7

Bible - What's in

Main idea

The Bible is a collection of stories, poems, instructions, letters and plans about God and his people.

Questions answered

by this program

- So what's in this book called the Bible?
- Who is it all about?

Bible Base

Whole Bible.

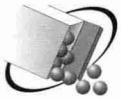
For the leader

The Bible taken as a whole book is the record of God's dealings with the people God specially chose to reveal himself to, the Israelites. It spans the history of these people from prehistoric times through to the coming of Jesus and the establishment of the church. which reached beyond the Israelites to other peoples. The focus is on the relationship between God and his people. Parts of the Bible also refer to future events.

This first program simply introduces the Bible as a book containing a variety of forms of writing such as story, letters, poetry, instructions and prophecy.

It is suggested that the children make a fridge magnet to take home. Small magnets suitable for gluing on the back of their decorated card are available from craft shops or you can make use of any advertising ones you get.

Help children know where to look in the Bible with this simple key: The Old Testament contains all the stories before Jesus; The New Testament contains the stories of Jesus and after.



Open the pack

FAMILY TREASURES

Why? To introduce the different types of messages in the Bible and the idea that they all relate to God's people.

Needed: *A 'family treasure chest' containing a family photo album, a letter or card from one family member to another, a poem or song that is special for your family, a list of instructions for a family member, (like a 'to do' list) and an itinerary for a future family holiday or event.*

Unpack your family treasure chest. As you show each of the items talk about how they are all about your family and the relationships you have with each other. Each one is a different kind of writing (letters, poems, stories, etc) but all are about your family.

Comment: The Bible is a bit like a family treasure chest. It's all about God and the people who love him and are part of his family.

CIRCLE STORYTELLING

Why? To get across the idea that the Bible is a continuing story.

Form a circle. The leader begins a story with a single sentence and each child adds one sentence to the story. The story must finish with the last child.

Comment: Stories are fun to tell and read as well. The Bible is the most important book ever written. It tells the story of God and his people. There are love stories, adventure stories, suspense stories, war stories, letters and lots more.

the Book?

Dig in

MAKE A BOOK

Why? To introduce the Bible as being all about God and his people.

Needed: *Appendix 4 enlarged, coloured brightly and cut, to make eight separate A4 book pages, masking tape.*

Hand out each prepared page to a pair of children. As you begin to talk about each page have the pair come up and attach their page to the previous one using strips of masking tape so that when all eight pages are attached it can be folded like a concertina with the cover page on the outside.

Introduce each page of the book by talking about the form of writing and give one of the examples listed on the page. Keep the examples brief. For example when talking about *Stories about God's people* say 'This story is about a girl called Esther who became a queen and was able to save all of God's people from being killed by the king.' Show where the story is in your Bible.

READ A STORY

Why? To find out what they already know about the Bible.

Select a story from the CEV Bible, such as Jesus in the synagogue from Luke 4:16-21, 28-30. Read it to the children then ask if they know any other stories from the Bible and talk about them together.

Comment: The Bible is full of stories about God and the people who love him and are part of his family. There are also letters, poems, instructions, and details of God's future plans for his people.

Chew on it

FRIDGE MAGNETS

Why? To consolidate the idea that the Bible is the story of God and his people and give them something to take away.

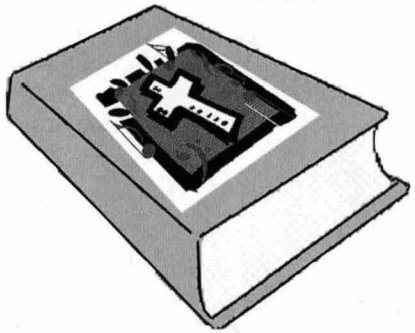
Needed: *A copy of Appendix 7 for each 6 children, cardboard, paste, felt pens, contact, small magnets (available from craft shops).*

Give each child a circle from Appendix 7 to decorate, paste onto cardboard and cover with contact. Finally stick a magnet on the back.

Close the pack

Comment: Some people have read the Bible right through many times and they still discover new things each time. Many read it everyday and they think it's the best book ever. The Bible isn't like any other book. It's not easy to get the story just by starting at the beginning and reading it through to the end. It contains amazing things for us to discover and we'll be able to do just that over the next few weeks.

What's in the Bible



Songs About

Great Escapes
God's Love
Jesus' Birth
Loving God
Praising God

Wise Sayings About

Living God's Way
What Life's About

Stories Jesus Told

The Sower
The Lost Sheep
The Good Samaritan
Hidden Treasure

Stories About God's People

Esther
Nehemiah
Paul
Tabitha
Peter

Messages from God to

Isaiah
John
Jeremiah
Jonah

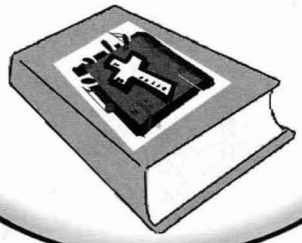
Stories About Jesus

His Birth
Feeding 5 Thousand
Going to Heaven
The Storm
Dying on the Cross

Letters from Disciples to

Timothy
The Church at Rome
All Christians
The Church at Phillippi

THE BIBLE
is the
story of God
and his people



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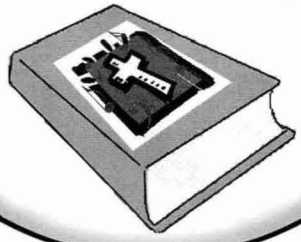

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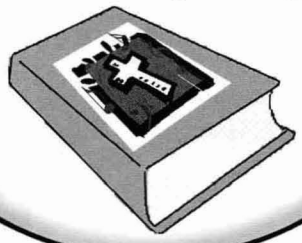

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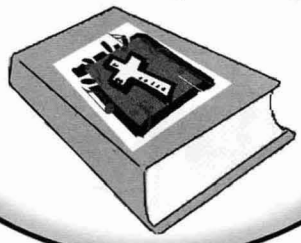

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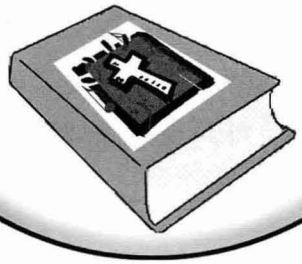

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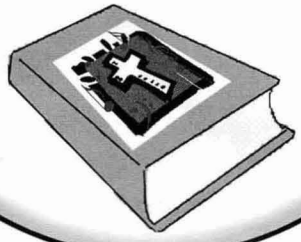


8 The Book and Me

Main idea

The Bible is God's Word to us. From it we can learn lots of different things about God and about us.

Questions answered

by this program

- The Bible is about long ago – what's that got to do with me?
- What sort of stuff is in the Bible that might interest me?

Bible Base

Whole Bible.

For the leader

This program introduces the Bible as God's Word for us and introduces some of the things the children may find inside. It aims to show that even though it was written a long time ago it is still relevant today for everyone.

To use the acrostic you will need to write vertically on eight sheets of paper, like this

G	**O**	**D**	**S**	**W**	**O**	**R**	**D**
o	r	i	p	i	b	e	a
o	i	s	i	s	e	a	i
d	g	c	r	d	y	d	l
n	i	i	i	o			y
e	n	p	t	m			
w	s	l					
s		i					
		n					
		e					

Keep the first letters the same size and distance from the top edge of the paper so that when the rest of each word is folded back, the first letters can be read across as GOD'S WORD'.

. . . . . .

Open the pack

HUNT THE BOOK

Why? To get the children to think about different types of books and what the Bible might be for.

Needed: *10 or more different kinds of books such as a novel, a first aid book, a street guide, a travel book and a cookbook and a train timetable.*

Spread out the books around the room. Give each pair of children a list of the kinds of books to find. For example, A book to read for fun, a book to help when someone is hurt, a book to help me find my way...). The children need to find the book that matches what's on their list and write its name next to the description. Once one pair has finished go through the list showing the children the different books.

Comment: There are different books for different things. Today we will look at a very special and different book and what we can use it for.

OPEN IT

Why? To emphasis the idea that a closed Bible is no use to us.

Needed: *7 items from home that need opening before they can be of any use, such as an umbrella, drawer, atlas, banana, canned fruit and bottle of coke.*

Show the items and pose the question:
What do all these items have in common?
(They all need to be [illegible]d before they can be used.)

Dig in

GOD'S WORD ACROSTIC

Needed: *Acrostic letters (See For the leader)*

Give the vertical words to eight children and use them to explore together some of the characteristics of the Bible. When you have finished, the children should be able to fold back all but the first letters and line them up to read 'God's Word'.

Good News	We can find out all about Jesus and God's plan to help us be his friends.
Origins	We can find out about how God made the world and us.
Disciples	We can find out about how Jesus wants us to be disciples.
Spirit	We can find out who the Holy Spirit is and what he does.
Wisdom	We can find out about God's way to be wise.
Obey	We can find out how obeying God is the best way we can live.
Read	If we don't open our Bible and use it, it won't do us any good!
Daily	Reading the Bible every day helps us to keep close to God and live his way.

GOIN' FISHING

Needed: *(For each group of 4-6) A bowl containing 8 fish shaped cards (about 10x5cm) each with one of the letters of 'God's Word' on one side and the corresponding description from the* God's Word Acrostic *activity on the other side.*
(G – Good News, O – Origins, etc) and a paperclip attached. A simple rod and string fishing line with a magnet attached.

Divide the group into teams of 4-6 children. Give each team a bowl of 'fish' and a rod. Play a fishing relay game in which the winning team is the one to collect all their fish and organise the letters into the right order to spell two words that tell us what the Bible is *(Gods Word)*.

Gather together and look at the descriptions on the back of the fish.

Chew on it

OLD AND NEW

Why? To give a chance to correct any misunderstandings about the Bible.

Needed: *A board or large sheets of paper with the headings 'OLD' and 'NEW'.*

Form small groups and challenge the children to think of 5 things they already knew about the Bible and 5 things they have just learned. As the groups share their answers, list them under the headings. If they are slow coming up with 'NEW' things get people to share things they know about the Bible that they think others may not know.

Close the pack

Pass your Bible around the group so each child gets to hold it. As they do this explain that the Bible is really lots of smaller books in one –like a library. Explain that you read the Bible regularly (daily if you do!) and that it helps you to get to know God and to find out how you can be the best that you can be with his help – it's a real life adventure!

Pray to God for help each week to discover more about his Word, the Bible.

Looking in the

Main idea

To begin to discover how to find stories in the Bible using book name, chapters and verses.

Questions answered

by this program

- What are these numbers all over the pages?
- How do I know where to look in the Bible?

Bible Base

Exodus 9:22-28
Luke 8:22-25

For the leader

We want children to become excited with the Word of God and develop the skills necessary to navigate through it. This will not happen overnight so the more practise children get at looking stories up for themselves with your help, the easier it will become for them. To give them a good start, you may like to recruit some extra helpers for this program so the children quickly find out how to do it. Pre-brief the leaders that it is not their role to find the place for the children but to help the children learn how to find it for themselves. This will involve helping them understand the parts of the reference that refer to the book, chapter and verse and showing them where these appear on a page.

The children will find Bible stories about storms as a way of exploring the structure of the Bible.

Open the pack

STORM IN A TEACUP

Why? To introduce the theme of storm stories.

Dramatically describe a storm or read a short storm story or poem and whilst doing this have the children find a space and pretend to be the wind, the rain, or someone you are describing so they get the feeling of the storm.

SINK THE BOAT

Why? To have fun and introduce the theme of storms.

Needed: *Large bowl of water, paper boats, straws*

Choose two contestants to place their boat in the water and 'make a storm' using only their straw placed in their mouth (no hands). The aim is to capsize/sink the opponents boat first. They may blow, splash, blow bubbles but they cannot touch the other boat. This game will make a bit of a mess so put a plastic sheet on the floor and have some towels to dry off with! Encourage the rest of the group to cheer the contestants.

Dig in

STORMS

Needed: *Sign 'Exodus 9: 22-28'*

> ***Pose the question:***
> *If you wanted to find a storm story in the Bible, where would you look?*

Let the children suggest ways.

Explain that you have 'references' for three storm stories. A reference is a bit like an address that helps us find the place. Show a card on which is written 'Exodus 9:22-28'. Point to the relevant part as you say 'Exodus chapter 9 verse 22 to 28.' Invite anyone who knows how to use a Bible reference to explain about book, chapter and verse. The 'anyone' may need to be you or a helper! Show the table of contents page, which lists the names of the books [illegible] out the Bibles and let children find the contents page in their Bible.

Book

CAUGHT IN A STORM

Why? To practice finding a Bible passage from its reference.

Needed: *A leader, a Bible and the 3 questions from Appendix 6,* Storm stories *for each team of 3-6.*

Seat the teams on the floor and have them choose three 'runners'. The first runner has to run to the main leader and collect the first of three references with the question. The team must look up the reference, read it and send the second runner back with the answer and to collect the next reference and question. The first team to answer all three questions correctly wins.

Talk about how they found the stories and what they discovered from reading them. Explain that once you can look up references, you can find any story in the Bible as long as you have its reference.

POWER OVER A STORM

Why? To get some idea of the process of looking up a Bible story from a reference.

Tell the story of the storm found in Luke 8:22-25. If you have time have the group do an impromptu acting out of the story as you tell it making sure everyone gets a role of some sort. Then show them how to look it up, finding first the book, then the chapter and then the verse. Read the story together, looking for something new.

Talk about how you found this story and what you discovered by reading it.

Chew on it

CODE IT

Why? To give practice in using the reference system.

In pairs or small groups, encourage the children to look at their Bibles and read random verses, then write down the reference for any verse they want. They should then swap references with those in the group next to them and see if they can find the verses.

EXPLORE

Why? To get used to handling the Bible and working with the big (chapter) and little (verse) numbers.

Ask the children to scan their Bibles to find

- a chapter that goes for more than two pages
- a chapter in the first half of the Bible with more than 50 verses
- a chapter with more verses than anyone else
- a chapter with fewer verses than anyone else
- two 'Chapter 5's.

Close the Pack

It's amazing that we can read about storm [illegible] happened long ago because the reference system helps us find all the stories in the Bible.

Appendix 6 for Session 9

Cut into separate questions. One set for each team of 3-6.

1

Exodus 9:22-28

In what country did this storm happen?

1

Exodus 9:22-28

In what country did this storm happen?

1

Exodus 9:22-28

In what country did this storm happen?

2

Luke 8:22-25

What was Jesus doing during this storm?

2

Luke 8:22-25

What was Jesus doing during this storm?

2

Luke 8:22-25

What was Jesus doing during this storm?

3

Acts 27:13-20

What did the sailors wrap around the ship to stop it falling apart in this storm?

3

Acts 27:13-20

What did the sailors wrap around the ship to stop it falling apart in this storm?

3

Acts 27:13-20

What did the sailors wrap around the ship to stop it falling apart in this storm?

10 God's in the Book

Main idea

The Bible is like God's biography. We can find out about what God has done by reading it.

Questions answered

by this program

- Where can I find out stuff about God in the Bible?
- What sort of stuff might I find out about him?

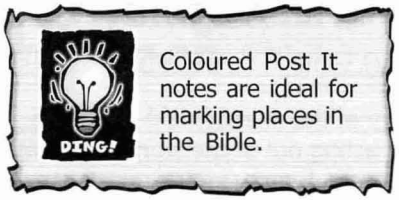
Bible Base

Whole Bible.

For the leader

This Bible program gives the children the opportunity to practise their skills at looking up references by playing a board game. You will need a set of Bibles with clear print and easy-to-understand text. We recommend the Contemporary English Version (CEV). Sets of these are available at mission prices from most Scripture Union and Bible Society offices. You could offer your church or parents of the children the opportunity of making a donation towards these.

We want the children to discover lots of the characteristics of God and his relationship with his people in the Bible and be excited by what else they might be able to find there. As you prepare, look up the references for the board game and spend some time considering the character of God and his relationship with you. Pray that the children will capture your excitement as together you discover God in the Bible.



Coloured Post It notes are ideal for marking places in the Bible.

Open the pack

BIBLIOGRAPHIES

Why? To introduce the theme of biographies.

Show the group one or more biographies, preferably of people they would know about, such as Captain Cook or a famous sports star or actor. Discuss biographies saying that they tell us about a person's life and what they have done.

Comment: The Bible is a bit like a biography because it tells us lots about God. We can find out something new about him on almost every page.

PICTURE STORY

Why? To introduce the Bible as the true story about what God has done.

Choose a short factual picture biography and read it to the children. Briefly talk about what they discovered about the person from the story.

Comment: The Bible is the true story about God and today we are going to use it to find out some things about him.

Dig in

RACE AROUND THE BIBLE

Needed: *A leader, a game board (Appendix 7), a set of game cards (made from Appendix 8) and a Bible for each team of about 4 children*

Play the game according to the instructions on the board. Encourage players to help each other if they are having difficulty, as the aim of the game is to be the first whole team to get all their players home. Should a group finish early they can play again with the cards they haven't already used.

GIANT RACE AROUND THE BIBLE

Needed: *22 rectangles of cardboard (the insides of large cereal boxes are ideal.) Write 'start' on one, 'home' on another and the numbers 2 – 21 on the rest. If you like, decorate the rectangles to make them more fun. Make up a set of cards from the Bible references found in Appendix 8.*

Place the large rectangles of cardboard, in order, in a snake shape down the centre of the room to form your game board. Divide into 2-4 teams and play according to the instructions on Appendix 7 with one child from each team being the 'counter' on the board who moves according to the instructions on the cards. The aim of the giant game is to be the first team to get their 'counter' to the 'home' square.

RACE TO THE PLACE

Needed: *6 or more of the Bible references from Appendix 8 written on a large sheet of card with separate pieces of paper attached with Blu-Tack covering each reference. A Bible for each pair of children.*

Each pair places their Bible in front of them on the floor, hands off. One by one, remove the strips of paper and call out the reference for the children to find. Choose a different pair each time to read the verse and tell the whole group what it reveals about God.

Chew on it

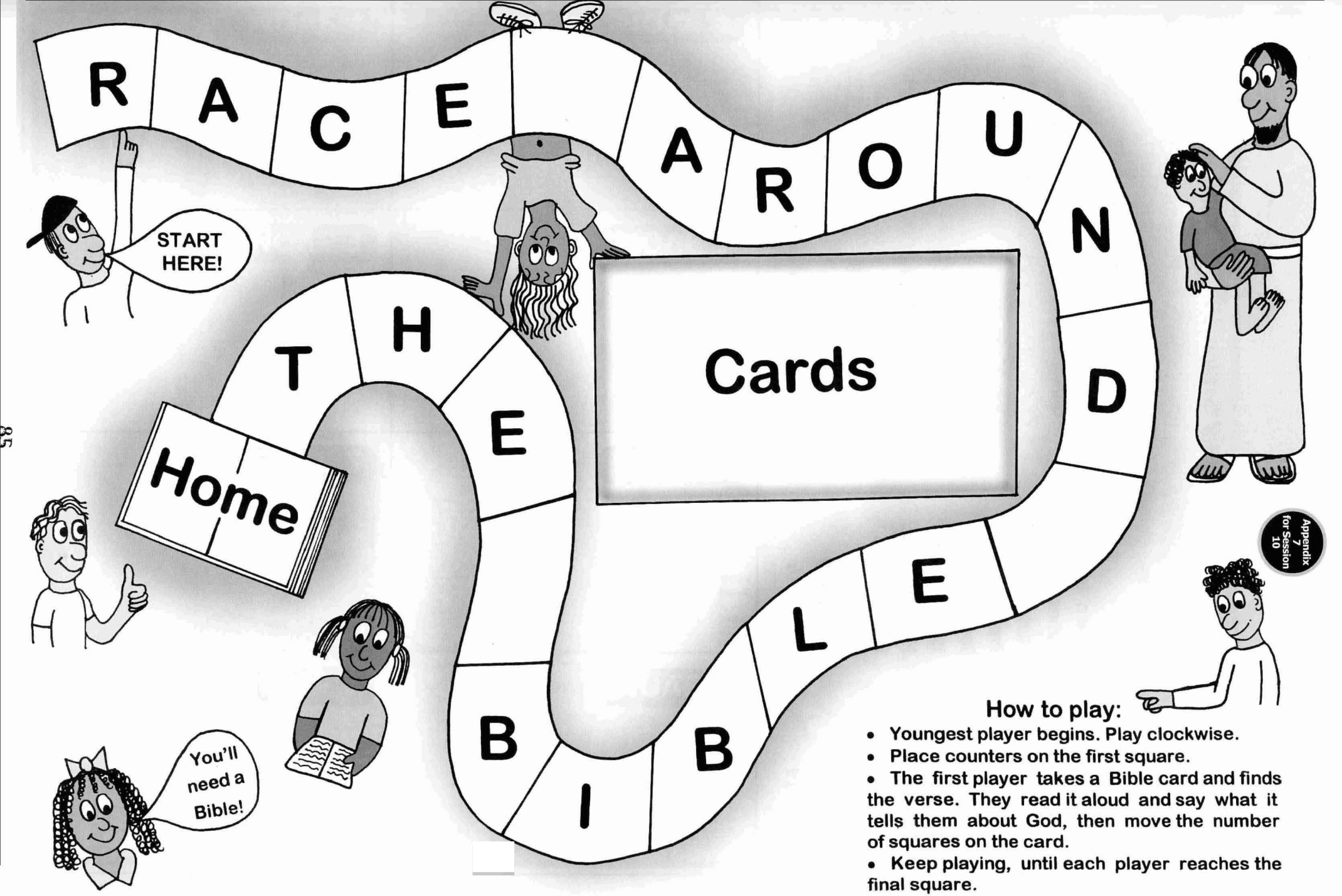
Reward the winners of the game with a very small token (a sticker or lolly would be appropriate) and then reward everyone else in the same way commenting that one of God's characteristics is that he wants to treat everyone in the same way, – we can all be winners with God. Briefly talk together about what you have found out about God today.

Close the pack

Invite volunteers to offer a one-sentence prayer thanking God for the Bible or for what we know about God.

Encourage the children that they will find out a lot more about God from the Bible as they come to club each

Keep your program moving. Have all equipment at hand and know exactly what you plan to do next.



Appendix 7 for Session 10

How to play:

- Youngest player begins. Play clockwise.
- Place counters on the first square.
- The first player takes a Bible card and finds the verse. They read it aloud and say what it tells them about God, then move the number of squares on the card.
- Keep playing, until each player reaches the final square.