



Date: _____
Series: Meet the God/Man, Jesus
Winter Year 2, Lesson 33

Jesus—Our Leader

Take Home Point: *Jesus wants to be our leader.

*Repeat this phrase throughout the lesson.

Bible Event: Mark 1:14-20 Calling of the first disciples.

Key Verse: Mark 1:17, “Jesus said to them, ‘Come, follow me! I will teach you how to catch people instead of fish.’”

We will help kids know:

- Jesus chose his disciples and told them to follow him, just as he chooses us and tells us to follow him.
- Jesus is the one who makes us fishers of men if we concentrate on following him.




We will help kids feel:

- Important as they understand that God has chosen them to be his followers.
- Secure in Jesus, who can give them direction for their lives.

We will help kids do:

- Make a map of their lives and their typical weekly activities.
- Discuss what might be some of Jesus’ attitudes and actions if he was following that weekly path of events.
- Seek and pray that, as kids know Jesus as Savior, they follow him as leader throughout the course of their weekly activities.

THIS LESSON'S ROADMAP

DESTINATION	PAGE #	DISCOVERIES ON YOUR JOURNEY	SUPPLIES NEEDED
Small Group Warm-Up 	3	Kids write their names on a ping-pong ball to be chosen as Large Group contestants. One student is selected to be a leader in the group and be an example in tossing the ball into a bucket.	<ul style="list-style-type: none"> ping pong balls (If ping pong balls are too expensive or hard to find, use half sheets of paper.) permanent markers bucket for each group
Large Group 	4 7-9 9-11 11	Overview “Meet the God/Man” Game Show —Contestants are asked questions to turn over today’s descriptor of the “God/Man.” Puppet Presentation: “Jesus Our Leader” – Gordy wants to go fishing for people using gummy worms as bait. Mr. King helps clarify what Jesus meant when he told his disciples and us to be fishers of men. Reading the Bible Event: “Jesus, the God/Man, Is Our Leader” - Mark 1:14-20	<ul style="list-style-type: none"> Gordy contraption used for bingo calling, which mixes the balls together and releases a ball at a time. (This could be done by putting all of the ping pong balls into a container and merely pulling them out by hand.) game show set background music for series: <i>God/Man</i>—order from www.awaken.nu/music_godman.php sport coat large placards with letters (Pieces of construction paper with bold lettering with corresponding numbers on back or covering) game board for letters to be attached to—e.g. foam core or poster board. bells, horn, or buzzers (two-four) fishing pole for Gordy with no hook fishing net
Small Group Application 	4-6	Kids make a map of their lives and their typical weekly activities. They discuss what it means to follow Jesus in these activities and how to be fishers of men.	<ul style="list-style-type: none"> gummy worms pencils crayons or markers drawing paper

Small Group Warm-Up: 15 minutes



Purpose: *Get pointed in the right direction!* Build relationships and help guests feel at ease. Do the learning readiness activity that will point your group in the right direction for the lesson.

Today's lesson introduces Jesus as our leader. Typically, the warm-up time is very clear in presenting the theme for the day. Today and throughout this series, however, the warm-up must be much more subtle in stating the day's theme. The reason for this is that the large group presentation will be in a game show format. Contestants will be trying to guess the theme of the day. Therefore, today we do not want to blatantly mention beforehand that Jesus is our leader. Even if this is not clearly spoken, the kids will be involved in a warm-up activity related to the topic.

One ping-pong ball is needed per child for the following activity. If ping-pong balls are too expensive or hard to obtain, half sheets of paper will work, as well. In either case, the kids will write their names (first and last) on the ball or the paper and wad it up into a tight ball. For large group, the ping-pong balls (or paper wads) will be collected and placed in a bucket from which names will be drawn for the large group game.

We are in a series that uses a game show format for Large Group each week. The names might be drawn from this bucket if it is updated weekly with ping-pong balls or paper wads with the new students' names on them.

Take a small bucket and place it in the corner of your group's space. Invite the children to toss their ping-pong balls (or paper wads) into the bucket. Give them the challenge that you are looking for one person who can be an example for all of the others by making the basket. As soon as that person makes the basket, then see how many can follow his example.

Say: **We have just tried to follow the example of someone who made a basket. Now, think about someone else who has been a good example in your life. I am not talking about Jesus as an example at this time, but some other person who has been a good example to follow.**

Let's take turns sharing who you think is a good example for you to follow.

As you go to large group, be sure to take your ping-pong balls (or paper wads) with the names already labeled on them.

Large Group: 20-30 minutes



Purpose: *Help kids observe what the Bible says. Present the Bible event in creative fashion. Help kids begin to interpret what it means.*

Overview

“Meet the God/Man” Game Show—Contestants are asked questions to turn over today’s descriptor of the “God/Man.”

Puppet Presentation: “Jesus Our Leader” – Gordy wants to go fishing for people using gummy worms as bait. Mr. King helps clarify what Jesus meant when he told his disciples and us to be fishers of men.

Reading the Bible Event: “Jesus, the God/Man, Is Our Leader” – Mark 1:14-20

Small Group Application: 20-25 minutes



Purpose: *Help kids map out the meaning of the Bible event in their lives. Use the questions to stimulate discussion but don't feel tied to them. Allow the Holy Spirit to guide you. Include personal examples from your own faith journey. The example of Christ at work in your life will leave lasting impressions of how Christ can work in the children's lives.*

Use your Bibles! Children need to learn how to look up references and follow along when scripture is read aloud. Allow for quality time of prayer at the close of the lesson.

Observation Questions: What happened?

Have kids refer to Mark 1:14-20 in their Bibles.

Where was Jesus when he told Simon, Andrew, James and John to follow him? *(Mark 1:16. Jesus was walking along the Sea of Galilee where they were fishing.)*

What was the message Jesus was preaching? *(Mark 1:14. Repent, the Kingdom of God is near.)*

What did Jesus tell them would happen if they followed him? What would they be fishing for? *(Mark 1:17. They would be fishers of men.)*

How long did it take for the disciples to leave their nets and follow Jesus? *(Mark 1:18 & 20. They left immediately.)*

Interpretation Questions: What does this mean?

What do you think it was about Jesus that convinced these fishermen to leave their nets and follow him? *(Let the children offer their opinions. One likely answer is that Jesus had a powerful message and spoke in such a way that people wanted to follow him when he called them.)*

Jesus will be referred to as the God/Man. Why do you think this title fits him? *(He is both God and man.)*

Application Questions: What does this mean to me?

Application Activity:

Supplies needed: gummy worms, pencils, crayons or markers, drawing paper

Give each child two sheets of drawing paper, and tape them end to end so they have a long sheet of paper to draw a map. This map will include some of the things they do throughout the week. Begin by having the kids draw on their paper a slightly curving line that will be a path from one end of the paper to the other end. This is a path that illustrates what they go through in a week. On different sides of the path they are to draw pictures of things they do in a typical week. They might draw a picture of their school, their home, a basketball court, a library book, a dog, and some friends playing. Rather than emphasizing the quality of the illustrations, have kids draw simple symbols or pictures that represent each one of these places or events.

Give gummy worms as a snack for all kids who are applying themselves to this activity.

After these events have been drawn alongside the path of what happens during a typical week in their lives, ask the kids to partner up and explain their map to a friend. Then, ask the kids:

Imagine now that Jesus met you when you were doing one of those activities, and Jesus said to you, “Follow me.” How would you follow him as you do that activity? Is there anything that you would do differently? What would you do the same? Jesus said that, as you follow him, you would catch people instead of fish. How does that happen?

Let me give you an example from my life.

Share a simple way in which you follow Jesus in one of your typical weekly activities. Then, invite the children to share their examples.

Note: It would be helpful to point out that we can follow Jesus in our everyday activities. When we trust Jesus as our Savior, we want to do our daily activities the way he would want us to. Because Jesus is our Savior, he also is our leader. The power we have to follow him is that even when we make mistakes and do what is not pleasing to him, we can turn to him (repent), ask for forgiveness, and know that he still loves us. Because of that love, we have his power to try again and follow him more completely.

Conclude the group activity by saying:

In Mark 1:17, “Jesus said to them, ‘Come, follow me! I will teach you how to catch people instead of fish.’” He was speaking to his first disciples. He calls us to follow him and be his disciples also. *Jesus wants to be our leader. Will you follow him immediately?

Closing Prayer:

In your closing prayer, invite the children to pray over their maps. Pray for certain individuals who need special amounts of Jesus’ love. Pray to better follow Jesus every day and become fishers of people.

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Large Group Presentation: 20-30 minutes

Introduction to “Meet the God/Man” Game Show

The large group format for the “Meet the God/Man” series is a game show. The large group presenter is the game show host and Gordy is an assistant who ad-libs comments during the game show. Immediately after the game show, Gordy helps introduce the topic discussed that day. He does this with a brief scripted dialog, in which he presents a typical view of a third grade boy.

The more creative the set is for this game show, the more fun it can be for adults and children alike. In advance, gather adults to help with special props or decor. The large group presenter needs to have a bright or colorful sport coat or something to serve as a game show host costume. This will help the kids know when he is functioning as a game show host and when he is presenting the Bible event.

Throughout the series, large placards with letters will be necessary to make the mystery word and provide visual effect for the game. For example, today’s mystery word is “leader.” The God/man, Jesus, is a “leader.” Six placards with the letters spelling “leader” need to be available. Number the letters like below. As contestants answer questions, these letters are attached or turned over on the board or the wall. Be creative in your own facility as to how these letters can be posted. Foam core or poster board might be excellent backing.

The game format operates as follows:

The official beginning comes with the kids singing the “God/Man” theme song or a song of your choice that enhances the theme. It will be used throughout the series. To receive your copy of the music, go to http://www.awaken.nu/music_godman.php You can download the mp3 file (sample) for free or purchase a CD (includes trax and demo) for \$5.00, plus shipping and handling. Sheet music is \$3.00 plus shipping and handling.

Gordy then introduces the game show host. The game show host welcomes all of the contestants to the game “Who Is the God/Man?” (A game show sign would be helpful.) They would then randomly select contestants from the ping-pong ball container. Two boys and two girls should be selected to represent the team of each gender. Give the children the option of picking someone near them to substitute for them if they do not want to come up and be part of the show. This will compensate for kids who are shy.

The game show is conducted before the Bible event is read. Kids are guessing the answers, but then are better prepared to hear the main points of the Bible reading that is read after the game show.

The game-show host will read a question and the contestants will beep in with a bell, a horn, or a buzzer. Whoever beeps first gets to answer the question. If they beep in before the question is completely asked, the host will not tell them the rest of the

question. If they answer the question correctly, they get a chance to look at one of the letters to be placed on the board. They will have five seconds to guess the word that describes who our God/Man is. If they fail to answer the question correctly after beeping in, the other team can answer the question following an additional clue. If that team correctly answers, then they will have five seconds to guess the descriptor for the God/Man. If neither team correctly answers the question, the letter is still revealed for the clue though no one is allowed to guess the word.

Typically, the kids will guess the word before all of the letters are given. Whichever team does this, wins the game. It might be interesting to keep a weekly tally of who is doing the best job. Nonetheless, it is still fun and helpful to complete the clues even after the word has been guessed. The remaining clues are given to Gordy so the questions can quickly be covered.

Clue Sheet
“Meet the God/Man” Game
Mark 1:14-20

L-E-A-D-E-R
3 6 1 4 2 5

For letter number one, can you answer the following? Jesus said, “Come, follow me! I will make you _____ of men.”

(Answer: “fishers”)

You win the letter A! You have five seconds to guess what the God/Man is.

For letter number four, can you tell me the following? Jesus said, “The kingdom of God is either near or far?”

(Answer: “near”)

You win the letter D! You have five seconds to guess what the God/Man is.

For letter number two, can you tell me the following? What job did Simon, Andrew, James, and John have? (Clue: It wasn’t hunting.)

(Answer: “They were fishermen.”)

You win the letter E! You have five seconds to guess what the God/Man is.

For letter number six, can you tell me the following? Jesus said, “Repent.” Does this mean:

- A. count your blessings**
- B. turn to God?**

(Answer: B. turn to God.)

You win the letter E! You have five seconds to guess what the God/Man is.)

For letter number five, can you tell me the following? Jesus chose his disciples when they were by

- A. the Sea of Galilee or**
- B. the temple in Jerusalem.**

(Answer: A. the Sea of Galilee.)

You win the letter R! You have five seconds to guess what the God/Man is.)

For letter number three, can you tell me the following? How long did it take the disciples to leave their nets and follow Jesus?

- A. immediately.**
- B. in two days.**

(Answer: a) immediately.

You win the letter L! You have five seconds to guess what the God/Man is.)

Jesus – Our Leader

Puppet Presentation

Having just finished the game show, Gordy brings out a small fishing pole. He prepares to leave the set.

Gordy: Wow, Mr. King! That was a very cool game. Those were very smart contestants.

Mr. King: They sure were, Gordy. Thank you for being my assistant today.

Gordy: You bet! And now it is time for me to sign off. I'm going fishing.

Mr. King: Uh, Gordy

Gordy: What?

Mr. King: You're going fishing?

Gordy: Sure! Why not? What's wrong?

Mr. King: There is no hook at the end of your line.

Gordy: That's because I would then have to put a worm on it, and sticking a worm on the end of a hook kind of grosses me out!

Mr. King: **Gordy, I have a better idea about fishing.**

Gordy: What's that?

Mr. King: **Gummy worms.**

Gordy: Now you're talking! That's the kind of fishing I like!

Mr. King: **Yeah! I know what we would catch.**

Gordy: You'd catch me! I love gummy worms.

Mr. King: **Exactly, and that is what we are talking about today.**

Gordy: Gummy worms?

Mr. King: **No. Catching people. Jesus is our leader. When we follow him he teaches us how to fish for people.**

Gordy: Using gummy worms?

Mr. King: **No. He uses his love, and that's how we fish for people.**

Gordy: But can we still eat the gummy worms?

Mr. King: **Well, if it helps us to learn, but Jesus is more concerned about becoming our leader and making us fishers of men.**

Gordy: Good! Well, I've gotta go.

Mr. King: **So soon?**

Gordy: I need to find another pole.

Mr. King: **Why?**

Gordy: So I can get two gummy worms.

Mr. King: **I'll give you two gummy worms anyway after I read the Bible event. These next several weeks we will talk about how Jesus is the God/Man. That means he is both God and man. And today we will meet the God/Man who is our leader. Why don't you listen and then you can close us in prayer.**

Gordy: Okay. But do I still get the gummy worms?

Mr. King: **Sure, Gordy. But that's not the most important thing. Listen...**

Reading the Bible Event: Mark 1:14-20

The presenter reads Mark 1:14-20 from an easy reading version of the Bible. A fishing net is an effective prop to have in hand while reading this passage. The presenter can interact with the audience when Jesus refers to fishing for men by throwing the net into the audience. A simple teaching point after the reading can be this:

Jesus does not tell us to go out and fish for people on our own. Instead Jesus tells us to come and follow him. **Jesus wants to be our leader.* When he is our leader, he will teach us what to do. We fish for people when we show or tell them about God's love given to us in Jesus.

Gordy, will you close us with prayer?

Gordy:

Sure, Mr. King. Dear Jesus, I guess we could call you the God/Man. That's pretty neat how you are both God and a person like us at the same time. Today we learned that you want to be our leader. Thank you for asking us to follow you. Now, help us catch people by sharing your message with others. In your name we pray, Amen.

And now I think it's gummy worm time!

Mr. King:

Okay, Gordy. Let's go!

**WHO
IS THE
GOD/MAN?**