

LESSON 23 | Jesus Rescues the Lost

Bible Basis: Matthew 8:10 – 14; Luke 10:25 – 37; 15:3 – 7, 11 – 32

Bible Verse: Luke 15:32: “But we had to celebrate and be glad. This brother of yours was dead. And now he is alive again. He was lost. And now he is found.”

Bible Point: Jesus cared for those who were lost and rescued them. He also cares about us and rescues us when we are lost.

Resource: *The Beginner’s Bible*

- “The Good Samaritan” (pages 379 – 384)
- “The Lost Sheep” (pages 391 – 396)
- “The Lost Son” (pages 397 – 404)

Master Supplies List

- Sheep cutouts (one per child, plus one for the teacher)
- Pipe cleaners (one per child)
- Paper (three pieces)
- Marker
- The Beginner’s Bible*
- Lesson Materials DVD (optional)
- DVD player (optional)
- Family Page (one per child; see end of this lesson)

Optional Supplies

You will need the following supplies based on which option(s) you choose in STEP 3 | Explore More. All craft templates are located at the end of this lesson.

- Option 1:** Small rubber or cotton gloves (you need enough gloves so there is one finger per child), cotton batting or cotton balls, black construction paper, glue or double-sided tape
 - Option 2:** Bandana/blindfold
 - Option 3:** A walking stick (optional); a bag or purse; a plastic jug, water bottle, or a cup (it does not need to contain water); money
 - Option 4:** Crayons or markers, coloring page (one per child)
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STEP 1 | COME TOGETHER

Supplies: Sheep cutouts (one per child, plus one for the teacher, printed on card stock), pipe cleaner (one per child).

Teacher Prep: Print and cut out one sheep per child, plus one for yourself. Make one shepherd’s staff per child by bending the top of a pipe cleaner into the shape of a cane.

GATHER the children together in a circle on the floor or around a table.

GIVE each child a sheep and a staff.

HOLD up a sheep.

ASK, What is this? (*A sheep.*)

ASK, What does a sheep say? (*“Baa.”*)

SAY, A sheep says, “Baa, baa, baa” when it’s happy, right? But, what does it say when it’s sad? (*Say, “Baa, baa, baa” in a sad voice.*)

HAVE the children practice saying, “Baa, baa, baa” in a sad voice. They can get more dramatic and start to pretend cry while *baa-ing*.

INSTRUCT the children to bring their sheep to a (pretend) stream. Let the children use their staffs and pretend to be shepherds.

SAY, All these sheep are happy. They are drinking water at the stream. But there is one little lamb that is not happy at all!

SHOW your lost sheep off to the side.

SAY, He is afraid and all alone.

HAVE everyone start to *baa* very sadly.

SAY, Maybe he saw a wolf.

ASK, What might happen to a sheep that is all alone? (*Take responses.*)

SAY, Wouldn't you be scared if you were all alone? This sheep needs to be rescued, doesn't he? Today we are going to hear some stories about sheep and people who are lost. We are also going to hear about someone very special who finds them.

STEP 2 | HEAR THE STORY

Supplies: Paper (three pieces) and marker.

Teacher Prep: You will need three cards or pieces of paper. Draw a happy face on the first sheet. Draw a sheep on the second sheet. (As an option, you can use one of the sheep from **STEP 1 | Come Together** to illustrate the sheep that wandered off.) Draw some balloons and a party hat to illustrate “party” on the third piece of paper.

SAY, To help us with our story today about how much God loves the lost, we are going to use these pictures. (*Hold up the pictures.*)

SAY, When you see the happy face picture, I want you to shout, “Hooray!”

SAY, When you see the sheep picture, softly say, “Baa.”

SAY, When you see balloons, celebrate by pretending to eat, drink, and dance.

PRACTICE the motions with the children.

READ aloud “The Good Samaritan,” “The Lost Sheep,” and “The Lost Son” from *The Beginner's Bible*. Or, if you prefer, **SHOW** these stories from the lesson on the enclosed DVD.

ASK, What is a parable? (*It's a story. Jesus loved to tell stories.*)

SAY, In the first story, a man asked Jesus who was his neighbor. Who is your neighbor? (*The person sitting beside you. Your neighbor is everyone!*)

ASK, In the story of the lost son, how many sons did the farmer have? (*Two.*)

ASK, Why was the lost son's money all gone? (*He spent it. He wasted it.*)

ASK, In the story of the lost sheep, why did the one sheep get lost? (*Maybe he was looking for greener grass. Maybe he was curious. Maybe he didn't hear the shepherd calling him.*)

ASK, How do the sheep stay safe? (*They stay close to the shepherd and obey him.*)

PRAY with the children. Thank and praise God for watching over them and protecting them.

STEP 3 | EXPLORE MORE

Choose from these activity options to help the children explore the lesson further.

Option 1: Sheep Finger Puppets

Supplies: Small rubber or cotton gloves (you need enough gloves so there is one finger per child), cotton batting or cotton balls, black construction paper, glue or double-sided tape.

Teacher Prep: Cut off all the fingers of the gloves to provide the base for a small sheep finger puppet. Cut to the right length for a child's finger. Stretch out the cotton batting or use cotton balls to cover each glove finger. Glue or tape the cotton on the glove finger. Cut out two ovals 1" long from the black construction paper. Glue or tape them onto the cotton batting at the top of the finger to form ears. Put three dots on the front for the sheep's face.

SAY, I've made some sheep finger puppets for us to play with today. Each of you will get one sheep.

GIVE the children time to free play with their finger puppets.

INSTRUCT the children that they can say “baa” to communicate with you, the shepherd.

SAY, You can tell the shepherd what you want and need, just like we can talk to God.

ALLOW the children to each say “baa” and ask/tell you things.

RESPOND to their needs.

Option 2: The Shepherd Knows His Sheep Game

Supplies: Bandana/blindfold.

Teacher Prep: This is a variation of Blind Man's Bluff. Make sure there are no obstructions in the way of the blind shepherd and that the sheep don't wander too far away. It's more fun if everyone can have a turn to be the shepherd.

SELECT one child to be the shepherd.

PUT a blindfold on the shepherd.

GATHER the other children around the shepherd.

SAY, Today we are going to play a game called "The Shepherd Knows His Sheep." In this game, the goal is for the shepherd, with the blindfold on, to find the sheep.

EXPLAIN the rules: No peeking! When the shepherd shouts, "Stop!" all the sheep — which means you — must stand still. The shepherd must reach out to feel for the sheep and find one by touching it. Then, with the blindfold still on, the shepherd must try to figure out who that sheep is. The sheep will say, "Shepherd, do you know your sheep?" If the shepherd knows who that sheep is, the sheep becomes the shepherd. If not, the shepherd must look for another sheep.

SAY, Let's begin. I'm going to spin the shepherd around slowly while you quietly move away from the shepherd. When I say, "God loves his lost sheep," the sheep should start moving. They must stop when the shepherd shouts, "Stop!"

PLAY the game until each child has had a turn to be the shepherd.

Option 3: The Good Samaritan Skit

Supplies: A walking stick (optional); a bag or purse; a plastic jug, water bottle, or a cup (it does not need to contain water); money.

NOTE: *Perform the skit enough times to give everyone a turn to act.*

SELECT four children who would like to act out the story of the Good Samaritan.

ASK, Who wants to be the man who got hurt? (*Choose a child.*)

ASK, Who wants to be the Good Samaritan who helps the hurt man? (*Choose a child.*)

ASK, Who wants to be the robber? (*Choose a child.*)

ASK, Who wants to be the innkeeper? (*Choose a child.*)

SAY, The robber should have a mean look on his face. The man who got hurt should carry the bag or purse and the walking stick. The Good Samaritan should carry the water jug or cup. The innkeeper should stand at the door of the inn.

SAY, As I read the story, I want you to act it out in front of us. (*You may need to cue the children to act out their parts by pausing during the story to tell them what to do.*)

EXPLAIN "the stage" to the children by pointing out where the road and the inn are located.

SAY, The MAN WHO GOT HURT walks across the stage or floor, slowly lugging his purse. After the MAN WHO GOT HURT takes six steps, the ROBBER gently attacks, wounding him and taking his purse. The MAN WHO GOT HURT lays down, hurt. The ROBBER runs off with the money. (*Have the ROBBER sit down again with the other students.*)

SAY, Then along comes the GOOD SAMARITAN. He walks by and stops when he sees the MAN WHO GOT HURT lying on the road. The GOOD SAMARITAN pulls out his water jug and lifts the man's head to give him a drink. Then The GOOD SAMARITAN bandages and fixes up his wounds.

SAY, Next, the GOOD SAMARITAN helps the wounded man stand up. The MAN WHO GOT HURT starts to walk, leaning on the GOOD SAMARITAN. The two walk this way until they arrive at the inn. The INNKEEPER opens the door and helps the MAN WHO GOT HURT to lie down on a soft bed.

SAY, Then the INNKEEPER asks, "Who will pay for this man to stay here?" The GOOD SAMARITAN takes money out of his pocket and gives it to the INNKEEPER. Before he leaves, the GOOD SAMARITAN says to the MAN WHO GOT HURT, "Do you feel better now?" The MAN WHO GOT HURT moans and groans and nods, saying, "Yes. Thank you." Then the GOOD SAMARITAN walks away.

Option 4: Let's Color

Supplies: Crayons or markers, coloring page (one per child).

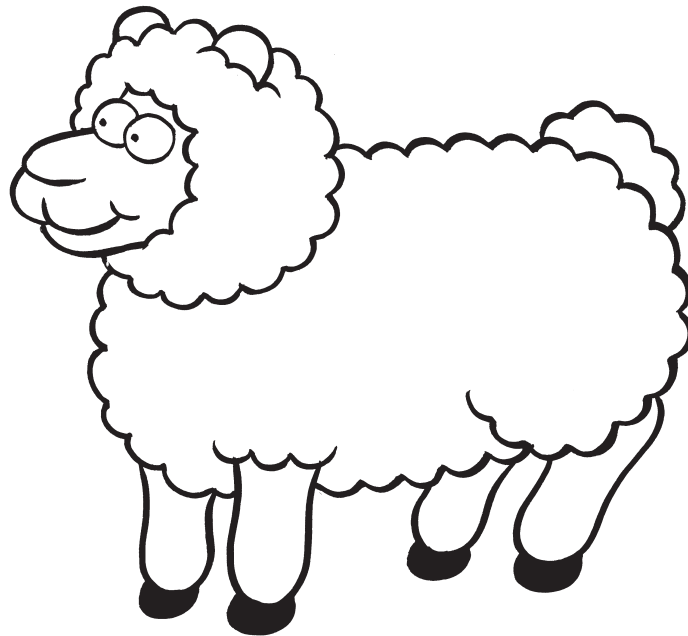
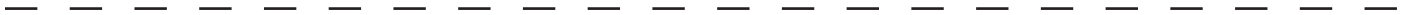
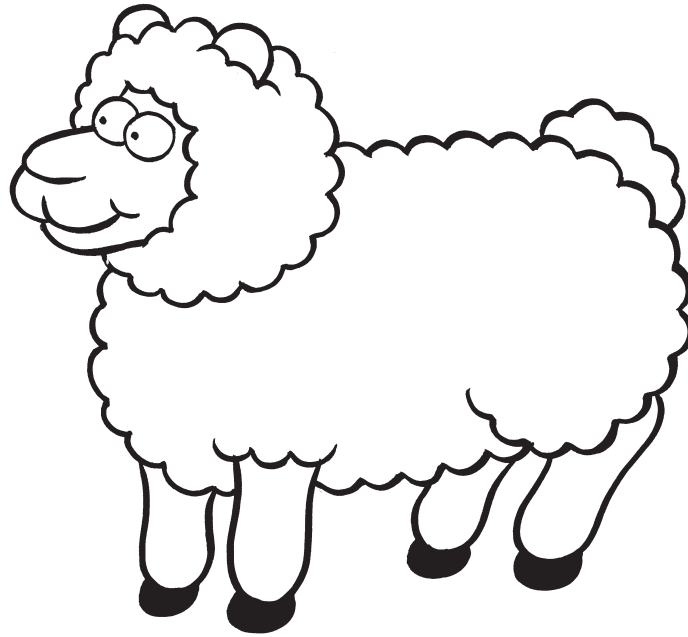
STEP 4 | GOING HOME

Supplies: Family Page (one per child).

GIVE each child a copy of this week's Family Page.

SAY, Give this page to your family when they pick you up. It will remind you to tell your family about how God cares about those who are lost and rescues them, and how he rescues us when we are lost.

LESSON 23 | Come Together



LESSON 23 | **Let's Color**



LESSON 23 | Jesus Rescues the Lost

Bible Basis: Matthew 8:10 – 14; Luke 10:25 – 37; 15:3 – 7, 11 – 32

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How to use This Page

This week, you can read the stories listed above in *The Beginner’s Bible* several times to help your child remember them. Use the Table Talk questions below to start a discussion around the dinner table, while driving in the car, or just about anywhere. The Living Faith activity is designed as a drama to help your child remember the Bible lesson. The Extra Mile provides interactive ways for your child to connect with the story.

TABLE TALK

1. Why do sheep need a shepherd? (*To protect them, guide them, and rescue them when they get lost.*)
2. Do you think the Good Samaritan was like the shepherd? How? (*Yes. He helped someone who was hurt and alone.*)
3. What would have happened to the lost son if he did not go back home? (*He may have lost a lot of weight or even died of hunger. He would have been lonely.*)
4. If you ran away from God, would you be afraid to go back to him?
5. Why should we never be afraid to run to God when we need help?

LIVING FAITH

Have your child select one of the Bible stories from this week and act it out for you as you read

the story aloud from *The Beginner’s Bible*. For “The Good Samaritan,” help your child act out the stories by playing the supporting role of the robber, or enlist the help of another parent or sibling. The person playing the robber, with face covered, quickly snatches the man’s gold. The Samaritan can then gently and kindly revive the victim. Use a bathrobe or a loosely tied sheet to serve as garments for the travelers. Towels and stretchy hair bands make good head coverings. You can also make a beard by stretching cotton batting onto a piece of adhesive tape. Flip-flops can serve as sandals, and an umbrella can be a walking stick. Place two chairs together to make the donkey that carries the victim from the place where the robber attacked him to the inn.

When you come to the place(s) in the story where a Bible character speaks, instruct your child what to say. If possible, have your child perform the Bible drama for other family members in person, via Skype, or using a video camera.

EXTRA MILE

- Explain to your child that people who don’t know Jesus feel lost and alone. You can teach children to pray for these “lost sheep.” Pray that these sheep would hear the voice of the Good Shepherd, Jesus, and come back to him, where it is safe and peaceful.
- Teach this song to your children to the tune of “Baa, Baa Black Sheep”:

*Baa, baa, black sheep
Does your Shepherd know
You're alone? You're alone?
Where did you go?*

*Stay with the others
Don't go astray!
Your Shepherd loves you,
And wants you to stay!*

- Play a game of “Hide the Sheep” with your child. Have them count to ten (or as high as they can) while you hide a toy sheep somewhere in the house. When your child finds the sheep, it's your turn to count to ten and your child's turn to hide the sheep. Tell the sheep, “We were looking all over for you because we love you!”