

you have been chosen to proclaim the wonderful acts of God. 1 Peter 2v9



CORPS OFFICERS, CHILDREN'S MINISTRY WORKERS
Sagala, Kid's Club, Kid's Church, Sunday School,



Decision Week

May 2011

Rescued to be Rescuers

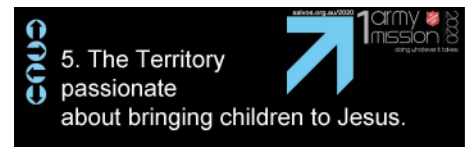
It is important to remember that children make a series of what we call 'small c' commitments. This means we need to give them **regular opportunities to make decisions that move them forward in their faith journeys.**

Not all decisions will be first time decisions - some children will have made previous decisions to follow Jesus. As children grow and learn their understanding of discipleship grows too and the commitments that they make will also grow.

This lesson provides opportunity for both first time commitments and for a further commitment to share the gospel.

Included in these notes are

- ☺ Devotions for leaders
- ☺ Ideas for games & activities
- ☺ Discussion questions
- ☺ A Take home sheet for families to continue the discussion at home.
- ☺ Ideas for pre-schoolers



Devotions for Leaders – Read Acts 10:34-43

- What message does Peter bring that God has told him to share?
- How do we perceive those of every type and nation receiving the salvation that is won by Jesus?
- Why do we put barriers in front of those who may receive Christ?
- What would happen if we shared about Jesus like Peter did?

Praise Jesus that he has made a way for everyone to receive salvation, to be rescued, through him. **Pray for the children** in your ministry that they **might accept the rescue Jesus offers** to them. Pray that they would understand what it means to be a rescuer – **helping others to know Jesus.**

Rescued to be Rescuers

Lesson Outcomes

- Know that God's rescue plan is for everyone.
- Understand that God's plan is to rescue us.
- Experience what its like to be rescued and to be a rescuer.
- Commit to becoming a rescuer.

Things to make and prepare before the lesson

- **Welcoming Activity:** sweets and small rocks.
- **Lifesaver Game:** a bell, drum, hammer, buzzer or something that will make a loud enough noise to get everyone's attention, plus bandanas, ribbons, stickers or socks, and a number of "rewards" (these can be as simple as you like).
- **Elimination Game:** tags to label corners of the room (e.g. colors: blue corner, red, yellow, green).
- **Bible Story:** Bibles for each group leader
- **Discussion time:** Paper, pens or pencils.
- **Family Time:** Print out sheets for children to take home

Things to consider before the lesson

- Think about how much time your program runs for and the ages of your children.
- There is an optional Welcome Activity as children are arriving. There is also an option to choose between the Elimination Game (for younger children) and Come to the Party (for older children).
- If time permits you can use both games. If time is a concern leave one or both of these games out.
- Decide if you will break into small groups or stay together for the Bible Story and discussion. Larger groups will benefit from the small group option.

Rescued to be Rescuers

Welcoming Activity as the Children arrive – Pick a Hand (this is optional)

Object: Children choose a hand. They will receive a lolly or a rock.

Purpose: To raise uninformed choice as an issue.

Equipment: A wrapped lolly or small rock/pebble for each child.

How to Play: Do this as each child arrives then debrief later.

- A leader puts a lolly in one hand and a rock in the other.
- Hold out clenched fists so that the children do not know what is in your hands.
- Children are asked to pick a hand and receive either a lolly or a rock.
- Make sure to change hands frequently so that the children do not know what they will get.

Songs (one or two depending on the time you have available)

3-5mins

Choose songs that describe Jesus as 'the way' or 'life' or 'savior' or Lifesaver'.

Debrief the Pick a Hand Activity (if you chose this option)

3 mins

- Who got a lolly as you came in this morning?
- Who got a rock?
- Was it fair that you didn't know what you were choosing?
- Would you have chosen differently if you knew what you were getting or which hand it was in?

Teach these Action Words

2mins

Swim for it – call out different swimming strokes that the children have to mime around the room or use to send children to a designated area within your space or to a leader. *Eg Swim for it backstroke!*

Rescue me – sit down and put your hand in the air.

Now mix them up in a game. Call out the Action Words over and over in quick succession. (These Action Words are used again later in some of the games)

Rescued to be Rescuers

Lifesavers Game

10mins

Object: Is to rescue as many people as possible in the time allowed.

Purpose: *To experience being rescued, being a rescuer and being judged.*

Equipment: A bell, drum, hammer, buzzer or something that will make a loud enough noise to get everyone's attention: plus either bandanas, ribbons, stickers or socks: and a number of "rewards".

How to Play:

- Choose one child to be the 'judge'.
- Choose two children to be 'Lifesavers' – one to "tag" and one to "rescue"
- Give the Lifesavers something that identifies them (bandanas, ribbons, stickers, a sock on their hand, taking off their shoes – whatever will work for your group).
- You will need a leader at the rescue station to assist children where required and keep the game moving.
- Use the Action Word "swim for it" when it is time to start the game.
- Give the judge a bell, drum, hammer, buzzer or something that will make a loud enough noise to get everyone's attention when it is time to end the game.
- A leader will need to give the judge instructions separate from the rest of the group. *It is important that no-one but the judge hears these instructions.*
- While the Judge is receiving instructions another leader gives instructions to the Lifesavers and the rest of the group.

Lifesavers and group instructions:

The judge (*judge instructions on next page*) controls the time and can end the game at any time they choose. You will know that the game has ended when you hear (demonstrate what ever it is the judge will ring/bang/buzz/call out).

The Lifesavers need to rescue as many children as possible before the judge calls time.

One Lifesaver only tags children for the entire round of the game.

The first Lifesaver tags children who are swimming around the designated space. When tagged, children have to sit down where they are.

- At this point children can choose to be rescued or not to be rescued.
- If they choose not to be rescued they sit on the floor where they are until the end of the game.
- Those children choosing to be rescued put their hand up (like the Action Word "rescue me"). The other Lifesaver completes the rescue.

The second Lifesaver rescues anyone with their hand up by taking them to a designated Rescue Station so that they can be given the thing that will identify them as Lifesavers.

- As soon as you get rescued you become a Lifesaver (wear the special Lifesaver sign; bandana, sock on hand etc) and can help others get rescued by taking tagged players to the Rescue station.
- You can only rescue one person at a time and only those who put their hand in the air.
- Children are permitted to choose to be rescued by putting their hand in the air at any time after they are tagged and sit down.

Rescued to be Rescuers

Judge's instructions: (give these instructions to the Judge)

As the judge you control when the game will end.

You have to try to end the game when some children have been tagged and rescued, there are still tagged children sitting waiting to be rescued and there are still children swimming.

The game will end when you ring/bang/buzz/call out (whatever option you have chosen).

At the end of the game every child comes before the judge.

- Those who have been rescued **receive a reward** (this can be anything you choose).
- Any child who has not been rescued (including those still sitting) receives a **“punishment”** e.g. *5 star jumps, hop around the room, sing a silly song etc.*

As the judge you choose the rewards and punishments for each child.

Debrief

5mins

You may ask one or more children for answers depending on the time you have available

- Who was rescued during the game? (*show of hands*)
- Who didn't get rescued? (*show of hands*)
- Who was tagged waiting to be rescued? (*show of hands*)
- How did you feel when the rescuers went to someone else and not to you?
- How did you feel if you were rescued and received the “reward”?
- How did you feel if you were not rescued and received the “punishment”?
- Did you think you deserved the punishment?
- Did you think you deserved the reward?
- Would you rather be rescued or not rescued?

Rescued to be Rescuers

Come to the Party (choose this option for older children)

5 mins

Object: Guess the theme for the party and show the Game Leader you know by saying you will bring something that fits with the theme.

How to Play: Sit the children and leaders together in a circle.

The Game Leader explains the rules and then says: “**Come to my party!**” (If you want to give the children a first clue, you can say “I’ll be serving...monsters” – for an “M” theme where everything that the children and leaders bring needs to start with “M” or “I’ll have hats” for things that people can wear theme).

Each child and leader takes their turn (in order as they are sitting in the circle). Their response to the Game Leader is to ask: “**Can I come to the party if I bring a ...?**”

The leader answers yes or no based on what they say they will bring and if it connects with the mystery party theme they have chosen. Continue around in the circle so that all children have an opportunity to guess.

They need to guess what the clue is e.g. something that you drink, a color, a food, a piece of clothing etc. If there are younger children in your group make sure that the leader chooses something easy for them to guess.

Second Variation: Play this game a second time and instruct the children that when they have guessed the clue this time **they can choose to tell others what allows you to come to the party**. It is their choice whether to share the information or not and their choice who they might like to whisper it to.

Elimination Game (choose this option for younger children)

5 mins

Equipment: Music, pre-recorded or provided live, and you can choose to have a draw bag with the corner colors to pull out.

Set Up: 4 corners are labeled with tags (e.g. colors: blue corner, red, yellow, green).

How to Play: When music is playing, children move around the room miming a swimming stroke of their choice or you can choose by calling out a **Swim for it**.

When the music stops the children choose a corner to run to.

A leader chooses a corner that will be OUT. (You can do this in a variety of ways, the leader looks at the groups and makes a choice, they draw corner names from a bag in each round or call out a group with their back turned to the activity).

All the children at that particular corner will be out and sit down for the remainder of the game.

Sit in a circle in your group. Refer back to the Lifesavers game.

- During the Lifesavers game what did you have to do to let the rescuers know you needed to be rescued? (*Put your hand up.*)
- Where else would you raise your hand if you needed help? (*in the classroom to ask your teacher for help, if you were drowning.*)

We used this as a sign that we needed rescuing so during the story every time you hear God mentioned raise your right hand. And every time you hear people words like everyone, all, men, people etc raise your left hand.

Read the passage Acts 10:34-43.

Discussion (small group option)**20 mins**

Equipment: Paper, pens or pencils..

Discuss answers to the following questions:

- What sort of situations might people need to be rescued from?
- What different types of rescuers are needed in our world? (E.g. firemen, Lifesavers etc.)
- What would it be like if there were no rescuers in the world?
- Listen to what God says in Romans 5:12. Read passage. What do we need to be rescued from? (Sin that brings death.)
- Who can rescue us from this? (Read Acts 10:43 again if needed.)
- Who does God want to rescue? (everyone)
- How do we know that we can be rescuers? (Read Acts 10:41 again if needed.)

Leader Statement: Many people hear the message about Jesus, (like being tagged in the game) but to be saved by Jesus, ***we need to CHOOSE him or ask him to become our rescuer.***

You can ask Jesus to be your rescuer from sin today or at any time. Some of you may have already asked Jesus to be your friend and rescuer.

Trace around your hands, or they can write on their own hand and fingers.

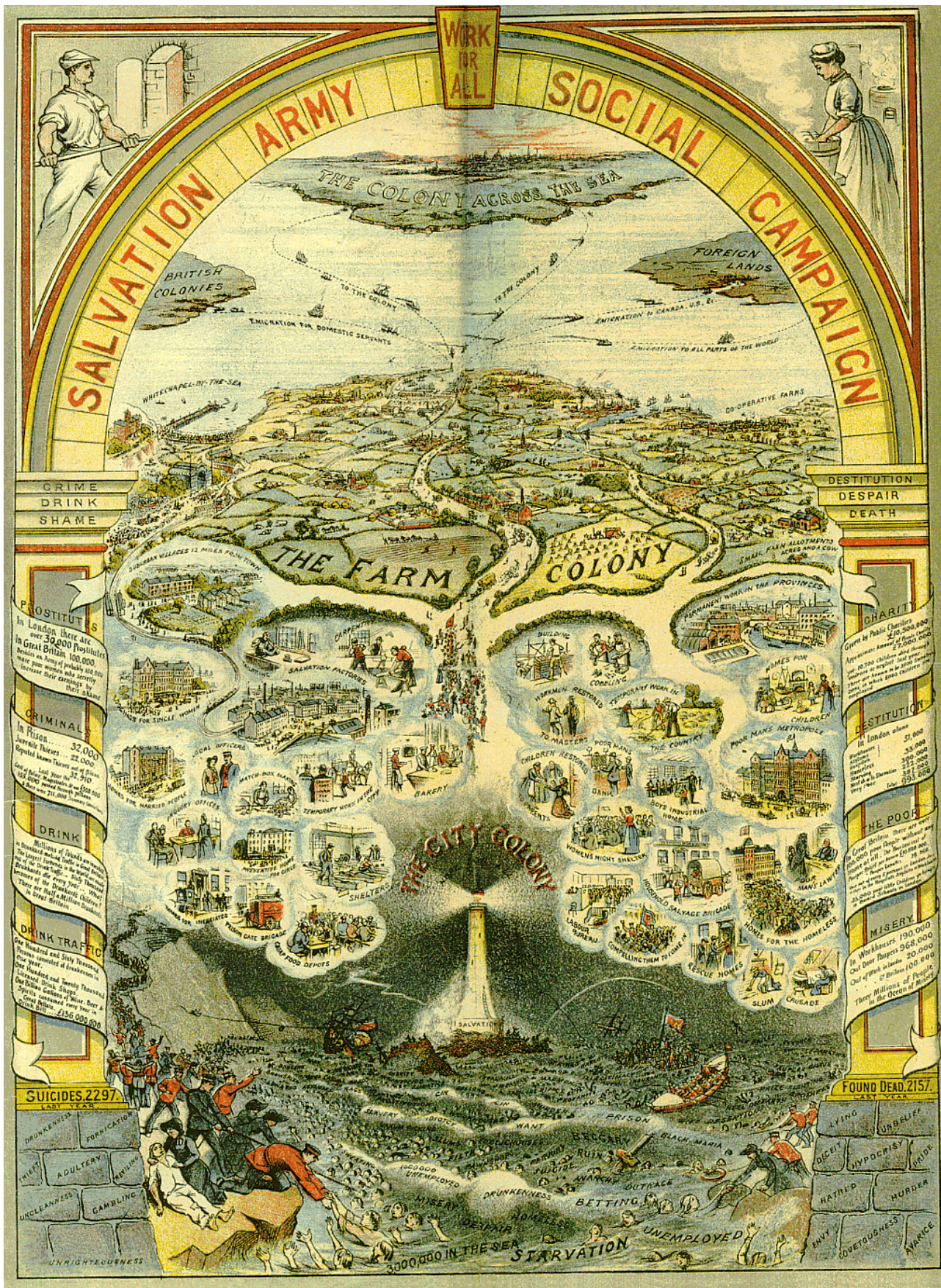
- If you want to ask Jesus to rescue you or thank God for sending Jesus to rescue you use the ***right hand tracing to write these words or something similar as you pray.*** (suggestion: on the thumb/fingers– *I know God has rescued* – and on the palm write – *me.*)
- Use the ***left hand to help you remember people you want to share God's rescue with.*** Write their names down or draw a picture to help you remember to pray for them and share with them.



Pray with your group before they leave.

Are you a Rescuer?

OPTION Pass this page around Have a look at it? William Booth was sitting on the train God gave him this vision for The Salvation Army.



Rescued to be Rescuers

Farewell

2mins

Encourage the children to talk with their families about how we can be rescuers in our world and to pray using their hand reminders.

Handout the Family Time sheets for them to take home.

Leaders Follow up

It is important that you follow up when children make a decision especially a first time decision.

- Plan to check with them next week if they used their hands to pray.
- If you have an opportunity during that week find out how they are going and encourage them to pray using their hand reminders before you meet again.
- Encourage them to share with family or friends about their decision.
- Junior Soldiers may like to tell their Prayer Pals and ask for prayer support.

Rescued to be Rescuers

ESPECIALLY FOR PRE-SCHOOLERS

Play a game of **Hide & Seek** – yes the normal way – one child counts while everyone else hides.

Who was found? (*everyone should put their hand up*)

Jesus wants to find (rescue) all of us.

Who does Jesus want to find? (Kids shout **EVERYONE**)

Play a game of **Follow the Leader**

God wants everyone to find the path to Jesus by following him and loving him.

Who does God want to follow Jesus? (Kids shout **EVERYONE**)

Leader open Bible to Acts 10v 43 says. **Everyone who believes in him will have their sins forgiven** – they will be rescued.

Using actions teach the children the verse -

Leader

Echo

Everyone

Everyone

who believes

who believes

in Jesus

in Jesus

Will have

will have

their sins

their sins

forgiven

forgiven

Prayer

God (point up) made **you** (point to a friend).

God (point up) made **me** (point to self).

God (point up) made **everyone** (spread arms wide).

We can see (shade eyes and look around).

God (point up) wants **everyone** (spread arms wide) to love Him.

Jesus (point up) I want to love you.

Jesus (point up) I want to follow you.

Jesus (point up) I want **everyone** to love you

Have you noticed that pre-schoolers soak up everything you teach them about God. It is their first vital step in their spiritual growth. It is in these years that trust and hope grow. Because they feel comfortable with you – they will experience God.

Rescued to be Rescuers

Take Home Sheet – Family Time – Faith Conversations

Parents - You are on an **awesome and exciting** journey with your children, guiding them, helping them, picking them up when they stumble. Thanks for living out Psalm 71v17 "*Let me proclaim your power to this new generation, your mighty miracles to all who come after me*".

Chat with your kids in a natural way about their spiritual journey.

- How has their day been?
- What prayers have they been praying?
- How God has helped them during the day.
- Talk about how we can be rescuers in our world e.g. sponsoring a child, looking after the environment, helping the people in your neighborhood etc.
- Is there anything you can do as a family to be rescuers in God's world?
- Consider and Discuss as a Family: What would the world be like if no-one wanted to rescue the world and its people?
- Be willing to answer these questions yourself.

Read Acts 10:34-43.

- Every time you hear God mentioned **raise your right hand.**
- Every time you hear people words like everyone, all, men, people etc **raise your left hand.**

Consider and Discuss as a Family:

- What happened to Peter?
- How does God treat all people?
- Why did Jesus send Peter to these strangers who were very different to him?
- What if Peter had kept his mouth shut and not spoken about Jesus?

Hold hands and ask the children to repeat this prayer after you. The prayer comes from Acts 10:34, 35. or *pray around the circle each person praying.*

"Dear God- thank you that- you treat all people alike- help me- to treat other people- the same way that you do- help me- to worship you- and to do what is right- because this pleases you. Amen."



DECISION WEEK REPORT

"SAVING SOULS"

CORPS _____ QUARTER _____ May 2011

Thank you for giving the children in your care the opportunity to respond to Jesus.

It's good for us to hear about these –
We need to know about these, please complete this form.....

Recognising that children and young people make decisions at times during the year, please record first time and other positive responses made in the quarter prior to Decision Week.

	Was Decision Week held?	DECISION WEEK		DURING QUARTER	
		1st Time	Other Responses	1st Time	Other Responses
Sunday School Under 8's	YES / NO				
Sunday School Over 8's	YES / NO				
Kids Club	YES / NO				
Junior Soldiers	YES / NO				
Moonbeams	YES / NO				
Explorers	YES / NO				
Adventurers	YES / NO				
Sunbeams	YES / NO				
Guards	YES / NO				
Rangers	YES / NO				
Youth Group	YES / NO				
Adult worship					
Home					
TOTALS					

Corps Officer _____ Date / / 2011

**PLEASE COMPLETE AND RETURN
THIS REPORT TO DHQ who will forward it to THQ**