



Date: _____
Series: The Early Church
Year 1, Lesson 9

The Moving Church

Take Home Point: *God wants the church to leave it's building. *Repeat this phrase throughout the lesson.

Bible Event: Acts 8:26-40 God directs Phillip to meet and witness to an Ethiopian.

Key Verse: Acts 1:8b "... You will be my witnesses ... in every part of the world."

We will help kids know:

- The Bible event of God sending Philip to witness to the Ethiopian.
- The church is more than what happens inside our building. Each person has a responsibility to witness of Jesus at other places.
- We can pray and trust God that He will lead us to the places where He wants us and will give us the power to testify of Jesus.

We will help kids feel:

- Excited about opportunities to testify of Jesus.
- Comforted with the presence of Jesus who accompanies them wherever God sends them.




We will help kids do:

- Play a game similar to checkers that helps them discuss responses they could give others who ask them about God.
- Pray that they might be better witnesses to the places God sends them, as well as pray for specific people who need to know more about Jesus.

Kingdom Quest - Malaysia "The Early Church" Series Lesson 9 - 1

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THIS LESSON'S ROADMAP

DESTINATION	PAGE #	DISCOVERIES ON YOUR JOURNEY	SUPPLIES NEEDED
Small Group Warm-Up 	3 10-11	Kids learn that by playing Crossroad Checkers, it illustrates how the church is “on the move.” Appendices	<ul style="list-style-type: none"> • Crossroads Checkerboard. (see appendix A and B) • tokens. Your choice of coins or hand-made paper checkers.
Large Group 	3 6-9 7 8-9	Overview Puppet Presentation: “The Church on the Move”. Dao Dao learns that when the church “moves,” it witnesses or testifies of Jesus Christ. Video: <i>The Visual Bible: Acts</i> , (Acts 8:26-40) Puppet Conclusion: Audience Interaction helps kids to understand “moving.”	<ul style="list-style-type: none"> • Dao Dao puppet • tape for making geographical neighborhoods and schools. • signs indicating schools • video film: <i>The Visual Bible: Acts</i>
Small Group Application 	4-5 11-12	Review of the Bible event enforces how God can “move the church” and how Philip was obedient to witness to the Ethiopian. Memory Verse Learning: “Tic-Tac-Toe” For lesson 55-57, Rev. 2:10 will be memorized to encourage every child to be faithful to do more for the Lord Jesus Christ. Appendices	<ul style="list-style-type: none"> • Crossroads Checkers. (Use Appendix B and C) • tokens • whiteboard and marker

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.

Supplies needed: Crossroads Checkerboard. (see appendix A and B); tokens. Your choice of coins or hand-made paper checkers.

In advance, cut out and tape the Crossroads Checkerboard from the appendix pages. When assembled correctly it will be in the shape of a cross. (This version of Crossroads Checkers does not have any writing on the board. The set with writing on the board is used in Small Group Application.)

Play the game, Crossroads Checkers.

Crossroads Checkers allows four teams per game, each with four tokens. Divide your kids so every child is on a team. If you have eight children, you will have two per team. Each team will need four tokens distinct from the other teams. A simple way to provide this is to use four pennies, four nickels, four dimes and four quarters. Or if you'd like, cut out squares from four different colors of construction paper. If the team has two players on it, they will alternate making moves in behalf of their team.

The object of the game is to move tokens forward out of your square and into any of the opponent's square. If you can get a token to the back row or line of another team's square, you win the game.

Move just like in regular checkers where players can jump their opponent's checker piece. Players may not move backwards in their own square, but once out of their own area, they can move any direction they choose.

As the kids are playing this game, point out how sometimes it's risky to get away from our home base. But we can't stay home forever; we need to venture out to new places – especially in this game, as that is what it takes to win.

Kids, as we venture out with our tokens or checker pieces, let's also talk about places where you have ventured out and visited. Have any of you visited a place that was far away? Discuss. Has anyone visited a place where you were on your own? Discuss.

After the game is finished say:

Just like the object of this game was to leave your safe zone and move into another territory, **God wants the church to leave its building.*

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.*

Supplies needed: Dao Dao puppet; tape for making geographical neighborhoods and schools; signs indicating schools; video film: The Visual Bible: Acts

Overview:

Puppet Presentation: “The Church on the Move.”--- Dao Dao learns that when the church “moves,” it witnesses or testifies of Jesus Christ.

Video: *The Visual Bible: Acts* (Acts 8:26-40)

Puppet Conclusion: Audience Interaction helps kids to understand “moving.”

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?

Read Acts 8:26-29.

Who sent Philip to the special road to meet the Ethiopian? (Acts 8:26
An angel.)

What was the Ethiopian reading as he traveled? (Acts 8:28 *He was reading from the book of Isaiah.*)

Who told Philip to go near the carriage? (Acts 8:29 *The Holy Spirit.*)

Read verses 30-38.

What did the Ethiopian need that Philip could help him with? (Acts 8:30-31 *Understanding.*)

What did Philip help the Ethiopian to understand? (*Acts 8:32-35 That Isaiah was talking about the lamb, Jesus.*)

What did the Ethiopian want Philip to do when they found water? (*Acts 8:36-38 He wanted Philip to baptize him.*)

Read verses 39-40.

What happened to Philip after the baptism? (*The Spirit of the Lord took him away. We don't know what this exactly meant, but perhaps God physically moved him to another place.*)

Interpretation Questions: What does this mean?
How do you think Philip felt when he was told to go near the carriage?
(*Take any answer.*)

What do you think made the Ethiopian eager and ready to hear about Jesus? (*Listen to their answers. Perhaps one will comment that he was reading the Bible. God had prepared his heart.*)

Application Questions: What does this mean to me?
Supplies needed: Crossroads Checkers. (Use Appendix B and C); tokens

Play the second game of Crossroads Checkers. But as you do this, use the game board that has questions on the "home" sheets. Anytime a player lands on a question, they are to imagine that a friend or acquaintance from their school, neighborhood, sports team or club asks this question. What would they say in response?

When time is up review the Key Verse and Take Home point.

The Bible says in Acts 1:8b "... you will be my witnesses to testify about me... to the ends of the earth."

Today we learned that *God wants the church to leave its building. What does that mean?

Memory Verse Learning: 5 minutes

Purpose: Help kids to memorize and keep scriptures at heart. Using creative ways to help kids enjoy learning the key verse and in small group setting.

Supplies needed: whiteboard and marker

Memory Verse: Revelation 2:10 ~ “But be faithful, even if you have to die. If you are faithful, I will give you the crown of life.”

MV Presentation: “Tic-Tac-Toe”

The shepherd begins by saying that we have learnt Rev. 2:10 for the past two Sundays. Ask how many of them know the verse and can recite it. (If a few of them do not know the verse, write it out on the whiteboard and review with the children.) Since everyone knows the verse, it is time for a game of “Tic-Tac-Toe,” which was also played at the small groups. But instead of drawing an “X” or “O,” one has to draw a crown or a fire. The children are divided into two teams and before they can have a go at tic-tac-toe, they have to recite the memory verse correctly.

Closing prayer:

Have kids pray specifically for friends who may not know Jesus or who are searching for answers. Encourage them to think of kids who don’t regularly attend church and how the church needs to be on the move in order to reach them with the Good News.

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Large Group Presentation
“The Church on the Move”
Puppet Presentation

Take Home Point: *God wants the church to leave its building.

Dao Dao comes out with a checker from the warm up game taped to his hand.

Dao Dao: Hi, Teacher. Hi, kids.

Teacher: Well, Hi, Dao Dao. What do you have there?

Dao Dao: I have one of those checkers from that game. Wow, that was great fun!

Teacher: Did you enjoy it?

Dao Dao: I sure did! I even won!

Teacher: You did?! Fantastic!

Dao Dao: Yeah, but the other kids left the room and I had to finish the game by myself. I moved for them, but I still won.

Teacher: You won with a little bit of help, I think.

Dao Dao: Sure. But I had fun. I wish we did stuff like this at our school. It's fun here at church!

Teacher: Dao Dao, did you know that your church does go to school?

Dao Dao: What? I don't see any church at my school.

Teacher: It is. Did you know that your church even goes to your soccer team?

Dao Dao: What? No way.

Teacher: Did you know your church even goes to your home, as well?

Dao Dao: Now wait a minute. You could never get all those people in my living room. Even if you could, when they all start singing, wow, it would rock the whole neighborhood. I don't think my neighbors would like it.

Teacher: Dao Dao, when I said that the church goes to your school and to your home, I didn't mean every person here would go with you. I meant you.

Dao Dao: Me?

Teacher: Yes. You are the church.

Dao Dao: I am? How?

Teacher: Well, do you believe in Jesus as your Savior?

Dao Dao: Of course, Teacher.

Teacher: Do you want others to meet Jesus as well?

Dao Dao: Of course.

Teacher: Well, you are the church on the move, and God is sending you out to your school, your neighborhood, your home, your soccer team... and who knows where else.

Dao Dao: Now where do you get all this, Teacher?

Teacher: It's in the Bible. And today we will see how God sent the apostle Philip to a special place to talk to a man from Ethiopia. Ethiopia is in Africa and God loves the people in Africa. He wanted them to know Jesus also. So, He sent Philip to meet the Ethiopian. In this case, Philip was the church on the move. Why don't we look at this in today's video, which is the Bible reading of Acts 8:26-40.

Show the film, *The Visual Bible: Acts* on a large screen projector (Acts 8:26-40). After the film, conclude:

Puppet Presentation

Conclusion

Dao Dao: Wow. Teacher did you see how God sent Philip to the Ethiopian? And after he talked to him, God just kinda zapped him away from there.

Teacher: **That's what it seemed like, didn't it? That's the church on the move. Just like you, Dao Dao, and these kids here. God is calling us to move into new places and share with others who he is.**

Dao Dao: Then, I would be the church on the move – and ... in the groove! Wow, I'm the rhymnin' diamond!

Teacher: **Whatever, Dao Dao. But what's really important is that we go to the places that God sends us, such as to our homes, our schools, neighborhood, clubs and sports. There are lots of people out there like the Ethiopian who need someone to help explain to them about who Jesus is and what He's done for us. Jesus is God's own Son who gave His life for us so that we can be friends with God.**

Dao Dao: You mean you expect me and these kids to go out and tell others about Him?

Teacher: **What do you think, kids?** *(Expect the answer, "Yes!")*

Okay, Dao Dao, let's do this one last exercise to find out how God might be sending these kids and sending us.

“Four Corners”

Audience Interaction Game

Plot out the room in a geographical grid where different elementary schools are located. These can be spots marked by signs on the floor or by adults holding signs that move to that area. You ask the kids to go to the area school where they attend, so that we might see the different places where the kids attend school. In similar fashion, after this event, help the kids find where their neighborhoods are located on this grid. They will need common landmarks to find their areas, since many are not familiar with names of streets or directions.

Kids, let’s get an idea not where you’re from but where God may be sending you. If you think God is sending you to your school to be His witnesses to share Him with other people, let’s figure out where that might be. Imagine that this room is our city and here are the locations of the different schools. Let’s all get up and go to our school.

After kids have found their schools, invite the children to sit in that location and continue.

Now let’s imagine that, at your school there is someone who has never been to church before. This person finds out that you have been to church and now this person asks you, “What is the best thing about church and what do you learn there?” I need one volunteer to describe how you would answer that. Have the volunteer speak the answer into the microphone.

Now, do you see how God can use each one of us in our schools to talk about him or to testify about him? That is what the word “testify” means. The Bible says, “You will be my witnesses and testify of me even to the ends of the earth.” That means all over, even to where our schools are... or wherever God sends us.

Let’s see where else God sends us. Let’s go to our neighborhoods.

Let the children go to their neighborhood areas on the geographical grid and ask the kids the following. (Have one volunteer answer for the sake of time.)

While talking with one of your friends in the neighborhood, you begin to discuss different religions. Your friend says, “I don’t believe in any religion and I don’t know how anyone can know anything about God.” What would you tell him in response?

After discussion concludes, close with prayer.

Teacher: Dao Dao, let's conclude with a prayer?

Dao Dao: Sure, Teacher.

Teacher: Dear God, Thank You for sending Jesus. Thank You that He is our Savior. Lead us to tell others about Him. We know that Your church is on the move and that means that You are sending us. Help us remember that wherever we go, You have something special for us to do for You when we get there. In Jesus' name, Amen.

Supplies:

Quantity (✓)

Small Group Warm-up:

- Crossroads Checkerboard. (see appendix A and B)
- Tokens... your choice of coins or hand-made paper checkers.

Large Group:

- Dao Dao puppet
- tape for making geographical neighborhoods and schools.
- signs indicating schools
- video film: *The Visual Bible: Acts*

Small Group Application:

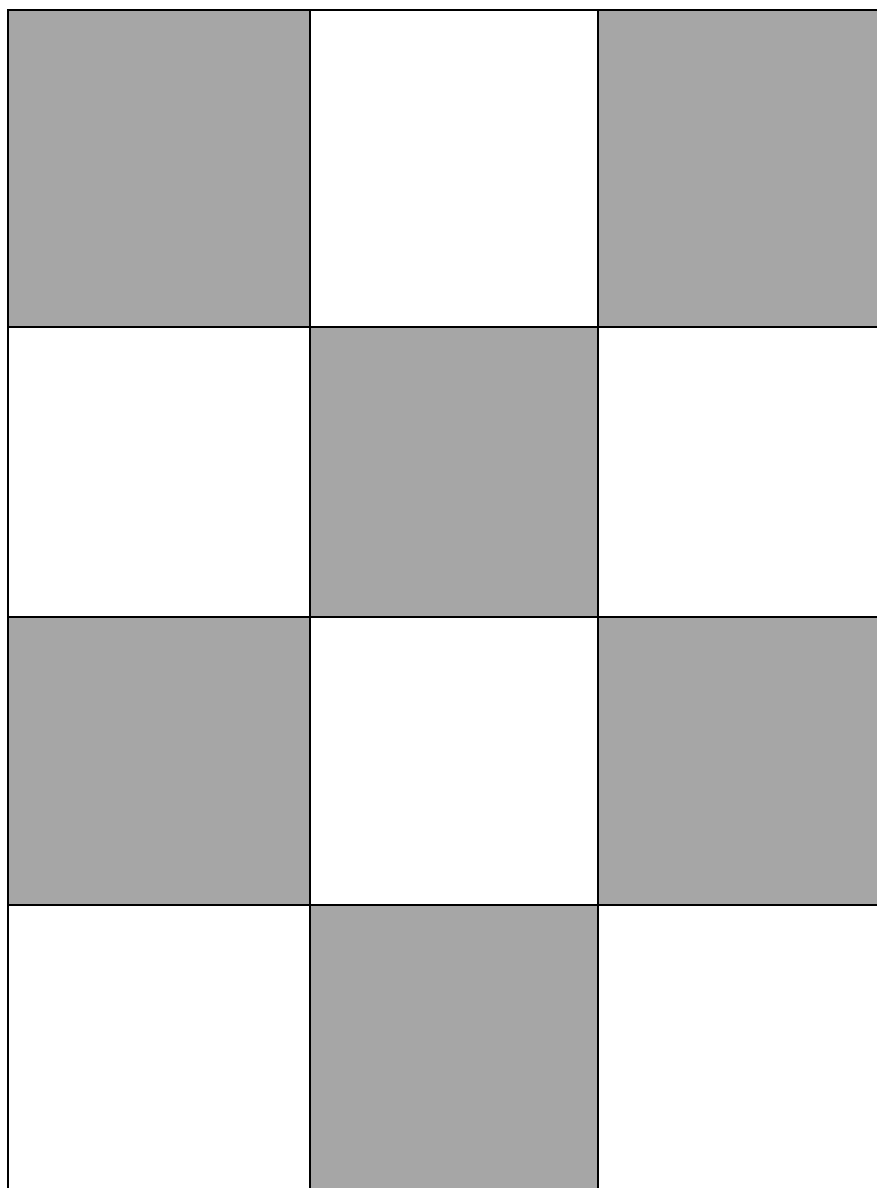
- Crossroads Checkers. (Use Appendix B and C)
- tokens

Memory Verse Learning:

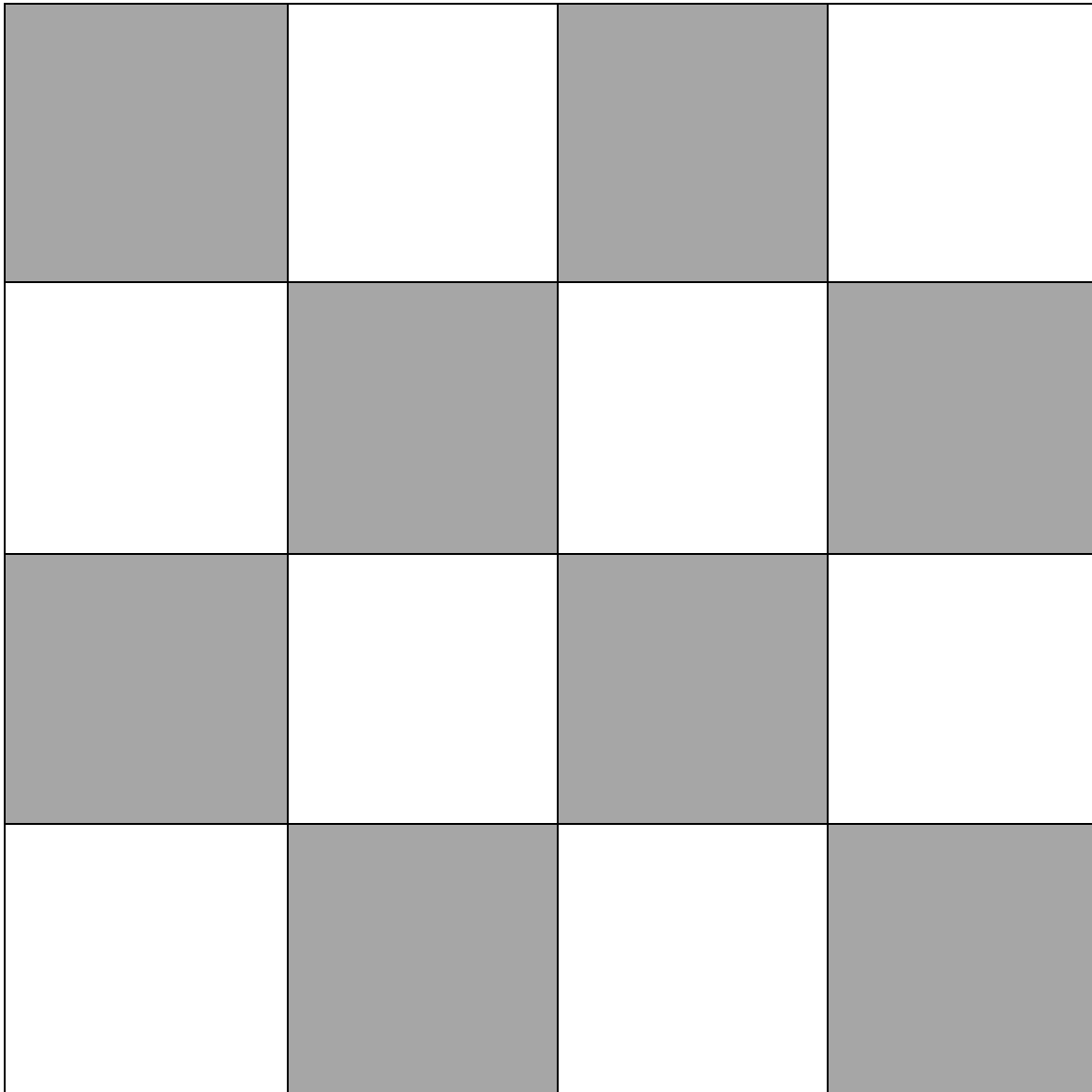
- whiteboard and marker

Appendix A – Crossroads Checkers

For Small Group Warm Up: To make one game board, copy this four times, cut out and tape to the square, cut from Appendix B.



Appendix B – Crossroads Checkers: Centerpiece for both games (Small Group Warm Up and Small Group Application)



Appendix C – Crossroads Checkers

For Small Group Application: To make one game board, copy this four times, cut out and tape to the square, cut from Appendix B

	Who is Jesus?	
How do you get to Heaven?		Do you believe God works miracles?
	Does God ever talk to you?	
Can you see God?		How can God help you?

Questions:

What do you think Heaven is like? (Last available question.)