

MAIN POINT:

God Is With Me

BIBLE VERSE:

"I am the Lord your God I will be with you everywhere you go." Joshua 1:9a

BIBLE STORY SUMMARY:

Jesus' friends were out in their boat without Jesus when a storm came up. When they looked out, they saw a man walking toward them *on* the water. They were scared and thought it was a ghost. But it was Jesus! Peter told Jesus that if it was really Him, to tell Peter to step out of the boat. So, Jesus did that, and Peter walked on the water toward Jesus. When Peter noticed the wind and the waves around him, he was scared and started to sink into the water. Jesus reached out and rescued him.

WATCH IT

Find the lesson video on our website: <https://cschurch.ca/childrens-online>

DO IT → STORMY WAVES FINGER PUPPETS

Supplies:

- Finger puppet set (see last page)
- Crayons
- Scissors

Activity Instructions:

- Cut out the finger puppets, including the holes for the fingers.
- Have your child colour their puppets.
- Fold the wave in half so that it stands on the table.
- Show your child how to place their index and middle fingers through the puppets to be legs for Jesus and Peter, so they can walk on the water.

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TALK ABOUT IT:

1. **Do you think these items would sink or float if we put them in water?** (Try out the following items (or similar items), in a sink or plastic container filled halfway with water: golf ball, paper clip, coin, plastic toy, rock, button.)
2. **Jesus is always with us, which means that no matter what we're doing, we can trust Him to be there with us. Let's think of some of the things we do, where we know Jesus is with us.** (Playing, eating, sleeping, riding in the car, etc.)

FAMILY PRAYER:

Dear Jesus, Thank You for always being with us. Thank You that we can trust You. We love You.
In Your name, Amen.

Instructions

Cut out the character removing the 2 finger holes.
Cut out the waves, bend along the dotted line to help them stand up.
Cut out the boat and glue a craft stick to the back so you can move it.
Place 2 fingers through the holes to make legs and take your characters for a walk from the boat through the waves.

