Baptized! Lesson I

SuperTruth: I choose to follow Jesus.

SuperVerse: "Anyone who wants to serve Me must follow Me, because My servants must be where I am." John 12:26a (NLT)

Bible Story: Matthew 9:9, 28:19; Mark 3:13–19; Luke 5:1–11, 6:12–23a; John 1:43–50; Proverbs 27:17

Game Materials Needed

- Fish Page
- Card stock—one sheet pe two children, plus extras
- Scissors
- Optional: blue blanket, blue sheet, or blue material to create a "lake"
- Optional: painter's tape or masking tape
- Optional: board to keep score
- Optional: To play the game with "fishing poles," you'll need one paper clip for each fish, two short sticks to be "fishing poles," two strings about 24" long to be "fishing lines," and two round, washer-style magnets to be "fish hooks."
 For more than two teams, add extra fishing poles.

Teaching Materials Needed:

- Follow Sign
- Reward Sign
- Thron chaire
- Scissors
- Bibles or the Superbook Bible App

Discipleship Challenge materials:

- Fishing License
- Cardstock—1 sheet pe child plus extras
- Pencils

SuperVerse Materials Needed:

- Whiteboard and marker or chalkboard and chalk
- Bibles or the Superbook Bible App

Prayer Materials Needed

 Bibles or the Superbook Bible App

LARGE GROUP / GRADES 1-6

Today, we begin a new Superbook adventure titled: "Baptized!" In this episode, we will watch, along with Chris, loy, Gizmo, and Ellie, as lesus chooses His twelve disciples.

- Joy can't decide whether to invite Ellie to the baptism because she's not a Christian yet.
- Superbook takes Chris, Joy, Gizmo—and Ellie—to meet Jesus as He chooses His disciples and tells them He will make them "fishers of men." Ellie accepts Jesus as her Savior, then joins Chris and Joy as they are baptized.

SMALL GROUP / GRADES I-6

Game: Catch REEL—ay (15 minutes)

Objective: Play a game to "fish" for people.

• In this game, just like the disciples, you will try to catch people, not fish.

Game Instructions:

• If you catch an ordinary fish, you must throw it back by placing it face down into the lake again. When you find a fish with a person on it, you keep it for your team. The first team to have all players catch two people each wins the game.

Teaching: A High Calling (15 minutes)

Objective: Jesus calls everyone to follow Him.

• As we follow Jesus, we will experience many situations along the way—some good, some difficult. As His followers, our goal is to respond like He did, no matter what we encounter.

Take Home Activity—Discipleship Challenge (5 minutes)

• The craft is a Fishing License. The challenge is about sharing the Gospel with others.

SuperVerse: Superbook Follow (5 minutes)

Objective: Memorize the SuperVerse with a group activity.

- It will not always be easy to follow Jesus. There will be ups and downs, joy and suffering. But we can be sure of His presence with us here and in heaven.
- Ask the children to stand and follow you to different locations around the room and say aloud different lines of the SuperVerse.

Prayer: Following Prayers (5 minutes)

Objective: Communicate with God.

- In our prayer today, I am going to give you a chance to receive Jesus as your Savior. If you already believe in Jesus, repeat the words and renew your commitment to follow Him.
- Close in prayer, allowing time after each phrase for the children to pray silently or repeat aloud after you.

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

Object Lesson: Present sharpening one another in Proverbs 27:17 & Hebrews 11:24. | Grades 1–6 | 10 min Matching Game: Play a game to learn the names of the men Jesus called. | Grades 1–6 | 15 min Coloring Activity: Color a scene from the Superbook adventure. | Grades 1–3 | 10 min Bible Activity: Race to find verses about events around the Sea of Galilee. | Grades 4–6 | 15 min