

SMALL GROUP ROTATION – NIGHT 2

Summer Jam Slogan: God helps me even when I make the wrong choice!

Bible Story: Jonah in the belly of the whale (Jonah 2)

Supplies Needed: Treasure Maps, black lantern craft, tissue paper, set of 4 “Jesus” stickers, red ribbons, scotch tape, scissors, baggies

ACTIVITY #1 – Ocean Explorer Treasure Maps

1. **Say this:** “Tonight we heard from the Bible (or will hear) more about what happened to Jonah. Yesterday we learned he disobeyed God and tried to run from him. But because He loved Jonah, God sent a storm to stop him. Jonah was thrown into the sea, but God helped him, by sending a whale to swallow him. While he was in the whale, Jonah cried out to God. He told Him that he knew he was wrong and that God was the one who saved him. He told God he would obey Him. After his prayer, the whale spit Jonah onto dry land. Jonah knew it was God who helped him when he needed it!”
2. Have each kid take out their Treasure Map and turn to Page 6.
3. Have kids fill in the blanks in their Playbook. “*God helps me even when I make the wrong choice!*” Say that slogan together a few times.
4. **Say this,** “Jonah really needed God when he was in the belly of the whale. He cried out to God for help.”
5. Ask these discussion questions:
 - How would you feel if you were Jonah?
 - Have you ever had a situation when you felt like that?
 - Who could you talk to when you feel this way?
6. Have your group turn to page 7 in their playbook called, “When has God helped me”.
7. Tell the kids to think of times when they felt alone, scared or nervous and needed God’s help – and how He helped them through it. Have them write a few of those times in the picture of the whale.
** younger kids might need help writing or can draw something to represent their experience.*
8. Let kids share what they wrote/drew, then remind them that God will always be there when we need Him when we cry out to Him for help like Jonah.

ACTIVITY #2 - Pray

Say this prayer to your group, “God thank you so much for the story of Jonah. Thank you for showing us how you helped him when He needed You. Help us to remember that we can also ask for your help at any time when we need it. I pray for my friends here tonight at Summer Jam. Keep us safe, happy and healthy as we continue having so much fun. We love You. In Your Name we pray. Amen!”



ACTIVITY #3 – Jesus Fish Lantern

1. Give each kid a lantern craft and a set of 4 Jesus stickers.
2. Set the tissue paper in the middle.
3. Show them how to stick the transparent “Jesus” stickers on the FRONT of the 4 squares.
 - ***If some of the sticker hangs over, help them trim it with the scissors.***
4. Turn the lantern over and place tissue paper squares covering the fish on the sticky INSIDE of the squares.
5. Fold on the creases and use the tabs to fold the boxes into a lantern.
 - ***IF you are having trouble folding the bottom of the lantern, use the tape to secure it.***
 - ***IF the folding is too hard for your kids, have them put the unassembled lantern in their baggie and encourage them to have someone at home help them assemble it.***
6. Give them a red ribbon to tie through the hole on the top.
 - ***Younger kids will need help with steps 5 and 6.***
7. Encourage the kids to hang this lantern up at home to remind them that when they need help, they can reach out to God, just like Noah when he was in the belly of the big fish!
8. Write each child’s name (with a black sharpie from your bag) on a large baggie and place the lantern inside of it.

Activity #4 – Memory Verse Motions

Review the Summer Jam Memory Verse on Page 1 of their Wild West Maps: “You are a forgiving God, gracious and compassionate, slow to anger and abounding in love.” Nehemiah 9:17b NIV

1. Divide your group in 2-3 smaller groups.
2. Have each group come up with motions to a section of the verse.
3. Have each group share what they came up with.
4. Practice the entire verse using the motions they came up with.

Extra Time Activity sheets

- Jonah spot the difference page
- Jonah color by number page
- Pages 11/12 in the Treasure Map (if not done yesterday.)