

ACTS CHAPTER 15:36-16:40

The Gospel Reaches Philippi



14

2-Year-Olds - Kindergarten
June 12, 2005
2.ACT14EC

SHOOK

MEMORY
VERSE

Believe in the
Lord Jesus,
and you will
be saved.

Acts 16:31
NIV

Teacher Tip. Special attention might need to be provided for the child who comes to the class for the first time after the regular attendees are established and in a routine. The following guides can be used at any time throughout the year when a child comes for the first time. 1) The new child needs to become acquainted with his surroundings through investigation; therefore, try not to use special teaching opportunities with new children or limit their activities unless they interfere with other children. 2) Children who tend to be over-excitable or who are distressed at sudden changes need a gradual introduction to a group of children; therefore, provide quiet occupation for such children apart from the group. Parents may be encouraged to bring a child for only part of the session for a few times. 3) Children need to be treated with as much consideration as adults. Attention which causes a response of either shyness or showing off is not helpful; therefore, do not ask many questions or force yourself as a stranger upon a child, but show interest in something which the child may have in his hand or offer him something interesting to see. 4) Little children need to feel sure that their parents are not lost from them; therefore, don't urge parents to leave immediately if the child is apprehensive. The church can have no greater opportunity to help the child than in this first contact of parent and child together at the Bible school classroom.

"Go West" Walking Route. Place masking tape across the room or down the hall. You can pretend that this tape is going toward the west. Place pieces of masking tape on the line to represent Tarsus and Lystra. At the middle point of the line, attach a masking tape strip that will be going south, to the left. At the three quarter mark, attach a masking tape strip going north, to the right. Two children, Paul and Silas, will walk slowly westward along the line. The children will slowly chant, "Walk, walk, walk to the west, west, west." When you come to the tape that marks the town of Lystra, Paul can choose another child to be Timothy to go along the journey with them. When the children come to the masking tape that goes left, the children say, "Don't go south! Don't go south! Walk, walk, walk to the west, west, west." When they come to the tape going to the right, all the children say, "Don't go north! Don't go north! Walk, walk, walk to the west, west, west." When they come to the end of the masking tape, they are at the Mediterranean Sea. The children pretend to sail a boat and say, "Sail, sail, sail to Philippi!" Repeat the game with two other children.

Word Fun. Sitting at a table, introduce a new puppet to the children. As you teach the new words in this Bible Adventure to the puppet, ask the children to repeat the word with you because the puppet just isn't getting it! Words to use for twos and threes might be Silas, Timothy, Macedonia, and Philippi. Add more words for fours and fives, like Lystra, Troas, Mediterranean Sea, Philippi, and stocks.

Bean Bag Toss (2.ACT12ECGF8). On the floor, place pictures of different modes of transportation. You can use the review 2.ACT12ECGF8 page if you want. Give each child turns throwing the bean bag, trying to land on a boat or footprint since that is the way we will hear about Paul and Silas traveling in the book of Acts. Limit older children to three turns each.

Sailing Boats. Bring toy boats for the children to play with or request the boat bin from the Children's Department. You can put the boats in a tub of water or just on a table. If you use water, put a tarp under the tub. As the children play with the boats, talk about what it would be like to sail on the sea. "Would there be big waves on the sea? Would it be windy sailing on the sea?" Let the children blow on the water to make little waves and bigger waves. Tell the children that today we will learn about Paul, Silas, and Timothy. These three men sailed on the Mediterranean Sea to the town of Philippi.

Earthquake! On a cookie sheet or plywood board, build towers with blocks while you have a timer running. When the timer goes off, pretend there is an earthquake and the building crashes to the ground by having a child touch and move the cookie sheet to make the blocks fall. Yell, "Earthquake," as the child shakes the cookie sheet. What kind of shapes made with the blocks are the easiest to make fall? Which building shapes take more time to shake down? "Listen to what happens in the Bible Adventure today about an earthquake."

Jail Experience. Bring two big blankets from home and make a jail using tables and chairs. Have several crawl into the jail (under the blanket). Then have two or three teachers try to guess who is in jail before shaking the table and pulling the blankets away like an earthquake.

Travel Game. Using masking tape, make a grid on the floor (six horizontal lines each a foot apart and six vertical lines that cross over them, each a foot apart). Make a grid of twenty five, one-foot squares. You can use the names Paul, Barnabas, Silas, and Timothy to assign to the children. Each will receive an index card with that name taped to his shirt. Ask each child to stand on a square. (Make sure the number of children is fewer than there are squares so that you have empty squares.) Tell the children that they are going to pretend to take a trip on these squares. When you call out, "Paul," all the children with the name Paul will move to the square in front of them or to the closest empty square. Include different ways to travel, like going to the side, backwards, or to the side and forwards, etc. You can also call out two names at a time, traveling in the same direction. See who ends up in the same square or "city" at the same time.

Sand Search Review. In a pan of sand or rice, hide small pictures or symbols from past Bible Adventures. (Ask the Children's Department for the plastic tub of rice.) Ask a child to find the pictures and try to put them in order or say something about them. You could also hide pictures of an ear for listening, feet for walking from town to town, a boat for sailing, Jesus who is alive in heaven, Paul and Barnabas, lips for telling about Jesus, and story pictures.

Jerusalem Council Letter Review (Last week's 2.ACT13ECGF6 and 2.ACT14ECGF9). "Last week, we learned that Paul and Barnabas walked to Jerusalem to talk to the apostles about a problem in the Antioch church. They wanted to know if the Gentile believers in the Antioch church needed to follow the Jewish laws as well as believe in Jesus Christ as their Savior. They learned that faith in Jesus was all they needed to teach to the Gentile believers. A letter was sent with Paul and Barnabas to the Gentile believers in Antioch, and they were glad for its encouraging message." Have the children color last week's GF6 picture. Make small slits around the ends of the hands over the letter and put the GF9 memory verse words over the letter (in back of the hands) and tape it on the back so that it stays in place.

Stocks. Using heavyweight cardboard or the side of a larger box, make two holes large enough for two feet and ankles to fit. Have a child fit his two feet through the holes and have him try to move with the stocks on. Call this foot gear "stocks" and tell the children they will be hearing about stocks in today's Bible Adventure. Stocks were usually made from heavy wood that could not easily be moved and were used in jails for punishment.



Presentation Ideas

Pictures 2.ACT14ECGF1 - 2.ACT14ECGF7. Color the pictures and glue them onto colored construction paper. Show these pictures as you tell the Bible Adventure. Save the pictures for review in the next lesson.

Map. On the large wall map, place Paul and Barnabas at Antioch of Syria. Draw big sandals on Paul and draw oars in Barnabas' hands because when they went on a second missionary journey, Barnabas sailed toward Cyprus and Paul walked toward the other Antioch in Pisidia.

Sandals. Wear sandals today because we will hear about Paul's second missionary journey in today's Bible Adventure. Take them out of the Acts suitcase and put them on as you tell the children that you are going on a lo-o-o-ng walk.

Story Role Play for 4's and 5's. Ask several teachers to role play the first three paragraphs of the Bible Adventure, the part where Paul and Barnabas disagree about the selection of Mark and Silas. Then continue telling the adventure.

"Walking and Rowing" Finger Play. *To the tune of "Row, Row, Row Your Boat," sing and act out the following:*

1. Walk, walk, walk around; *(Walk in place or slowly forward.)*
Walk from place to place.
Telling, telling, telling others *(Cup your hands around your mouth.)*
Jesus is the way. *(Point to heaven.)*
2. Row, row, row your boat *(Pretend to row a boat.)*
Out across the sea.
People there need to hear *(Cup your hand behind your ear.)*
God loves you and me. *(Point to heaven, to another person, and then to yourself.)*

Bible Adventure for 2s & 3s

(Show the 2.ACT14ECGF2 picture.) Paul chose a man named Silas to go with him on his second missionary journey. *(Walk the men to Tarsus on the map as you say, "Walk, walk, walk to the west, west, west.")* They went to the city of Lystra, where they met a young man named Timothy who loved Jesus. The church elders spoke well of Timothy, so Paul and Silas invited him to go along with them.

(Show the 2.ACT14ECGF3 picture.) When Paul, Silas, and Timothy came to the Mediterranean Sea, they didn't know where to go. *(Hold your hands facing up and shrug your shoulders.)* That night Paul had a vision, like a dream. In Paul's vision, he saw a man begging him, "Come over and help us! Come over to Macedonia and help us!"

Paul got up in the morning and told his friends about the vision God had given him. Right away they found a boat and sailed west to Macedonia.

(Show the 2.ACT14ECGF4 picture.) When Paul and Silas reached the other side of the sea, they stopped at Philippi. As Paul and Silas went to the place of prayer, a slave girl followed them. She kept following them, shouting about them. Paul was troubled about the girl's shouting. Finally, after several days of shouting, Paul turned around and said to the slave girl, "In the name of Jesus Christ, I command you to be quiet!" Immediately, the girl was quiet. *(Pause for a moment with your index finger in front of your lips as you look around at each child.)*

The slave girl's owners were angry with Paul. They were angry because people would pay them money to hear what the slave girl said. Now no one was paying them money because the girl was quiet.

The slave girl's owners were so angry that they dragged Paul and Silas to the town officials. They said, "Paul and Silas are bad men who are trying to make us worship their God."

(Show the 2.ACT14ECGF5 picture.) The city officials called the guards and said, "Beat Paul and Silas with sticks and throw them in jail." The guards put Paul and Silas into the darkest dungeon and locked their feet in stocks.

Paul and Silas were bleeding and their backs were hurting, but they didn't complain. God put a song in their hearts, and late into the night, Paul and Silas sang songs and prayed to God. The other prisoners were listening to them sing songs about God.

(Show the 2.ACT14ECGF6 picture.) Suddenly, the earth began to shake. *(Move your body as though the floor was moving.)* The doors of the jail flew open and the prisoners' chains fell off. The prisoners were so surprised that they just stood there. They didn't run away. God kept them all right there.

When the jailer woke up and saw the jail doors wide open, he was afraid. He knew that all the prisoners would be running away.

Paul called to the jailer, "Don't be afraid. We're all still here!"

The jailer fell at the feet of Paul and Silas, shaking with fear. He said to Paul, "What does God want me to do so that I can be saved?"

Paul said, "Believe on the Lord Jesus and you will be saved." Paul and Silas told the jailer and the people living in his house all about Jesus, how He died on a cross, how He came back to life, and how He was living in heaven.

(Show the 2.ACT14ECGF7 picture.) The jailer and his family believed Paul's and Silas's words about Jesus. In the middle of the night the jailer and his family were baptized.

(Show the 2.ACT14ECGF8 picture.) The jailer was so full of joy that he happily washed Paul's and Silas's wounds and fed them a good supper. As Paul and Silas ate, the whole family rejoiced because they had come to know the true God and His Son, Jesus.

Prayer. Dear God, You gave Paul and Silas a song while they were hurting in jail. Then you saved the jailer and his family from their sins. Thank You for Jesus who saves us from our sin. In Jesus' name, Amen.

Aim Questions for 2s & 3s

1. **Who had a dream telling him to go west to Macedonia on his second missionary journey?** (Paul.)
 2. **Who was beaten and put in jail for making a shouting slave girl be quiet?** (Paul and Silas.)
 3. **Who lived on earth, died on a cross, came back to life, and now lives in heaven?** (Jesus.)
 4. **In whom must we believe to be saved and go to heaven?** (Jesus.) Sing the Acts 16:31 Memory Verse Song.
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Bible Adventure for 4s & 5s

(Show the 2.ACT14ECGF1 picture.) Paul and Barnabas were preaching and teaching God's Word in Antioch of Syria. Paul said to Barnabas, "Let's go back and see how the church families are doing on the island of Cyprus and in the towns around Lystra."

Barnabas wanted to take his cousin Mark with them on their second missionary journey, but Paul said, "No. Last time, Mark went home right in the middle of the trip. I won't take Mark with us." So they separated. Barnabas took his cousin, Mark, and sailed for Cyprus. (Say, "Sail, sail, sail away.")

(Show the 2.ACT14ECGF2 picture.) Paul chose Silas to go with him to Tarsus. (Walk the men to Tarsus on the map as you say, "Walk, walk, walk to the west, west, west.") Then they went to Lystra, where they met a young man named Timothy who loved Jesus. The church elders spoke well of him, so Paul and Silas invited Timothy to go along with them as they walked to the second Antioch (of Pisidia). (Sing "Antioch to Antioch" as you "walk" the men on the map.) Paul, Silas, and Timothy kept walking toward the west.

(Show the 2.ACT14ECGF3 picture.) When Paul, Silas, and Timothy came to Troas on the Mediterranean Sea, they didn't know where to go. (Hold your hands facing up and shrug your shoulders.) That night Paul had a vision, like a dream. In Paul's vision, he saw a man begging him, "Come over and help us! Come over to Macedonia and help us!"

Paul got up in the morning and told his friends about the vision God had given him. Right away they found a boat and sailed west to Macedonia.

(Show the 2.ACT14ECGF4 picture.) When Paul and Silas reached the other side of the sea, they came to Philippi, the biggest city in the country of Macedonia. In Philippi, the people were mostly Gentiles. There was no Jewish synagogue, and no one had heard of Jesus. Paul and Silas wondered where they should start preaching about Jesus.

One day as Paul and Silas went to the river to pray, a slave girl followed them. She kept following them, shouting about them. Paul was troubled about the girl's shouting. The next day, and the next day, the slave girl followed Paul again, shouting about him.

Finally, after several days of shouting, Paul turned around and said to the slave girl, "In the name of Jesus Christ, I command you to be quiet!" Immediately, the girl was quiet. (Pause for a moment with your index finger in front of your lips as you look around at each child.)

The slave girl's owners were angry with Paul. They were angry because people would pay them money to hear what the slave girl said. Now no one was paying them money because the girl was quiet.

The slave girl's owners were so angry that they dragged Paul and Silas to the town officials. They said, "Paul and Silas are trying to make us worship their God. Make them get out of town." Other people in Philippi started shouting, "Make them get out of town! Make them get out of town!"

(Show the 2.ACT14ECGF5 picture.) The city officials called the guards and said, "Beat Paul and Silas with sticks and throw them in jail." The guards put Paul and Silas into the darkest dungeon and locked their feet in stocks.

Paul and Silas were bleeding and their backs were hurting, but they didn't feel sorry for themselves. God put a song in their hearts, and late into the night, Paul and Silas sang songs and prayed to God. The other prisoners were listening to them sing songs about God.

(Show the 2.ACT14ECGF6 picture.) Suddenly, the earth began to shake. *(Move your body as though the floor was moving.)* The prisoners' eyes got very large as they wondered what was happening. The doors of the jail flew open and the prisoners' chains fell off. The prisoners were so surprised that they just stood there. They didn't run away. God kept them all right there.

The jailer's house was next to the jail. When the jailer woke up and saw the jail doors wide open, he was afraid. He knew that all the prisoners would be running away.

Paul called to the jailer, "Don't be afraid. We're all still here!"

The jailer could not believe his ears. The prisoners were all there? They hadn't run away? Why would they stay? The jailer fell at the feet of Paul and Silas, shaking with fear. He knew that a powerful God was trying to tell him something important. He said to Paul, "What does God want me to do so that I can be saved?"

Paul said, "Believe in the Lord Jesus and you will be saved." Paul and Silas told the jailer and the people living in his house all about Jesus, how He died on a cross, how He came back to life, and how He was living in heaven.

(Show the 2.ACT14ECGF7 picture.) The jailer and his family believed Paul's and Silas's words about Jesus. In the middle of the night the jailer and his family were baptized with the Holy Spirit in their hearts, and then they were baptized with water.

(Show the 2.ACT14ECGF8 picture.) The jailer was so full of joy that he happily washed Paul's and Silas's wounds and fed them a good supper. As Paul and Silas ate, the whole family rejoiced because they had come to know the true God and His Son, Jesus.

Prayer. Dear God, You gave Paul and Silas a song while they were hurting in jail. Then you sent an earthquake and saved the jailer and his family from their sins. Thank You for Jesus who saves us from our sin. In Jesus' name, Amen.

Aim Questions for 4s & 5s

- 1. Who did Paul and Silas take with them from Lystra on their second missionary journey?** (Timothy.)
- 2. What did Paul see in a vision at night that made him go to Philippi?** (A man begged him to "come over and help us.")
- 3. What happened when the earthquake shook the jail?** (While Paul and Silas were singing and praying, an earthquake opened the jail doors.)
- 4. What did Paul tell the jailer to do for salvation?** ("Believe in the Lord Jesus, and you shall be saved." Acts 16:31)

 **LOOK**

Aim Questions. The Aim Questions can be placed in the jail that was used during the Hook time and retrieved one at a time to be read by the teacher. A second idea would be to tack the questions to the lower portion of a wall and have the children build a tower up to each question before they can take down the question to be read. At the end, someone can be chosen to knock the tower down in an earthquake.

Fill-a-Pie Snack Suggestion. Supplies: small, individual-sized aluminum pie dish for each child, pudding, two toppings (whipped cream, candies, ice cream topping), spoons, and napkins. Give each child a pie dish and fill it with pudding. Fill one dish at a time. Each time say, "We are going to fill-a-pie. Today we learned about a town called Philippi." Repeat this as you fill each dish. Then let each child add toppings and enjoy the treat! As everyone is eating, talk about the town of Philippi. Ask the children, "What town do you live in? Philippi was a town like Spokane is a town. Paul, Silas, and Timothy sail, sail, sailed to the west, west, west to visit Philippi. They talked about Jesus in Philippi."

Jail Weaving (2.ACT14ECGF10). Cut 1/2" slits, four at the top and four on the bottom edges of a black 8" square piece of poster or colored matte board. Glue on a GF10 picture of Paul and Silas. Tape an end of a two-yard piece of yarn to the back of the cardboard square and slide it down through one of the slits. Cross the yarn back and forth across the square to keep Paul in jail! Slits can be used more than once. Tape the second end of the yarn to the back of the poster board square. Talk about the Aim questions as the children work.

Paul and Silas Puppets (2.ACT14ECGF11). Paul and Silas can be left together, or they can be cut apart to make two separate finger puppets. Children can color their Paul and Silas puppets. Cut out the large holes on Paul and Silas' feet so that the children can stick their fingers through. Let the children retell the story with their puppets. "Is it hard to 'walk' the puppets while they are in the stocks? Paul and Silas were put in jail in the innermost room and locked into stocks. There was no way they could get loose on their own. Who caused the chains and locks to open?"

Jailer's Baptism Activity Page (2.ACT14ECGF9, 2.ACT14ECGF12, and 2.ACT14ECGF13). Copy the GF12 page on card stock paper and cut a slit along the line in the water. Give each child a page to color. Copy the GF13 page on card stock paper and cut around the jailer and his family. Tape each family picture to the top of a craft stick. The children can insert the craft stick and picture up through the water. They can make the family go up and down in the water as though being baptized. Give each child a GF9 memory verse to glue on their completed GF12 page. It would be fun to fold back the top of the memory verse box—the part that has no writing—and put double stick tape on the back of the little flap. The flap can be taped to the page, allowing for the verse to have a three-dimensional effect. Practice the memory verse as the children work.

Role Play. Ask a team of junior or senior high students to prepare ahead of time to come in and act out the jail scene.

Memory Verse Puzzle (2.ACT14ECGF7 and 2.ACT14ECGF14). Copy the GF14 puzzle lines on the back of the GF7 picture of the jailer and his family being baptized. Let the children color the picture and then cut along the lines to make a puzzle. Repeat or sing the memory verse many times as the children are working.

London Bridge Singing Game. To the tune of "London Bridge," sing the following song, playing the game and asking the child who is "caught" to say, "I believe in the Lord Jesus!"

Do you know what the jailer said, jailer said, jailer said?

Do you know what the jailer said when he heard about Jesus?

Saved by Faith Singing Review. Ask the children, "Are we saved by the things that we do, or by faith in Jesus? That's right we're saved by faith in Jesus, God's holy Son. Last week we sang a song about being saved by faith, and this week we get to learn a new memory verse song about being saved by faith! Let's sing them together!" Sing "Saved by Faith" from 2.ACT13EC, then teach the new "Acts 16:31 Memory Verse Song" from the Song section.

Back Drawing Story Review. With the children sitting cross-legged on the floor (and facing in one direction so that they look at the back of the child next to them) ask them to draw with their finger on the back of the child in front of them as you tell parts of the story. You might tell the Bible Adventure again as follows, pausing after each statement and perhaps drawing in the air something the children could draw on their backs:

1. Paul and Silas walked to Tarsus. (Have the children walk with two or four fingers.)
2. Paul and Silas walked to Lystra where Paul was stoned. (Give a gentle hit on the back with a fist.)
3. Timothy joined Paul and Silas. Paul, Silas and Timothy walked toward the west. (Add more fingers walking.)
4. They walked to Troas and found a boat. They sailed to Philippi. (Make a wavy line on the back with a finger. Make a little wave and then a big wave.)
5. A shouting girl followed Paul and Silas everywhere they went. (Three fingers go all over the back.)
6. Paul turned around and told the girl to be still. (Draw in a circular motion.)
7. Her owners were angry and dragged Paul and Silas to officials. (Pull gently on the child's shirt.)
8. Guards beat Paul and Silas with sticks. (Gentle!)
9. Paul and Silas sang and prayed. (Edge of praying hands on back.)
10. They loved God very much. (Draw a heart.)
11. An earthquake shook the jail. (Drum fingers.)
12. The chains fell off. (Drop fingers to bottom of back.)
13. No one ran away. (Fingers stay in one place.)
14. The jailer was happy and surprised that no one escaped. (Draw a happy face.) He heard about Jesus and believed in Him. (Draw an ear.)
15. The jailer's family was happy when they believed in Jesus in their heart. (Draw a heart with a happy face in it.)

What's in the Bag? In a bag, put items that were talked about in the Bible Adventure today, like a sandal, chain, stick, stocks, boat, ears (for hearing about Jesus), mouth (for sharing the truth about Jesus), and a picture of a house that has fallen down. Talk about each item as the children take turns pulling them out of the bag.

Outside Paul and Silas Game. Choose one child to be the jailer to stand in the middle of the room or a large open area. Divide the rest of the children into two teams, each on a different side of the room. These teams are divided into an equal number of Pauls and Silases. They could have different-colored arm bands tied on their upper arms to signify if they are Paul or Silas. Each time you call out "Paul" or "Silas," those on each team must switch places. If the jailer tags a person as they switch places, that tagged person goes and sits in the jail in a corner of the room. When you say, "Earthquake," all the children switch places, and those in jail try to get on their team again. Choose a new jailer every two minutes. When you call out, "All here," the game ends and the children sit down where they are. The jailer can count heads to make sure everyone is there.

Parachute Earthquake. Provide a small parachute for outside or a queen-sized sheet to use indoors. Have the children sit around the sheet with their legs in a crossed position. Emphasize that all the sheet activities are done as a group so the children are to listen carefully for the start and stop signals given by the teacher. Have the children lift the sheet on the teacher's signal and lean back. Tension occurs, and when the circle gives and takes, a rocking motion occurs. On the teacher's signal, the sheet goes back to the floor. Next, lift the sheet and shake it. What does it remind them of? (Earthquake.) On the third turn, ask someone to step out on top of the sheet and stand in the middle. On signal, everyone lifts and shakes and that child walks around on top of the shaking sheet without falling. Repeat for any other volunteers. Finish with everyone singing the memory verse song. At the end, throw several soft balls on the top of the sheet. On signal, everyone shakes the sheet to get them to bounce off.

"Bye the Bye in Philippi" Story Review. Put on your best "rapper" outfit (a pair of sunglasses and a baseball hat worn backwards will suffice) and have the children clap out a steady rhythm with you while you. "Rap" the story to them as it's retold in "Bye the Bye in Philippi" from the Song section. If you want, bring in some rhythm instruments for the children to play—they can be your background band—instead of clapping. You may want to practice chanting the piece a few times before you perform it in front of the kids in order to get the hang of the rhythms.

Songs.

Acts 16:31 Memory Verse Song (tune: "Rejoice in the Lord Always").

Believe in the Lo-ord Je-esus, and yo-ou will be saved.
Believe in the Lo-ord Je-esus, and yo-ou will be saved.
Acts sixteen, thirty-one. "And yo-ou will be saved."
Acts sixteen, thirty-one. "And yo-ou will be saved."

Saved by Faith (tune: "Jimmy Crack Corn").

Saved by faith and not by works.
You cannot be good enough.
Jesus is the only way.
He makes you right with God.

Bye the Bye in Philippi (by Amy Kim).

Paul and Silas made a slave girl quiet,
But her owners got angry and they started a riot.
"Lock up these two," the owners yelled.
Soon Paul and Silas were shackled and jailed.
But they didn't moan, and they didn't fret,
They knew that God was not done yet.
Late that night they sang and prayed
To the one and only God Almighty.
Things started shakin'! What could it be?
An earthquake rumbled and set them free.
The jailer came running when he heard the sound,
He was sure that the prisoners would not be found.
"Hey now, Jailer, don't you fear!
The prisoners are still all here!"
"How can this be?" the jailer said.
"I thought I would soon be dead!
Will ya tell me about the God you know,
And what I should do to know Him also?"
"It's really quite simple," the apostles raved,
"Believe in Lord Jesus and you'll be saved!"
I said, "Believe in Lord Jesus and you'll be saved!" (Shout or whisper.)
Now I hope you've learned from this little rhyme,
What God did in Philippi.



TOOK

Paul Spinner (2.ACT14ECGF15). Give each child a half sheet of typing paper, colored markers, and a pencil. Ask the children to fold their papers in half. On one side of the outside, glue Paul's GF15 happy face, and on the other side, draw vertical lines that look like bars of a jail (using the 5 1/2" open edge as the bottom). Tape the bottom open edge of the paper to a pencil or piece of dowel that has been placed in between the folded sheet. Tape the bottom edge together on both sides of the pencil. Have the children sing a song as they roll the pencil between their palms and watch the face behind the bars!

Paul and Silas Necklace (2.ACT14ECGF16). Children can color, cut out, and punch a hole in the GF16 symbols of the Bible Adventure (a foot for walking from town to town, a boat for sailing across the Mediterranean Sea, a picture of Jesus, praying hands, and Paul and Silas praying and singing in jail). Cut a two-foot length of yarn for each child. Stiffen one tip of each yarn with masking tape so that it can be stuck through the holes in the pictures. Tie a knot in the other end of each piece of yarn. Lace the pictures on the length of yarn, alternating the pictures with pieces of pasta or Fruit Loops.

Symbols Tell the Story. Color and cut out the Bible Adventure pictures and glue them on a large piece of colored butcher paper in the order of the story. Let the children review the Aim Questions with the pictures as they work as a team on this project.

Preschool Page for Parents (2.ACT14ECPPP). Send a page home with each child, encouraging parents to reinforce the Bible truths at home. Spend a few minutes before the children go home creatively reviewing the memory verse song.



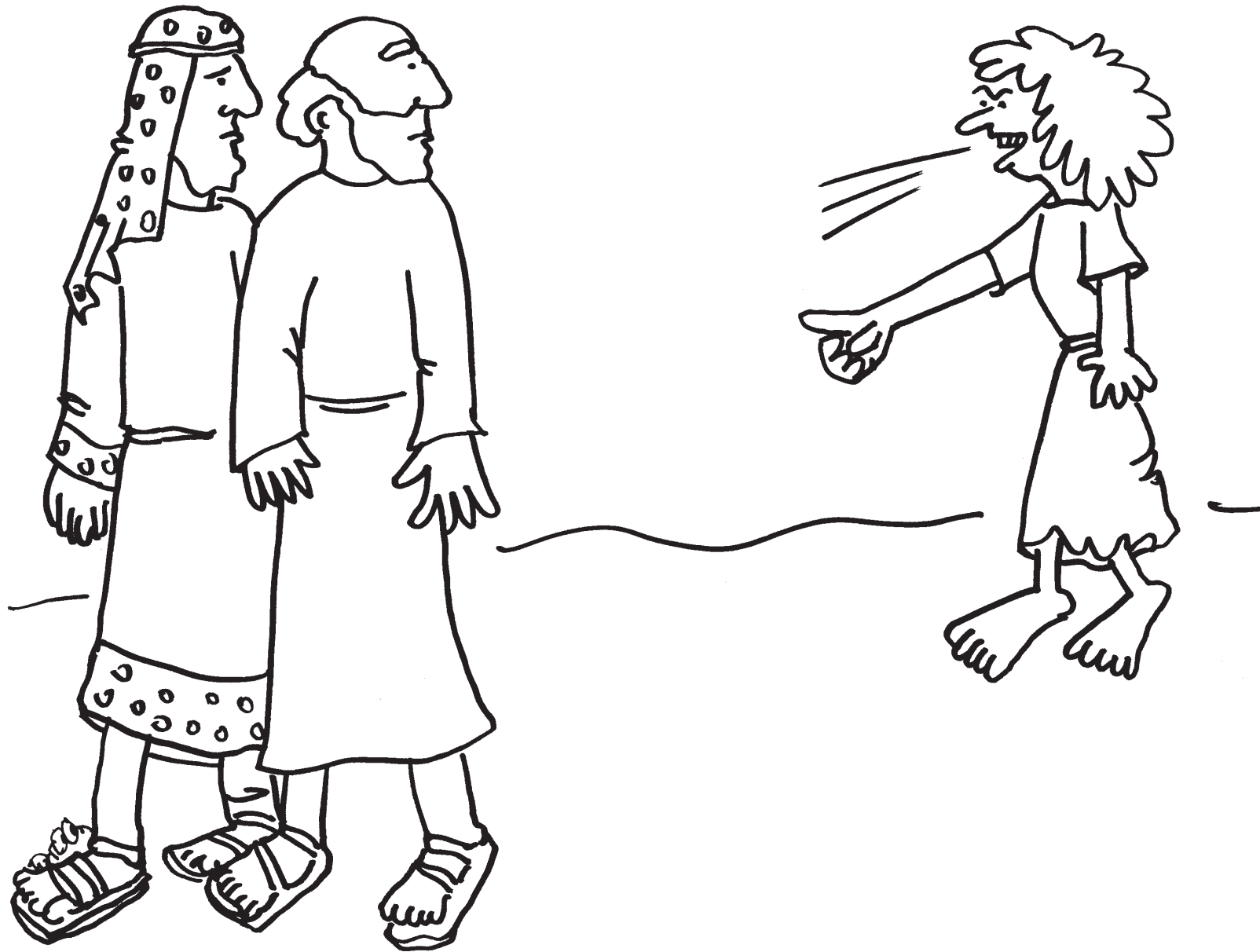
Barnabas took Mark and sailed for Cyprus to encourage the church families.



Paul and Silas took young Timothy with them on their second missionary journey.



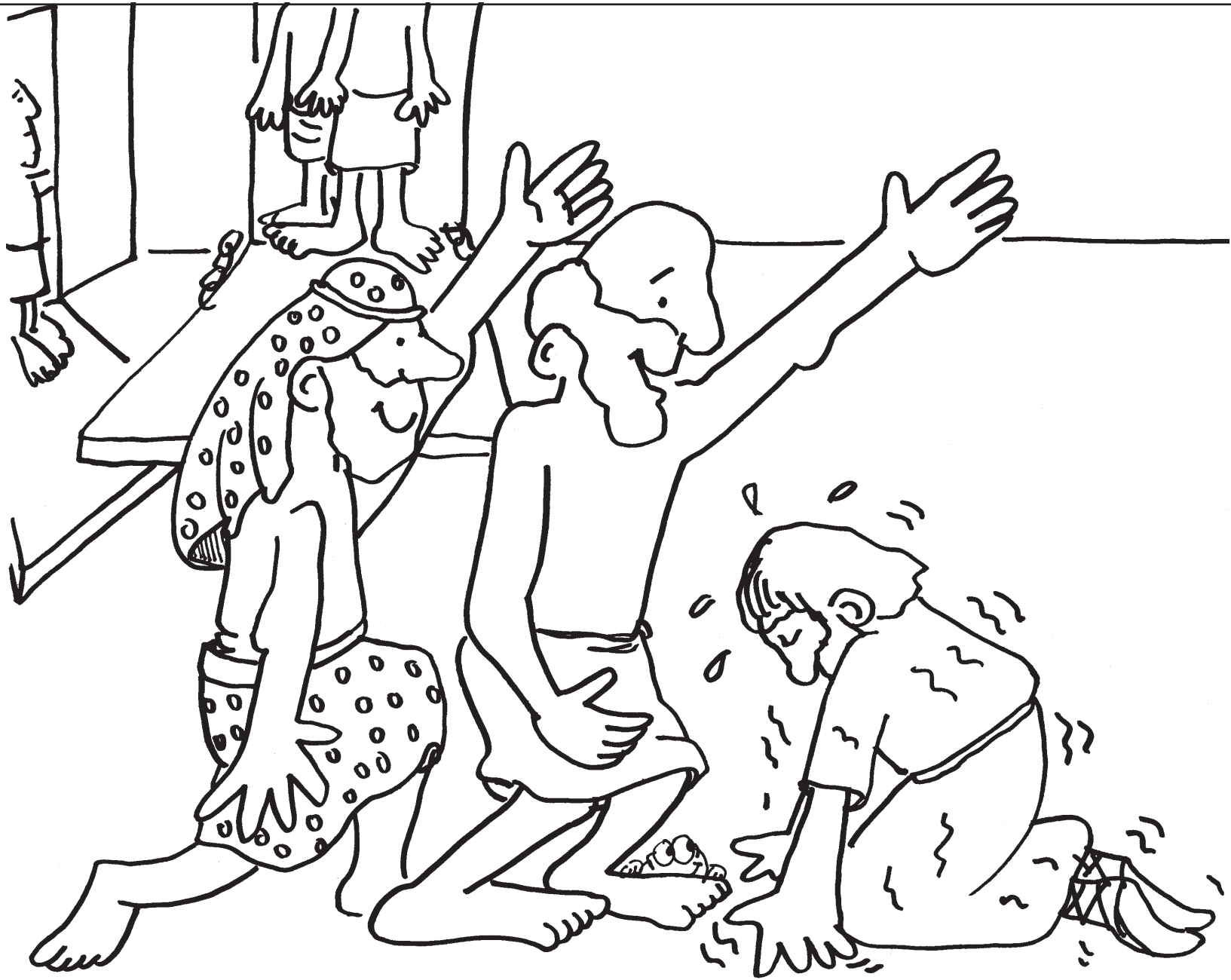
Paul had a vision at Troas of a man asking him to bring the Gospel to Macedonia.



Paul commanded the shouting slave girl to be quiet. Her owners were angry with Paul.



The angry men had Paul and Silas beaten and thrown into jail. Paul and Silas sang songs to God.



When the earthquake broke open the jail doors, the frightened jailer was thankful that the prisoners had not run away. He said to Paul, "What must I do to be saved?"



The Philippian jailer and his family believed in Jesus and were baptized that same night.



The jailer joyfully washed Paul's and Silas's wounds and fed them a good supper.

Believe
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Acts 16:31

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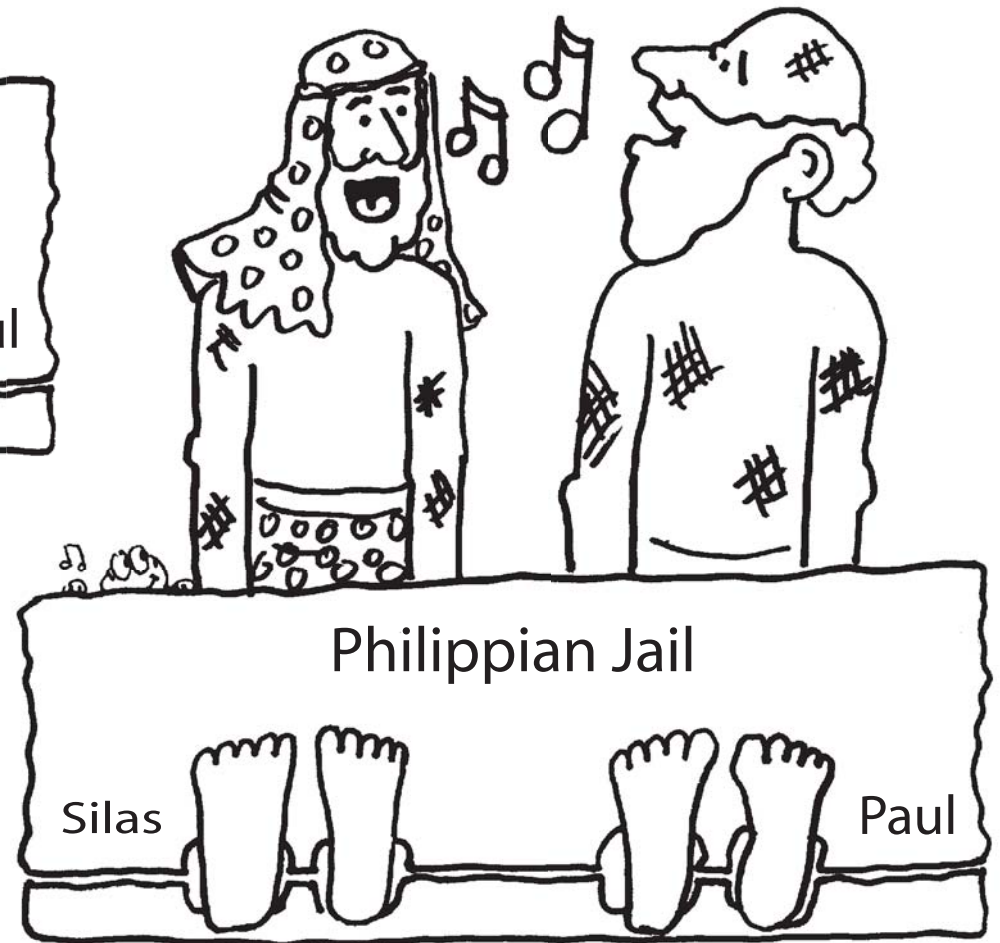
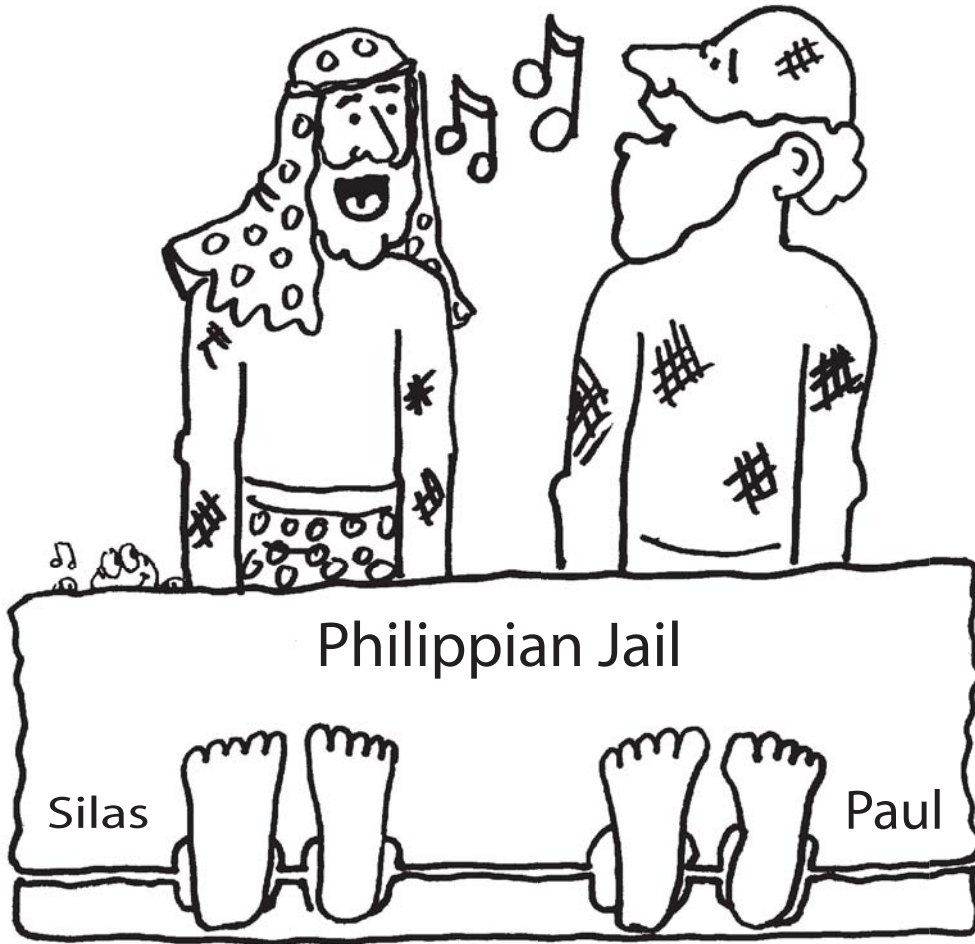
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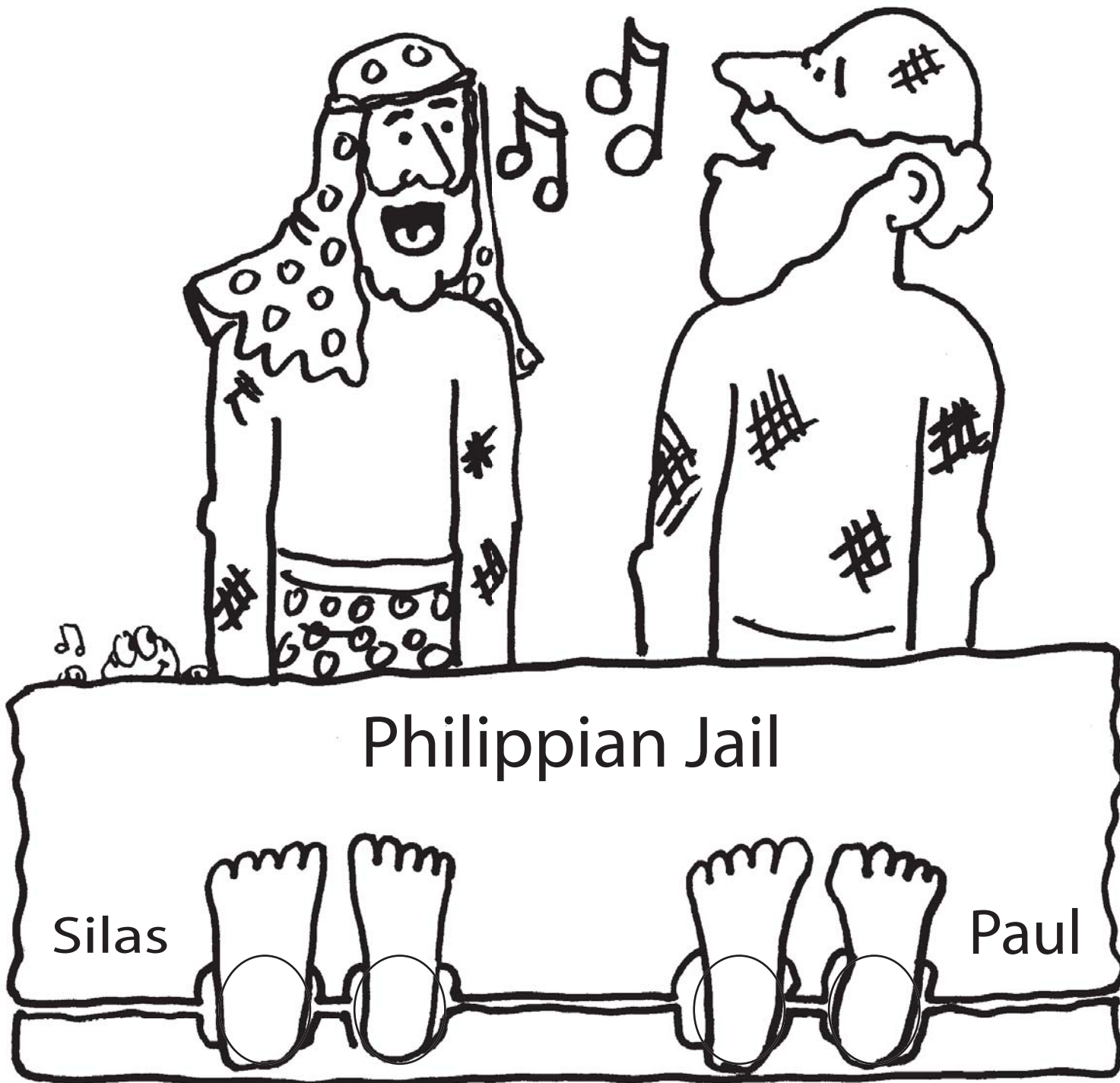
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Jail Weaving





Philippian Jail

Silas

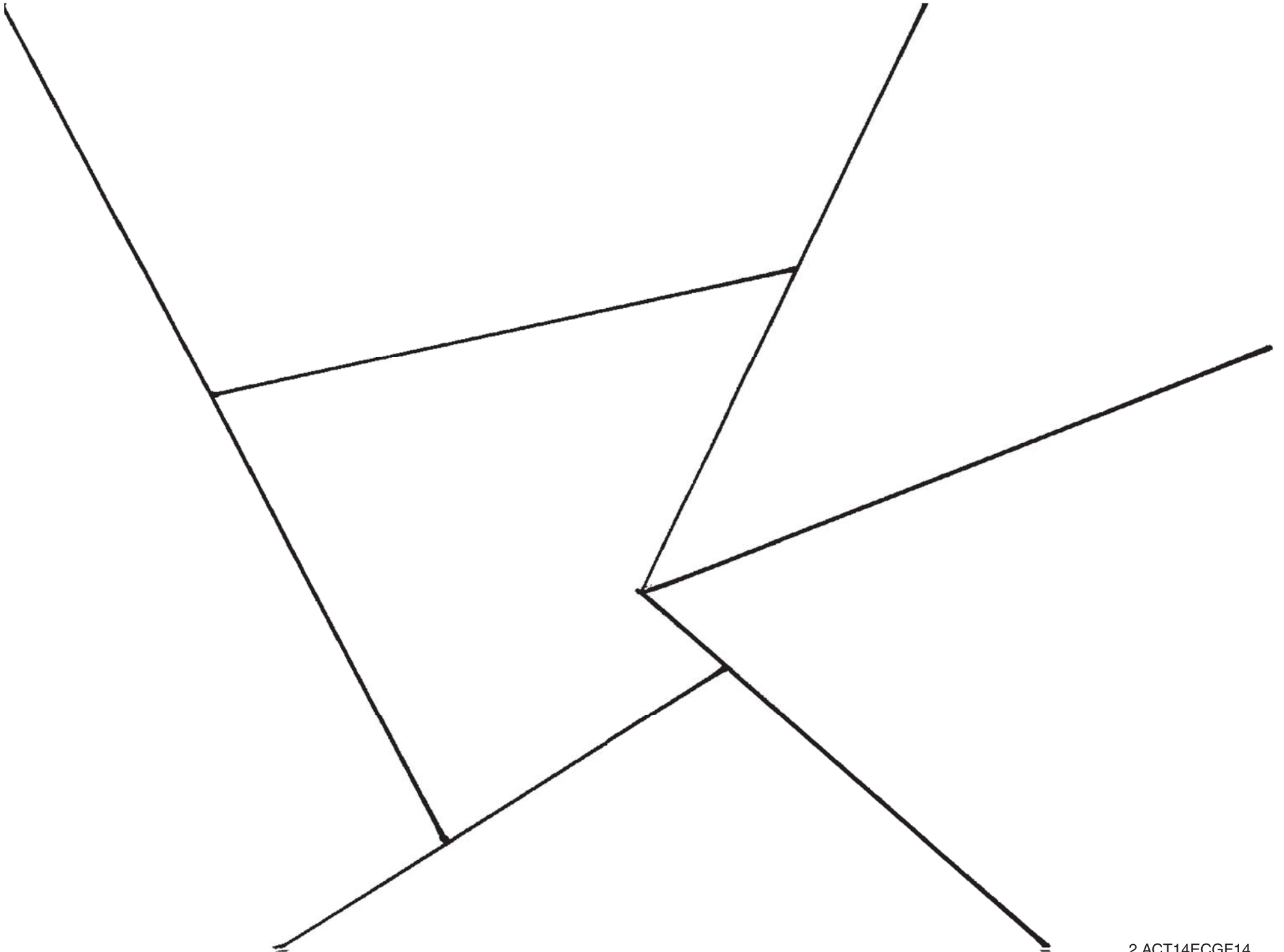
Paul



The Philippian jailer and his family believed in Jesus and were baptized that same night.

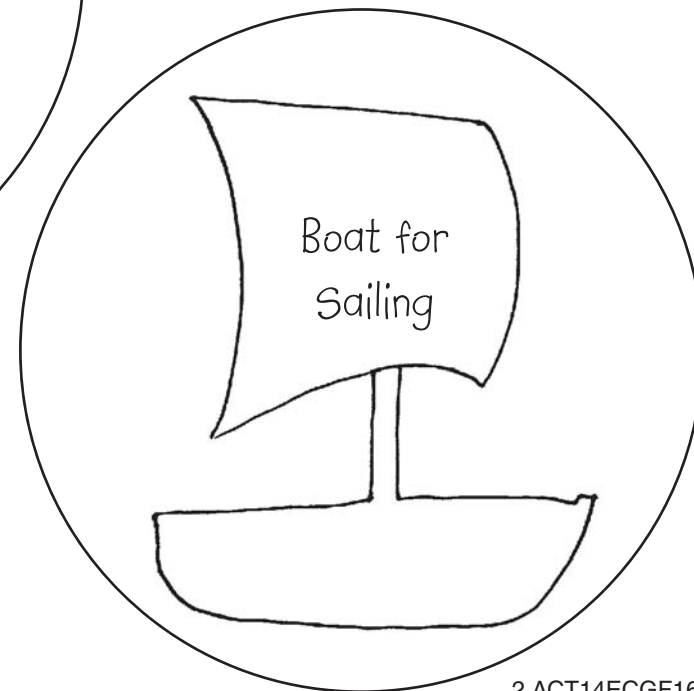
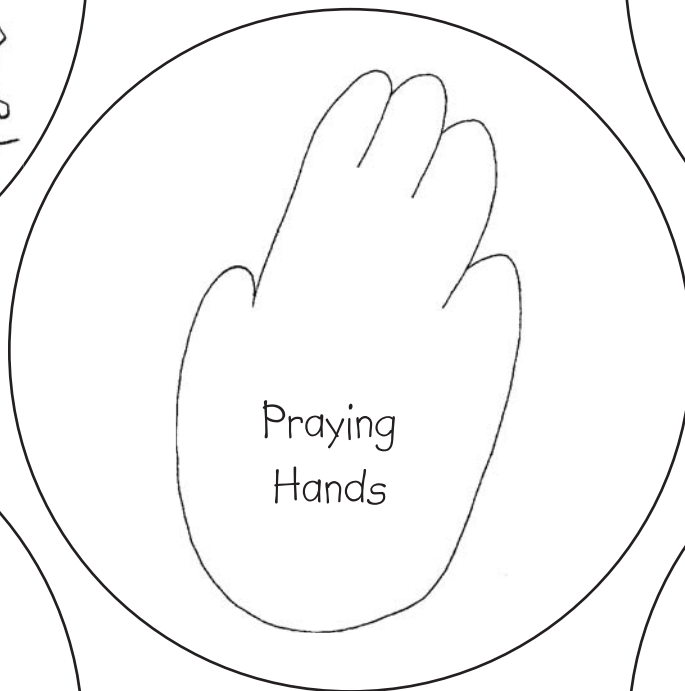
Jailer's Baptism Activity Page Picture







Paul and Silas
Necklace



June 12, 2005

Acts Chapters 15:36-16:40--The Gospel Reaches Philippi



This is what I learned today!

Paul and Silas traveled to Lystra where they invited Timothy to go along with them. The Holy Spirit led them west and across the Mediterranean Sea to Philippi. There a slave girl followed Paul, shouting things about him. Paul finally told the girl to be quiet, and immediately, she was quiet. The slave girl's owners were angry and had Paul and Silas thrown into jail. There they sang songs and prayed. During the night there was an earthquake, and the prisoners' chains all fell off. The jailer was afraid but Paul told him they all were still there. The jailer wanted to know how he could be saved. Paul told him to believe that Jesus is the Lord over all. The jailer and his family believed Paul's words about God and they were baptized in the middle of the night. They went home together and the jailer washed Paul's and Silas's wounds before they all ate together. The whole family rejoiced because they had come to know the true God.

Acts Memory Verse

Believe in the Lord Jesus,
and you will be saved.

Acts 16:31

What do I need to do?



Pretend like you are in an earthquake with your young child. Get in any enclosed area, like a closet or under a table with a blanket over the top, and pretend that you are in jail like Paul and Silas. Sing a song like they did when they were in the jail in Philippi. Shake your body as though the earth is moving. Open the door of the closet or grab the blanket off the table. Say, "It's an earthquake! Shall we run away? No, let's stay where we are like Paul and Silas did." Sing the Acts 16:31 Memory Verse Song to remember what Paul told the frightened jailer when he asked what he needed to do to be saved. Keep the role play moving quickly, and play it again several times. You may want to have a snack like the jailer gave Paul and Silas after he believed in Jesus.

Acts 16:31 Memory Verse Song
(tune: "Rejoice in the Lord Always")

"Believe in the Lo-ord Je-esus, and yo-ou will be saved."
"Believe in the Lo-ord Je-esus, and yo-ou will be saved."
Acts sixteen, thirty-one. "And yo-ou will be saved."
Acts sixteen, thirty-one. "And yo-ou will be saved."



Angry men had Paul and Silas beaten and thrown into jail. Paul and Silas sang songs to God.