

ACTS CHAPTERS 25:13-26:32

Paul Gives His Testimony to King Agrippa



22

2-Year-Olds - Kindergarten
August 7, 2005
2.ACT22EC

SHOOK _____

☞
MEMORY
VERSE
☞
You will be
My witnesses.
☞
Acts 1:8
NIV
☞

Teacher Tip. All of our times with the children are important, the Bible story time being the most important. Children need not only to hear and learn the Bible stories, but to realize that these stories speak to their individual lives today. As with the story time and any time where children need to listen to a teacher or leader, their respect and attention is to be expected and kindly demanded. The tone needs to be set so that the children know that they need to listen when the leader is talking. They can't catch the point if they don't hear it. Songs also can be fun without deteriorating the respectful atmosphere set. Songs chosen each week are to always support the teaching aim of the week's Bible story. This lesson or connection needs to be spoken so that the children get it. A short introduction to each song or between verses accomplishes this easily. Songs that are simple, repetitive, and basic are wonderful tools to get across the ideas. To older ages these songs may seem boring or silly, but they are catchy tunes that children's minds will replay during the week, and the children will sing them with full understanding of the meaning of these songs. We need to provide children an opportunity to sing to the Lord and hear music done as worship to God. Many children won't hear Christian music any other time of the week, so this will be their only exposure to praise music and hymns. As with any task, it should be done "as unto the Lord."

Governor Felix and Memory Verse Review (Last week's 2.ACT21ECGF4). "Do you remember who Governor Felix was from our lesson from last week? That's right; he was the governor who kept Paul in jail for two years. While Paul was in jail, what did he talk about with Governor Felix? That's right; he told Governor Felix about Jesus." Sing or say the memory verse while the children color the picture. Give them a selection of food pictures they may glue along the table top in the GF4 picture from last week. Use this opportunity to review the Bible Adventure and Aim Questions from last week. Remember that Governor Felix wanted to talk to Paul even though he got tired of hearing about Jesus. In today's story, we will hear about the new governor named Festus.

Decorate a Throne. Provide one or two special chairs to be used during class for King Agrippa and Bernice. Have the children decorate the chairs with crepe paper streamers and tape. "In today's Bible Adventure, we will hear that King Agrippa and his sister, Bernice, listened to Paul talk about Jesus. Do you think King Agrippa let Paul get out of jail?"

Kingly Dress-Up. Teach the boys how to bow and the girls how to curtsy as though they were bowing before a king or queen. Cover a paper towel tube with gold foil to represent a scepter. Let one child pretend to be the king or queen. Give him a purple robe, a crown of gold, rings, and a scepter. As another child approaches the king, he stops and bows (or curtsies, if it is a girl). The king holds out the scepter to the child, who touches the scepter, and then sits before the king with folded hands. "We are always very polite when we come before a king or queen." Continue until all the children have bowed and touched the scepter. Change kings and repeat the activity as time and interest allow. Tell the children that in today's Bible Adventure we will hear about a king whose name was Agrippa. Paul came before King Agrippa to tell him why he should not have to stay in jail. Have the children repeat the name, "King Agrippa," slowly, several times. Sing "King Agrippa" from the Song section.

Easy Paper Crowns (2.ACT22ECGF6). Supplies: Two-inch strips of construction paper that are two feet long, three GF6 triangles (copied on colored paper) for each child, stapler or tape, glue, sequins, crayons. Before class, glue or staple the three triangles side-by-side onto the center of the two-inch strip of construction paper. Give each child a strip of paper with the triangles attached. Help the children decorate their paper crowns. Then wrap the crown around the child's head and staple or tape it to fit snugly. Ask the children if they know who would wear a crown. Talk about kings and queens. Tell the children that today we will learn about a king named Agrippa. Have them say, "King Agrippa," several times.

Fruit Loop Caterpillars. Tie a large knot at one end of a 12" length of yarn. At the other end, wrap masking tape so that the children can string fruit loops onto their yarn. When the yarn caterpillar is full of fruit loops, take off the masking tape and tie the end in a knot. Ask children to form different shapes on the table in front of them. The shapes to listen for in the Bible Adventure today and to make with their caterpillars would be a crown (for King Agrippa), a mouth (for sharing the Gospel like Paul), a hand, mitten shape (for "stop" or "wait"), and the number two (Paul waited in jail for two years).

Picture Books on Royalty. Provide picture books of kings and queens using characters found in the Bible or of modern day. Talk about the pictures and briefly about the content of the books. "In today's Bible Adventure, we will hear about King Agrippa and his sister, Bernice, who listened to Paul talk about Jesus."

Old Maps and Stamps. Let the children use a Bible or foot stamp and an ink pad to stamp Bible or feet marks all over an old road map. Talk about sharing the words written about Jesus in the Bible all over the United States. If you are using a world map, stamp lots of Bibles on the area where your class missionary lives.



Presentation Ideas

Pictures 2.ACT22ECGF1 - 2.ACT22ECGF5. 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 lessons.

Dress-Up Role Play. Have one of the teachers dress up as King Agrippa with a purple robe, a crown, rings, and a scepter made from a paper towel tube covered with gold foil. The “king” can enter the room, let everyone bow or curtsy, and then sit on his throne and listen to the Bible Adventure. At the end, the king could say the words, “Do you think you can talk me into being a Christian in such a short time?” He would then get up and leave the room. The king’s sister, Bernice, could accompany him if there is another classroom helper to play the part.

Chain Prop. Bring a long chain to class. Have the children sit in a circle. Pretend to chain them up like Paul by putting the chains across their legs or hands. Or, you could put chains on one of the teacher’s wrists. Talk about Paul being in Caesarea in jail. Focus on Aim Question number one. Sing “Wait” (see the Song section). Use this as a lead-in for today’s Bible Adventure.

Old King Agrippa Finger Play.

Old King Agrippa sat on his throne	<i>(Form crown over head with hands.)</i>
And a tough nut to crack was he.	<i>(Hit fist to palm of opposite hand.)</i>
He called to see Paul	<i>(Cup hands around mouth.)</i>
In the large meeting hall,	<i>(Spread arms wide.)</i>
And he called his officials three.	<i>(Use beckoning motion.)</i>
He asked Paul why he waited in jail.	<i>(Shrug shoulders.)</i>
Paul taught Gospel; he knew what to say.	<i>(Point up.)</i>
But the king stood up	
And said he’d had enough!	<i>(Stand.)</i>
He would not believe that day.	<i>(Shake head “no.”)</i>

Bible Adventure for 2s & 3s

(Show the 2.ACT22ECGF1 picture.) Paul was a prisoner in Caesarea for two years. It was not right for Paul to be in jail because he had not broken any laws. The new governor, Festus, who came to live in Caesarea, didn’t know what to do with Paul. Governor Festus thought, “Aha! King Agrippa is in town. I will have him listen to Paul and see if he can think of what to do about Paul.”

(Let the teacher who is dressed as the king come walking into the room, slowly, with great dignity. The king can be seated in the center of the room on his throne.)

Governor Festus said to King Agrippa, “There is a man named Paul who is in jail here in Caesarea. I have talked with Paul, and I don’t think that he has done anything that deserves punishment. I don’t know what to do with him. He has appealed to Caesar in Rome, so I have to send him to Rome, but I don’t know what to tell the Caesar about why he’s in chains.”

King Agrippa said, “I would like to talk to Paul tomorrow.”

(Show the 2.ACT22ECGF2 picture.) The next day, Governor Festus called all the leading men of the city together to see King Agrippa and his sister, Bernice. King Agrippa wore a purple robe, a crown of gold, and fancy rings on his fingers. His sister, Bernice, wore a beautiful dress and fancy rings. Everyone wore their best clothes and bowed when they came to see the king.

The Roman guards brought Paul into the room. Paul bowed before King Agrippa. King Agrippa said to Paul, “You may speak for yourself. Why are you in jail?”

(Show the 2.ACT22ECGF3 picture.) Paul said, “King Agrippa, I have always obeyed every Jewish law from the time I was a child. I believe in the Old Testament and the Savior who was promised. At first, I hated Jesus, and I put

Christians in jail, but now I believe that Jesus is the Savior who can forgive people's sins."

(Show the 2.ACT22ECGF4 picture.) Governor Festus was listening to Paul. He did not want to repent of his sins. He cried out to Paul, "You are crazy if you think that Jesus is alive!" Governor Festus did not want to hear any more about Jesus. *(Put your hands over your ears.)*

(Show the 2.ACT22ECGF5 picture.) King Agrippa thought about what Paul was saying. The king believed in the Old Testament, too, but he didn't want to hear any more about Jesus. He said, "Do you think you can talk me into being a Christian in such a short time?"

King Agrippa stood up and walked out of the room. Bernice and Governor Festus followed him, and the guards took Paul back to jail. The trial was over, and Paul was still in chains.

As they left the room, King Agrippa said to Governor Festus, "Paul has not done anything wrong, but we will send him to Rome. Caesar can decide what to do with Paul."

So, just as the Lord Jesus had told Paul while he was in Jerusalem, Paul would go to Rome and be a witness there. Things always happen exactly as God says. Paul trusted in God's Word and was not afraid.

Prayer. Dear God, thank You for Paul who talked about Jesus wherever he was. Paul was not afraid to tell the truth. Thank You for giving us Paul's words in the Bible so we can know the truth. In Jesus' name, Amen.

Aim Questions for 2s & 3s

- 1. Who was held in jail in Caesarea for two years even though he had done nothing wrong?** (Paul.)
 - 2. Who stood in front of King Agrippa and told him that he had always obeyed the Jewish rules?** (Paul.)
 - 3. Who was being sent to Rome just as the Lord Jesus had said?** (Paul.)
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Bible Adventure for 4s & 5s

(Show the review 2.ACT21ECGF1 picture.) Paul was a prisoner in Caesarea for two years. He could not walk down the street or go to a store. It was not right for Paul to be in jail because he had not broken any laws, but Agabus had made a prophecy from God that Paul would be bound in chains.

(Show the 2.ACT22ECGF1 picture.) The new governor, Festus, who came to live in the governor's house at Caesarea, didn't know what to do with Paul. Governor Festus thought, "Aha! King Agrippa is in town. I will have him listen to Paul and see if he can think of what to do."

Governor Festus said to King Agrippa, "There is a man named Paul who is in jail here in Caesarea. Governor Felix left him in jail so that the Jews would be happy. I have talked with Paul, and I don't think that he has done anything that deserves punishment. I don't know what to do with him. He has appealed to Caesar in Rome, so I have to send him to Rome, but I don't know what to tell the Caesar about why he's in chains."

King Agrippa said, "I would like to talk to Paul tomorrow." *(Let the teacher who is dressed as a king come walking into the room, slowly, with great dignity. The king can be seated in the center of the room or can walk through the room and back out the door.)*

(Show the 2.ACT22ECGF2 picture.) The next day, Governor Festus had a big party for King Agrippa and his sister, Bernice. *(Tie a balloon to the king's chair if he is seated in the room.)* King Agrippa wore a purple robe, a crown of

gold, and fancy rings on his fingers. His sister, Bernice, wore a beautiful dress and fancy rings. Everyone wore their best clothes when they came to see the king. The men bowed down before the king, and the women curtsied to him.

(Show the 2.ACT22ECGF3 picture.) The Roman guards brought Paul into the room. Paul bowed before King Agrippa as the king held out his scepter. King Agrippa said to Paul, "You may speak for yourself. Why are you in jail?"

Paul said, "King Agrippa, I have always obeyed every Jewish law from the time I was a child. I believe in the Old Testament and the Savior who was promised. At first, I hated Jesus, and I put Christians in jail. But then, Jesus blinded my eyes while I was on the road to Damascus. He talked to me and proved to me that He was alive. Now I believe that Jesus is the Savior who can forgive people's sins."

(Show the 2.ACT22ECGF4 picture.) Governor Festus was listening to Paul. He did not want to repent of his sins. He cried out to Paul, "You are crazy if you think that Jesus is alive!" Governor Festus did not want to hear any more about Jesus. *(Put your hands over your ears.)*

Paul said to Governor Festus, "I am not crazy. What I'm saying is true. King Agrippa knows the Old Testament Scriptures. King Agrippa, do you believe the words of the prophets? I know you do."

(Show the 2.ACT22ECGF5 picture.) King Agrippa thought about what Paul was saying. The king believed in the Old Testament, too, but he didn't want to hear any more about Jesus. He said, "Do you think you can talk me into being a Christian in such a short time?"

King Agrippa stood up and walked out of the room. Bernice and Governor Festus followed him, and the guards took Paul back to jail. The trial was over, and Paul was still in chains.

As they left the room, King Agrippa said to Governor Festus, "Paul has not done anything wrong that deserves jail or death. We will send him to Rome. Caesar can decide what to do with Paul."

So, just as the Lord Jesus had told Paul while he was in Jerusalem, Paul would go to Rome and be a witness there. Things always happen exactly as God says. Paul trusted in God's Word and was not afraid.

Prayer. Dear God, thank You for Paul who talked about Jesus wherever he was. Paul was not afraid to tell the truth. Thank You for giving us Paul's words in the Bible so we can know the truth. In Jesus' name, Amen.

Aim Questions for 4s & 5s

- 1. What important person came to Caesarea who could help Governor Festus decide what to do with Paul?** (King Agrippa, with his sister, Bernice.)
 - 2. What did Paul tell King Agrippa about himself?** (Paul told his story about how Jesus had changed his life and that Jesus was the promised Savior.)
 - 3. What did Governor Festus decide to do with Paul?** (He planned to send Paul to the Caesar in Rome.)
 - 4. Was Paul afraid to tell King Agrippa about Jesus?** (No, Paul always wanted to talk to everyone about Jesus.)
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Aim Questions. Shape the Aim Questions as jewels on a crown. The child may be called on to take the “blue diamond” or the “yellow circle” from off the king’s crown. If the child who is pretending to be King Agrippa stayed and listened to the Bible Adventure, he may return to the room with the Aim Questions. Each child who approaches the king must bow or curtsy to get the question to be read by the teacher.

Snack Suggestion. Using aerosol cheese and square or long crackers, let the children draw happy faces and jail bars on their crackers with the cheese. Talk about Paul waiting in jail for two years. Sing “Wait” from the Song section. Graham crackers and frosting tubes could also be used to make a happy face and jail bars.

Personal Scribble Pads Snack Idea. Provide each child with a quart-sized, resealable plastic bag. Into each bag, pour 1/4 cup milk and two tablespoons of instant vanilla pudding mix. Press out any excess air and seal the bag. Let the children knead their bags to mix the pudding. As the pudding thickens, it becomes a pad to scribble on! Ask the children to make the pudding flat by pressing it with their hands carefully. As you write on the board, ask them to write or draw the same thing on their pads. They can erase their letters by gently spreading the pudding out flat again. Ask the children to write the first letter in their name, the number of their age, the number of sisters or brothers, the number of years Paul was in jail in Caesarea, a happy face for Paul, a cross for Jesus dying for our sins, etc. When you have completed the activity, give the children plastic spoons and let them eat their scribble pads!

Paul on Trial Activity Page (2.ACT22ECGF5 and 2.ACT22ECGF7). Copy the GF5 picture on card stock paper and give each child a page. Let them color the picture of King Agrippa, Governor Festus, and Paul between guards. Tightly roll a piece of aluminum foil and tape it on King Agrippa’s scepter. Make tiny chains out of rolled aluminum foil and tape or glue it to Paul’s wrists. Copy the GF7 page on gold paper and cut out the crown, robe, and two helmets for each child. Let the children glue those pieces on the matching GF5 page item. Give the children sequins to glue on King Agrippa’s crown and Governor Festus’ sleeve.

Paul Testified Memory Verse Review (2.ACT22ECGF3 and 2.ACT22ECGF8). Copy a GF3 page and a GF8 memory verse picture for each child. Cut around the GF8 memory verse circles and let the children glue one verse to the upper middle part of the GF3 page so that the circle extends above the page. Sing the Acts 23:11 Memory Verse Song as the children work on their pages.

What Do You Remember? (2.ACT22ECGF9) Gather three or four children together with a leader. Give each child a GF9 page and let the children color the pictures. Provide each table with a large button. Show them how to flip the button onto their paper by resting it on their forefinger and flicking their thumb. The child tells what he remembers about the Bible Adventure that relates to the picture on which his button lands. Take turns going around the table. When the button lands on the Bible, the child can say the memory verse. Have the other children join with him in saying the verse.

Paul in Caesarea Match Game (2.ACT22ECGF9). Copy two sets of GF9 pictures for each child and cut one set apart. Let the children match the cut set to the pictures on the GF9 page and glue them on. Talk about the pictures and sing the Acts 23:11 Memory Verse Song.

Complete the Crown (2.ACT22ECGF10). Make a copy of the small GF10 picture for each child. If the children made crowns during the Hook time, let them glue the picture to one of the triangles on their crowns. Talk about the Aim Questions as the children look at the pictures on their crowns.

Let's Go See the King Activity. Let the children take turns wearing a crown and robe and sitting in a decorated chair. The rest of the class can walk by the "king," paying their respects with boys bowing and girls curtsying. Then let them sing the following song to the tune of "London Bridge," using appropriate actions while marching in place.

1. King Agrippa came to town, came to town, came to town. *(March in place.)*
King Agrippa came to town. Let's go see the king.
Ask the children, "What did King Agrippa do with Paul?" *(Shrug your shoulders.)*
2. Paul said that he'd done no wrong, done no wrong, done no wrong.
Paul said that he'd done no wrong and Jesus is the Lord. *(Shake head.)*
3. The king said, "Don't punish him, punish him, punish him."
The king said, "Don't punish him. He has done no wrong." *(Shake finger.)*
4. Paul would have to go to Rome, go to Rome, go to Rome.
Paul would have to go to Rome because God said so. *(March in place.)*

"King Agrippa Says" Game. Talk about the powerful King Agrippa and how everyone had to obey him and do whatever he said. Play "King Agrippa Says," a game like "Simon Says." Have a person dress up as a king and give "orders" for the children to follow. For instance, "King Agrippa says, 'Spin around,' (touch your toes, bow down, hop on one foot, etc.)."

Should We Let Prisoner Paul Go? This activity is to help the children remember that even though there had been an important meeting with King Agrippa, Paul was still in jail. Draw an outline of a person on butcher paper and tack it on the wall. Provide a lot of clean spring clothespins. For each child's turn, he takes a clothespin between his teeth, places his hands behind his back, and bows from the waist to drop the clothespin in a 64 oz. empty juice bottle (narrow opening). If he misses, he goes to the figure on the wall and adds a chain link to "Paul's" wrist (so have some paper strips ready to build a chain). If the clothespin lands in the container, that child may go break a chain link. After everyone has had a turn, see if Paul is free or still has chains. Review the Aim Questions as the children work at this activity.

Off to Rome Aim Question Review. Bring a suitcase and items to pack in the suitcase (clothes, Bible, sandals, food, etc.). Review the Aim Questions one through four with the children. Talk about how King Agrippa and Governor Festus were going to send Paul to Rome. Pretend to help Paul pack his suitcase. Talk about the items as you put them in, saying, "Yes, Paul will need clothes when he goes to Rome. Paul will need God's Word when he goes to Rome." Ask the children if they think Paul was afraid to be in jail and to be sent to Rome. Can they remember all the items that were packed for Paul to travel to Rome?

Picture Snatch Review. Prepare two sets of the Bible Adventure pictures and two or three pictures from past lessons. These can be laminated with clear contact paper. Scatter one set of pictures on the floor at one end of the room. Hold up one story picture to show the children and talk with them about that picture. Choose two children to “hop” to the other pictures, find the matching picture, yell “Jesus is alive!” and return to the group by hopping. Continue discovering and reviewing the pictures while including all the children.

Who Brought the Message? Paul shared the message about Jesus everywhere and was never afraid to tell others about Jesus. Select three children to be Paul’s messengers. Ask the other children to sit on the floor, facing the wall with their eyes covered with one hand and the other hand raised in the air. The messengers will each tap one child on the hand and return to the front of the room. If a child was tapped, she is to stand up and try to guess which messenger touched her. The child gets one guess. If she is right, she gets to be a messenger in the next turn. If a child is not guessed, he continues to be a messenger until he is found out.

Chair Share. Form a circle of chairs, including one chair for every child. Ask the children to sit on the chairs. As you call out statements that require them to move, they must end up sitting on a chair by themselves or sharing it. Before including review statements about the Bible Adventure, use some of the following commands and make up your own:

1. If you have a pet (bicycle, sister, brother) move two chairs to your left.
2. If you like ice cream (pizza, hot dogs, broccoli, peanut butter sandwich), move one chair to your right.
3. If you enjoy swimming (jogging, wrestling, soccer), move three chairs to your right.
4. If it is true that Paul loved to tell everyone about Jesus, move one chair to the right (or left)!
5. If it is true that Paul was in jail for ten years, sit still. Otherwise, get up and sit down!
6. If Paul believed that everything in the Bible was true, move one chair the right.
7. If Paul had to go to Rome next, stand up and say, “Jesus is alive!”

Sending Messages. Ask the children to sit on the floor in a circle. Talk about how we send messages to people, sometimes with noises, sometimes with facial expressions, sometimes with actions, and sometimes with our mouths. As you make a funny noise, the person on your left is to try to make the same sound, continuing around the circle. Let the child on your left start another funny sound and repeat. Do the same with facial expressions and actions (wave, clap). End with the Gospel message or the memory verse.

Songs.

Acts 1:8 Memory Verse Song (tune: “Muffin Man”).

You will be My witnesses, witnesses, witnesses.

You will be My witnesses.

Acts one, eight.

Sing the following verse for the last two lines of the song.

“You will be My witnesses i-in Rome.”

King Agrippa (tune: "Pollywollydoodle").

1. The-ere was a king in Caes-a-rea. *(Stand straight with head high.)*
And his name was A-grip-pa.
He-e said to Paul, "What have you done? *(Point to a child.)*
What have you done so wrong?" *(Point to another child.)*

Chorus

- "Nothing wrong, *(Shrug with hands to sides.)*
"Nothing wrong," said Paul,
"I have not done what they say." *(Shake your head.)*
"Nothing wrong,
"Nothing wrong," said Paul,
"I have not done what they say." *(Shake your head.)*
2. "There is trouble when you come to town. *(Shake your finger.)*
"Why are the Jews so mad?
"Can you tell me, please, what have you done?
"What have you done so bad?"

Chorus

3. "The-e only reason that they're mad
"I-is that I love the Lord.
"I believe that Jesus is the Christ,
"The holy, living Word."

Chorus

Wait, Wait, Wait (tune: "Three Blind Mice").

Wait, wait, wait! Wait in the jail.
Wait, wait, wait! Wait in the jail.
The governor said, "You must wait in the jail;
You've done nothing wrong, but just wait in the jail.
I can't decide, so just wait in the jail.
Wait, wait, wait! Wait in the jail."

To Rome We Will Go (tune: "A-hunting We Will Go").

To Rome we will go; to Rome we will go.
Hi, ho, away we go, to Rome we will go.



TOOK _____

Door Handle Verse Reminder (2.ACT22ECGF8 and 2.ACT22ECGF11). Copy the GF11 page onto heavy weight paper and give one door hanger to each child. Let the children glue a GF8 picture circle on their door hangers and decorate them. Talk about putting the door hanger on the door handle of the children's bedrooms to remind them to tell other people the true words about Jesus that we have learned about in the Bible. Sing the Acts 23:11 Memory Verse Song as the children work.

Use Your Whole Body to Tell about Jesus Song. "We want to use every opportunity that we have to tell people about Jesus, just like Paul did! We can use more than our mouths to tell people about Jesus; we can use our whole bodies to do it. Let's sing a fun song that helps us use our whole bodies to sing about Jesus." Sing "To Rome We Will Go" from the Song section.

Jesus' Helper Necklace (2.ACT22ECGF8). Materials needed: Potato chip can lids or other small plastic lids, GF8 pictures of Jesus and Paul, colored paper circles to fit in the lid (optional), 24" lengths of yarn, O-shaped cereal, a hole punch, glue, and a marking pen. Give each child a plastic lid, colored paper circle, length of yarn, and a GF8 picture of Jesus. Show the children how to glue the colored paper inside their lids. They then glue the picture of Jesus onto the colored circle. Punch holes at the tops of the lids. Let the children string 10-12 pieces of cereal onto the yarn and then add the lid. Have the children string 10-12 more pieces of cereal onto the yarn. Help each child tie the yarn into a knot. With the marking pen, write, "Jesus' Helper," on the plain side of the lid. Paul was Jesus' helper. He told the truth to everyone he met about Jesus being the promised Savior who had come back to life after being dead. Paul was a good witness. How can you be Jesus' helper like Paul? Discuss how each child can tell others about Jesus.

Paper Plate Paul Mask. To make Paul masks, cut paper plates in half. Cut eye holes near the cut side. Let the children draw a nose and a mouth with markers. Glue on pieces of yarn for hair and a beard. Punch holes on each side of the masks and tie appropriate lengths of elastic in them. Wear the masks and tell others about Jesus just like Paul did. Pretend to be Paul saying the memory verses.

Telling the World Activity Page (2.ACT22ECGF12). Color the GF12 picture of children who are telling others about Jesus. Talk about what they might be saying. Glue moveable eyes (available at craft stores) on some of the children in the picture. Add yarn for hair and bits of fabric for their shirts. Have a child point to one of the children in the picture and pretend like that child is saying the memory verse. Review the memory verse over and over. Talk about what the children in the class can say to their friends if they want to be like Paul.

Preschool Page for Parents (2.ACT22ECPPP). 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.



Governor Festus asked King Agrippa about what to do with Paul who was waiting in jail.



Governor Festus gave a big party for King Agrippa and his sister, Bernice.



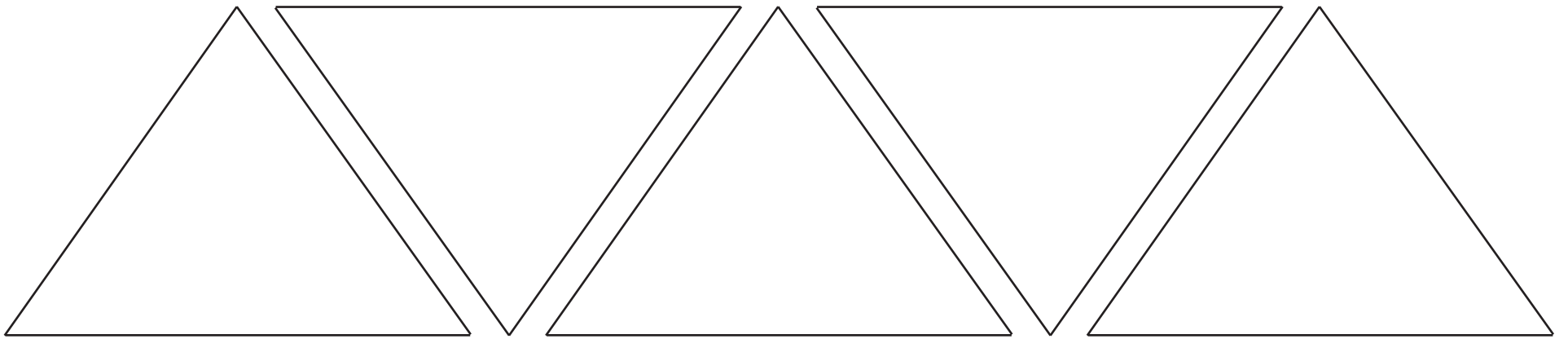
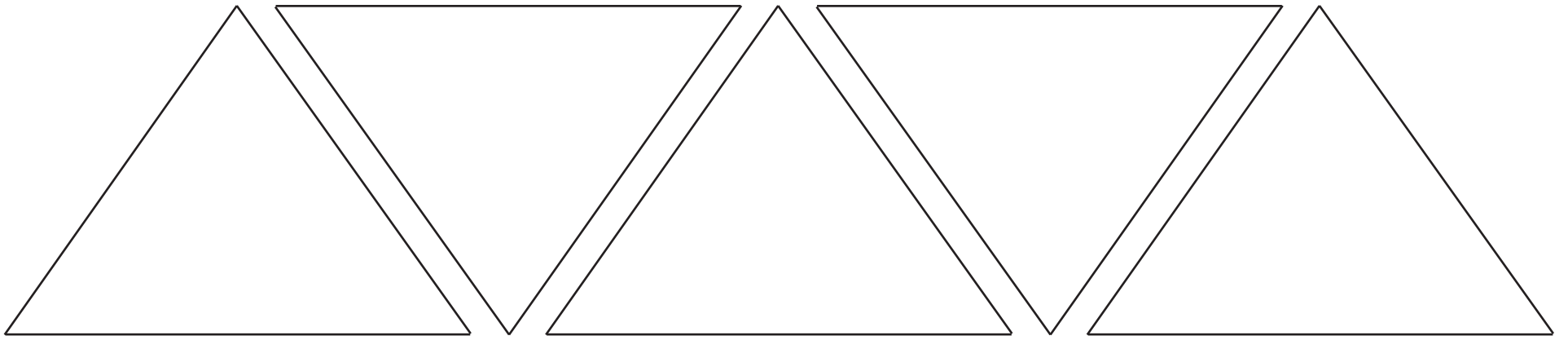
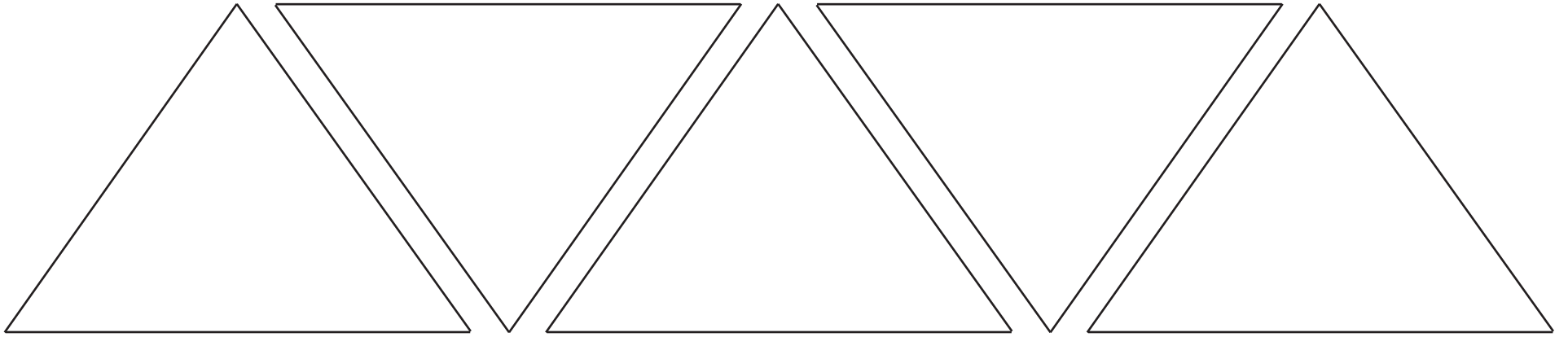
Paul explained to King Agrippa why he was being held in jail and talked to him about Jesus.



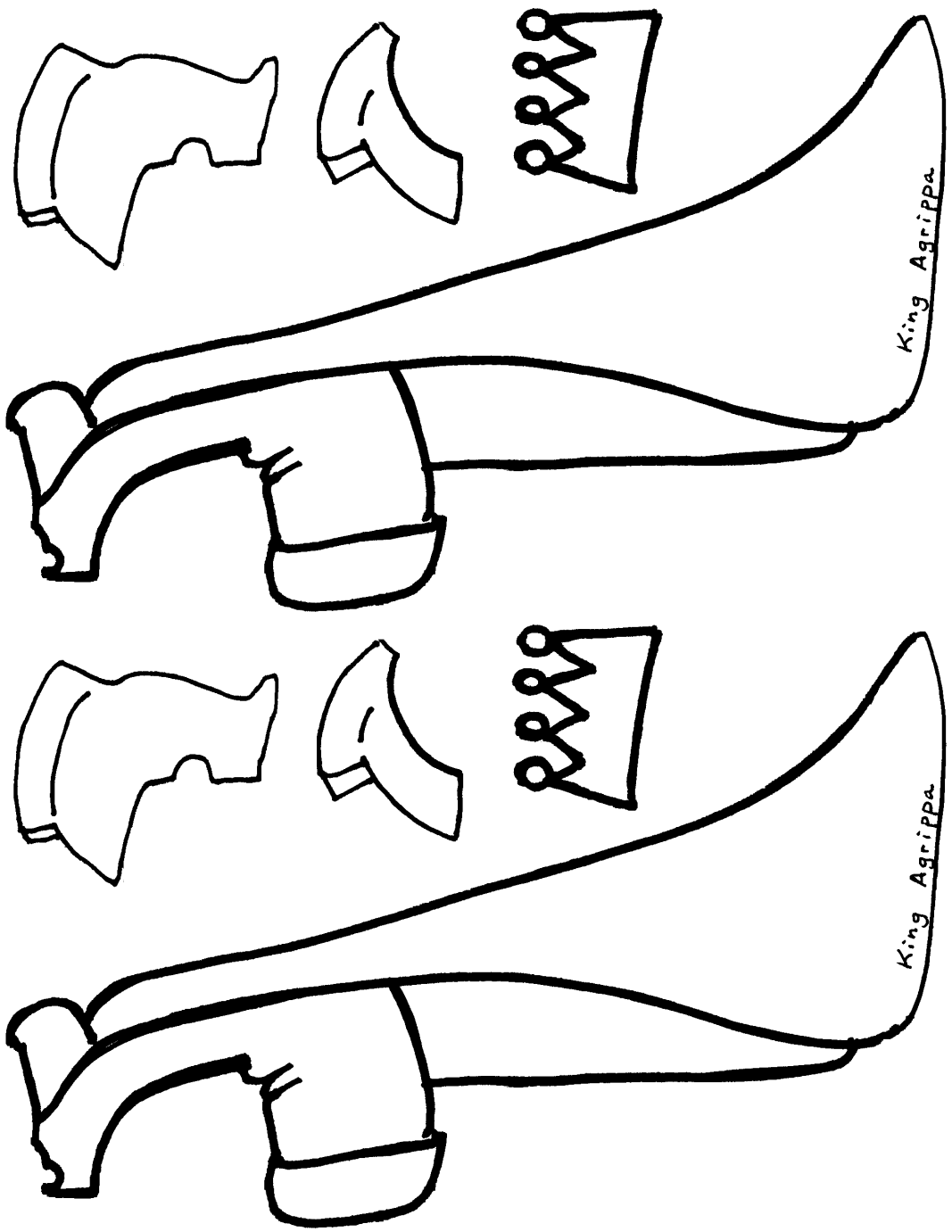
Governor Festus told Paul he must be crazy if he believed in Jesus.

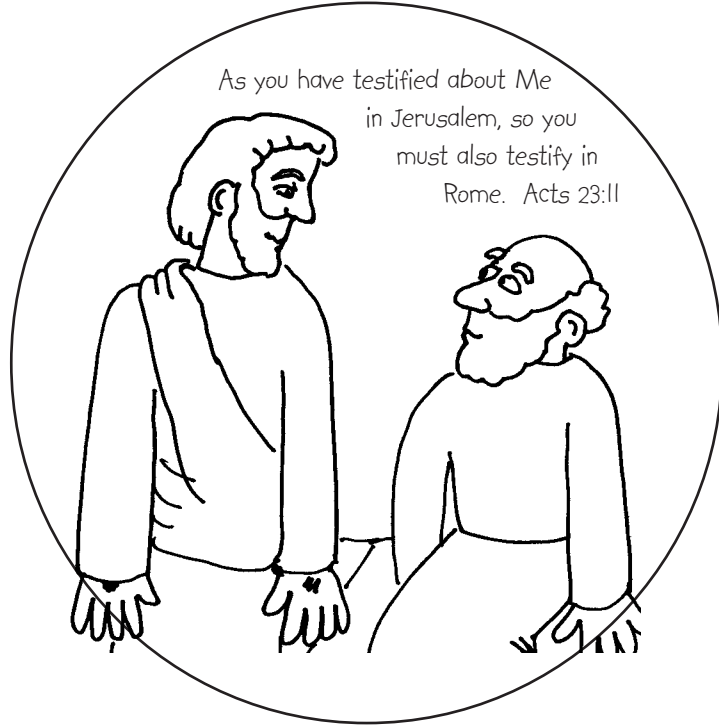
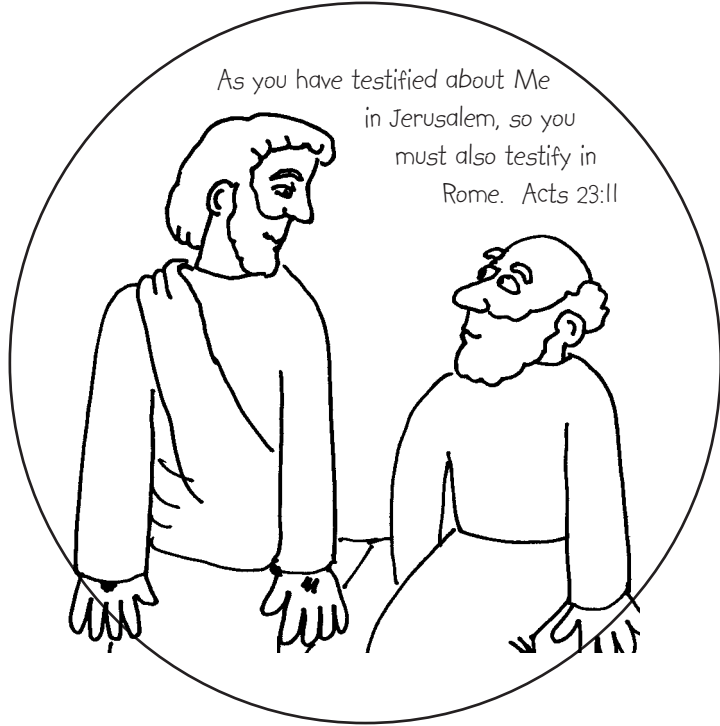
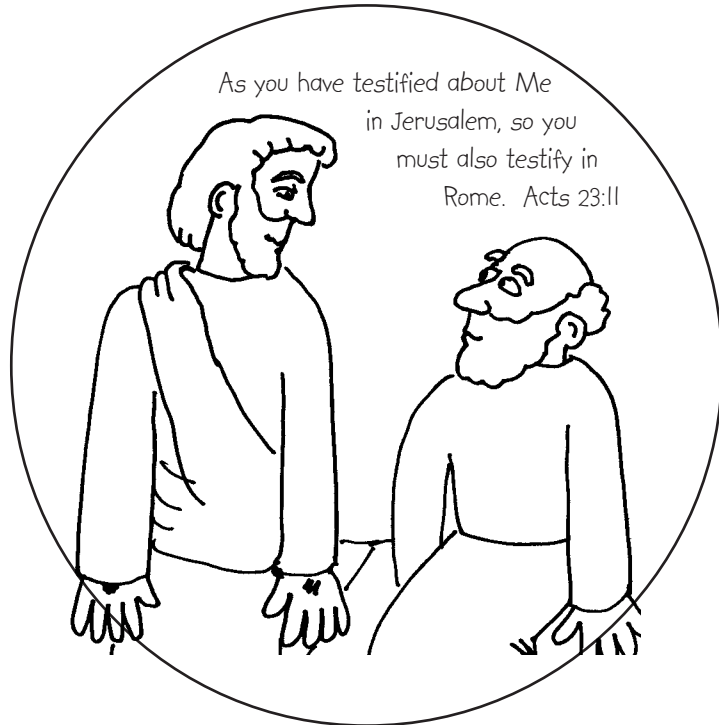
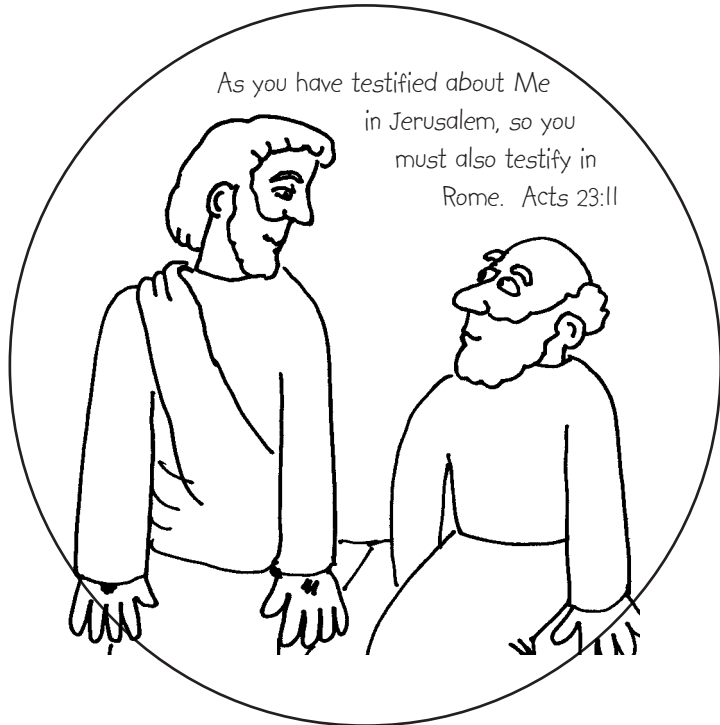


When King Agrippa had heard enough about Jesus, he sent Paul back to jail.

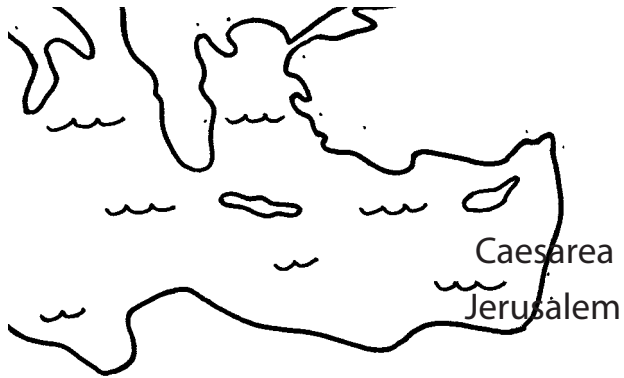


Paul on Trial
Activity Page





Rome



As you have testified about Me in Jerusalem, so you must also testify in Rome. Acts 23:11



Paul



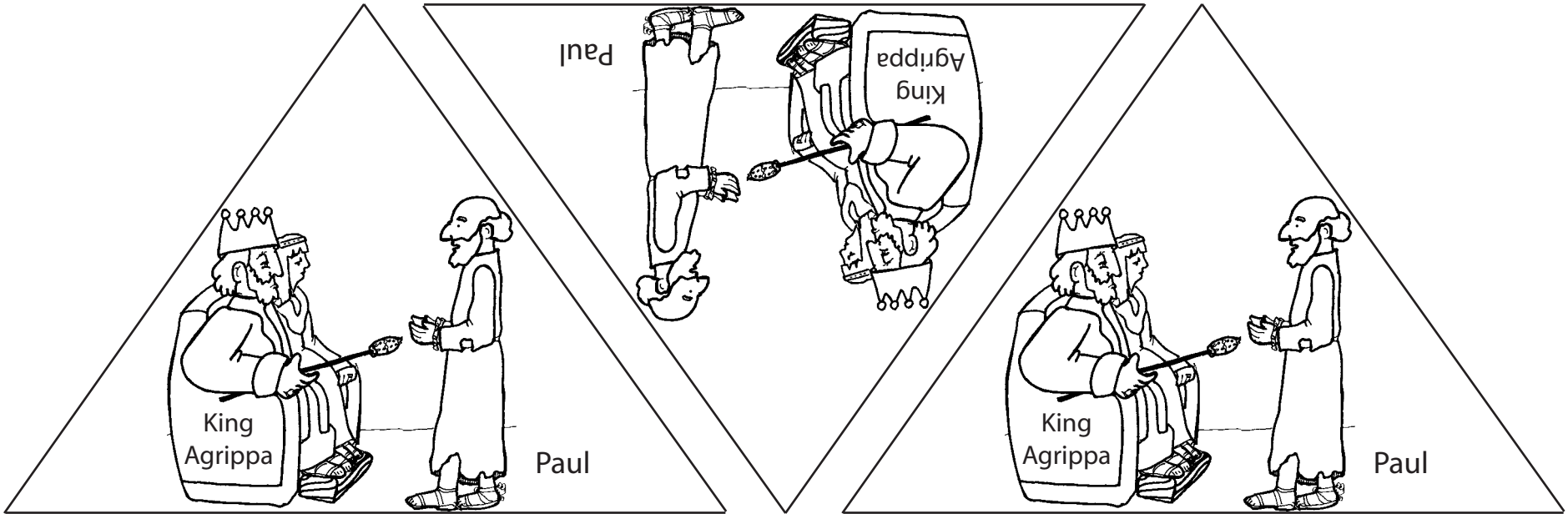
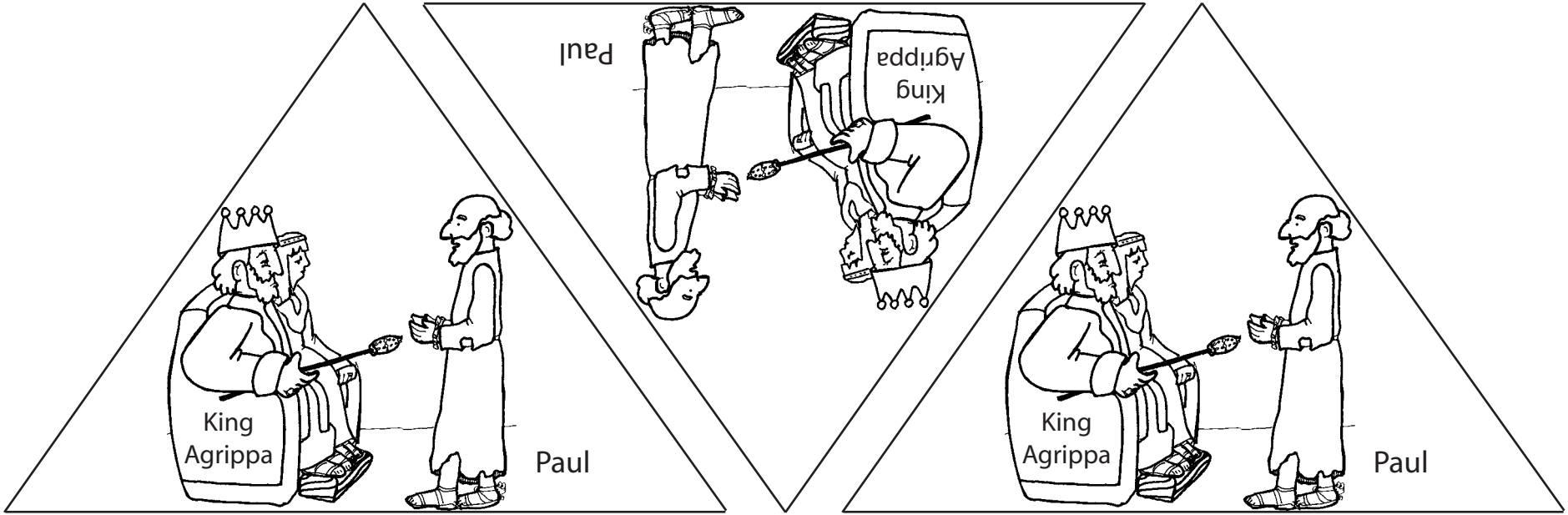
Sister, Bernice

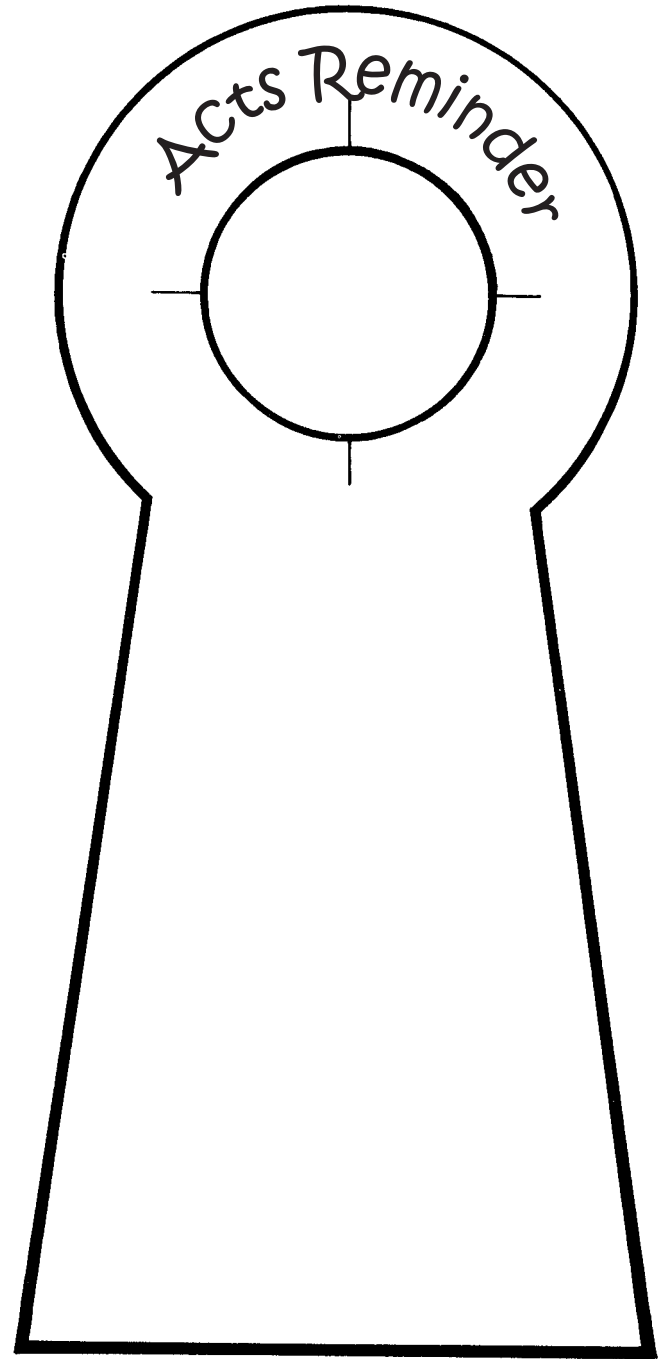
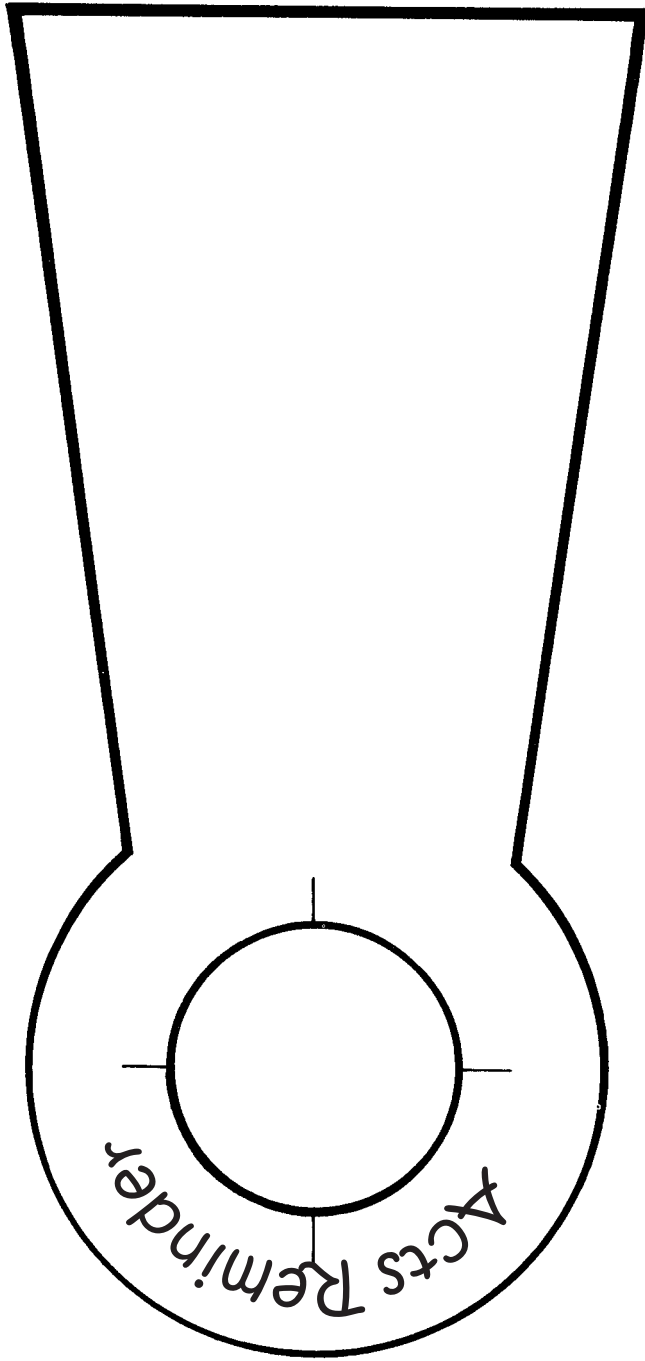
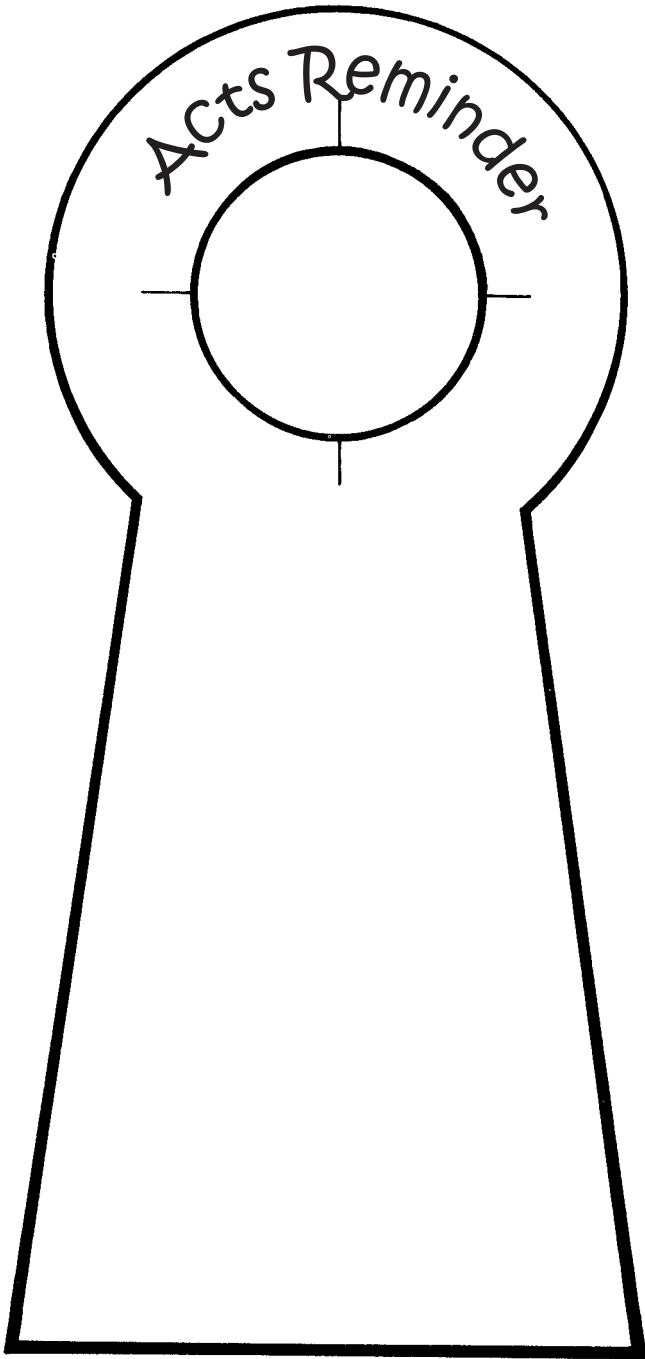


King Agrippa

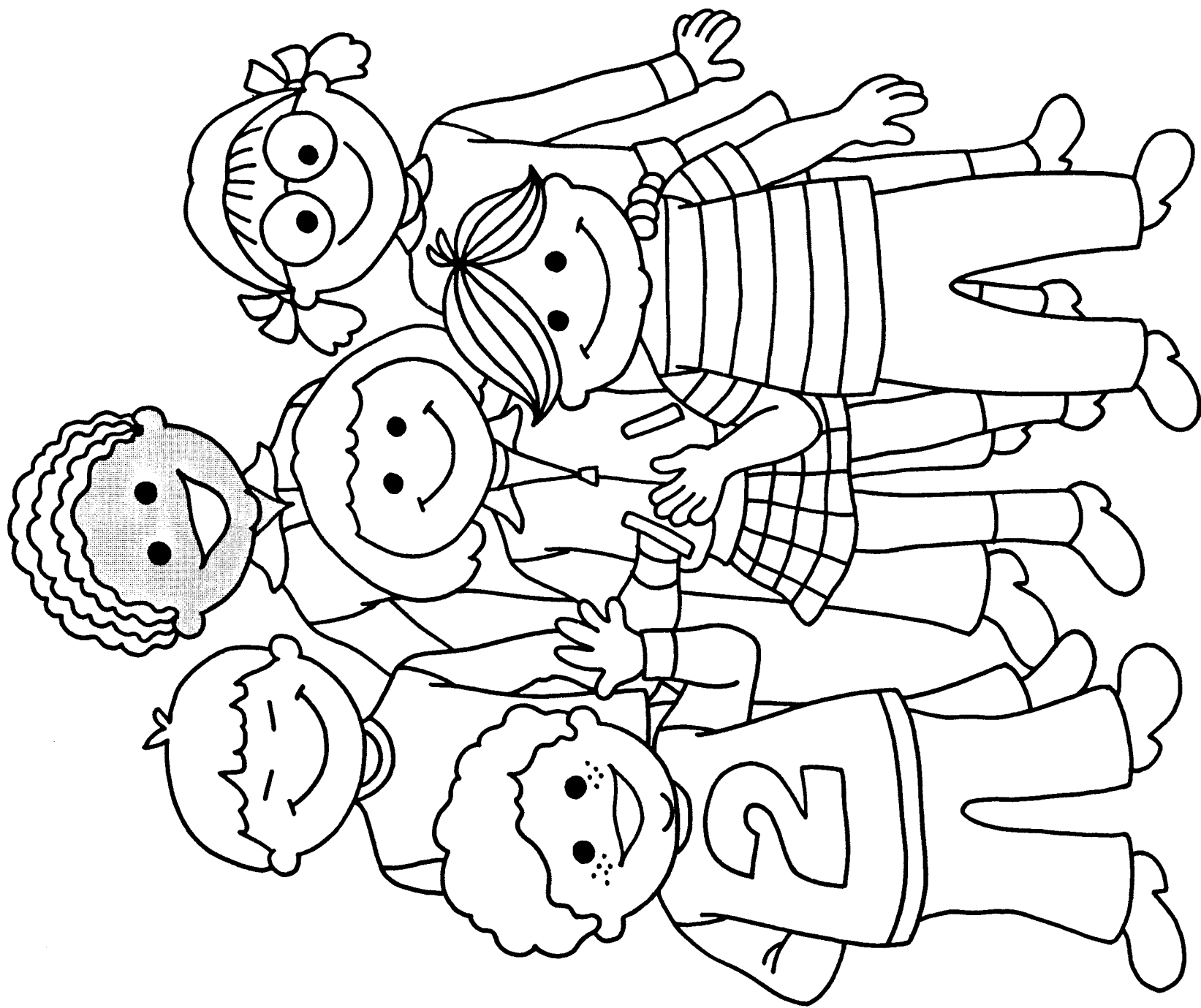


Governor Festus





People of every nation want to hear about Jesus.



August 7, 2005

Acts Chapters 25:13-26:32: Paul Gives His Testimony to King Agrippa



This is what I learned today!

When Governor Festus learned that King Agrippa would be in Caesarea, he invited the king and his sister, Bernice, to meet Paul. The king entered the meeting room in front of high ranking officers and the leading men of the city. King Agrippa asked Paul why he was in jail. Paul boldly told everyone in the room that Jesus is the Savior who came back from the dead and forgives people's sins. When King Agrippa didn't want to hear any more about Jesus being the promised Savior, he got up and left the room. Paul was taken back to jail. Governor Festus and King Agrippa decided to send Paul to Rome to let the Caesar decide what to do about him.

Acts Memory Verse

You will be My witnesses.
Acts 1:8

Bow
to a
king



Dress up as King Agrippa with a robe, a crown made of paper, rings on your fingers, and a scepter made from a paper towel tube. Teach your young child how to bow or curtsy to a king. Sit on the throne (a chair that has been designated as special) and say, "I'm King Agrippa. Tell me about Jesus." Another child or adult can pretend to be Paul who says, "Jesus is the Savior," or, "Jesus is alive." The king will then stand up and walk with great pomp from the room. Everyone follows the king. Change roles and play the game again.

King Agrippa
(tune: "Pollywollydoodle")

The-ere was a king in Caes-a-re-a
And his name was A-grip-pa.
He-e said to Paul, "What have you done?
"What have you done so wrong?"
"Nothing wrong; nothing wrong," said Paul.
"I have not done what they say."
"Nothing wrong; nothing wrong," said Paul.
"I have not done what they say."



When King Agrippa had heard enough about Jesus, he sent Paul back to jail.