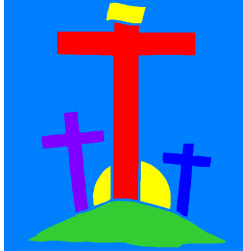


2



# Jesus in control

## To Prepare

Praise Leader: Select songs on theme of Feelings/ in control

- JP 79 He's great! He's God!
- JP 291 With Jesus in the boat
- JP 330 Even if I don't like the way things went today
- JP 369 I cast all my cares upon you
- JP 397 It was Jesus who taught His disciples
- JP 461 Sometimes problems can be BIG
- JP 496 When you're feeling good
- JP 14 Be bold, be strong MP 49
- JP 42 Father I place into Your hands MP 133
- JP 92 I do not know what lies ahead MP 92
- Our God is an awesome God MP 1005

**Control games:** Select which games you wish to play. Procedure is below. Materials needed are as follows:

The conductor: No materials

Do this, do that: No materials

Jesus says: No materials

Bible reading: **Mark 4: 35 - 41** Select a Junior to prepare this.

Drama: Be familiar with the Bible story. Bring a pillow, chalk or chairs.

Jigsaw quiz: Prepare questions from the Bible reading or ask a Junior to do so. Cut up the enclosed picture like a jigsaw (one for each team) . Do not have more pieces than you have questions.

Opposite Attitudes: Cut up the pairs of attitudes from the enclosed sheet. Procedure is on the next page.

Memory Text Chain: For each pair of Juniors have one copy of the enclosed **1 Peter 5: 7**. Cut into strips. Bring a box of paper clips. Procedure is on the next page.

## Programme

The Conductor: One child is sent out of the room, the others sit in a circle. A 'Conductor' is chosen who mimes playing an instrument (e.g. piano). Everyone else copies but tries not to look too obviously at the Conductor. The exile returns and stands in the centre of the circle and tries to guess who the Conductor is. The Conductor attempts to change instruments frequently but not while the centre player is looking in his/ her direction! When the exile identifies the Conductor, he/ she joins the circle and a new Exile and Conductor is chosen. If the exile does not guess correctly after two or three minutes, the identity should be given and another Exile and Conductor chosen.

Do this, do that: The players space themselves out in front of the leader. Whenever the leader says "Do this" and performs some action, all the players must instantly copy him. If he says "Do that" and show another action, the players must ignore the command and continue doing what they were doing. Anyone who does copy sits down on the floor. The leader should change actions and commands frequently. The winner is the last person left standing.

Jesus says: This game is played as 'Do this, do that'. The players imitate the actions when the prefix "Jesus says" is used. e.g. Jesus says pray, hit your friend, Jesus says read the Bible, jump, stick your tongue out, Jesus says be happy, be grumpy, Jesus says shout 'Hallelujah', etc.

## CHAIRPERSON'S PLAN

- 'Control' games
- Sing
- Opening Prayer
- Bible Reading
- Drama
- Sing
- Chain Prayer
- Offering
- Jigsaw Quiz
- Discussion
- Memory Text
- Opposite attitudes
- Memory Text Chain
- Sing
- Benediction
- Next week's jobs**



Drama: If you have many Juniors, this dramatisation can be done in groups of thirteen or less. Outline the shape of a boat with chairs or with chalk on the ground. Either read the Bible passage slowly and clearly leaving time for actions to be performed, or, let them retell the story in action and words as they see it. Think about the feelings and reactions of the disciples to the stormy water and the calming. Matthew in his retelling of the story says the disciples were 'amazed', Mark says 'terribly afraid' and Luke says the disciples were 'amazed and afraid'. Practise facial expressions and body language beforehand. This is not for public performance but it helps the Juniors to 'get into' the story.

Discussion: Why did Jesus want to go in the boat and cross the lake? (To get away from it all and have some time to Himself.) How did the disciples feel as the storm worsened? Who did they turn to when they were scared?

Jesus took control and calmed the storm. He turned their fear into amazement.

Why was Jesus disappointed with the disciples? (Their faith was not deep enough to realise that with Jesus with them they were in safe hands.)

In life we will have rough patches but Jesus is there with us. Ask Jesus for strength and He will help you survive. He wants to help. Refer to the Memory Text - 1 Peter 5: 7. Read it together once or twice.

Jesus can change us with His Spirit. If you are playing Opposite Attitudes, skim through the feelings now which are on the sheet so that the Juniors know which attitudes God wants us to have.

Opposite Attitudes: If you have a lot of children, give one of the feelings (good or bad) to each child. On the starting signal, the Juniors move about and try to find their opposite-feeling partner. The first to do so are rewarded.

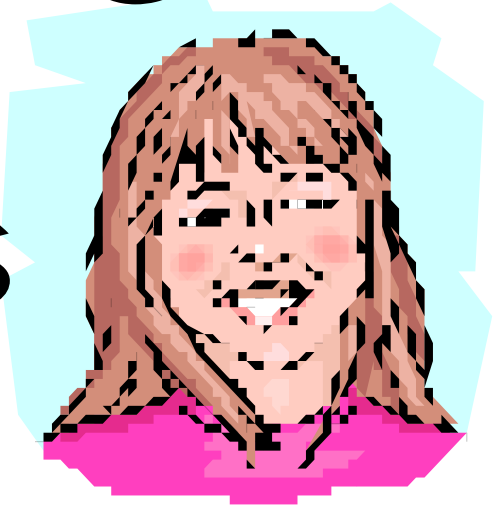
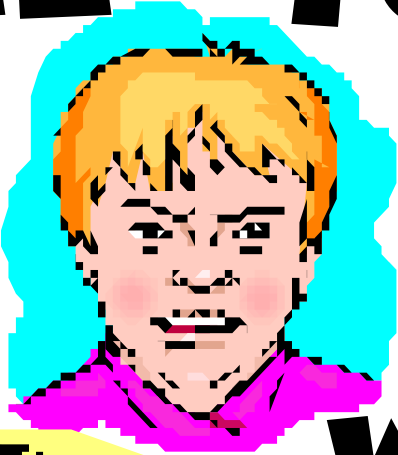
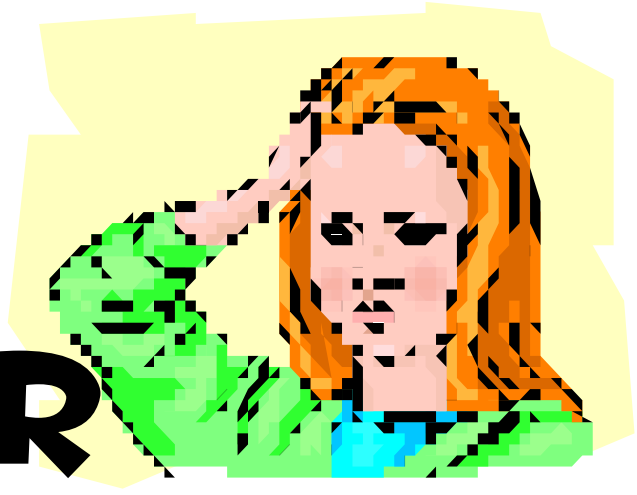
If the number of players is small, give each Junior a wrong attitude and mix up the good attitudes and put them face up all round the room. On the starting signal, the Juniors search for their good partner. When they have one correct pair, they show the leader and get another wrong attitude and try for more pairs. The Junior who has collected the most opposite attitude pairs, is the winner.

Memory Text Chain: On the starting signal, the pairs of Juniors take the words of the text (which have been cut up and jumbled up) and put the words in the correct order. They then use paper clips and make them into a chain (Christmas decoration style). Reward pairs as they finish. Encourage Juniors to repeat and learn the verse. The chains can be used to decorate the room, if you wish.

## Jigsaw Quiz : Jesus in Control (2)



**LEAVE  
ALL YOUR  
WORRIES  
WITH HIM  
BECAUSE  
HE CARES  
FOR YOU.**



**1 PETER 5: 7**

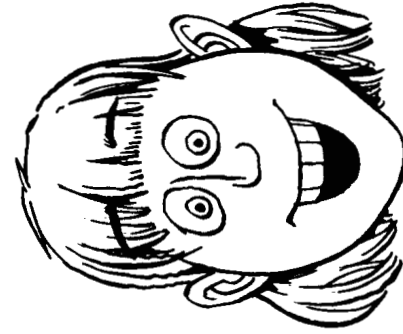


LEAVE ALL

YOUR WORRIES

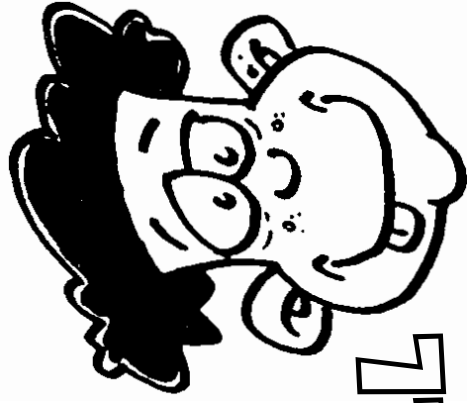
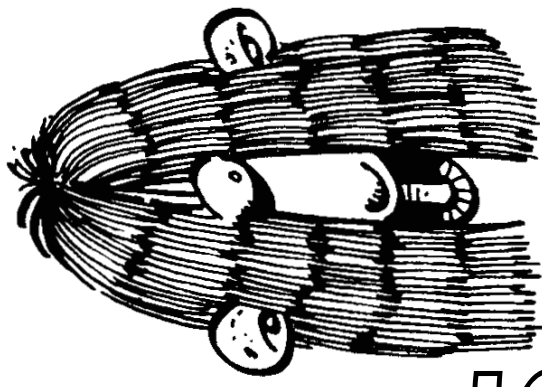
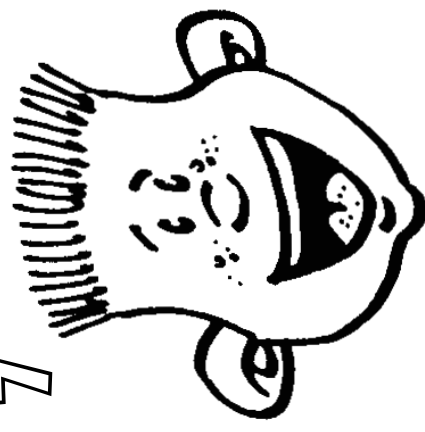
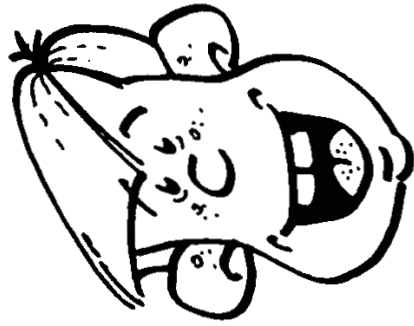
WITH HIM

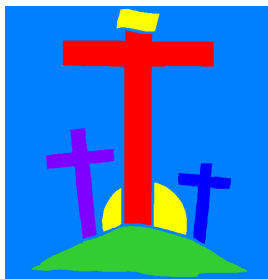
BECAUSE HE CARES



FOR YOU.

1 PETER 5 : 7





(2) Jesus in control

## Opposite attitudes

Based on I Corinthians 13:4-7 and Galatians 5: 22

<b>generous</b>	<b>selfish</b>
<b>proud</b>	<b>humble</b>
<b>patient</b>	<b>impatient</b>
<b>kind</b>	<b>unkind</b>
<b>faithful</b>	<b>unfaithful</b>
<b>never give up</b>	<b>quitter</b>
<b>content</b>	<b>jealous</b>
<b>polite</b>	<b>cheeky</b>
<b>calm</b>	<b>irritable</b>
<b>good</b>	<b>evil</b>
<b>honest</b>	<b>dishonest</b>
<b>love</b>	<b>hate</b>
<b>cheerful</b>	<b>grumpy</b>

**Leave**

**all**

**your**

**worries**

**with**

**Him**

**because**

**He**

**cares**

**for**

**you.**

**Memory Text Chain**    1 Peter 5:7  
Refer to (2) Jesus in Control for procedure.