Paul and the Shipwreck: Lesson 2

SuperTruth: I will not give up.

SuperVerse: So let's not get tired of doing what is good. At just the right time we will reap a harvest of blessing if we don't give up. Galatians 6:9 (NLT)

Bible Story: Acts 21–28

Game Materials Needed:

- Four large bath towels or rugs
- Optional: painters or masking tape

Teaching Materials Needed:

- Marker
- Table
- Harvest Blessing Card Pattern: the lesson is writter using the Harvest Blessing Cards. You may substitute any fruit or vegetable if using real food, and modify the presentation accordingly
- Optional: two sheets of cardstock
- Bushel basket or any container used to gather a harvest, such as a bucket o cloth bag
- Optional: four different local fruits or vegetables
- Optional: cellophane tape
- Towel or cloth to cover the basket
- Scissors
- New Testament Books
 Poster
- New Testament Books Pattern
- Chalkboard and chalk, or whiteboard/poster board and marker
- Bible or the Superboo Bible App

SuperVerse Materials Needed:

- Whiteboard and markers, o chalkboard and chalk
- Bible or the Superbool Bible App

Prayer Materials Needed:

 Bibles or the Superboo Bible App

LARGE GROUP / GRADES 1–6

In the Superbook story, Paul faced many challenges and obstacles, yet he never gave up. He was obedient to follow God's call—and the Lord will help us follow His call on our lives, too.

- 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.
 To learn more about the time when Paul lived, let's watch our Rible Packground Video.
- To learn more about the time when Paul lived, let's watch our Bible Background Video.

SMALL GROUP / GRADES 1-6

Game: Destination-Rome! (15 minutes)

Objective: Explore the Superbook story by "sailing" to Rome.

• Paul had to travel a long way to Rome on a ship, didn't he! He wasn't on a vacation; he was a prisoner on his way to stand trial before Caesar. Today we will play a game where we sail from the port of Caesarea in Israel to Rome.

Game Instructions:

• Children will work in pairs to travel on towels across the floor which represents the stormy sea. The team that has all of their players arrive in Rome first wins.

Teaching: Timing Is Everything (15 minutes)

Objective: Do what is good while awaiting God's harvest.

• When we grow tired and weak, we may be tempted to give up. But if we trust God, He promises to give us new strength to continue! Everything we do for God is important, and nothing is a waste of time! Even if others do not see the good we are doing, God always sees, and He is the one who blesses us!

Take Home Activity—Discipleship Challenge (2 minutes)

• The Discipleship Challenge is to use the craft booklets to help you learn the last nine New Testament books before we meet again.

SuperVerse: Superbook Harvest (5 minutes)

Objective: Memorize the SuperVerse with a group activity.

- It's exciting to think of reaping a harvest of blessing from God! Not just one blessing—a whole crop! When we obey God and are a blessing to others, God will reward us by blessing us!
- The boys will stand and say the first sentence of the SuperVerse, then sit down. The girls willthen stand up and say the second sentence. They all will stand to say the verse address together.

Prayer: Motivating Prayers (5 minutes)

Objective: Communicate with God.

One of the good things we can do is encourage other believers to not grow tired or give up. To
motivate means to encourage, push, or stir up. Let's do what this verse tells us to do—to think of
ways that we may be able to motivate and encourage others to love and do good things for God
and others. Children will sit in groups of three or four, and pray encouraging things about others.

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

Drawing Game: Play a game to draw and guess good activities. | **Grades 1–6** | *15 min* **Object Lesson/Craft:** Present an object lesson about persevering. | **Grades 1–6** | *10 min* **Balloon Game:** Play a game to illustrate the SuperTruth. | **Grades 1–3** | *10 min* **Bible Study:** Discuss ways that we can do what is good. | **Grades 4–6** | *15 min*