they are having difficulty with—a difficulty at school, a relationship, or any situation they need help with. Have the children ask Jesus to give them His strength and to give them victory.

## ADDITIONAL ACTIVITIES (REFER TO THE LESSON GUIDE FOR DETAILED INSTRUCTIONS)

**Exchanging Game:** Play a game based on the SuperVerse. | **Grades 1–6** | 15 min

**Object Lesson:** Illustrate how Christ’s power works. | **Grades 1–6** | 10 min

**Drawing Activity:** Create murals of Paul’s journey to Rome. | **Grades 1–3** | 15 min

**Bible Study:** Play a game to look up and solve the secret sentences. | **Grades 4–6** | 15 min