

# GOD MADE ME TO BE GOOD

3-4

**BIBLE VERSES:** Luke 10:25-37

To think about what it means to be good.

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## LEADER'S NOTES

'Be good' is often a phrase that's used with children of this age... I know I find myself sounding like a stuck record at times! But what does it mean to be good? The story that comes straight to mind is the good Samaritan (although that's our subtitle rather than Jesus'). In this story, Jesus shows us that being good to everyone is our calling - whether they are friends or enemies. This is a key lesson for children of this age and something that will (hopefully) be reinforced at nursery and in the early stages of school too.

**Welcome Activities:** If this session is being run as a 'Sunday School' session then the idea is that all 3 activities are provided, allowing the children choice. If it is being run as part of a Toddler Group then these activities can be provided as part of the all the other activities on offer. If it is part of a short Toddler and Parent worship session (e.g. Pram Service) then it may only be practical to offer one of the activities.

The idea is that these activities give the children and any parents time to relax and become used to the environment. As the activities are linked in some way to the theme they will provide a bit of a bridge or introduction to the Bible story.

**Story Time:** Choose whichever Story Time activity best suits your circumstances. It would be best to use the same area and seating arrangement each time. Probably helpful if it's separate from other distractions. Perhaps with a special chair for the story teller to sit on.

**Get Creative:** A choice of 3 activities reflecting the Bible Story in some way. If you have lots of time and space then you could offer all 3, but just to offer 1 is fine. Children of this age are exploring their own ideas and ways of creating so may go off on their own tangent e.g. if you ask them to make a sheep they may well turn it into something else – don't be anxious about this – 3 year olds especially are much more interested in the 'doing' than the finished product.

The fourth Get Creative Activity is a suggestion for a creative prayer activity. This is specifically for any parents/carers who are staying with their children. If you are in a Sunday School setting where no parents stay then you would not need to organise this activity.

**Revisiting The Story:** Similar to the three welcome activities and includes some of those. An opportunity for the children to revisit and retell the story themselves using small world figures, dressing up etc. The idea would be that if you chose a making activity in the Get Creative section then the children could move on to the Revisiting The Story activities when they've finished – there is no need for the whole group to finish together.

The fourth activity “Time To Go Home” in this section suggests a take home activity and also a short prayer or song which you can use if you want to round up the sessions with all the children together again. If you want to you could adopt your own special good bye song.

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## BANDAGE ME UP

**GAME | 📖 WELCOME ACTIVITY**

Let the children bandage one another (or dolls and teddies).

**The Point:** A welcome activity, story link later.

### EQUIPMENT

Bandages, adult supervision.

**DURATION: 10 MINS.**

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## RIDE ON

**GAME | 📖 WELCOME ACTIVITY**

Give the children access to ride on toys and vehicles. If you can, include hobbyhorses - you can make your own by cutting out two horses heads and stapling them over a sweeping brush.

**The Point:** A welcome activity, story link later on.

### EQUIPMENT

Ride on toys - including hobbyhorses if you have them.

**DURATION: 10 MINS.**

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## HOTEL

**GAME | 📖 WELCOME ACTIVITY**

Set up a small hotel for the children to play in. There should be a bed area, a restaurant area and a reception desk with a till. You could have some small suitcases and play food.

**The Point:** A welcome activity that links to the story.

### **EQUIPMENT**

House type corner with a sleeping place, eating place and an area with a till.

**DURATION: 10 MINS.**

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## **HELP! HELP!**

### **QUIZ | STORY TIME**

The story of the good Samaritan can be found on page 370 of The Lion First Bible. If you want to, you can use another version but make sure that the questions still work. Get the children to sit with their parent or carer. Tell them the story. At the end of the story ask the following questions and ask the children to work with their parent/carer to find the answer.

- Is the character in the story a man or a woman?
- Who jumped out on him?
- What did they do?
- How many people walked past him?
- What sort of man stopped to help?
- How did he help?
- Where did he take him?
- What did he give the innkeeper?
- What did Jesus say we should do?

**The Point:** To tell the story.

### **EQUIPMENT**

The Lion First Bible (Lion)

**DURATION: 10 MINS.**

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## **THE GOOD SAMARITAN**

### **DRAMA | STORY TIME**

Ask for 7 children to help you. Give each of them a tea towel and headband to wear on their heads, nativity style. Choose one of them to be the man. Say that a man was going on a journey down a long and lonely road. Get your man to walk down the room. Just when he didn't expect it, some big, bad robbers jumped out on him. Choose two of the children to be robbers and get them to ambush the man.

The robbers beat the man up and stole all his stuff. Get your robbers to pretend(!!!) to beat up the man and steal his things. The man was left in a heap on the floor. Get your man to lie down on the floor and moan and groan. The robbers ran away. The man was left by the side of the road. He felt very sore and he couldn't get up. He hoped someone would come along who could help him.

Choose another child to be the priest. A priest came walking along the road after a little while. Great, thought the man, someone who will help me. But the priest walked on by without stopping - he didn't want to be late to his meeting.

Choose another child. Another important man walked down the road. Great, thought the man on the floor, someone who will help me. But the important man walked straight past too - he didn't want to get his clothes dirty. The man felt very sad - why wasn't anyone coming to help?

Choose a third child to be the Samaritan. Give him the hobby horse. A third man came along the road on his donkey. He was from an enemy country. Our man raised his head to see who was coming - he knew this man wouldn't help him - he was an enemy. But then a surprising thing happened: the man stopped and got off his donkey. He knelt down beside the man and started to take care of all his cuts and bruises. The enemy man put our man on his donkey and they rode to a nearby hotel. Get the two of them to ride the hobbyhorse together.

Get your last volunteer to be the hotel man. When the two men came to the hotel, the enemy man asked the hotel man to find a room for our man and look after him until he was better. He gave him plenty of money. The hotel man looked after our man and soon he was quite better. Get the children to act out this transaction.

Say that Jesus designed us to be like this enemy man - not an enemy at all but a friend to those who are in need, doing the right and good thing - even if it costs us something.

You might like to act out the story again with another group of children.

**The Point:** To tell the story.

## **EQUIPMENT**

Tea towels, string or fabric headbands, a hobbyhorse, toy money or chocolate coins.

**DURATION: 10 MINS.**

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## **WHO WAS GOOD?**

### **STORY | STORY TIME**

Tell the following story, acting it out with the dolls. Ask the children to watch and see who is being good and who is being bad in the story.

Once upon a time there was a man, let's call him Bert, and he was going on a journey. His journey took him down a long, lonely road. He knew that bad guys sometimes jumped out on people on this road but he had

to make the journey so he decided to go anyway. Bert set off early and had a good journey. About lunchtime, he was just coming into a rocky place so he thought he'd sit down on a big rock and have his picnic. The sun was shining.

All of a sudden the sun went behind a cloud and a cold breeze began to blow. Bert shivered: suddenly the rocks looked a bit scary. And then, from behind a rock, came two of the biggest, baddest, scariest men you have ever seen. They had mean faces and bulging muscles and they were heading right for Bert. Bert didn't have time to make run for it. Pow! One of the men thumped him right in the nose. Whack! The other one kicked him in the tummy. Bash! Kick! Thump! The big, bad, scary men punched and kicked poor Bert until he fell onto the floor. Then they picked up all his stuff - even his half-eaten sandwiches and ran away.

Bert was very, very sore. He had lots of cuts and bruises and he thought some of his bones might be broken. He couldn't get up. I hope someone comes along soon, thought Bert, they might recue me. He didn't have to wait long. Quite soon, Bert heard footsteps on the path. He raised his head - great: it was a priest - everything was bound to be alright now. But the priest turned his face away and wouldn't look at Bert. He hurried by without stopping. He mustn't be late for his meeting.

Bert lay in the dirt and dust and waited to see if anyone else would come. It was very hot now and he really needed a drink and some shade - he was starting to feel very strange indeed. After a while, he heard more footsteps. He raised his head: an important man was coming along the path; maybe he would stop and help. But the important man pretended not to see him and went right on past without stopping.

Bert was losing hope. He was feeling more and more ill and sore. Why would no body stop? After a little while longer, Bert heard hooves on the path - clip clop clip clop. He raised his head - oh no! It was a man from an enemy country. He would never be rescued now. The enemy man got down from his donkey. Oh no! thought Bert, I'm going to be even more beaten up. He closed his eyes.

But then something very unexpected happened: he felt the man start to clean up all the blood on his cuts. He felt the man putting bandages round the very sorest parts. And then he felt the man lift him up and put him on the donkey. Bert was very relieved and very, very tired. He fell fast asleep.

When Bert woke up, he was in a very comfortable bed. The sun was shining in through the window. He was stiff and sore but he knew that he was safe. Just then, the door opened and in came a smiley lady with a big cup of tea. "Oh, you're awake," she said, "I hope you're feeling a bit better. Your friend brought you here and has paid for you to stay until you feel completely yourself again!" Bert couldn't believe it - he had been rescued and made safe by someone he thought was an enemy, not a friend at all!

Ask the children who were the good guys and who were the bad guys in the story. Did anyone act in a surprising way? Say that this is a story that Jesus told to show that he made us to be friends with everyone - even if it doesn't seem a normal thing to do.

**The Point:** To tell the story.

## **EQUIPMENT**

Small dolls - Barbies/Kens/Action men/Sindys/Polly Pockets and a suitable sized horse.

**DURATION: 10 MINS.**

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# GOODNESS LEAVES

DISPLAY PICTURE | 🙌 GET CREATIVE

Let the children cut out a leaf and help them to write “good” on them - or get the adults to. Add them to your tree display.

**The Point:** To build a series reminder.

## EQUIPMENT

Paper in leaf colours, scissors, pens.

**DURATION: 10 MINS.**

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# COIN CAKES

FOOD AND COOKING | 🙌 GET CREATIVE

Let the children each decorate a fairy cake by spreading it with icing and putting a chocolate coin on top. Let them enjoy their snack. When making up the icing, mix it to be quite stiff and the children won't make quite as much mess!

**The Point:** A story reminder of the Good Samaritan paying for the man to stay in the inn.

## EQUIPMENT

Fairy cakes, icing sugar, water, small bowls, spoons, chocolate coins.

**DURATION: 10 MINS.**

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# PICTURE IT

CRAFT IDEAS | 🖨️ WATCHER | 🙌 GET CREATIVE

🔗 [Download activity worksheet](#)

Give each child a print out of the first sheet. This is the scene they are to fill up. If you can, print the second sheet onto sticky labels - it is possible to get ones that are a whole sheet of A4. If this is not possible, just provide scissors and glue. Let the children recreate scenes from the story.

**The Point:** A story reminder.

## EQUIPMENT

The attached sheets, scissors, glue.

**DURATION: 10 MINS.**

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## HOW TO BE GOOD

**WORSHIP AND REFLECTION** |  **WATCHER** |  **GET CREATIVE**

 [Download activity worksheet](#)

Allow adults some time and space with the attached sheet.

**The Point:** To respond to God.

## EQUIPMENT

The attachment, pens.

**DURATION: 10 MINS.**

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## READ ABOUT IT

**STORY** |  **REVISITING THE STORY**

Have books containing today's story available for the children to look at.

**The Point:** To revisit the story.

## EQUIPMENT

Story Bibles or books containing the story of the Good Samaritan.

**DURATION: 10 MINS.**

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## ACT IT OUT

**GAME** |  **REVISITING THE STORY**

Make your props or dolls from the story time available for the children to act out the story again.

**The Point:** To revisit the story.

### **EQUIPMENT**

The props or dolls you used to tell the story.

**DURATION: 10 MINS.**

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## **HOTEL**

### **GAME | ↺ REVISITING THE STORY**

Have the hotel corner set up from the welcome activities. The children may like to use it in a retelling of the story.

**The Point:** To revisit the story.

### **EQUIPMENT**

The hotel set up from the welcome activities.

**DURATION: 10 MINS.**

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## **GOODNESS LEAF**

### **ACTIVITY | 📄 WATCHER | ⌚ TIME TO GO HOME**

[!\[\]\(e3f255517d37bb309a3a931ec4849e6a\_img.jpg\) Download activity worksheet](#)

This activity adds to those in previous weeks. Have the sheet with the instructions for making the tree available for those who missed the first session. Give everyone a goodness leaf to take home, cut out and colour and put on their tree.

**The Point:** A take home activity.

### **EQUIPMENT**

The attachment - one leaf per child.

**DURATION: 5 MINS.**

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