

Teaching Plans



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Introduction to Cubbies AppleSeed Teaching Plans

WELCOME to the exciting world of Awana Clubs Cubbies[®]. Get ready for the boundless energy, curious questions, teachable hearts and simple faith of the preschoolers in your club. As you get to know them, you will share in their love, wonder and silliness. You may also share in their sorrow over a lost toy or a parting with Mom or Dad at the door. These little ones will surely keep you on your toes — and on your knees in prayer! But here's the most exciting part: you will witness God's work firsthand in their lives and yours.

WHAT IS CUBBIES?

Cubbies is a weekly Awana® club designed for children who are in the two years prior to entering kindergarten. The Cubbies program features Scripture memorization and ageappropriate, hands-on Bible learning in a setting that fosters love and respect for God. Parents are central in Cubbies! The Cubbies handbooks encourage and equip parents to actively nurture their child spiritually. At club, Cubbies leaders reinforce the teaching parents do in the home. In this way, parents and club leaders work as a team to spiritually nurture Cubbies children.

THE PURPOSE OF CUBBIES

As preschoolers take the first steps in their walk with God, they form core beliefs and attitudes that can shape their faith for years to come. Cubbies builds a foundation of faith in preschoolers (3- to 5-year-olds) by nurturing their **respect** for God, His Son and His Word.

A child's spiritual journey must start with a **respect** for the awesomeness and authority of God. Without this initial respect for God and His standards, a child cannot understand the need for salvation or make wise life choices.

The fear of the LORD is the beginning of wisdom: a good understanding have all they that do His commandments ... (Psalm 111:10)

By fear, the psalmist did not mean a timid, shrinking kind of fear, but rather an awe of God's greatness and holiness, resulting in humble, reverent obedience. Because we respect God, we want to love Him and do His will.

The Cubbies curriculum teaches respect for God, His Son and His Word in several important ways:

It is God-focused. Each lesson and unit highlights a key aspect of God's character (such as His love, faithfulness or power). Since Cubbies learn best through stories, the character trait is usually presented through a Bible story. In Cubbies, we emphasize that all stories from the Bible are true and not make-believe. God teaches us about Himself as we see Him relate to real people in real, historical settings.

It is Christ-centered.

God's Son, Jesus Christ, is the cornerstone of Cubbies club.

Christ is the only way to the Father (John 14:6) and the central message of the Scriptures (Luke 24:27). From Genesis to Revelation, the Bible unfolds God's plan to redeem the world from sin through the work of His promised Savior. Each club year, the first four lessons in Cubbies (Bear Hugs A, B, I and 2) explain the gospel in a simple way. The rest of the lessons cover key Old and New Testament Bible stories. The teacher connects Bible stories, even the Old Testament ones, to Christ. For example, when teaching the story of Noah and the ark, the teacher explains that just as God promised to save Noah and his family from the flood (the punishment for sin), God has promised to save us from the punishment for sin through His Son, Jesus Christ, Yes, Christ is the cornerstone of Cubbies club!

It is built on the Bible.

We show respect for God by memorizing and obeying what He says. Each week, Cubbies memorize a Bible verse or a Bible-based Core Truth. (Core Truths are explained later in this introduction.) Leaders and parents are urged to open the Bible when they are teaching, whether they are paraphrasing or reading verses directly. We also recommend showing Cubbies where their memory verse is found in the Bible. From an early age, Cubbies must learn that the Bible is different from any other book. God talks to us through the Bible, and all His Words are true. The Cubbies program helps children respect and treasure God's Word.

It prioritizes the home.

The Bible designates parents as the primary spiritual teachers of their children (see Deuteronomy 6:4-9, Proverbs 6:20-23 and

Ephesians 6:4). Cubbies probably won't gain a foundational respect for God through two hours a week at club. Instead, most of their learning about God will happen indirectly as they watch the lifestyle and attitudes of their parents or guardians, the people they see every day. The Cubbies program makes every effort to motivate and equip parents to be strong, biblical role models and teachers. Cubbies leaders see their role as reinforcing the teaching parents do in the home; however, leaders also recognize that the Cubbies who do not come from Christian homes (or who have uninvolved parents) will need extra support and attention.

It promotes loving, respectful relationships.

To learn respect for God, Cubbies must experience an environment of respect and see respectfulness modeled

by the people who take care of them. Leaders and parents must be loving authority figures who show Cubbies how to respect not only God but other authority figures, peers and even the church building and the grounds. Love and teaching respect go hand-inhand, because when Cubbies fall short (as we all do) they can rest in the truth that we love them no matter what! Pray that Cubbies know and feel God's love through all of your words and actions.

Nurturing respect for God is a big job. Leaders and parents must pray daily, asking for God to give them wisdom (and patience) as they convey His awesomeness and authority to impressionable preschool children.

WHO'S WHO IN CUBBIES



The Awana commander oversees Cubbies and other Awana clubs in your church.



The **Cubbies director** leads and manages the Cubbies club, ministering primarily to Cubbies leaders. Read the *Cubbies Director Role Book* for detailed information.



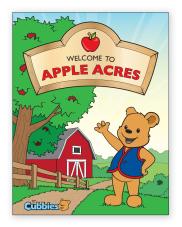
Cubbies leaders serve in various aspects of the club, ministering primarily to Cubbies and their parents. Read the *Cubbies Leader Role Book* for detailed information.

The Secretary Role Book and Game Director Role Book may also be helpful resources.

CORE CUBBIES MATERIALS

Thank you for purchasing the *Cubbies AppleSeed Teaching Plans*. If you have not already done so, you will need to purchase the **Cubbies AppleSeed Teaching Cards** as visuals to accompany your lessons. These colorfully illustrated cards are also available in digital format to use with a projector or computer.

core materials for your Cubbies and their families.



Apple Acres Entrance Booklet

Order one for each Cubbie. Both first- and second-year Cubbies complete this at the beginning of each new club year. Visitors must complete this booklet before receiving a handbook.



Parent Welcome Booklet

Order one for each Cubbies family. This booklet introduces parents to the vision of Awana and the various Awana programs for kids and teens (ages 2 to 18).



AppleSeed Handbook

Consult the Awana Ministry Catalog or visit awana.org to order these

Order one for each Cubbie. Cubbies all work in the same handbook at the same pace. Handbooks alternate each year, so if Cubbies complete the *AppleSeed* handbook this year, they will complete the *HoneyComb* handbook next year.

NOTE: Always order extra supplies. Preschoolers are known to misplace items, and you may have newcomers after the first week of club.

CUBBIES UNIFORM AND AWARDS

Rewards are biblical and motivating, but they can easily become a distraction or a source of competition among kids. When Cubbies memorize a verse, affirm the spiritual value of what they are doing: They are showing love and obedience to God. They are learning important truths that will help them every day. Show equal excitement about every child's progress. Never compare children to each other.

After completing the Apple Acres entrance booklet and the AppleSeed Trail in the handbook, Cubbies who consistently complete Bear Hugs will receive an award about every four weeks. Consult the Cubbies Director Role Book or Cubbies Leader Role Book for details on the Cubbies awards and award system. The resource CD for the AppleSeed Teaching Plans includes a diagram of a

Cubbies vest and award emblems for your reference. If you find that many parents do not sew on the awards, use the adhesive Badge Magic® Sheets available in the Awana Ministry Catalog or give parents directions for ironing on the awards. The pocket on the vest is a convenient place for Cubbies to store awards as they travel home from club.





HOW CUBBIES LEARN

Have you ever realized that the longer you stand up and talk to a group of preschoolers, the more they tune you out? That's because preschoolers are "fivesense" learners — they learn best when they see, hear, taste, smell and touch. They also need lots of repetition of the same truth in different ways.

Total Time Teaching (TTT) is a positive, creative teaching approach that stimulates repetition and five-sense learning in Cubbies. In order for TTT to work, the majority of the materials and activities, both at home and at club, must be coordinated to reinforce the lesson theme. TTT is most successful when it is a team

effort among ALL Cubbies leaders and parents.

The Cubbies AppleSeed handbook and coordinated teaching plans have been written with TTT built-in. Here's how it works in a typical week: The child is first introduced to a biblical truth, such as "God created animals," at home when his parents read the Bear Hug from the handbook and work with him on the memory verse and activities. When the child comes to club, the leaders reinforce the truth from the Bear Hug in each club segment. For example, the child makes an animal mask in Coming In, watches a puppet show about the animals who live on Apple

Acres farm, listens to a lesson (with pictures) about God creating the animals, eats animal crackers and plays a game in which children pretend to move like animals. In all these various sensory activities, the teacher repeats and discusses the truth that God created animals.

Implementing TTT is easy because each weekly lesson plan includes several activity options that all coordinate with the lesson theme. Even better, most of the activities have been suggested and/ or tested by real Cubbies leaders! Choose and adapt the activities that work best for your situation.

PREPARING FOR THE CLUB YEAR

Step I: Set Your Schedule

First, the Awana commander and Cubbies director must decide on a starting and ending time for the Cubbies club. Most Cubbies clubs meet for 90 minutes (one hour and a half) to two hours. We do not recommend meeting for less than this. If your club meets for the shorter 90 minute time-frame. you may want to eliminate the Snacks or the Songs segments. Do not eliminate the Lesson Time or the Handbook Time. since these are central to the meeting. Be sure to allow five minutes in your schedule for transitions to another room.

The commander and director must also decide on a calendar schedule for the Cubbies club that coordinates with other Awana clubs and church events. The teaching plans include 28 Bear Hug lessons (including Bear Hugs A and B) and four Special Day lessons. This gives you a total of 32 lessons. The Special Day lessons are optional and can be plugged in at any time during the club year. If your club meets for less than 32 weeks, we recommend skipping Bear Hug B and the review lessons in Bear Hugs 6, 10 and/ or 14, since these are familiar Bible stories.

The resource CD for the Appleseed Teaching Plans includes sample club calendar and a template for creating your own calendar. Give parents a copy of the club calendar at the beginning of the year. You may want to attach the calendar to the inside cover of each child's handbook for the parents' easy reference.

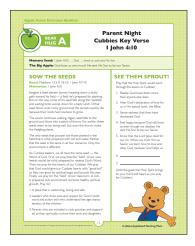
Step 2: Prepare Your Leaders

The Cubbies director should decide who will be in charge of each segment of the meeting. The director may actively lead each segment, or the director

may assign roles to other leaders and oversee their roles.

For example, some directors designate puppet leaders, Bible lesson leaders, craft leaders and game leaders. All leaders should be screened in accordance with your church's policy and complete Getting Started training for their role in Cubbies. Talk to your commander about this training and the leader certification process.

In advance, the director should give each leader a copy of the first page of the Bear Hug lesson for the upcoming week. (These can be printed easily from the resource CD. You may want to give leaders pages for more than one lesson at a time.) This page contains the lesson theme. memory verse, prayers and goals for Cubbies, devotional insights and practical ministry tips. This page will promote a unified teaching approach and help leaders prepare spiritually for club. Encourage leaders to memorize the same verse



Cubbies memorize. Leaders should always learn the complete Bible verse.

The director should also give each leader the handbook leader sheet that corresponds to the weekly Bear Hug. (These can also be printed from the resource CD. Some clubs may choose to copy this sheet on the back of the devotional page mentioned previously.) This sheet contains helpful discussion questions, tips and activity ideas for helping Cubbies during Handbook Time.

Step 3: Plan the Club Meeting

The Cubbies Director Role Book and Cubbies Leader Role Book give you detailed information on the purposes and practices of each segment of club. Here are some aspects we want to highlight.

The Memory Seed is the Cubbies' weekly memory verse or phrase. Cubbies all work on the same verse at the same time. However, most Bible verses will have a short and long version. This allows Cubbies to learn the verse at a level that matches their ability. (Cubbies who learn the long version must also learn the Bible reference.) In the handbook, parents note the version they worked on with their child. Since the Cubbies can learn the verse at either level, it is usually best for the leader to repeat the long version of the verse and reference during club activities and let Cubbies chime in on the part they know. In this way, you reinforce both groups.

In each lesson, The Big Apple summarizes the lesson theme (main idea) in one or two sentences. Each unit (Units I-6) has a Core Truth. The Core Truth is a simple statement about God's character that is repeated in each lesson of a unit (God is Creator, God's Word is truth, God keeps His promises, etc.). Although each unit lesson still has a specific memory verse and lesson theme (The Big Apple), these themes and verses all reinforce and coordinate with the larger Core Truth about God. In the fourth lesson of each unit. Cubbies recite the Core Truth as part of their handbook section. Cubbies also recite the first verse of the unit again (which is a summary verse for the unit). Since the fourth lesson in each unit is a built-in review for all Cubbies, there is no separate handbook review section on these weeks.

Coming In is the 10 to 15 minutes prior to the official start of club when children check in. As soon as Cubbies arrive, leaders should engage them in a hands-on activity that reinforces what they learned from the handbook at home and prepares them for what they will learn in club. Each Bear Hug suggests several activity ideas for Coming In. Choose or adapt the idea that works best for your club. If desired, choose more than one idea and set the various activities up at centers (or tables) around the room. Station a leader at each center and let Cubbies choose a center or rotate groups of Cubbies among the centers. To reinforce learning, the same centers can be set up, with slight variations, for an entire four-week unit. The resource CD contains patterns to use with some activities. If desired, activities and centers from Coming In may be continued during or after Handbook Time. Some clubs choose less-structured activities for Coming In, such as free play with toys, puzzles or reading Bible storybooks. Leaders talk with Cubbies and try to guide conversations naturally into the lesson theme.

During the **Puppet Show**, children come to know and love the three Cubbies animal characters. You can purchase Cubbie Bear, Luvie Lamb and Katie Collie puppets from the Awana Ministry Catalog. The puppet scripts can be performed easily by one leader, since no more than two puppets appear at any one time in the script. If more leaders are available, you could set up a puppet stage and assign a puppet to each leader. The puppet stories introduce the lesson theme in an interactive and entertaining way. However, since children easily confuse reality and makebelieve, Awana recommends that you avoid situations where these fictional puppet characters explicitly teach biblical truths.

Snacks are optional. Many clubs add them in after Handbook

Time or after Play Time. Each Bear Hug suggests snack ideas that fit the lesson theme. Please note that food allergies are becoming more common among children. (See Safe Snack Guidelines on the resource CD.) Ask about allergies and other food restrictions when the Cubbies register each year and be sure leaders are informed. Also consider posting a description of the weekly snack in a visible place for parents to see when they drop off their child. Many clubs display a snack sign-up sheet during club registration and invite parents to take turns bringing snacks. Cubbies also may enjoy assisting their parent with the snack.

As you prepare for **Lesson** Time, be sure to read the Scripture passages listed in Sow the Seeds. Let God's Word teach and transform you before you teach it to Cubbies. Pray about the goals listed in See Them Sprout! and add any goals the Holy Spirit brings to mind for your Cubbies. Remember, the Holy Spirit is the best teacher. Always ask Him to show you ways to adapt and personalize your lesson so you can partner with what HE wants to do through you and in your specific Cubbies club. Finally, it's a good idea to practice using your visuals (teaching cards or digital images) before you teach. Cubbies easily lose focus if you are constantly fumbling around for cards or trying to figure out how to work the projector. The AppleSeed Teaching Cards

and digital images come with a numbered list of visuals for each lesson for your reference. Some teachers find it easier to post cards on the wall or display cards on a music stand, chair or easel instead of holding them while teaching. Laminate the cards for extra durability.

In Handbook Time, Cubbies work with a leader in small groups to discuss and apply the Bible lesson, recite memory work and complete an activity that reinforces their learning. Cubbies complete one Bear Hug handbook section each week. The Review and Under the Apple Tree sections are optional for each week.

Play Time is an energetic, motion-filled time of noncompetitive games that reinforce the lesson theme. The teaching plans include several game ideas that can work with various club sizes and spaces. You will also find a list of anytime games on the resource CD. Anytime games are perfect for the weeks when Cubbies finish planned games early. Remember, preschoolers love repetition, and they often need to play a game several times to learn it. Do not be afraid to repeat the same game, or a slightly modified version, for several weeks. You can usually adapt games to fit the new lesson theme.

Going Home is a great time to clean up, lead Cubbies in lowenergy review activities and connect with parents.

THE TWO Ps: PRAYER AND PARENTS

It is important to prepare for your club year by following all the steps listed. We urge you to organize your schedule, train your leaders and plan your club meetings with excellence. However, you can do all these things and still not have a successful club year. Why? Because you need the two Ps!

The first and most important P is **prayer**. This basic Christian discipline tends to be the most neglected, especially when we are worrying about all the logistics of club: Do I have enough leaders tonight? Where is my Luvie Lamb puppet? Did someone forget the craft sticks? Expect that prayer will get pushed out of your ministry unless you make a constant, diligent and unified effort. Do whatever you have to do to make prayer the heartbeat of your ministry. Without the presence and power of God through His Word and Spirit, your ministry will have little more spiritual impact than a child's daycare center.

The second P is parents. A key theme of your prayers should be the parents of your Cubbies. Remember, the Bible designates parents, not church leaders, as the primary spiritual teachers of their children. Parents will be at various levels in fulfilling their God-given role, so you must meet them at their level. Pray for unsaved parents to trust Christ as Savior — many parents have come to faith while working on handbook sections with their child. Pray that parents new to

the faith will mature as disciples and gain the vision and basic tools for teaching their children. (The Cubbies handbook is a perfect tool for parents because it gives a simple, fun and age-appropriate format for teaching the Bible to their child.) Pray that mature Christian parents will renew and deepen their commitment to spiritual training in the home. Pray also for those parents, whether saved or unsaved, who are disengaged with their child's Cubbies experience.

You should put at least as much, if not more, effort into involving parents as you put into planning a club meeting. Remember, your club meetings are meant to reinforce the teaching parents have already done in the home. Here are some basic points to keep in mind.

- Invite parents to a club meeting at the beginning of the year. The first lesson, Bear Hug A, is written to include both parents and Cubbies. Use this time to introduce parents to the Cubbies program and leaders. Show them how to work with their child on the entrance booklet and handbook. Explain the Cubbies award structure and answer any questions they have. If many of your Cubbies' parents serve as leaders in other Awana clubs, schedule this meeting when other clubs do not meet.
- Recognize diversity in families.
 In our culture, we can safely assume that many Cubbies

do not come from traditional two-parent homes. Cubbies may be raised by a single parent, grandparent, foster parent, stepparent or other relative. Cubbies may alternate living between two parents who are divorced. Be sensitive and accommodating to each family situation.

- Build relationships with parents. Talk with parents at the start or end of club, visit their home, contact them by phone or email and connect at special parent or church events through the year. Use their child as a springboard for conversation: share their child's progress, positive personality traits or memorable questions and quotes. Build a sense of partnership with the parents; you are working together to help their child grow spiritually.
- Introduce parents to Parent Pause and Awana resources. Parents need to know the various ways Awana can help their family grow spiritually.

When parents register, give them a copy of the *Parent*Welcome Booklet (available in the Awana Ministry Catalog).
This booklet outlines the vision of Awana and its programs for children and teens.

Each month, give parents a copy of the *Parent Pause* newsletter, available as a free download from the ART (Awana Resources and Tools) section of <u>awana.org</u>. This newsletter gives parents ideas

- for growing their preschooler's faith at home. It also includes a page for leaders to add Cubbies club news.
- Awana at Home[®] equips parents with the vision, confidence, skills and tools to lead their children spiritually. If your church has Awana at Home, encourage parents to get involved. Introduce parents to the many resources available to them at awana.org/athome.
- Make sure each home has a Bible. The Cubbies handbooks encourage parents to open the Bible during their teaching time. Even if parents don't read from the Bible directly, the child sees that the memory verse or teaching comes from God's Word. This also starts a habit of parent and child opening the Bible together. Be available to show parents how to find Bible books and verses.
- Enlist parents' help with club. Parents can donate supplies, cut out craft patterns, provide snacks or assist your club in other ways. Of course, if they have direct contact with the kids, they must complete Getting Started training and be screened in accordance with your church's child protection policy.

DISCIPLINE IN CUBBIES

Cubbies are learning self-control. Help them by clearly communicating and demonstrating behavior expectations at the beginning of the club year. Many leaders use the **Cubbie Bear Buddy Levels** to remind Cubbies of appropriate behavior for various club segments. Create a simple picture poster for each level and display it at the right time during club. For more discipline ideas see the *Cubbies Director Role Book*.

CUBBIE BEAR BUDDY LEVELS					
Cubbie Bear Bud	Cubbie Bear Buddy Level One				
When to use it: Lesson Time Puppet Show	Behavior: Cubbies sit still and listen quietly unless the leader directs them otherwise.				
Cubbie Bear Buddy Level Two					
When to use it: Coming In Handbook Time Going Home	Behavior: Cubbies may talk quietly as they interact with leaders and other Cubbies.				
Cubbie Bear Buddy Level Three					
When to use it: Play Time	Behavior: Cubbies may cheer, jump and play while following game rules.				

CUBBIES WITH SPECIAL NEEDS

The prayer of Awana is that **all** children and youth will come to know, love and serve the Lord Jesus Christ. Expect that you will have children with a wide range of abilities, backgrounds and personalities in your Cubbies club. Some children may require extra attention and individualized

support due to a special need. Special needs range from mild learning disabilities and developmental delays to severe mental disability, physical impairments, language barriers, terminal illness or food allergies, to name a few. Build a partnership with parents, and keep a constant discussion

going with them about the best ways to support their child. You may also want to consult the book Awana for Me! (available in the Awana Ministry Catalog), which offers practical strategies for helping children with various special needs during all segments of club.



Parent Night Cubbies Key Verse I John 4:10

Memory Seed: I John 4:10: ... God ... loved us, and sent His Son ...

The Big Apple: God loves us very much! He sent His Son to be our Savior.

SOW THE SEEDS

Read: Matthew 13:3-9, 18-23; 1 John 4:7-10 Memorize: I John 4:10

Imagine a seed planter (sower) heading down a dusty path toward his field — a field he's prepared for planting. But on the way, some of his seed falls along the roadside and waiting birds swoop down for a tasty lunch. Other seed blows onto rocky ground and the sprouts quickly die because their roots had nowhere to grow.

The sower continues walking. Again, seed falls to the ground and blows into a patch of thorns. For awhile, these seeds seem to be doing well, but soon the thorns choke the fledgling plants.

The only seeds that prosper are those planted in the field that is richly prepared with soil and water. Notice that the seed is the same in all four scenarios. Only the environment is different.

As Cubbies leaders, we all have the same seed — the Word of God. First, we pray that the "field" of our own hearts would be richly prepared to receive God's Word. Then we pray for the hearts of our Cubbies. We pray that God would give our Cubbies hearts with "good soil" so they can grow by spiritual leaps and bounds this year. Finally, we pray for the "field" of our classroom. A richly prepared club environment nurtures healthy spiritual growth. Pray for:

- I. A place that is welcoming, loving and safe.
- 2. Leaders who show love and respect for God in both word and action and who understand the age characteristics of the children.
- 3. Parents who are included in club activities and supported as they spiritually nurture their sons and daughters.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Realize God loves them more than anyone else does.
- 2. Hear God's declaration of love for us in His special book, the Bible.
- 3. Sense sadness that they have disobeyed God.
- 4. Feel happy because God still loves us even though we disobey. He sent His Son to be our Savior.
- 5. Know that the Lord lesus died for our sin. When we trust Him as Savior, we learn how to love and obey God, because God helps us.

7	

(Add the goals the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

We recommend inviting parents to this first night of club so you can introduce them to the program and show them how to help their child at home.

Welcome parents and Cubbies with one or more of the following activities.

IDEA I: Photos

What You Need

• Camera

Designate a leader to take pictures of individual Cubbies as they arrive. Use the child's picture as the photo for the front cover of his or her handbook. If parents are joining you for this first meeting, also take a picture of the child and parent together. These pictures could be displayed on a bulletin board, used in a future craft or framed for a family gift.

Remember to obtain written permission from a parent before using a Cubbie's photo in any of your club's displays or materials.

IDEA 2: Heart Collage

What You Need

- Sheet of construction paper for each Cubbie with "Who Loves You?" printed at the top
- Glue sticks
- Piles of paper hearts or heart stickers of different colors and sizes

Direct Cubbies to each make a collage by gluing (or sticking) the various hearts on the sheet of construction paper. Leaders or a child's parent should write a name of someone who loves the child on or above each heart (e.g., Mom, Dad, Grandma, Uncle Jeff). On the biggest heart, the leader or parent should write "God," and explain that God loves the child most of all.

IDEA 3: Apple Picking

What You Need

- Picture of an apple tree on poster board (branches should be at a child's height)
- Tape or sticky putty
- Laminated green, red and yellow paper apples ("Apple Patterns" on the resource CD)
- Basket
- Optional blindfold

Hang the apple tree on the wall. Put tape or putty on the back of each apple and allow Cubbies to take turns either putting apples on the tree or picking them off and placing them in the basket. (Only do this with a small number of Cubbies at a time. Preschoolers do not like to wait long for their turn. Large clubs could divide Cubbies into smaller groups and provide a tree poster and set of apples for each group.) To turn this into a Play Time game, blindfold Cubbies as they try to stick apples on the tree.

STARTING TIME (3-5 minutes)

Develop a starting routine that Cubbies can expect each week. For example, say a pledge to your country's flag, celebrate upcoming Cubbies' birthdays, sing the "Cubbies Song" or recite key Cubbies verses. This first week of club may be a good time to teach the theme song, since new Cubbies haven't learned verses yet. See the "Cubbies Song" lyrics and music on the resource CD.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet Katie Collie puppet
- Luvie Lamb puppet

LEADER: Hi, Cubbies! Welcome to the first night of club — aren't you excited? I want you to meet a special friend of mine.

When I count to three, call "Cubbie." OK? One two — three, CUBBIE!

(After children call out, bring the Cubbie puppet into view. Raise and lower your arm with quick, large motions so Cubbie seems to be hopping.)

CUBBIE (hopping): Hi, boys and girls! I'm so excited to meet you.

LEADER (*laughing*): I can SEE that you're excited. Can you stop jumping and hopping for a minute so I can ask you a question?

(Slow down Cubbie's hopping motions.) Cubbie Bear, we're going to talk about love tonight. Tell me something that you love.

CUBBIE: Love? Oh, I love apples — red apples, green apples, golden yellow apples. I also like honey and raspberries and, well, anything else that tastes sweet. (Cubbie laughs.) But most of all, I love my best friend, Timothy.

LEADER: Timothy, who's Timothy?

CUBBIE (looking out at all the Cubbies): Timothy is a boy who's in Cubbies like you! I live with Timothy on his family's apple farm. We have so much fun exploring together.

LEADER: Exploring? Where do you like to explore?

CUBBIE: Just today, we went down to the creek.

(Make a loud barking noise and bring the Katie Collie puppet into view.)

KATIE: You know you and Timothy aren't supposed to go that far from the house. I had to follow you and bring you back.

CUBBIE (chuckling): Kids, meet my other friend, Katie Collie. Do you know what she loves? She loves to remind Timothy and me to obey the rules. But she only does it because she wants us to be safe. She's a good dog, and very smart too.

(Lift Katie's chin up slightly and turn her head from side to side as if she's proud of herself.)

LEADER: It's nice to meet you, Katie! Cubbie, are there any other friends we should meet?

(Remove Katie from the scene so your hand will be free for the Luvie Lamb puppet. If you need extra time to switch puppets, Cubbie can act like he's looking for Luvie.)

CUBBIE: Of course. You still have to meet my friend, Luvie Lamb. LUVIE!

(Hide the Luvie Lamb puppet behind the Cubbie puppet and poke her head out from behind Cubbie playfully.)

LUVIE (poking her head out): Boo! (She giggles and hides again.)

(Hide Luvie behind a few other places and peek her head out to say "Boo" or "Hi" and giggle.)

CUBBIE: Luvie Lamb *loves* to play silly games.

LEADER: What a fun time! We met three new friends, and we also found out what they love. Cubbie loves apples and his best friend, Timothy. Katie Collie loves to keep Cubbie and Timothy safe. And Luvie Lamb loves to play silly games.

CUBBIE: Wait! There's something else I want to say. As soon as I get to know the boys and girls in Cubbies this year, I'm going to love THEM too.

LUVIE (nodding): Yeah, me too!

LEADER: Yes, I'm sure you both will. And we'll love you too, Cubbie and Luvie Lamb. Right, boys and girls? (Let children respond.)

(If you will be using Cubbie Bear Buddy Levels for classroom management, Cubbie can explain them here.)

CUBBIE: Goodbye for now, We'll see you next week!

(Let children say goodbye as the puppets are put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during the club meeting.

Transition Cubbies into snack time with this song. Sing it to the tune of "Row, Row, Row Your Boat."

Snack, snack, snack time's here, Won't you take a seat? Let's fold our hands And close our eyes, We'll pray before we eat.

IDEA I: Heart Treats

What You Need

 Red Jell-O[®] Jigglers[®] or watermelon slices cut in the shape of hearts (Or any heartshaped snack, such as cookies or cereal pieces, will work!)

Talk about God's love for us as Cubbies eat the heart snack.

IDEA 2: Apple Snacks

What You Need

- Slices of red, green and yellow apples or apple-flavored cereal pieces
- Apple juice
- Optional poster chart with three columns labeled red, yellow and green; red, yellow and green stickers

Give each Cubbie a cup of apple juice and a slice of each color of apple. (For Cubbies under age four, it is best to cut the apples into half-inch pieces to prevent any possibility of choking.) For extra fun, let them each vote on which apple color tastes best by putting that color of sticker in the matching column on the chart. To save preparation time, serve apple-flavored cereal pieces instead of apples. Remind them that Cubbie Bear loves apples. Talk about the things and people they love and share about God's love.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

• "If You're Happy You're at Cubbies"

This is exactly like the traditional Sunday school favorite "If You're Happy and You Know It," except you replace the opening line with "If you're happy you're at Cubbies."

• **"First John 4:10"** This is a fun way to teach the Cubbies key verse. Sing these lyrics to the tune of "B-I-N-G-O:"

God loved us and sent His Son, The Bible tells us so. God loved us and sent His Son, (Sing 3 times.) First John 4:10

• "Jesus Loves Me" It's good to end with a quieter song if you are transitioning into Prayer and Lesson Time.

PRAYER (1-2 minutes)

(Cubbies are just learning to pray, so use this time each week to intentionally teach the basics of prayer and set a good example. Say the following in your own words.)

Now let's talk to God. Talking to God is called prayer. When we pray at Cubbies, we fold our hands, bow our heads and close our eyes. You can pray in other ways too, but praying like this helps us to remember that we are talking to God.

(Pray a short prayer with children to prepare them for Lesson Time. Here's a model. "Dear God, thank You for loving each one of us. Help us to learn more about Your love and Your Son, the Lord Jesus. In Jesus' name, amen.")

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 1-5
- Bible with a bookmark placed at 1 John 4:10

(Adapt and personalize the words of this lesson so it fits you and your Cubbies.)

Cubbies, we've been talking and singing about love today. Sometimes we say we love cookies or we love to play outside. But when people say they love YOU, it means something different. The people who love you care about you very much. They want to be with you and help you. Cubbies, who are some of the people who love you? (Allow children to answer. Possible answers are parents, grandparents, friends, etc.)

Good answers, Cubbies. Yes, your parents love you! (Display TCI. Point to the picture of the Cubbie with his parents. If some of your Cubbies do not live with their parents, you could also say "guardians" or the "grown-ups who live with you.")

(If parents are visiting your club, encourage parents to give their child a hug at this time.)

Your grandparents love you too. (Display TCI again, pointing to the picture of the Cubbie with her grandparents.)

Who else loves you? Do you have friends at Cubbies that love you? (Display TC2 pointing to the Cubbie with her friends.)

Let's all try to be friends that love each other! (Ask children to each turn to the Cubbies sitting next to them and smile.)

What about the leaders at Cubbies, like me? Do we love you? (Display TC2 again, pointing to the Cubbie with the leaders.)

(Invite all your leaders to stand up. Introduce each leader to the children and parents and say that each leader loves the Cubbies and wants to be at club with them each week. You may want to add that Cubbies leaders also want to get to know the parents.)

Yes, we love you a lot, Cubbies. But guess what? There's someone who loves you even more than all of us love you. Do you know who? (Allow one or two kids to answer.)

God. That's who! God loves you so much. God loves you more than anyone else could ever love you.

God talks to us in a very special book called the Bible. (Hold up your Bible. Communicate reverence for God's Word by the way you hold and handle the Bible.) Many of you have a Bible at your house. Maybe your Bible has pictures in it. Bibles may look different. But all Bibles have God's words inside.

Cubbies, do you want to hear something God says to us in the Bible? (Open your Bible to I John 4:10. You will read the verse in the form that Cubbies will memorize.) First John 4:10 says: ... God ... loved us, and sent His Son ... Say that with me. (Repeat the verse a couple of times.)

Optional: Ask Cubbies to stand up. Tell them to watch and copy what you do. First, hop and smile. Say, "God loves you when you're happy. He loves you all the time." Make a sad, crying face. Say, "God loves you when you're sad." Pretend to kick or throw a ball. Say, "God loves you when you're playing outside." Fold your hands under your head as if you're sleeping. Say, "God loves you when you're sleeping in your bed at home. God loves you all the time!" Add your own ideas and motions.

God loves each one of us very much. He wants us to love Him too. We can show that we love God when we obey what He says in the Bible.

But guess what? (Show a sad expression on your face as you display TC3.) We don't always obey what God tells us in the Bible. Cubbies, have you ever said something mean to someone? When you say something mean, you are not obeying God. Cubbies, have you ever done something your mom or dad told you not to do? (Name some typical ways preschoolers disobey

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their parents.) When you don't listen to your mom or dad, you are disobeying God. All of us disobey God. This makes God sad. (Frown and look sad again.)

(Smile broadly.) But I have GOOD NEWS, Cubbies! God still loves us, even when we don't love and obey Him. He showed His love when He sent His only Son, Jesus, to live here on earth and be our Savior. (Display TC4.) First John 4:10 says ... God ... loved us and sent His Son ... Say that again with me. (Repeat the verse a couple more times.)

(Keep this next part simple and short for kids, but also remember that this is a great chance to share the gospel with parents.)

When Jesus lived on earth, He never disobeyed His Father, God. But, remember, all of us have disobeyed God; we have all sinned. We should be punished for this. Being punished means getting in trouble for the wrong things we have done. But God loved us and sent Jesus to be punished instead of us. Jesus died on the cross for our sin. (Point to the crosses on TC4.) Then, three days later, He came alive again! (Point to Jesus and the open tomb on TC4.) Each of us must trust Jesus Christ as Savior. That means you believe that He died on the cross for your sin. When you trust Jesus as Savior, you start learning how to obey God more and more, because God helps you. (The Holy Spirit is the one who indwells us and teaches us how to obey God, but this concept is difficult for many young children to grasp and is not necessary to explain in this first lesson.)

(Display TC5. Talk about how the girl in the picture is showing love and obedience to God by listening to the Bible as her mother reads it.)
Cubbies, what are some other ways we can love and obey God? (praying, sing songs to Him, helping someone, etc.) God loves us, and He helps us to love Him too. Let's say our verse together one more time: First John 4:10: ... God ... loved us, and sent His Son ...

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug A Handbook Leader Sheet from the resource CD. This contains helpful discussion questions, tips and activity ideas for helping Cubbies review the lesson and learn the verse.

If parents are visiting, they can join their child's handbook group.

IDEA I: Bear Hug A Activity Sheet

What You Need

- Copy of the Bear Hug A Activity Sheet for each Cubbie
- Crayons
- Optional Cubbies Key Verse sheet (resource CD), scissors, glue sticks and a sheet of construction paper for each child

Point to the pictures on the maze as you say I John 4:10 with Cubbies several times. Encourage them to say the verse as they complete the maze and color the pictures. Give older Cubbies copies of the Cubbies Key Verse sheet. They can color the boxes, cut them out and glue them on a piece of construction paper in the proper order. Parents can help their child with either of these activities.

IDEA 2: Verse Shapes

What You Need

- Play-Doh[®]
 Rolling pins
- Heart and cross cookie cutters
- An Apple Acres entrance booklet for each child

Flatten a piece of Play-Doh with a rolling pin. Say "God loved us" and make a heart with a cookie cutter. Say "and sent His Son" and make a cross. Let Cubbies copy you. Cubbies can also make a cross by rolling two "snakes" between their hands: a longer snake and a shorter snake. The shorter snake is laid across the longer snake to make a cross. While Cubbies work with dough, listen to individual Cubbies recite the verse or show parents how to use the Cubbies Apple Acres entrance booklet with their child at home. Answer any questions parents have about Cubbies.

PLAY TIME (15-20 minutes)

IDEA I: Heart Races

What You Need

• Several different colors and sizes of paper hearts (use leftover hearts from Coming In)

Beforehand, hide the hearts around the room, except one medium-sized heart and one large heart. To begin the game, hold up the medium-sized heart and ask Cubbies to name family or friends who love them. Hold up the big heart and ask Cubbies to name who loves them most of all: God! Repeat I John 4:10. Let Cubbies race to see how many hearts they can find. Or instead of hiding hearts, you could also spread them out on the floor. Call out a color, and Cubbies will race to pick up all the hearts of that color.

IDEA 2: Red Apple, Green Apple

What You Need

• Red paper apple and green paper apple

Play this just like the game Red Light, Green Light except hold up a red or green apple. Red means stop. Green means go. If Cubbies don't stop in time, they don't have to return to the starting line. Just encourage them to pay attention.

IDEA 3: Puppet Games

What You Need

- Cubbie Bear puppet
- Red number one paper, yellow number two paper and green number three paper

Use the Cubbie puppet to help children practice the Cubbie Bear Buddy Levels. When Cubbie yells "Buddy Level One!" and you hold up the red paper with the number one on it, children sit on the floor in silence, with their legs crossed and their hands in their laps. When Cubbie yells "Buddy Level Two!" and you hold up the yellow number two paper, children talk quietly to a partner. They may be sitting or standing. When Cubbie yells "Buddy Level Three!" and you hold up the green number three paper, children cheer, jump and run around the room. (Tell them

which direction to run to help avoid collisions.) You could also play Simon Says with the Cubbie puppet as Simon. No one is eliminated. Just encourage Cubbies to listen closely and follow directions. End the game with low-impact body movements to prepare Cubbies for snacks and/or Going Home.

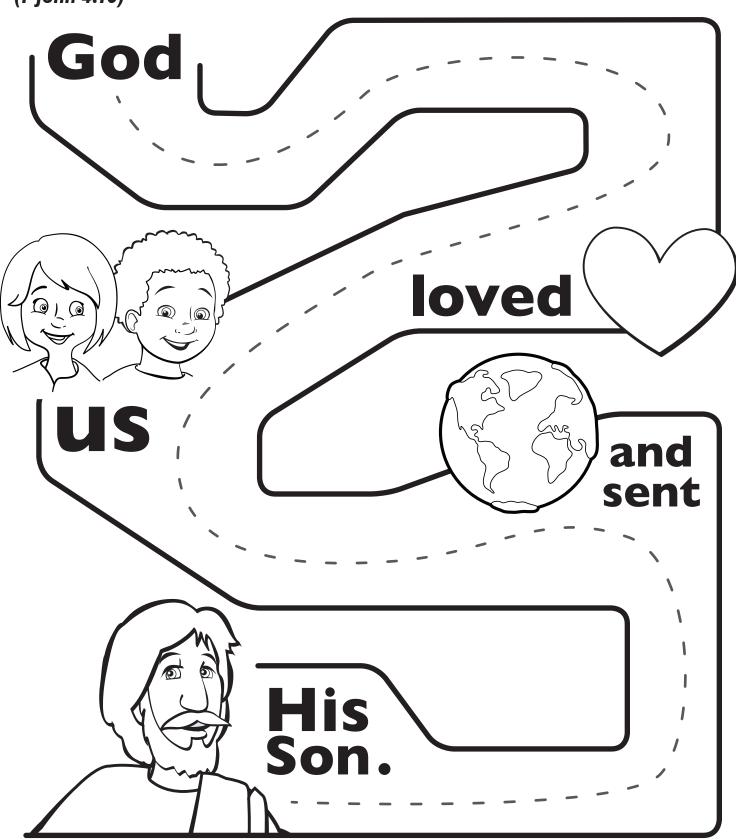
GOING HOME (5-10 minutes)

After children help clean up the room, involve them in a low-energy activity that also summarizes the verse or theme of your meeting. For example, seat Cubbies in a circle and pass a plastic apple, heart-shaped box or beanbag around the circle as music plays. When the music stops, whoever is holding the object says his or her name and the group recites 1 John 4:10.

Whether parents have been with you at club or they meet you at the door, let them know that you and other leaders are available to answer any questions they have about Cubbies. Give each family a *Parent Welcome Booklet* (available from Awana). This booklet introduces parents to the vision of Awana and the various Awana clubs for kids and teens (ages 2 to 18). The back page is blank for you to add your club and church contact information.

This is also a great time to give parents the current month's copy of the Parent Pause newsletter, available as a free download in the ART (Awana Resources and Tools) section of <u>awana.org</u>. This newsletter gives parents ideas for growing their preschooler's faith at home. It also includes a page for leaders to add Cubbies club news. This newsletter can also be emailed to parents.

If you did not take photos during Coming In, remind parents to bring a wallet-sized photo of their child next week to attach to the child's handbook. Parents could also attach a photo once their child brings the handbook home.



Basic Instructions: Trace on the dotted line in the maze as a leader or parent says the Cubbies Key Verse. **Even More Fun:** Color the pictures in the maze.

Ultimate Fun: Show your maze to someone and tell them, "... God ... loved us, and sent His Son ...".



Cubbies Motto Jesus Loves Me

Memory Seed: Jesus Loves Me

The Big Apple: Jesus loves the children, and Jesus loves you.

SOW THE SEEDS

Read: Mark 10:13-16; Matthew 18:1-14 Memorize: Cubbies Motto

You are a Cubbies leader and that means Christ has entrusted you with one of His most precious possessions — His little children! He loves them dearly. In the Gospels, He goes out of His way to include them. He gives surprisingly strong warnings to those who hinder or hurt them or cause them to sin.

The Lord Jesus knows that children are spiritually vulnerable. They can't read the Bible. They can't study a commentary. They can't get themselves to church. They depend on parents or other adults to provide the training they need.

Think of the magnitude of our responsibility because of a child's limitations. We (the adults) are the first "Bible" they read. We are a child's first glimpse of God's character. Only through watching us do they understand how much God loves them. Only through watching us do they learn respect for His greatness.

Before us lays the responsibility to come alongside parents and teach these young children about our loving heavenly Father and His Son, Jesus Christ. Let's be prayerful and careful to lay the right kind of spiritual foundation — the kind that can be built on for years to come.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. See and hear the way Jesus values children. Jesus spent time with children and prayed for them.
- 2. Realize that lesus loves each of them personally.
- 3. Desire to interact with Jesus and show Him affection.
- 4. Trust in Jesus and feel excited about the home He is preparing for them in heaven.

5.				

(Add the goals the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

Welcome Cubbies and reinforce what they learned in their entrance booklets with one or more of the following activities.

IDEA I: Name Spelling Fun

What You Need

- Sheet of construction paper for each Cubbie with "Jesus loves _____" printed on it
- Small construction paper squares for writing letters
- Markers for leaders
- Glue sticks
- Crayons
- Heart stickers
- Optional Use rubber letter stamps, letter stickers or foam letters. For fun, let Cubbies glue a photo of themselves on the paper.

At tables, leaders use markers to write the letters of each Cubbie's name on a paper square. (Letters could also be written ahead of time.) Give each Cubbie all the letters for his or her name and help Cubbies glue the letters in the proper order on the blank line. Young Cubbies may need a leader to write their name on the line first so they can glue matching letters over it. Read each Cubbie's sheet to the group: "Jesus loves Adam," "Jesus loves Claire," etc. Say that Jesus loves all the children at Cubbies today. Children can further decorate the sheet using crayons, heart stickers or a personal photo.

IDEA 2: Lacing Hearts

What You Need

- "Jesus Loves Me Lacing Heart" for each Cubbie (resource CD)
- "Jesus Loves Me Card Stock Heart" for each Cubbie (larger than "Jesus Loves Me Lacing Heart" on the resource CD)
- Yarn pieces cut long enough to lace around each heart
- Hole punch
- Crayons
- Tape
- Glue sticks

Due to the amount of preparation, this craft may be best for small clubs. Beforehand, cut out all the hearts and punch lacing holes along the edge of the hearts printed on card stock paper. (The card stock heart pattern shows where to punch holes.) Wrap one end of each yarn piece with tape so it is easier to lace. Knot the other end of each yarn piece. Give a "Jesus Loves Me" heart and a card stock heart to each Cubbie. Cubbies can glue the "Jesus Loves Me" heart in the center of the larger card stock heart. Let them color the heart and trace the word ME. Give each Cubbie a yarn piece to practice lacing now or wait to use this as a Handbook Time activity. Talk about Jesus' love for children while Cubbies work.

IDEA 3: Apple Sorting

What You Need

- Laminated green, red and yellow paper apples (resource CD)
- Optional three baskets or bowls

You can use the apples you made for apple picking in Bear Hug A. (Or instead of apples, you could use paper hearts of various colors.) Set the baskets in the middle of the table and assign a color to each basket. Give each Cubbie a stack of paper apples and let him or her sort the apples according to color and place them in the correct baskets. Ask Cubbies if they love apples as much as Cubbie does. Talk about those who love the Cubbies, especially Jesus.

STARTING TIME (3-5 minutes)

Continue to develop a starting routine for your Cubbies club. This week, do a flag pledge, sing the "Cubbies Song" and review the Cubbies key verse from Bear Hug A. For extra fun, let Cubbies hold up their fingers while they say the reference with you: First John (hold up one finger) 4 (hold up four fingers) 10 (hold up 10 fingers and shout "TEN!").

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Luvie Lamb puppet

LEADER: Hi, Cubbies! Are you ready to see our friend, Cubbie Bear?

When I count to three, call "Cubbie." OK? One — two — three. CUBBIE!

(After children call out, bring the Cubbie puppet into view. Raise and lower your arm with quick, large motions so Cubbie seems to be hopping.)

CUBBIE (hopping): Hi, Cubbies, how are you today?

(Let children respond.)

LEADER: Cubbie Bear, I think it's time you learned some of the names of the boys and girls.

CUBBIE (still hopping slightly): That's a great idea!

(If you have a small group, point to each child and say his or her name. Cubbie can say "Hi" and repeat the name after you. If you have a large group, continue the process for a few weeks until all children are named, or instruct the children to all say their names at once. Cubbie can make a joke of it by saying, "Wow, that's a lot of names. I'll have to keep working on it!")

LEADER: We all need to learn each other's names. It's important to know the names of our friends, and I hope all of us can become good friends this year! Speaking of friends, Cubbie, what are you and your best friend, Timothy, doing today?

CUBBIE: We're going apple picking with Timothy's dad!

(Bring the Luvie Lamb puppet into view.)

LUVIE: Oh, that sounds so fun. (With a giggle) Can I come too?

CUBBIE: I wish you could, Luvie. But lambs are supposed to stay in the petting zoo. Goodbye, everyone. I'm off to find Timothy!

(Remove the Cubbie puppet from view, but keep him on your hand.)

LUVIE (sadly): That's not fair. I want to go too. Cubbie and Timothy get to do all the fun stuff, and I always have to stay in my stall at the petting zoo.

LEADER: I'm sorry, Luvie. Maybe you'll get to go next time. And I'm sure all the kids that visit the farm will miss seeing you if you're not at the petting zoo.

LUVIE (*still sad*): Yeah, I know. But I still wish I could come out sometimes to play with Timothy and Cubbie.

(Bring the Cubbie puppet into view again.)

CUBBIE: Luvie, I asked Timothy, and he said you could come and pick apples with us today!

LUVIE (excited): Oh, YAY! I'm so happy. Thank you Cubbie and Timothy. (Starts to sing her next words) I'm going apple picking! I'm going apple picking! (Stops singing suddenly) Wait a minute — I don't even know how to pick apples. Can I pick apples with my hooves? (While she pauses to think, make sure her hooves are visible to Cubbies.) Oh well, it doesn't matter. I'm just excited I get to go. Goodbye, boys and girls. I'll see you later!

LEADER: Goodbye, Luvie! Goodbye, Cubbie! Have fun today.

(Tell kids to wave goodbye to the puppets as they are put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during the club meeting. Use the snack time song from Bear Hug A to transition Cubbies. Plan a way for Cubbies to sanitize their hands before eating the snack.

IDEA I: Decorative Hearts

What You Need

- Frosted heart cookies
- Sprinkles
- Paper cups
- Optional Serve pre-decorated or plain heart cookies or any other heart-shaped snack.

Give each child a cookie and a cup containing a layer of sprinkles. (Make sure the cookie frosting is still soft for decorating.) Let children decorate their cookies with the sprinkles. Talk about how much Jesus loves us as Cubbies eat the heart snack.

IDEA 2: Apple Parfaits

What You Need

- Cinnamon graham crackers
- Sandwich-size Ziploc[®] bags
- Cups of applesauce
- Plastic spoons
- Healthier option Replace graham crackers with whole-grain granola.

Beforehand, seal a cracker piece in a Ziploc bag for each Cubbie. During snack time, let Cubbies crush the crackers by pounding on and crumpling the bags. Serve each Cubbie a cup of applesauce and tell Cubbies to sprinkle the cracker bits on top of the applesauce. Ask Cubbies if they love apples as much as Cubbie does. Talk about other foods they love. Remind them of the people that love them. Recite the Cubbies motto.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- "First John 4:10" and "Jesus Loves Me" from Bear Hug A. Teach children sign language for "Jesus Loves Me" or make up your own hand motions.
- "Jesus Loves the Little Ones" If you are unfamiliar with this song, it comes up easily in an Internet or iTunes® search. Here are the lyrics:

Jesus loves the little ones like me, me, me. (Repeat.)

Little ones like me sat upon His knee. Jesus loves the little ones like me, me, me.

PRAYER (I-2 minutes)

(Use this time intentionally to model and teach Cubbies the basics of prayer. Say the following in your own words.)

Cubbies, now let's talk to God. Talking to God is called prayer. You can pray in the morning, at lunchtime and at bedtime. You can pray any time! When we pray at Cubbies, we fold our hands, bow our heads and close our eyes. This helps us not to look at other things, so we can think about God.

(Pray a short prayer with children to prepare them to hear God's Word in Lesson Time.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 6-10
- Bible with a bookmark placed at Mark 10:13-16

(Adapt and personalize the words of this lesson so it fits you and your Cubbies.)

Cubbies, do you remember why Luvie Lamb was so sad today? (Let children answer.)

Yes, Luvie Lamb was sad because she couldn't go apple picking with Cubbie and Timothy. I'm glad that later Cubbie and Timothy said she could go, aren't you?

Cubbies, have you ever wanted to go somewhere, and then someone said you couldn't come? (Talk with Cubbies about their experiences. If they are quiet, give examples. Maybe Mom and Dad went out to eat and said a Cubbie couldn't go with them, or maybe a big brother said a Cubbie couldn't ride bikes with him because she was too little.)

Today I'm going to tell you a story about some children like you. At first, these children weren't allowed to do something they really wanted to do. This story is from the Bible. (Hold up your Bible. Communicate reverence for God's Word by the way you handle the Bible.) The story about Luvie and Cubbie is just pretend. It's a makebelieve story. But all the stories in the Bible are true. When I open my Bible, you know that what I tell you really, really happened. Let's pray and ask God to help us listen to the true things He wants to tell us from the Bible. (Pray with Cubbies to help mark the transition to learning from God's Word.).

Our Bible lesson today is from Mark 10:13-16. (Open your Bible to the right spot and hold it or set it in front of you while you teach. Even though you will not read these verses directly, you are showing that your lesson is from God's Word.)

(Display TC6.) One day, Jesus was talking to lots of people. He was telling them true words from

His Father, God. Some moms and dads came to see Him. (*Point to the parents in the picture.*)

The moms and dads brought their children with them. Do you see all the children? (Point to the children in the picture.)

The moms and dads said, "We want our children to see Jesus!" So the moms and dads moved their children closer to Jesus.

Cubbies, can you imagine how excited the children were to meet Jesus? Would you have been excited to meet Jesus? (Allow response.)

Then something very sad happened. (*Display TC7.*) Some of Jesus' helpers, called the disciples, told the families to STOP.

(Point to the disciples in the picture.) The disciples said, "Go away. The children can't come to see lesus today."

Oh, no! The children probably felt so sad. They wanted to see Jesus, but the disciples said they couldn't come.

The children turned around. The moms and dads turned around. The families started to go away.

(Point to Jesus in the picture.) Cubbies, look at Jesus. Does He look happy that the children are going away? (Allow response.)

No, Jesus is not happy. He is angry that His disciples told the children to go away. Jesus said, "Let the little children come to me. Do not stop them!"

(Display TC8.) Hooray! Jesus said the children can come. See Him touching them and loving them? (Display TC9.) They sit in His lap. Jesus hugs them. Jesus prays for each one of them.

Optional: If your Cubbies seem engaged, talk about what the children are doing in the picture. Ask individual Cubbies these questions: Where would you be if you were with Jesus? Would you sit in His lap like this child? Would you sit near Him like this boy or

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would you be shy and peek out like the girl in the back? Would you give Him a hug or a kiss? Would you hold His hand? Cubbies might have fun identifying a child who looks a little like them in TC8 or TC9.

Cubbies, Jesus loves the children. (Point to your Cubbies.) Jesus loves each one of you! Let's say the Cubbies motto together: Jesus loves me. (Repeat the motto several times. Cubbies should point to themselves each time they say the word me.)

(If your group is small, point to each Cubbie and insert his or her name into the motto: "Jesus loves Jessica," "Jesus loves Colton," etc.)

You know what else, Cubbies? (Display TC10.) Jesus said that everyone who believes (or trusts) in Him like a little child will have a home with Him in heaven. Jesus is getting that home ready right now (John 14:2-3). In heaven, we will live with Jesus always! (Emphasize Jesus' love for children and repeat the Cubbies motto a few more times.)

Optional: If children are attentive, talk about what they see in the picture. Ask them, "What do you think will be the best part about living with Jesus in heaven?" Explain that the Bible doesn't tell us very much about what heaven will look like, but it will be a happy, perfect and more-fun-than-we-canimagine kind of place.

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug B Handbook Leader Sheet from the resource CD. This sheet contains helpful discussion questions, tips and activity ideas for helping Cubbies review the lesson and learn the verse.

IDEA I: Bear Hug B Activity Sheet

What You Need

- Copy of the Bear Hug B Activity Sheet for each Cubbie
- Crayons or colored pencils
- Optional Bring materials for Coming In Idea 2 (Lacing Hearts). Older Cubbies can cut out the "Jesus Loves Me" heart from their activity sheet. Younger Cubbies will need the heart to be pre-cut.

Talk about how Jesus is showing love to the child in the picture. Cubbies can complete one or more of these extra-fun options:
(I) Draw a face on the child. (2) Trace the heart and the word **ME**, and then color the picture. (3) Make the lacing heart craft. Encourage kids to talk to Jesus as they work. For example, they can tell Him, "I love You" or "Thanks for loving me."

IDEA 2: Mirror Images

What You Need

• Handheld mirror or small locker mirror

Pass around the mirror and tell Cubbies to each look in the mirror to see whom Jesus loves. Listen to Cubbies recite the motto individually while others complete the Bear Hug B Activity Sheet.

PLAY TIME (15-20 minutes)

Preschoolers love repetition, and they often need to play a game several times to learn it. Don't be afraid to repeat the same games for several weeks. You can usually adapt games to fit the new lesson theme.

IDEA I: Heart Races

What You Need

- Several different colors and sizes of paper hearts (use the ones you made for Bear Hug A)
- Optional curling ribbons, craft feathers, cloth flowers or leaves, etc.

Continue the heart games from last week with adaptations. For example, each time a Cubbie finds a red heart or a big heart, they could say, "Jesus loves me." You can also add this new heart game: First, explain that loving Jesus should make us excited and happy. Give each Cubbie a handful of hearts, ribbons or other items. Then, to the tune of "London Bridge," sing together "Jesus wants us to love Him, to love Him, to love Him. Jesus wants us to love Him. I love Jesus!" After children sing the last line, let them throw their items up into the air and watch them float down. Cubbies will want to play this game over and over!

IDEA 2: Jesus Loves YOU!

What You Need

Nothing

This game works best with older Cubbies. Play this like Duck, Duck, Goose, except change the words. When a Cubbie taps each head in the circle, he says "Jesus loves." When he reaches the person he wants to tag, he shouts "You!"

IDEA 3: Let the Children Come

What You Need

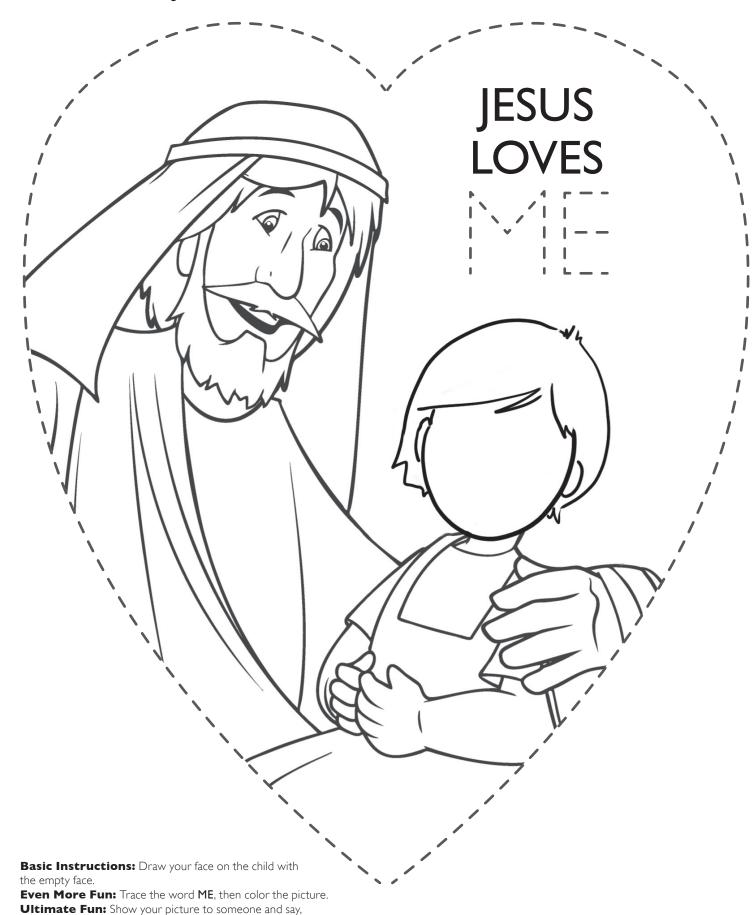
- TC8 (picture of children coming to Jesus)
- Optional Instead of TC8, use the red apple and green apple from Play Time Idea 2 in Bear Hug A.

Play an adapted version of Red Light, Green Light. Tell Cubbies to line up on one side of the room. Designate one leader to play Jesus and another leader to play a disciple. These leaders will stand together at the opposite side of the room. To start, the leader acting as Jesus faces the children, holds up TC8 or the green apple and says "Let the children come." Cubbies can run, walk, hop or skip towards Jesus. When the disciple says "Stop!" or holds up the red apple, children must freeze in place. (Children who don't stop immediately do not have to return to the starting line. Just remind them to pay attention.) Repeat this sequence until all the Cubbies reach Jesus. Review the lesson from Mark 10:13-16, and be sure Cubbies understand that the children in the lesson were not playing a game.

GOING HOME (5-10 minutes)

While children wait for parents to arrive, involve them in a low-energy activity that also reviews the Cubbies motto.

AWARD ALERT! Since Cubbies have finished the Cubbies *Apple Acres* entrance booklet, they will each receive a vest, the first Green Apple emblem and a handbook. Be sure parents know how to work with their child on handbook sections.



"Jesus loves you!"



A Is for All

Memory Seed: Romans 3:23: ... All have sinned ...

The Big Apple: We are all sinners who need a Savior.

SOW THE SEEDS

Read: Romans 3:10-26 Memorize: Romans 3:23

The apostle Paul paints a depressing picture of a depraved and sin-filled world in Romans 3. We are all sinners. None of us is righteous. If we stopped at verse 18, we would face desperate hopelessness. Our only purpose for working with Cubbies would be to enjoy their cuteness. We would have no hope to share — because, yes, they are sinners too. We are all born with a sin nature (Romans 3:10-11; Psalm 51:5).

But Romans 3 continues. Our hope comes through trusting Christ and being saved through the redemption that is in Christ Jesus. What a privilege we have to convey that message of hope to the Cubbies we teach!

Young children often see God's love and authority through their families. If their earthly parents are loving and caring, they will see their heavenly Father as loving and caring too. (We need to be sensitive to those children who come from unstable homes. We need wisdom as we teach these children the comfort of knowing their heavenly Father.)

As children begin to understand that disobedience to parents is sin and that obeying and respecting parents is a right choice, they will learn to respect and obey the authority of God.

Our lessons should emphasize obedience to parents (that, in itself, is obedience to God). This is a first step to understanding authority and recognizing the ultimate authority of our sovereign God.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Understand that all people have sinned and are born sinners.
- 2. Can define sin as "anything we think, say or do that disobeys God."
- 3. Are able to name specific examples of sin.
- 4. Personally recognize that they are sinners who need a Savior.

5.				

(Add the goals the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

Welcome Cubbies and reinforce what they learned at home with one or more of the following activities.

IDEA I: Decorate A's

What You Need

- "A is for All" craft sheet for each Cubbie (resource CD)
- Pre-cut squares with faces of people on them (resource CD)
- Glue sticks
- Crayons
- Optional Use stickers of people instead of the pre-cut face squares. Cubbies could also decorate the A by tearing pieces from colored paper and gluing the pieces on the A.

Put a pile of people face squares at each table. Cubbies color the large A on their sheets and select three or more different people to glue INSIDE the black lines of the letter. Ask them what the A stands for in Cubbies. Explain that all people have sinned, no matter who they are or what they look like. To help Cubbies, especially those who need extra sensory input, trace the border of the letter with puffy paint or bottled glue. Do this ahead of time, so paint dries. Children can feel the raised border and more easily stay within it as they glue items on the A.

IDEA 2: Stick A's

What You Need

- Glue
- Pile of long sticks
- Pile of short sticks (Sticks can be craft sticks, pretzel sticks or sticks cut from cardboard or construction paper.)

Show Cubbies how to make an A with two long sticks and a short stick. Each time they

succeed at making an A, encourage them to say "A is for all" and recite Romans 3:23. You may want to let Cubbies glue the sticks together once they have mastered the task. This is especially good for younger Cubbies. If Cubbies finish early, let them play with letter puzzles and find the letter A puzzle piece.

IDEA 3: Concentration Game

What You Need

- A few sets of cards (eight cards in each set) that picture matching people faces (resource CD)
- Optional Laminate cards for durability and include photos of your Cubbies as cards.

Set the cards face down on the table in random order. (To make it easier for younger Cubbies, keep the cards facing up.) Let Cubbies play individually or take turns flipping over two cards at a time. If the cards match, the player removes them and takes another turn. If the cards don't match, the player flips them back over and the next player takes a turn. Occasionally point to a face on a card and ask if that person has sinned or flip over ALL the cards as a reminder that ALL have sinned. Cubbies could also play with these cards (or cut out their own set) in Handbook Time and take turns reciting Romans 3:23 before flipping the cards. If Cubbies make their own card sets, stripe the back of each card sheet with a different color before the cards are cut out. This helps children to know which cards are theirs. Provide bags or envelopes for Cubbies to take the cards home.

STARTING TIME (3-5 minutes)

Continue to develop a starting routine for your Cubbies club. This week you may want to sing the "Cubbies Song" and "If You're Happy You're at Cubbies" (from Bear Hug A). Recite the Cubbies key verse and the Cubbies motto. For the key verse, you could sing "First John 4:10" (from Bear Hug A).

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Luvie Lamb puppet
- Teaching Card (TC) II or an A cut from construction paper
- Optional apple, apron or pictures of an apple and an apron

(If you have an apron, put it on before you begin.)

LEADER: Hi, Cubbies! Are you ready to see Cubbie Bear today?

When I count to three, let's call "Cubbie." OK? One — two — three, CUBBIE!

(After children call out, bring the Cubbie puppet into view.)

CUBBIE (hopping around): Hi, Cubbies! How are you today?

(Let children respond. If desired, you could have Cubbie continue learning names of Cubbies, an activity which was started in the Bear Hug B puppet show.)

LEADER (holding up TCII or the letter A): Cubbie, we're going to be talking about the letter A today. Do you know anything that starts with the letter A?

CUBBIE (hopping excitedly): OH! I know all about the letter A! Timothy and I just got back from hunting for things that start with A.

LEADER: You did? What did you find that starts with A?

(If you brought an apple, show it to the kids when Cubbie mentions it.)

CUBBIE: First, we found apples. Then we found an animal called an alpaca. He looks sort of like a small llama and he has a coat like a sheep.

(Pop the Luvie Lamb puppet into view.)

LUVIE (with a giggle): He's very cute. He's one of my friends at the petting zoo. First Cubbie asked me if MY name started with an A, but I said, "No, silly! My name is Luvie, and Luvie starts with an L."

CUBBIE: Sorry, Luvie. Sometimes I get my letters mixed up. After that, we found Grammy Lois wearing an apron. Timothy told me that apron starts with A. Then we ate cupcakes. Yum!

(Point to your apron if you are wearing one.)

LEADER: It sounds like you had a wonderful time looking for A's.

(If you have time and the kids are engaged, ask Cubbie and Luvie if they see any A's or A words in the Cubbies room. They could mention the A's on the Cubbie's vests, people's names that start with A or items such as awards, ankles, arms, amigos. Amigo is the Spanish word for friend.)

CUBBIE: Goodbye for now, Cubbies. See you next week.

(Let children wave goodbye as the puppets are put away.)

LEADER: Cubbies, we just named lots of things that start with A, but we missed an A word that is very important. This word is in the Bible. We'll find out what it is in Lesson Time today.

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during the club meeting. Use the snack time song from prior weeks to transition Cubbies.

IDEA I: Pretzels

What You Need

Thin pretzel sticks

Give each Cubbie three pretzel sticks. Show Cubbies how to make the letter A with the sticks. They will need to break one stick in half so they can use one of the halves as the middle part of the A. Review what the A stands for in Cubbies.

IDEA 2: Snacks That Start With A

What You Need

 Any food that starts with the letter A (e.g., Apple Jacks[®] cereal, apple turnovers, animal crackers, angel food cake, apricots)

Say the name of the snack while Cubbies eat and see if they can tell you the beginning letter of the snack. Think of other words that start with A. Ask what the A stands for in Cubbies.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

What You Need

 Teaching Card (TC) II or a construction paper A

SING:

- "Jesus Loves Me" or "Jesus Loves the Little Ones" from Bear Hug B
- "Oh Be Careful Little Eyes" Use this traditional Sunday school song to teach Cubbies the definition of sin. Explain that sin is anything we think (point to head), say (point to mouth) or do (hit fist on palm) that disobeys

God. Give concrete examples of how a child might sin in these three areas. As you sing, point to or move the appropriate body part (eyes, ears, feet, etc.). Be sure to add the line "be careful little mind what you think."

• "Where Is the A?" to the tune of "Where Is Thumbkin?" Hide TCII or a construction paper A behind your back and display it when you sing "Here it is!"

Where is the A? Where is the A? Here it is! Here it is!

Tell us what it stands for.

Tell us what it stands for.

A is for all ... All have sinned ...

PRAYER (1-2 minutes)

(Use this time intentionally to model and teach Cubbies the basics of prayer.)

Cubbies, let's talk to God. Talking to God is called prayer. When we pray, we can tell God we are sorry for the times we have sinned. Sin is anything we think (point to head), say (point to mouth) or do (hit fist on palm) that disobeys God. (Name a few sins that are relevant to preschoolers: disobeying parents, lying, etc.) Let's tell God we are sorry right now and thank Him for sending Jesus to save us from sin.

(Pray a short prayer with children before you start Lesson Time.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 3-4, II-I3
- Bible with a bookmark placed at Romans 3:23

(Adapt and personalize the words of this lesson so it fits you and your Cubbies. Open with prayer.)

Cubbies, we've had fun talking about things that start with A, haven't we? But there's another word we didn't talk about that starts with A.

This word is found in the Bible. (*Take out your Bible and open it to Romans 3:23.*) The Bible is God's special book. God talks to us in the Bible. Listen to what God says to us in Romans 3:23. (*Emphasize the word All as you read a shortened version of the verse.*) ... All have sinned ... (*Romans 3:23*).

Cubbies, in this verse, the word All starts with A. (Display TCII and trace the A with your finger.) In Cubbies, we say that the letter A stands for the word all.

Optional: Use objects to illustrate the concept of all in addition to the illustration with people below. Bring a container filled with items of the same kind. For example, bring a cup filled with crayons or a bag filled with cotton balls or blocks. Spill the items on the floor. Call up children, one at a time, to pick up a certain number of the items and put them back into the container. After each child takes a turn, ask the group if ALL the items have been put back. Continue in this pattern until all the items are back in the container. To save time, limit the number of items and tell children who don't get a turn that they will be part of the next illustration.

Cubbies, what does the word all mean? How many is all? (To illustrate the concept, tap one Cubbie gently on the shoulder and ask him to stand.) How many Cubbies are standing? (Count together with the group.) Is ONE Cubbie all?

(While kids answer no, tap another Cubbie gently and ask her to stand.)

How many Cubbies are standing now? (Count together.) Are TWO Cubbies all?

(While kids answer, tap three more Cubbies gently and ask them to stand.)

How many Cubbies are standing now? (Count together.) Are FIVE Cubbies all?

(Keep this counting and standing routine going depending on the size of your group and the level of children's engagement. Eventually ask all Cubbies and leaders to stand.)

What about now, are all Cubbies standing? (Let Cubbies answer yes.) Yes! Finally, ALL Cubbies are standing. And look, leaders are standing too.

(Display TCII again.) A is for all. The Bible says: ... All have sinned ... Let's say the verse again together: ... All have sinned ... (Romans 3:23). This verse means that not one of us, not two of us, or five or 10 of us, but all of us have sinned.

Cubbies, what is sin? (Leave the question hanging as you direct Cubbies to sit down while you display TCI2.)

What are the sisters doing in this picture? (Display TC12 pointing to the left half as children answer.) That's right. They are fighting and making mean faces at each other. God says being mean and unkind is a sin.

What is the girl doing in this picture? (Display TC12 pointing to the right half as children answer.) You're right. This girl is not obeying her mom. The Bible says that's a sin too.

(Continue in this pattern with TCI3.)

Cubbies, sin is anything we think (point to your head), say (point to your mouth) or do (hit one fist on your palm) that disobeys God. (Repeat

continued on next page

continued from previous page

this definition and hand motions often with Cubbies. For older Cubbies you can add this: "Sin is also NOT doing the good things God has told us to do.") When we sin, it's very sad, because we are not showing love to God. (Display TC3 to remind kids about your first lesson on God's love.)

I want each of you to close your eyes for a minute. Think about a time when you disobeyed God. Did you keep playing when your mom said it was time to go? Did you think a mean thought about someone, like "I don't like you"? Did you say mean words to them, like "You're not my friend"? Did you hit someone or take away their toy? (Add other examples that you know are relevant to your Cubbies. This helps them personalize the concept of sin.)

Open your eyes and look at me, Cubbies. Every one of us is born a sinner. We can't change ourselves! We are all sinners, and we all need someone to save us from our sin.

Here's the best part, Cubbies! (*Display TC4.*) God loved us and sent His Son, Jesus Christ, to save us from our sin. Jesus is our Savior. We'll learn more about the Savior next week.

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug I Handbook Leader Sheet from the resource CD. This sheet contains helpful discussion questions, tips and activity ideas for helping Cubbies review the lesson and learn the verse.

Bear Hug I Activity Sheet

What You Need

- Copy of the Bear Hug I Activity Sheet for each Cubbie
- Crayons
- Optional pairs of child-size scissors, glue sticks, poster or bulletin board with "All Have Sinned" written on it

Tell Cubbies to circle and then color ALL the people who have sinned. (Christ should be the only person not circled.) Challenge Cubbies who are skilled with scissors to cut out a few of the people's faces from the sheet. They could glue the people to your poster or bulletin board. As you listen to Cubbies recite the verse individually, help each child to realize that he or she is a sinner. For example, you could ask, "Jordan, have you sinned?" Name sins typical of preschoolers to make the concept of sin more concrete. However, don't embarrass or shame the child; rather, point to Christ. Christ never sinned, but we all sin. That's why we need the Savior!

PLAY TIME (15-20 minutes)

IDEA I: Letter A Races

What You Need

- Several beanbags or small balls
- Bucket or trash can with letter A taped to side
- Optional If you have Cubbies divided into groups, include beanbags or balls in group colors.

Scatter the beanbags or balls on the game floor. When you give the signal, Cubbies will quickly pick up ALL the items and drop them in the bucket or trash can. To help keep Cubbies from trying to grab the same items, assign Cubbies to groups and tell the groups to pick up a certain color. For example, the red group picks up all the red balls. Remind Cubbies to be kind as they pick up items: they should watch where they are going; they shouldn't push others or take items from them. Large clubs may want to have smaller groups play in their own assigned area with their own bucket. After ALL the items are picked up, point to the A on the bucket. Together, say "A is for all" and recite Romans 3:23.

IDEA 2: Concentration Card Relay

What You Need

- A set of concentration cards (8 cards in a set) for each group of four Cubbies (resource CD)
- Container for each group in which to place matches
- Optional Laminate the cards for durability.

(Use the cards you made for Coming In Idea 3 for this game.) Divide Cubbies into groups of four players. Give each member of the group a different card from the set. Place the matching cards on a large table (with cards divided by group) or on the floor near a pin designated for each group. On your signal, the first Cubbie in each group will go to his group's area, find a card that matches his card,

bring it back and place the matching pair in his group's container. The next Cubbie will then go to find her matching card and place her matching pair in the group's container. When all the Cubbies have had a turn, give them new cards and play the game again. Remind Cubbies that ALL people have sinned, no matter how old they are, what they look like or what kind of job they do.

IDEA 3: Run to the A

What You Need

• TCII or large letter A attached to wall

Direct all Cubbies to sit against the wall at one end of the room. The A should be hanging on the wall at the other end of the room. Certain Cubbies will run to the A, depending on your command. For example, say, "If you have a sister, run to the A" or "If you have a pet cat, run to the A" or "If your eyes are blue, run to the A." Cubbies should run back to the group and sit down before you give the next command. Occasionally say, "All Cubbies run to the A!" Remind Cubbies that "A is for all" and recite Romans 3:23 together. For fun, tell Cubbies to hop, crawl or tiptoe instead of run. If you have a small space, hold the A and tell Cubbies to stand or take a certain number of steps to reach you instead of running.

GOING HOME (5-10 minutes)

Set a timer or play a song while Cubbies clean up the room. Challenge Cubbies to put away ALL the toys, papers, blocks or other items before the timer sounds or the music stops. Review "A is for all" and Romans 3:23.



Basic Instructions: Circle all the people who have sinned. (The first one is done for you.) **Even More Fun:** Color the people. Cut them out on the black lines and tape or glue them to the "A Is for All" craft sheet (resource CD). **Ultimate Fun:** Glue the squares to a poster or bulletin board on the wall below the words: ... All have sinned ... (Romans 3:23).



C Is for Christ

Memory Seed: Romans 5:8: ... While we were yet sinners, Christ died for us.

The Big Apple: Christ took the punishment for our sin when He died for us. We must each trust Him as Savior.

SOW THE SEEDS

Read: Romans 5:1-11 Memorize: Romans 5:8

Do you have a treasured letter from a parent or grand-parent who passed away some time ago? Reading the letter can comfort us and bring back good memories, but we know the person isn't actually saying those words to us "in the moment" — the person is physically dead.

In contrast, the Bible is the living Word of God (Hebrews 4:12). The verses we read are God's direct message to us. God could not be closer or more real to us if He were visibly sitting across the table, telling us of His love. Those words are alive right here and right now. Today.

The Bible contains God's message of love to us which we, in turn, share with the Cubbies.

God loved us before we trusted Him as Savior, when we were still sinners.

God loves us now. Even though, as Christians, we do still sin. But we are learning to walk by the Spirit (Galatians 5).

Here is a key question to repeat over and over with your preschoolers.

Ouestion: How does God talk to us?

Answer: The Bible.

Emphasize that the Bible is God's message to us. The words inside the Bible are the words God wants us to hear and obey.

Show Cubbies that you respect your Bible by keeping it visible while you teach and by reading their memory verse from it directly. Lay the Bible gently in a safe place when you aren't using it and hold it carefully when you are. Allow them to see that the Bible is different from other books.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Hear key events from Jesus' life: He lived on earth. He died on the cross. He rose from the dead. He returned to heaven.
- 2. Realize why Christ died: to show His love for us and to pay the punishment for our sin.
- 3. Know that Christ never sinned.
- 4. Tell how someone gets to heaven: by trusting Jesus as Savior.
- 5. Begin to understand the gospel, so at the right time, they will trust Christ personally as Savior.

6.			
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(Add the goals the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

Welcome Cubbies and reinforce what they learned at home with one or more of the following activities.

IDEA I: Decorate C's

What You Need

- "C is for Christ" craft sheet for each Cubbie (resource CD)
- Pre-cut colored cross squares (resource CD)
- Pre-cut Jesus face squares (resource CD)
- Crayons
- Glue sticks
- Optional Use cross stickers instead of cross squares.

Put a pile of cross squares and a pile of Jesus face squares at each table. Cubbies color the large C on their sheets and glue three crosses and one Jesus face inside the black lines of the letter. Ask them what the C stands for in Cubbies. Explain that Christ died on the cross to save us from our sin. He did it because He loved us so much.

IDEA 2: A and C Letters

What You Need

- Piles of short and long sticks from the Stick A idea in Bear Hug I
- Play-Doh
- Cookie cutters in shapes that start with C (e.g., chicks, cars, crosses, cats)
- Optional letter puzzles

Set up the Stick A activity from Bear Hug I and add a C activity, which includes Play-Doh and cookie cutters. Show Cubbies how to roll a "snake" with Play-Doh and curve it into a C. Say that in Cubbies, C stands for Christ. Christ is another name for God's Son, Jesus. Recite Romans 5:8.

Cubbies can use cookie cutters to make chicks, crosses, clowns or any other C

word. Talk about the words that start with A and C and review what the A and C stand for in Cubbies. Cubbies who finish early can play with letter puzzles and find the A and C puzzle pieces.

IDEA 3: Clothespin Game

What You Need

- Two half-gallon cardboard milk cartons with tops cut off
- Permanent marker
- Several clothespins (the kind with springs)

Beforehand, use the marker to write an A on one milk carton and a C on the other one. Write either an A or C on each clothespin. Tell Cubbies to sort the clothespins into two groups. Let them either try to drop the clothespins into the corresponding carton or clip them to the top edge of the carton. (Clipping the clothespins is a great way to practice fine motor skills.) Review that A is for All (Romans 3:23) and C is for Christ (Romans 5:8) while children do the activity.

STARTING TIME (3-5 minutes)

Continue to develop a starting routine for your Cubbies club. This week you may want to sing the "Cubbies Song" and "If You're Happy You're at Cubbies" (from Bear Hug A). Recite the Cubbies key verse, the Cubbies motto, the A verse (Romans 3:23) and the C verse (Romans 5:8). When you say, "A is for all," tell Cubbies to trace the A on their vests with a finger. When you say, "C is for Christ," Cubbies can trace the C on their vests.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Katie Collie puppet
- Large C written on poster board or cut from construction paper
- Optional bag filled with as many of these items as possible: cow, chicken, cat, ear of corn or can or corn, car

LEADER: Hi, Cubbies! Are you ready to see Cubbie Bear today? Let's call him together! One — two — three, CUBBIE!

(Do not bring Cubbie out yet.)

LEADER: That's strange! Let's call him again. Maybe he didn't hear us. One — two — three. CUBBIE!

(Peek Cubbie's head out tentatively.)

LEADER: Cubbie, what's wrong? You're not your usual hopping and jumping self today.

CUBBIE (looking from side to side, nervously): I heard a tractor in here, and I'm really scared of tractors.

LEADER (*laughing*): Oh, no, Cubbie! There aren't any tractors in here, are there, Cubbies?

(Let children respond.)

CUBBIE (still looking around, but not trying to hide anymore): OK, but I really thought I heard a tractor.

LEADER: That's just your imagination, Cubbie. Don't worry anymore!

LEADER (holding up the letter C): Cubbie, we're going to be talking about the letter C today. Do you know anything that starts with the letter C?

CUBBIE (hopping excitedly): OH! I know all about the letter C! Timothy and I were hunting for C words today on the farm.

LEADER: Oh, were you? What did you find?

(Bring the Katie Collie puppet into view, barking.)

LEADER: Hi, Katie! Cubbie is about to tell us some of the things he found on the farm that start with C.

KATIE: Wait, I know lots of things on the farm that start with C. There are animals that start with C, like cows and chickens and cats.

(If you brought the items in the bag, you can pull them out as Katie mentions each one in her part above and her part below.)

LEADER: That's right, Katie! You're such a smart dog. Cow and chicken and cat all start with C.

KATIE: There's corn on the farm too, Corn starts with C. And there are lots of cars on the farm. The families come to the farm in cars. I like to run and tell Timothy when the cars are coming.

LEADER: Right again, Katie! Corn and cars both start with the letter C. Cubbie, what did you and Timothy find today?

CUBBIE: On the playground, we found three C's on Captain Chip's Cruise Ship. Then we saw Timothy's dad drive up in the t-t-tractor (stuttering and shaking a little) cab. And that's when I got scared.

LEADER: Yes, cab starts with C. *(Concerned)* Oh, Cubbie. I'm so sorry you're afraid of tractors. But you felt better at the end of your hunt for C's, didn't you?

CUBBIE (hopping excitedly): Oh, yes! Timothy told me one more thing that starts with C—that's ME! Cubbie starts with C. Then he gave me a hug.

LEADER: Oh, that's wonderful, Cubbie! I'm sure you didn't feel so scared after you got a hug from your best friend.

CUBBIE: Goodbye for now, Cubbies. See you next week.

(Let children wave goodbye as the puppets are put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during your club meeting. Use the snack time song from prior weeks to transition Cubbies. Provide a way for Cubbies to sanitize their hands before eating snacks.

IDEA I: Snacks that Start With A and C

What You Need

Any foods that start with the letter A
 or C (e.g., applesauce, animal crackers,
 apricots, cookies, corn chips, Colby cheese,
 cucumbers and dip)

Say the name of the snack while Cubbies eat and ask them to tell you the beginning letter of the snack. Review what the A and C stand for in Cubbies.

IDEA 2: Alphabet Snack

What You Need

 Any snack that comes in the shape of alphabet letters (e.g., alphabet cereal, pasta, cookies, pretzels, fruit snacks)

As you eat the snack, tell Cubbies to look for A's and C's. Whenever they find an A or C, they can hold it up or point to it while the group repeats the word and verse that goes with the letter.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

What You Need

- TCII or a construction paper A
- TCI4 or a construction paper C

SING:

- "Jesus Loves Me"
- "Oh Be Careful Little Eyes" from Bear Hug I. Explain that sin is anything we think (point to head), say (point to mouth) or do (hit fist on palm) that disobeys God.

• "Where Is the A?" from Bear Hug I. Sing this to the Thumbkin tune. Display TCII or a paper A when you sing "Here it is!"

Where is the A? Where is the A? Here it is! Here it is!

Tell us what it stands for.

Tell us what it stands for.

A is for all ... All have sinned ...

• "Where Is the C?" Sing this to the same tune as "Where Is the A?" Hide TCI4 or a paper C behind your back and display it when you sing "Here it is!"

Where is the C? Where is the C?
Here it is! Here it is!
Tell us what it stands for.
Tell us what it stands for.
C is for Christ. C is for Christ.
(Repeat the last two lines but use these words.)

- ... While we were yet sinners,
- ... Christ died for us. ... Christ died for us.

PRAYER (1-2 minutes)

(Use this time intentionally to model and teach Cubbies the basics of prayer.)

Cubbies, let's talk to God in prayer. When we pray, we can thank God. Let's thank God for His love. He loved us so much that He sent His Son, Jesus Christ, to die for us. Fold your hands, bow your heads and close your eyes so we can talk to God and not look at anybody else.

(Pray a short prayer with children before you start Lesson Time.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 9-11, 14-16
- Bible with a bookmark placed at Romans 5:8

(Adapt and personalize the words of this lesson so it fits you and your Cubbies.)

Cubbies, wasn't that fun talking with Cubbie and Katie about things that start with C? (Pause for response.) Guess what? We missed the most important C word of all. We'll have to check our Bible to find this word.

(Open your Bible to Romans 5:8.) The Bible is God's special book. God talks to us in the Bible. Listen to what I read and tell me if you hear the word that starts with C.

(Emphasize the word Christ as you read the verse.) Romans 5:8 says: ... While we were yet sinners, Christ died for us.

Cubbies, did you hear the C word? What is it? (Let children answer.) You're right, the word Christ starts with C. (Display TC14 and point to the word Christ.) Christ is another name for God's Son, Jesus. We sometimes call Him Christ or Jesus Christ.

(Display TC9.) God sent Jesus Christ to live on earth. He showed love to everyone, including the children. How did Jesus show love to the children? (See if Cubbies can name specific examples from your picture or retell the events from Mark 10:13-16.) Let's say our Cubbies motto. (Say "Jesus loves me" several times with the Cubbies. They should point to themselves whenever they say "me.")

(Display TC15.) Jesus showed His love in a BIG way when He died for us on the cross. It was very hard for Him to die on the cross. It hurt Him a lot, but He did it because He loves us very much.

Cubbies, let's say Romans 5:8 together: ... While we were yet sinners, Christ died for us. (Repeat the verse several times.)

Cubbies, do any of you know why Jesus had to die? (Wait for response. Cubbies may have a hard time understanding this.) Jesus died because of our sin. Jesus Christ never, ever sinned. But all of US have sinned.

Do you remember what sin is? (See if Cubbies can answer.) Sin is anything we think (point to head), say (point to mouth) or do (hit fist on palm) that disobeys God. We are all sinners.

God said that sin must be punished in a BIG way. The word *punished* means "getting in trouble for the wrong things you have done." At home, you might get in trouble when you don't do what your mom or dad tells you to do.

God says our sin gets us in very serious trouble. The punishment for sin is death. But we don't have to worry! God loved us, so He sent His Son, Jesus Christ, to be punished instead of us. Jesus Christ died to save us from being punished for our sin.

(Display TC16.) Guess what, Cubbies? Jesus didn't stay dead. On the third day, (hold up three fingers and invite Cubbies to do the same), Jesus Christ came alive again! Then He went back up to heaven to be with His Father, God.

(Display TC10.) Now, here's the best part, Cubbies. All of us can go to heaven someday and live with Jesus forever! But how do we get to heaven? Do we get there in a rocket ship? Do we fly there like an eagle? What must we do to go to heaven? (Allow Cubbies to answer.) We need to trust Jesus as Savior. That means each of us must believe that Jesus Christ died to save us from our sin. We believe that ... While we were yet sinners, Christ died for us.

Cubbies, we've heard a lot about Jesus today. What questions do you have about what you've heard? (This lesson content may be new and difficult for some Cubbies. Allowing them to ask questions gives you a chance to hear their reactions, gauge their level of understanding, explain the lesson more fully and discern how the Holy Spirit may be at work.) Those are good questions, Cubbies. Now let's remember what we learned!

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(Display TCII.) A is for all. ... All have sinned ... (Romans 3:23).

(Display TC14.) C is for Christ. ... While we were yet sinners, Christ died for us (Romans 5:8).

(Alternate displaying the cards for children to recite with you. You could make this into a game. For example, tell all the boys to stand and recite the A card. Girls recite the C card. Or kids wearing socks recite the C card. Kids who like ice cream recite the A card, etc.

In Cubbies, your goal is to explain the gospel clearly, consistently and frequently. Children often need to hear the gospel many times before they understand and respond to it. Be accurate and age-appropriate as you explain the gospel. Also, be very careful about prompting Cubbies for a response, such as asking them to come forward or raise their hand or directly asking them, "Do you want to trust Christ as Savior?" Preschoolers are very eager to please adults and they can easily be persuaded into almost anything. It is best to wait for the child to start asking questions and take the initiative in this important decision. If you know a child's parents are saved, let the parents know the child has been asking questions and encourage the parents to talk with the child at home. What greater joy could parents have than leading their own child to Christ!

Find helpful tips in the document Sharing the Gospel with Cubbies on the resource CD.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 2 Handbook Leader Sheet from the resource CD.

IDEA I: Bear Hug 2 Activity Sheet

What You Need

- Copy of the Bear Hug 2 Activity Sheet for each Cubbie
- A red and green crayon for each Cubbie
- Optional Print the activity sheets
 on card stock. Gather small squares of
 colored tissue paper, glue, pairs of child-size
 scissors, a hole punch and a strand of yarn
 for each Cubbie.

Tell Cubbies to color all the shapes with an A in green and all shapes with a C in red. This will reveal a picture of a red cross in the center of the page. To help Cubbies know what shapes to color, color a sample picture for them or print a copy of the color version of this activity sheet (resource CD). Talk about Christ's death on the cross for us. For extra fun, let Cubbies glue tissue squares on the cross so it resembles stained glass. Challenge advanced Cubbies to cut out the cross. Punch a hole at the top of each cross and tie a strand of yarn through the hole. Cubbies can take the cross home to hang up or give as a gift.

IDEA 2: Letter Bag

What You Need

- Paper bag, plastic letter A, plastic letter C
- Optional Instead of plastic letters, use cardboard or foam letters, wooden letter puzzle pieces or alphabet blocks.

Put the A and C in the bag. Pass the bag around the table and let Cubbies take turns reaching into the bag and pulling out and A or a C.

Whenever a letter is pulled from the bag, the group should recite the corresponding verse.

PLAY TIME (15-20 minutes)

IDEA I: Letter A and C Races

What You Need

- Several green and red beanbags or small balls
- Bucket with green etter A taped to side
- Bucket with red letter C taped to side
- Optional Instead of beanbags or balls, use index cards. Write a large green A on half of the index cards. Write a large red C on the other half.

Play this like the "Letter A Races" game from last week, except you add a bucket for C. Set the buckets together at one end of the room so Cubbies will all be running in the same direction. Scatter the beanbags, balls or cards on the game floor. Explain that all the green balls go into the A bucket and all the red balls go into the C bucket. (If you don't have red and green balls, adapt this activity to the color you have.) Let Cubbies race to put the items in the correct bucket. Play several rounds. At the end of each round, review the A and C verses. For a fun (and possibly less chaotic) variation, divide Cubbies into relay groups. One child from each group will run to pick up an item and drop it in either the A or C bucket. Runners will return to their group to tag the next runner. Rather than having groups compete, challenge all the groups to work faster with each round.

IDEA 2: Clothesline Letters

What You Need

- Clothesline to hang in the room
- Clothespins (the kind with springs) (Use the clothespins from Coming In Idea 3.)
- Index cards with either an A or C written on them
- Containers for clothespins

Hang the clothesline within easy reach for Cubbies. Divide Cubbies into groups and give each player an A card or a C card. Members of a group should all have the same letter. Players will take turns going to the clothesline, grabbing a clothespin and clipping their cards on the line.

(A leader should demonstrate first.) After all the groups have hung their cards, ask the A groups to recite Romans 3:23. Then ask the C groups to recite Romans 5:8. You could play another round and have each player remove his or her card from the clothesline.

IDEA 3: Get to Heaven

What You Need

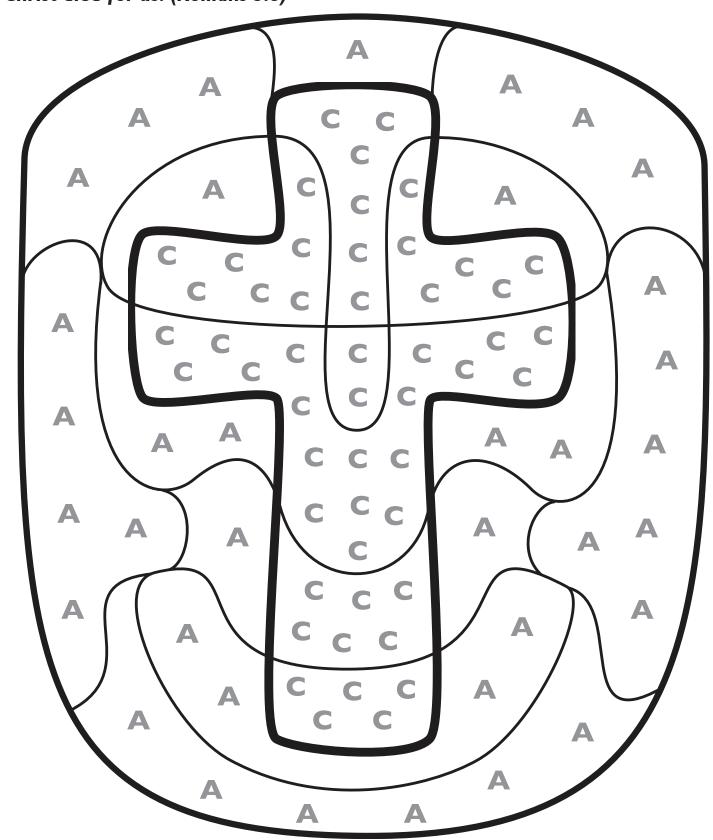
- Nothing
- Optional TCIO or a gold sheet of paper

Designate one area of the room as heaven. You may hang TC10 or a gold paper in this area. Ask Cubbies if they can get to heaven using various modes of transportation. For example, say, "Cubbies, can you get to heaven on roller skates?" Cubbies will slide their feet on the floor as if they are skating. Replace roller skates with pogo sticks (Cubbies jump in place), a rocket ship (Cubbies crouch and jump up with their hands together overhead), a car (Cubbies pretend to steer a wheel). Finally, ask Cubbies how we really get to heaven. When they say "Trust Christ as Savior!" they can run to the heaven area.

GOING HOME (5-10 minutes)

AWARD ALERT! Cubbies finish the AppleSeed Trail this week. Each Cubbie will receive a Red Apple emblem and an AppleSeed Trail emblem to attach to his or her vest. This is a good time to tell parents about the adhesive Badge Magic sheets, available in the Awana Ministry Catalog.

You may want to tell parents to arrive a few minutes early to see their child receive the awards.



Basic Instructions: Color the A shapes green and the C shapes red. (Color example on resource CD.) **Even More Fun:** Glue small squares of colorful tissue paper on the cross.

Ultimate Fun: Cut out the cross, punch a hole at the top and tie a strand of yarn through the hole. The children may hang it up in their home or give it to someone and say Romans 5:8. (Best if printed on card stock.)



Creation: Days One and Two

Memory Seed: Genesis 1:1: In the beginning **God created the heaven and the earth**. (Short version is in bold.)

The Big Apple: God is the Creator of everything. On Day One, He created light and gave us day and night. On Day Two, He created the sky.

SOW THE SEEDS

Read: Genesis 1-2:3
Memorize: Genesis 1:1

God has always been and always will be. He is the only one who existed before the foundations of the world. He is the only one who could have created the world, and He did so out of nothing. His work in creation showed perfect order and design. During the first three days, He created the "background" of the world. During the final three days, He filled in the background. Then, on the seventh day, He rested — not because He was tired, but because He knew His work of creation was completed.

He did this for us. When we pause and consider our surroundings, we see evidence of God's creation in every direction: in the majestic mountain, in the flutter of a hummingbird's wings, in the face of a Cubbie as she bursts into the room. God's creation is a constant reminder of the powerful God who loves us.

Creation is also a fitting topic for young children. Children are sensory learners. They take time to look at the things we (as adults) are too busy to see. They listen to the birds, they smell the flowers, they climb the trees and they watch the tiny bugs. They often have true expressions of thanksgiving as they enjoy God's creation.

In every four-week unit, Cubbies learn a simple truth about God's character, called a Core Truth. Repeat this Core Truth in each unit lesson. For this unit, the Core Truth is God is Creator. Learning to love and appreciate God's creation is a good starting place for teaching kids respect for our gracious and powerful God.

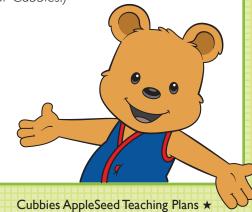
SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- Display awe for God's unique nature: He was alive before anyone else. He made the world from nothing, with only His words.
- Can define the word create: "to make something from nothing."
- 3. Learn that God created light on Day One and grasp the difference between day and night.
- 4. Learn that God created the sky on Day Two.
- 5. Show gratitude for the light, day, night and sky.

6.				

(Add the goals the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

IDEA I: Creation Books

What You Need

- Bear Hug 3 Activity Sheet for each Cubbie
- File folder for each Cubbie
- Container of glue mixed with green or brown craft sand
- Paint brushes
- Blue, brown and green crayons
- Glue stick for mounting
- Optional Instead of sand, kids can paint the earth green and blue with sponge brushes or glue small pieces of green and blue paper on the land.

Let Cubbies begin making their creation books as a unit project. This project works best if you have space to dry and store pages each week. This activity sheet can be used as the cover picture of the book. Tell children to color the water on the earth blue and the land brown or green. Show Cubbies how to paint the sand mixture on the land. Mount each Cubbie's sheet on the cover of a file folder. You may want to laminate the file folders or use spray adhesive on the covers to keep the sand contained. Write the Cubbie's name on the folder tab. You can easily store future sheets inside the folder. At the end of the unit, hole punch the closed side of the folder and the papers inside and tie yarn through the holes (or use brads) to make a book for Cubbies to take home. In Handbook Time this week, Cubbies can work on the first page of their book.

IDEA 2: Earth Painting

What You Need

- Paper plate for each Cubbie
- White construction paper
- Green, blue and white tempera paint
- Plastic spoons
- Old shirts to use as smocks

Turn plate upside down. Using a squeeze bottle or spoon, the leader or Cubbie can drizzle all three colors of paint on bottom of plate. Leader will carefully turn plate over and center on construction paper. Help Cubbies press plate down with hands. Be sure to press entire surface of plate down. Carefully lift to reveal two earths: on the plate and the paper. Recite Genesis I:I with Cubbies. Once the paper earths are dry, leaders could trace a circle over them. Cubbies could cut them out and glue them onto construction paper or the cover of their creation book.

IDEA 3: Cotton Ball Sky

What You Need

- Sheet of blue bulletin board (butcher) paper
- Cotton balls
- Glue sticks

Spread the blue paper over a table. When Cubbies arrive, show them how to pull apart cotton balls gently to look like clouds. Let Cubbies glue the cotton clouds onto the blue "sky." You can use this as a visual during the lesson.

IDEA 4: Day and Night

What You Need

- White trash bag and black trash bag
- An assortment of items that Cubbies use in the day or night (e.g., cereal box, ball, swimsuit, sunglasses, blanket, pillow, toothbrush, nightlight)

The white bag represents "Day." The black bag represents "Night." Let Cubbies put items in the correct bag. If an item can be used in both day and night, Cubbies can put it in either bag. Explain that God gave us the day and night.

STARTING TIME (3-5 minutes)

Since the A and C verses offer a short, simple explanation of the gospel, consider including them in your starting routine each week. Display visuals, such as TCII and TCI4, as you recite the verses. This is also a good time to introduce the unit Core Truth: God Is Creator.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Optional Two real or paper fall leaves (resource CD), pins or strong tape to attach leaves to Cubbie puppet

(To prepare, securely attach one leaf on top of Cubbie's head and one leaf to the back of Cubbie's vest. Be careful to keep any pins from getting picked up by children. If you choose not to use the leaves, simply skip the related lines.)

LEADER: Hi, Cubbies! Our friend, Cubbie Bear, is excited to see you today. When I count to three, let's call "Cubbie." OK? One — two — three, CUBBIE!

(Bring the Cubbie puppet into view, hopping and facing forward so the leaf on his back is not visible yet.)

CUBBIE (hopping): What a busy day today! I like busy days!

(Include these next lines if you are using leaves.)

LEADER: Cubbie, what's that sticking on your head?

CUBBIE (tilts his head back to look for the leaf and turns around so kids see the leaf on his back): What do you mean? I don't see anything!

LEADER (*laughing*): Cubbies, do you see anything sticking to Cubbie Bear?

(Let kids point out the leaves to Cubbie.)

CUBBIE: Oh, you're right! I guess I DO have leaves stuck on me. That's because Timothy and I were just jumping in the leaves. We had such a fun and busy day.

LEADER: Here, let me help you get the leaves off! (Remove the leaves from Cubbie as quickly as possible.)

(Pick up dialogue here if you are not using leaves.)

LEADER: Why were you so busy today, Cubbie?

CUBBIE (excitedly): Tomorrow a school bus of

children is coming to the farm, so I helped Timothy and his dad get ready. We brought extra animal food to the petting zoo, we filled the wagon with hay for the hayride, and we raked up leaves at the playground. We made HUGE piles of leaves, and then Timothy's dad let us jump in them!

(Cubbie jumps around and falls backwards as if he's playing in leaves.)

LEADER (*laughing*): How fun, Cubbie! What did you do after that?

CUBBIE: We played on the slides and the swings at the playground. Then we jumped in the leaves some more! (Cubbie jumps around again.)

LEADER: Wow, that sounds like a great day! Cubbie, in our handbooks, we read that you and Timothy planted some pumpkin seeds. Did you do that today too?

CUBBIE: Oh, no! We planted those seeds a long time ago, way back in the month of June. Now it's the month of ______ (insert current month).

LEADER: Did the pumpkins ever grow?

CUBBIE (pausing): Hmm, I can't tell you yet, because I don't want to ruin the story.

LEADER: OK, will you tell us more of that story next week? We want to know if Timothy's pumpkins grew!

CUBBIE: Sure! (slight pause and sigh) Whew, what a busy day! I worked, I played and then I played some more. Now I'm feeling sleepy. Is it nighttime yet?

LEADER (*speaking to children*): Cubbies, is it nighttime yet?

(While children answer, Cubbie nods his head down as if he's sleeping.)

LEADER: Oh, look! Cubbie is sleeping. Very softly, let's say "Goodnight, Cubbie!" OK? (Whisper the following words.) One — two — three. Goodnight, Cubbie.

(Children say goodnight as the Cubbie puppet is put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during the club meeting. Use the snack time song from prior weeks to transition Cubbies. Provide a way for Cubbies to sanitize their hands before the snack.

IDEA I: Sky Cups

What You Need

- Blue Jell-O
- Mini-marshmallows
- Clear plastic cup for each Cubbie

Make Jell-O and pour into the cups. Before the Jell-O sets, add some mini-marshmallows to each cup. As Cubbies eat the snack, ask them: Does the blue Jell-O remind you of the sky? Do the marshmallows look like clouds?

IDEA 2: Light and Dark Cookies

What You Need

 Chocolate cookies or cupcakes with a light cream filling, such as Oreo[®] cookies

As children eat the cookies, explain that the dark portion reminds us of nighttime when it's dark outside. The light portion reminds us of the day. God gave us both the day and night to enjoy.

IDEA 3: Day and Night Trail Mix

What You Need

- Nut-free trail mix including light and dark items that Cubbies can separate (e.g., yogurt-covered pretzels and chocolate chips or light and dark cereal pieces)
- Napkins or paper plates

Set a napkin or paper plate before each Cubbie. Shake some trail mix onto the napkin or plate. Let Cubbies pick out and eat the light items first. Talk about things we do when it's light outside. Let Cubbies pick out the dark items. Talk about nighttime activities. Pray and thank God for giving us the day and night.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- The Sunday school favorites "My God Is So Big" and "He's Got the Whole World in His Hands" Kids really enjoy the hand and body motions to these songs too!
- "God Created" to the tune of "Are You Sleeping?" Here are the first two verses. You will build on this song each week.

God created (Cubbies echo.)

Day and night (Cubbies echo.)

(Hold up one finger.) That was on the first day. (Cubbies echo and copy your motion.)

It was good! (Smile and hold two thumbs up. Let Cubbies echo and copy you.)

God created (Cubbies echo.)
The big, blue sky (Cubbies echo.)
(Hold up two fingers.) That was on the second day. (Cubbies echo and copy your motion.)
It was good! (Smile and hold two thumbs up.

PRAYER (1-2 minutes)

(Use this time intentionally to model and teach Cubbies the basics of prayer.)

Let Cubbies echo and copy you.)

Cubbies, when we pray, we can tell God we think He is awesome for creating the whole wide world. Today we'll learn that He created the light and gave us the day and the night. He also created the sky. Fold your hands, bow your heads and close your eyes so we can remember we are talking to God. (*Pray briefly with children.*)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 17-23
- Bible with a bookmark placed at Genesis I
- Optional blocks, pictures or objects that represent day and night to pull from a bag, paper sky visual made during Coming In

(Adapt and personalize the words of this lesson so it fits you and your Cubbies.)

Cubbie had such an exciting and busy day, didn't he? He helped Timothy and his dad work on the farm, he played on the playground and he got to jump in the leaves! Did any of you have an exciting day today? What did you do? (Let a few Cubbies answer.) When the day is over, and nighttime comes, what do you usually do? What will you do tonight after Cubbies? (Let a few Cubbies answer.)

Optional: Pantomime activities that Cubbies do in the day or night. For example, stretch arms as if waking, get dressed, play ball, brush teeth, take a bath, sleep. Let Cubbies mimic you and say whether an activity is done during the day or night. Some activities may be done in both day and night!

Optional: Fill a bag with objects that represent day or night. Pull objects out, one at a time, and ask preschoolers to say whether that object goes with day or night or both. Objects may include a cereal box, toys, swimsuit, sunglasses, storybook, pillow, flashlight, brush, etc.

Cubbies, God is the one who gives us the day and the night. The Bible tells us about the very first day and the very first night. Let's hear about it!

(Open your Bible to Genesis 1.) Today I will read from the very first chapter in the very first book in the Bible, Genesis. The Cubbie and Timothy story is just make-believe. But everything in the Bible really and truly happened! Let's pray and ask God to help us listen carefully to His true words from the Bible. (Pray with Cubbies.)

(Hold the Bible or set it in front of you while you teach.) In the beginning, before I was alive, before

you were alive, before anyone at all was alive, GOD was alive.

(Display TC17.) We don't know what God looks like, because God does not have a body like us. We only see His name written here. Cubbies, do you see anything else in this picture with God? (Let kids answer.) No, we don't see anything. There's nothing there, except God.

Out of all this nothing, God created something! (Read from your Bible.) Genesis 1:1 says: In the beginning God created the heaven and the earth.

God is Creator. He created everything! In the Bible, create means to "make something from nothing." (Open your hands to show that they're empty. Repeat this every time you define the word, so Cubbies will identify the word with the motion.) See! There's nothing in my hands. Only God can make something from nothing.

Optional: Illustrate the concept of making something from nothing. Ask two leaders to come up to a table. Give only one leader a stack of blocks. Tell them to each build a tower. Explain that the one without blocks can't do it, but God could do it.

(Display TC18.) In the beginning, the earth had no shape, and it was covered with water. Nothing lived on the earth at this time. No kitties, no dogs, no goldfish, no cows, no zebras, no trees and NO people! It was quiet, empty and DARK.

(Display TC19.) Cubbies, close your eyes. When our eyes are closed, it's very dark. That's what the earth looked like in the beginning. Would you like to live in a dark place like that? (Let kids answer.) Cubbies, keep your eyes closed. Now hold your hand up to your face with your eyes closed. Can you see your hand? No, it's dark, isn't it? You can't see anything when it's dark.

(While kids have their eyes closed, display TC20.) God didn't let it stay dark. He said, "Let there be light!" Cubbies, open your eyes to see the light.

Optional: Dim the room lights when you talk about darkness, leaving a little light so Cubbies

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aren't scared. When you talk about the light, ask leaders or Cubbies to all shine flashlights.

(Hold up one finger.) On Day One, God created the light. He made the light out of nothing. All He had to do was say, "Let there be light," and there was light.

Cubbies, isn't that awesome? I couldn't do that! You couldn't do that! No one but God could do that.

(Display TC21.) God saw that the light was good. He called the light "day," and He called the darkness "night." This was the very first day and the very first night.

Cubbies, do you think God was done after Day One (hold up one finger)? No, God wasn't done. On Day Two (hold up two fingers), God created something else. Does anyone know what it was? (See if any Cubbies can answer.)

(Display TC22.) On Day Two, God said, "Let there be a space above the water." (Point to the sky on TC22 or display the blue cloud sheet that you made during Coming In.) He called that space "sky." Do you see the sky?

Let's all stand up and stretch. Pretend we are outside, looking at the giant, blue sky. We'll try to reach up to the sky. Stand up on your tiptoes and reach as high as you can. Do you think you can touch the sky? No, the sky is too high. God created such an amazing, enormous sky.

(Display TC23.) Keep standing, Cubbies, and let's say this together: God is Creator. (Say the Core Truth a few times with Cubbies.) God created everything! God created the heavens (point to the starry space on TC23) and the earth (point to the earth). We live on the earth. This is the way the earth looks from a space-ship way up high in the sky.

Now let's say our verse for the week. I will say the first part: In the beginning ... You say the second part: ... God created the heaven and the earth.

(Practice the verse several times. Close in prayer, thanking God for giving us day and night and the sky.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 3 Handbook Leader Sheet from the resource CD.

IDEA I: Bear Hug 3 Activity Sheet

What You Need

- Copy of the Bear Hug 3 Activity Sheet for each Cubbie
- Blue, green or brown crayons
- Optional paint brushes, container of glue mixed with green or brown craft sand

Tell children to color the water on the earth blue and the land green or brown. So Cubbies can easily distinguish water from land, show them a colored sample. For extra fun, show them how to paint the sand mixture on the land. You could also have kids paint only glue on the land and then, with a leader's help, pour sand onto the paper over a pan. Make sure sheets have enough time to dry before Cubbies bring them home.

IDEA 2: Creation Book: Days One and Two

What You Need

- Creation Book: Day One and Day Two page for each Cubbie (resource CD)
- Crayons (include black, light blue and dark blue)
- Glue sticks
- Construction paper for mounting pages
- Optional light and dark felt or yarn pieces, pre-cut pictures of day and night activities (resource CD), cotton balls

For Day One, Cubbies can color the night portion black or glue dark pieces on the night and light pieces on the day. They could also glue a picture of a day or night activity on the appropriate portion. For Day Two, tell them to color the sky light blue and the water dark blue. Let them stretch a cotton ball to make a cloud and glue it on the sky. Store dried pages in the creation book folders.

PLAY TIME (15-20 minutes)

Repeat any of the Cubbies favorite games from prior lessons as a review.

IDEA I: Parachute Cloud Bounces

What You Need

- Several white bath scrubbies or sealed plastic bags filled with polyester fiberfill
- Parachute or a large blue bedsheet

Lay the parachute (or sheet) on the floor. Space Cubbies evenly around the parachute and tell them to each grab an edge with both hands. Practice lifting and lowering the parachute together, on the leader's cue. Let Cubbies bounce the scrubbies on the parachute. Ask Cubbies if the scrubbies remind them of the clouds they see in the sky. On Day Two, God created the sky.

IDEA 2: Mrs. Midnight

What You Need

Nothing

Ask Cubbies who created light and gave us the day and night. Name a few day or night activities. Then direct Cubbies to line up at one end of the room. A leader (Mrs. Midnight) stands at the other end of the room, with back turned to the Cubbies. The kids yell, "What time is it, Mrs. Midnight?" The leader answers with an hour of the day, which equals the number of steps Cubbies take towards her. (To help Cubbies, leaders can count steps aloud for them.) If at any time, the leader says "Midnight!" and turns around, the Cubbies must stop and pretend to sleep. For fun, let Cubbies snore loudly. After leaders check to make sure all Cubbies are sleeping, Mrs. Midnight says all the Cubbies can wake up. She turns around again and kids ask a new time. When the first Cubbie reaches Mrs. Midnight, all Cubbies return to the starting line and start the game again. (If the leader is male, change the game to Mr. Midnight.)

IDEA 3: Day and Night Pantomime

What You Need

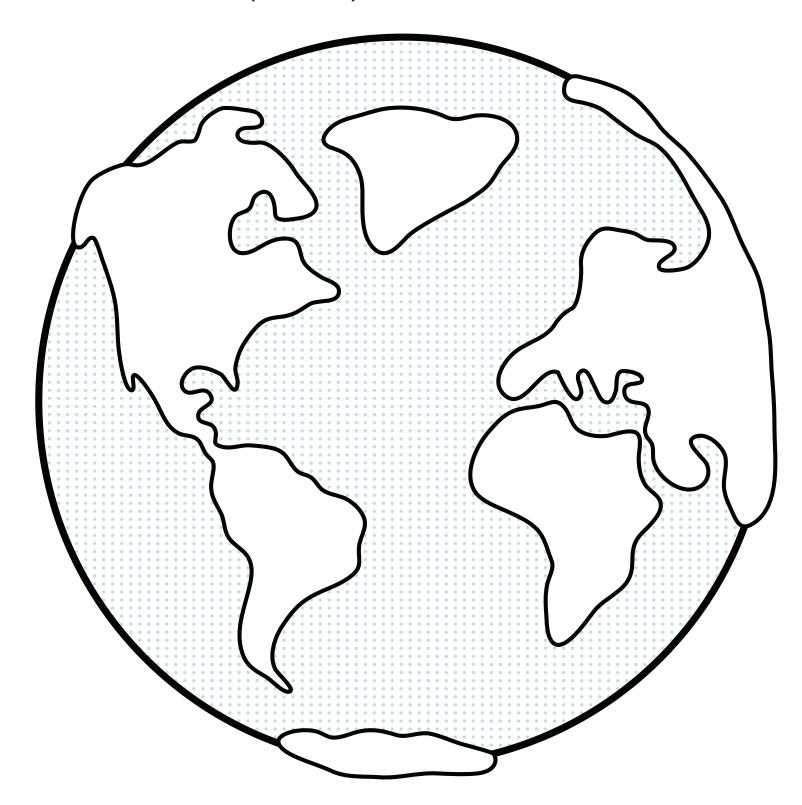
Nothing

Ask Cubbies to tell you some of the activities they enjoy during the day. Then pantomime some of the activities they mention or other daytime activities, such as jogging, eating lunch, playing basketball, mowing the lawn. Let Cubbies guess what you are doing and then do the activity with you. After Cubbies get used to the game, let them take turns pantomiming an activity for the group. Every once in a while, you or another leader can dim the lights and say, "It's nighttime!" When that happens, Cubbies must stop what they are doing, lie on the floor and pretend to sleep. (Be sure to always leave some light in the room, so Cubbies are not scared.) To simplify the game, skip the pantomiming and direct Cubbies to just run around the room or game circle when you say, "It's daytime!" When you say, "It's nighttime!" they lie down and pretend to sleep. End with a prayer, thanking God for giving us the day and night to enjoy.

GOING HOME (5-10 minutes)

Be sure to greet parents at the door. Share a positive trait you have noticed about their child.

Plan a parent-child nature outing sometime during this creation unit. Invite Cubbies and their parents to a park or forest preserve. Each family could bring an item for a picnic or an item to add to a snack trail mix. Briefly share what the Cubbies will be learning in the creation unit and send the group on a nature walk. On the walk, parent-child teams can look for specific items, such as two round things, one long thing and three yellow things. Be sure to follow the instructions in the park for removing items from their natural habitat. This is not only a great way for you to meet parents but for parents to meet each other.



Basic Instructions: Add more blue color to the water. Add green or brown color to the land.

Even More Fun: Glue sand on the land.

Ultimate Fun: Make a creation book to show what God created on each day. Cut out the earth and glue it on the cover page of your book. (Best if printed on card stock.)



Creation: Days Three and Four

Memory Seed: Psalm 33:9: For He spake, and it was done; He commanded, and it stood fast. (Short version is in bold.)

The Big Apple: On Day Three, God created the seas, dry land and all the plants and trees. On Day Four, He created the sun, moon and stars.

SOW THE SEEDS

Read: Genesis 1:9-19; Psalm 33 Memorize: Psalm 33:9

Our God is omniscient. He knows everything and everything He created manifests His perfect plan.

He separated the seas and created the dry ground. He simply spoke, and His words had such power that immediately an abundance of plants, flowers and trees covered the earth. Everything God created reflects His perfect knowledge and glory. ... He commanded, and it stood fast. (Psalm 33:9).

God knows everything about each one of us too. He understands our failures, our loneliness, our disappointments and our joys. We can rely on His strength, no matter what we're experiencing — a comforting assurance we need to pass on to the preschoolers in our group.

Curiosity is a built-in learning tool for young children and curiosity means questions — lots of questions. Answer their questions with kindness and patience. Keep your answers short and simple and relate them to objects and experiences the Cubbies can understand. If you don't know an answer, reassure them that God knows the answer. He knows everything! But be discerning — if a specific question seems to be consistently bothering the child, talk with the parent and share the question the child has been asking. (His question could be shadowing something that is happening at home.)

As you answer Cubbies' questions, emphasize that God is the creator of the world and God created each one of them. Repeat the concept over and over until you cement in their minds that God created the heavens and earth to show His goodness to us.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Learn that God created the seas, dry land, plants and trees on Day Three. God created the sun, moon and stars on Day Four.
- 2. Display awe for God's unique nature: Only God can make seeds grow or put stars in the sky. He did these things just by saying words.
- 3. View and possibly touch objects from creation to appreciate the way God has made the objects.
- 4. Express gratitude for the land, seas, plants, trees, sun, moon and stars.

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(Add the goals the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

Welcome Cubbies and reinforce what they learned in their handbooks with one or more of the following activities.

IDEA I: Seed Planting

What You Need

- Egg cartons, peat pots or other planting containers
- Potting soil
- Seeds
- Spray bottles filled with water
- Cookie tray with an edge
- Newspapers
- TIP Choose a plant that grows easily and quickly, such as marigolds or grass.

Cover tables and the floor with newspapers. If you use individual planters, label them with Cubbies' names. Let Cubbies use their hands to fill planters 3/4 full of soil. While Cubbies work, review that God created the plants and trees on Day Three. He made them grow on the earth just by speaking words. Repeat Psalm 33:9. Show them how to push a few seeds into the soil with their fingers and cover the hole with soil. Cubbies can use spray bottles to lightly water the seeds. As Cubbies wash their hands, place the planters on the cookie tray. (The tray edge helps to contain loose soil and water,) You can send a planter home with each child or care for the plants in the classroom or your home. If needed, finish this activity in Play Time.

IDEA 2: Creation Book: Day Three (Apple Tree Craft)

What You Need

- Creation Book: Day Three page for each Cubbie (resource CD)
- Construction paper for mounting pages
- Glue sticks
- Crayons
- Red tissue squares, apple stickers or red dot stickers (about 5-6 for each Cubbie)

• Optional — Let Cubbies further decorate the page with pre-cut flowers and plants (resource CD) or flower stickers.

Mount (or let Cubbies mount) the Day Three page on construction paper. Cubbies can color the page and decorate the tree with red fruit. If applicable, show Cubbies how to wad up the tissue squares into balls and glue them on the tree. Set these aside to dry. Kids can continue adding plants and flowers to the page in Handbook Time. This will be the third page in their creation books.

IDEA 3: Sun, Moon and Stars

What You Need

- Large poster board cut-outs of one sun, one crescent moon and a few stars (resource CD)
- Orange and yellow watercolor paints
- Liquid glue mixed with glitter
- Paintbrushes
- Old shirts to use as smocks

Protect tables with newspapers or plastic covers. Set the sun, moon and stars on the tables. Wearing smocks, Cubbies will work together to paint the shapes. Use the glue mixed with glitter to paint the stars. Decorate your room with the shapes, display them during Lesson Time or use them for the Run to the Sun game in Play Time.

STARTING TIME (3-5 minutes)

In your starting routine, include the "Cubbies Song," Cubbies key verse, Cubbies motto and the A and C verses. Kids may enjoy singing the "Where Is the A?" and "Where Is the C?" songs (from Bear Hug 2). This is also a good time to review the unit Core Truth: God Is Creator.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Katie Collie puppet
- Optional hand shovel or toy shovel, planting pot filled with soil, a seed of any kind, stuffed bunny

(Set the pot and seed within your reach but out of sight. Place the shovel in Cubbie's mouth or between his paws.)

LEADER: Hi, Cubbies! Are you ready to see Cubbie Bear today? When I count to three, let's call Cubbie. OK? One — two — three. CUBBIE!

(Bring the Cubbie puppet into view, holding the shovel. If you do not have a shovel, skip the first few lines.)

LEADER: Well, what do you have there, Cubbie Bear?

(If necessary, remove the shovel from Cubbie's mouth.)

CUBBIE: I brought my shovel because, remember, last week I told you I would tell you about the time Timothy and I planted pumpkin seeds.

(Pick up dialogue here if you do not have the shovel.)

LEADER: Cubbie Bear, tell us your story! We want to know about this past spring, when you planted pumpkin seeds with Timothy.

CUBBIE: Timothy had five pumpkin seeds. We brought the seeds to the garden in Timothy's backyard, and Timothy's mom showed him how to dig small holes in the ground.

(Take out your pot and use Cubbie's shovel to dig a small hole.)

LEADER: Then what did he do?

CUBBIE: He dropped a seed into each hole. Then he filled the holes with dirt.

(Show children your seed, drop it into your hole and cover the hole with dirt.)

LEADER: Planting seems like a lot of fun. So what happened next?

CUBBIE: We watched the seeds and waited for them to grow. It took a long time, so I had an idea to make the seeds grow faster.

(Bring Katie Collie into view, barking. Place the optional bunny in her mouth. She drops it before starting to speak.)

KATIE (panting): Timothy is always losing his bunny. I find it in the yard, on the train, under the apple tree, at the playground ...

LEADER: I'm glad you're so good at finding things, Katie!

CUBBIE: Yeah, but sometimes we don't need her to find things. One day, we set the bunny out in the garden by the pumpkin seeds.

LEADER: Why would you do that?

CUBBIE: I thought that maybe the seeds were scared.

LEADER: Scared?

CUBBIE: Yes, it's very dark under the dirt. Maybe the seeds don't like the dark. I thought they would feel better if Timothy's bunny was with them, and then maybe they'd grow faster.

(Tip your pot slightly so kids can see the dirt.)

LEADER: Did it work?

CUBBIE (chuckling; starting to tease): It MIGHT have worked, if Katie Collie hadn't stolen the bunny while we were taking a nap.

KATIE (clearing her throat): Ahem, I did not steal the bunny. The bunny looked lost out there on the hill, and I brought her home safely. I was only trying to help!

LEADER: Cubbie, you can't make seeds grow any faster, no matter how hard you try! There's only ONE person who can do that, and the Cubbies are learning about Him today. We'll talk to you again next week and hear more about those pumpkin seeds.

CUBBIE: OK. Bye, Cubbies!

KATIE: Ruff, ruff! Goodbye.

(Children wave goodbye as the puppets are put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during the club meeting.

IDEA I: "Dirt" Pudding

What You Need

- Small cup of chocolate pudding for each Cubbie
- Crushed Oreo cookies
- Spoons

Mix a spoonful of crushed cookies into each cup and sprinkle a few pieces on top. As you serve the cups, ask Cubbies if the pudding looks a little like dirt. Review that God made dirt (land) on Day Four. Before you eat, pray and thank God for making the dry land so we can walk on it and plants and trees can grow.

IDEA 2: Broccoli Trees and Fruit

What You Need

- Broccoli florets
- Pieces of a fruit that grows on a tree (e.g., apple, pear, banana, orange)
- Optional salad dressing for dipping the broccoli

Be sure to include healthy snacks, like this one, at Cubbies. Preschoolers need to develop a taste for nutritious foods. Give each Cubbie a few samples of each item. (For Cubbies under age four, it is best to cut hard fruits, like apples, into half-inch pieces to prevent any possibility of choking.) Ask the children if the broccoli looks like little trees. Explain that the fruit you are serving grows on trees. Fruits, plants and trees have seeds. Some seeds are good to eat. Thank God for the trees and fruit.

IDEA 3: Suns and Moons

What You Need

- Round crackers or plain round cookies
- Round cheese slices

Tell kids to imagine that the crackers or cookies are full moons and the cheese slices are suns. Review what God created on Day Four.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- "My God Is So Big" and "He's Got the Whole World in His Hands"
- "Twinkle, Twinkle Little Star" but change the words "How I wonder what you are" to "God just spoke and there you are."
- "God Created" with two more verses (see Bear Hug 3). Use the tune "Are You Sleeping?"

God created (Cubbies echo.)

Dry land and plants. (Cubbies echo.)

(Hold up three fingers.) That was on the third day. (Cubbies echo and copy your motion.)

It was good! (Smile and hold one thumb up.

Let Cubbies echo and copy you.)

God created (Cubbies echo.)
Sun, moon and stars. (Cubbies echo.)
(Hold up four fingers.) That was on the fourth day. (Cubbies echo and copy your motion.)
It was good! (Smile and hold one thumb up. Cubbies echo and copy you.)

PRAYER (I-2 minutes)

(Use this time intentionally to model and teach Cubbies the basics of prayer.)

Cubbies, let's pray to God. When we pray, we can tell God thank you for creating the heavens and the earth. He made the day and night, the sky, the land, the seas and all the plants and trees. He made a wonderful place for us to live. Fold your hands, bow your heads and close your eyes so we can talk to God and not look at anything else. (*Pray with Cubbies.*)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 21-26
- Bible with a bookmark placed at Genesis I and Psalm 33:9
- Optional several bags, each filled with a plant or tree item; fruits or vegetables with seeds in them; pictures of trees, fruits and plants

(Adapt and personalize the words of this lesson so it fits you and your Cubbies.)

Today Cubbie told us that he tried to make Timothy's pumpkin seeds grow faster. Can Cubbie do that? Why not? (Allow response.)

Boys and girls, sometimes seeds take a long time to grow. We can't make them grow. Only God can make them grow. God created the seeds and the plants that grow from the seeds. Let's find out how God did it!

(Open your Bible to Genesis I and keep the Bible visible as you teach.) When I open my Bible, you know I'm about to tell you something that REALLY happened. The story about Cubbie and his friends is just pretend. But everything in the Bible is true. You can believe it! Let's pray and ask God to help us listen to His true words. (Pray with Cubbies.)

First, let's remember what we learned last week. (Display TC21. Hold up one finger.) What did God create on Day One? (Let Cubbies answer.) Yes, on Day One God created light and gave us the day and night. (Display TC22. Hold up two fingers.) What did God create on Day Two? (Let Cubbies answer.) Yes, on Day Two, God created the sky, and He put it above the water on the earth.

Here's the new part for today. On Day Three, (hold up three fingers and ask Cubbies to copy you) God said, "Let the waters come together and let dry land appear."

(Display TC24.) Just as God said, the dry land appeared. Do you see the dry land? (Point to

the dry land.) God called the waters "seas." Do you see the sea? (Point to the sea.)

At first, the land had nothing on it. In this picture, we can only see dirt and some rocks. Then God said, "Let plants and trees grow on the land." (Display TC25.) Wow, look at all the green grass and the beautiful flowers and the tall trees that God put on the land! Each plant and tree makes its own kind of fruit or seeds. From the seeds, new plants and trees can grow.

Optional: Bring in several bags. In each bag, put a plant or tree item for Cubbies to feel. Good items would be leaves, bark, seeds, a flower, an acorn or walnut, a piece of fruit, a vegetable, a pine cone, etc. Call Cubbies up to feel inside each bag and try to guess what's inside. Or if you have a small group, you could carry the bags around the circle and let each Cubbie feel inside. Describe and thank God for each item once Cubbies discover what it is.

Optional: Display fruits or vegetables cut so the seeds are visible. You could also show pictures of trees, flowers and plants.

Cubbies, isn't God awesome? All God did was say words, and the plants and trees grew. You can't do that! I can't do that either! We can take care of our seeds (by watering them and pulling weeds), but only God can make a pumpkin seed grow into a pumpkin plant or an apple seed grow into an apple tree.

(Open your Bible to Psalm 33:9.) Our verse this week says: For He spake, and it was done; He commanded, and it stood fast. The first part, For He spoke, means that God said something (point to your mouth). Let's say For He spake together. (Say the first phrase of the verse with Cubbies, pointing to your mouths.) The second part, and it was done, means that the thing God said happened, just like that (clap your hands to show it was done quickly). God said, "Let plants and trees grow on the land," and it came to be! (Clap your hands.) The plants and trees grew. Let's say and it was done together. (Say the

continued on next page

continued from previous page

second phrase with Cubbies, clapping your hands. Then practice the two phrases together.)

Let's all stand up tall. (Direct Cubbies to stand and stretch if they need to.) Do you think God was done creating on Day Three? Of course not! On Day Four (hold up four fingers and let Cubbies copy you), God did even more!

(Display TC26.) God created the sun to give us light during the day. (Direct Cubbies to make a circle above their heads with their arms to represent the sun.) The sun also keeps us warm and helps the plants and trees to grow.

God created the moon to give us light at night. (Direct Cubbies to form one hand into a C shape to represent a crescent moon.)

Sometimes it looks like a circle. Sometimes it looks like a C, like this.

God also gave us stars to twinkle at night. (Direct Cubbies to raise both hands above their heads and alternate opening and closing each hand to represent twinkling.)

I would like to see some pretty stars right now, so on the count of three, I'm going to say "Let there be stars" and they are going to appear on the ceiling. I-2-3 — Let there be stars! (Pause to stare at the ceiling.) Cubbies, of course, I can't make stars with my words. Only God can do that. He spoke, and the sun and moon and stars appeared. For He spake, and it was done ...

(Display TC23.) God is Creator. He made the dry land, the seas, and all the plants and trees. He made the sun, moon and stars. Let's thank our Creator God.

(Close in prayer. Ask Cubbies what they like best about the land, seas, plants, stars, etc. Thank God specifically for those things.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 4 Handbook Leader Sheet from the resource CD.

IDEA I: Bear Hug 4 Activity Sheet

What You Need

- Copy of the Bear Hug 4 Activity Sheet for each Cubbie
- Crayons
- Optional glitter pens, star stickers, starshaped cookie cutters, Play-Doh

Let Cubbies complete some or all of the instructions listed on the bottom of the activity sheet. If Cubbies finish early, they can make star shapes with Play-Doh. Show them how to roll a large dough ball for the sun and a smaller dough ball for the moon.

IDEA 2: Creation Book: Days Three and Four

What You Need

- Creation Book: Day Three and Creation Book: Day Four page for each Cubbie
- Glue sticks
- Crayons
- Pre-cut flowers, plants and stars (resource CD)
- Construction paper for mounting pages
- Optional Include extra materials to decorate the pages (e.g., grass blades, leaves, yellow or orange drink mix powder for the sun, aluminum foil for the moon, star stickers or glitter).

Let Cubbies color and glue some pre-cut items to the creation book pages for days three and four. Either page can be embellished with some of the options listed above. After the pages dry, mount them on construction paper and store them in the file folders you started last week.

PLAY TIME (15-20 minutes)

Play your favorite game from last week's lesson as a review.

Idea I: Land and Sea Game

What You Need

- Masking tape line on the floor
- Blue towel or sheet
- Green towel or sheet

Review that God created the land and seas on Day Three. Direct all Cubbies to stand on the line of tape. Lay a blue towel on one side of the line. This is the "sea" side. Lay a green towel on the other side of the line. This is the "land" side. When you say "Land!" Cubbies must jump to the land side of the line. When you say "Sea!" they must jump to the sea side. Tell them not to jump on the towels. For fun, let them pretend to swim around, row a boat or surf when they are on the sea side. They can pretend to drive a car or play catch on the land side.

Idea 2: Seeds and Sprouts

What You Need

Nothing

Review that God created the plants, trees and seeds on Day Three. Tell Cubbies to crouch down and pretend to be a seed. When the leader calls "Sprout!" they jump up, with their hands spread high, to be a tree or a flower. They can also yell, "God is Creator!" When the leader calls "Seed!" they crouch back down. After a few rounds, the leader can vary the order and speed of the calls so Cubbies must listen carefully.

Idea 3: Run to the Sun Game

What You Need

• Large poster board cutouts of a sun, a crescent moon and a few stars (you can use the ones made during Coming In)

Hang the posters around the room (out of Cubbies' reach). When you say "Sun!" Cubbies will run to the poster of the sun. When you say "Moon!" Cubbies will walk to the moon. When you say "Stars!" Cubbies can jump or skip to any of the star posters.

Idea 4: A-Mazing Stars

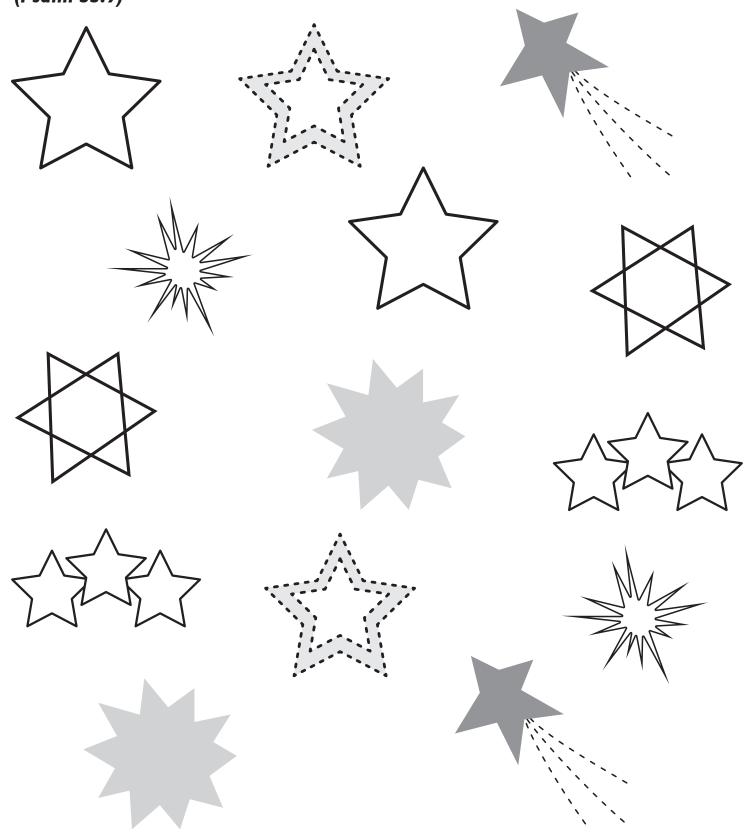
What You Need

• Star maze (resource CD)

Draw a line connecting the stars from the sun to the moon. Color the picture with crayons or glitter pens. Place star stickers over some of the stars.

GOING HOME (5-10 minutes)

Ask parents to give you insights on how their child learns best.



Basic Instructions: Draw a line to connect the stars that match. **Even More Fun:** Decorate the picture with crayons, glitter pens or star stickers. **Ultimate Fun:** Help your group color or paint a large sun, moon and stars to hang up in the room.



Creation: Days Five and Six

Memory Seed: Genesis 1:31: God saw every thing that He had made, and, behold, it was very good ... (Short version is in bold.)

The Big Apple: On Day Five, God made water and sky animals. On Day Six, He made land animals. Everything He made was very good.

SOW THE SEEDS

Read: Psalm 62:11; Psalm 147:5; Genesis 1:20-25 Memorize: Genesis 1:31

God created a perfectly ordered world. By His power, He filled the water with fish and the skies with birds. Each and every bird, fish and animal was fully developed and able to reproduce life after its own kind. Our loving God gave us plants, trees, birds, fish and animals for our enjoyment. His creation sustains our lives and provides for our physical needs.

But His power goes further than that. He is also the only One with the power to provide for our spiritual needs. He offers salvation (John 3:16). He offers us forgiveness (Ephesians 1:7). He offers us an eternal home in heaven (Romans 6:23). Every spiritual need will be met by the Lord Jesus Christ. He is the Bread of Life (John 6:48), and He is the Living Water (John 4:10). Thank You, Lord!

Your Cubbies are becoming aware of the larger world outside their homes. Many of them attend preschool or spend their days in some type of child-care program. Others watch a lot of television. Already they may have heard that the world "just happened" a long time ago.

Be intentional in emphasizing creation.

- Sing creation praise songs.
- Emphasize God as Creator whether you're teaching a lesson or just watching a bird on a branch outside the window.
- Encourage parents to take walks with their children and talk about God's creation.

The world is intentional with their anti-creation message. We need to intentionally give the glory to our powerful Creator.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Learn that God created the water and sky animals on Day Five. He created the land animals on Day Six.
- 2. Display awe for God's unique nature: Only God can fill the earth with sound and life. Only He can make the unique and creative features of each animal.
- 3. Use their five senses to explore and appreciate the way God has made the animals.
- Believe that everything God created was good. Everything worked just right.

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(Add the goals the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



Cubbies AppleSeed Teaching Plans ★

COMING IN

(10-15 minutes before club officially starts)

IDEA I: Animal Masks

What You Need

- Cubbie Bear, Luvie Lamb and Katie Collie paper masks (resource CD; print on card stock)
- Crayons
- Scissors
- Hole punch
- Yarn
- Tape
- Optional Mount each mask to a jumbo craft stick instead of using yarn.

Let each child choose an animal character mask to color and wear. Cubbies or a leader can cut out the masks. Leaders should cut out the eye holes along the dotted lines, punch holes in the sides of the mask (reinforce with tape), and thread yarn through the holes to fit it around the Cubbie's head. Cubbies can wear the masks during Play Time or Going Home. Cubbies who finish masks early can play with animal puzzles.

IDEA 2: Creation Book: Day Five

What You Need

- Creation Book: Day Five page for each Cubbie (resource CD)
- Crayons
- Dark and light blue or orange watercolor paint
- Paintbrushes
- Cups of water for dipping brushes
- Glue sticks (if not using stickers)
- Construction paper
- Optional Instead of painting, let Cubbies fill the page with pre-cut birds and fish (resource CD) or fish stickers and craft feathers for birds.

Mount (or let Cubbies mount) the Day Five page on construction paper. Show Cubbies how to make a simple fish shape: X. Let

them trace the fish and use crayons to draw several more fish in the water portion of the page. Show Cubbies how to make V shapes for birds:

Let them trace the bird and draw several more birds in the sky portion. (However, explain that some birds, like ducks or swans, swim in the water too.) For extra fun, let Cubbies paint the sea dark blue and the sky light blue or orange, like a sunset sky. The paint will only stick to the non-colored areas of the paper, so the birds and fish will be visible. Review that God made the fish and birds on Day Five.

Idea 3: Cubbie Zoo

What You Need

- Card stock or construction paper cutouts of fish, birds and other animals (enlarge and use patterns on the resource CD)
- Crayons
- Materials to decorate animals, such as tissue squares, foil, feathers, felt and other textured fabrics
- Glue
- Sticker eyes (which look like wiggle eyes but are flat stickers)

Let Cubbies color and glue various decorations on the animal cutouts. Show them how to draw a simple face on the animal and where to put the sticker eyes. Use the animals as lesson visuals or decorate your room with them. For example, hang fish in a space on your wall labeled "Cubbies Aquarium." Hang land animals and birds in a space labeled "Cubbies Zoo." You can also hang birds from the ceiling. Thank God together for making such a variety of animals for us to enjoy. Repeat Genesis 1:31.

STARTING TIME (3-5 minutes)

Continue the starting routine you have established. Include the "Cubbies Song," Cubbies key verse, Cubbies motto and the A and C verses along with your favorite visuals, songs and motions. Review the unit Core Truth: God Is Creator.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Luvie Lamb puppet
- Pumpkin hat for Luvie to wear (resource CD)

(Beforehand, fit the pumpkin hat on Luvie's head.)

LEADER: Last week, Cubbie told us about the time when he and Timothy planted pumpkin seeds. I wonder if the seeds ever grew. Let's ask Cubbie, One — two — three, CUBBIE!

(After children call out, bring the Cubbie puppet into view, hopping excitedly.)

LEADER: Hi, Cubbie! You seem excited as usual. What are you doing today?

CUBBIE (still hopping slightly): I'm going to the petting zoo to see some of my animal friends!

LEADER: That sounds fun! Who are some of your animal friends?

CUBBIE: Well, there's Luvie Lamb, of course. And Hattie Hen. Hattie gave us an idea when our pumpkin seeds weren't growing.

LEADER: Oh? What was her idea?

CUBBIE: Hattie always sits on her eggs to help her baby chicks grow. She told Timothy that it might help his seeds grow too! So Timothy and I sat on the pumpkin seed hill for hours and hours.

LEADER (chuckling): Did it work?

CUBBIE: No. But then I thought of a new idea. I said, "Why don't we sing to the seeds?"

LEADER (confused): Sing?

CUBBIE: Yes, why not? Maybe the seeds like music. I told Timothy to sing my favorite song — you know, that Cubbies song you all sing every week! Will you ask the Cubbies to sing it for me?

LEADER (to Cubbies): Will you all sing our Cubbies song for Cubbie right now?

(Lead the kids in singing the theme song together. Cubbie should hop to the beat while kids sing.)

CUBBIE: Right after Timothy stopped singing that song, we saw a small pumpkin bouncing along above the bushes!

LEADER (looking at Cubbies, with a surprised face): Pumpkins don't bounce over bushes, do they? What is Cubbie talking about?

(Bring Luvie Lamb into view, wearing the hat and giggling.)

CUBBIE: It was Luvie Lamb! She was skipping behind the bush with her pumpkin hat on.

LUVIE (giggling): I thought I'd play a silly joke on Cubbie and Timothy to make them laugh.

LEADER: You made all of us laugh, Luvie! Did Timothy let you stay out of the petting zoo that day?

LUVIE: Yes, he said I could help with the pumpkins for a little while. I like my friends in the petting zoo, but I like to get out and play with Timothy and Cubbie too.

LEADER: Who are some of your friends at the petting zoo, Luvie?

LUVIE: We'll there's Alphie Alpaca. He and I like to play tag. There's Gary Goose. But he's always thinking about food. My family lives there too. When we talk to each other, we always say "Baa, baa, baa!"

LEADER (*laughing*): I'm glad you and Cubbie have so many great animal friends. And we're glad to know a lamb and a bear like you.

CUBBIE: Thanks, and next time I'll finally tell you what happened with the pumpkin seeds. The story has a very happy ending. Bye for now.

LUVIE: Baa, baa, baa! Bye!

(Children wave goodbye as puppets are put away.

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during the club meeting.

IDEA I: Animal or Fish Crackers

What You Need

 Cup or napkin-full of animal or fish crackers for each Cubbie

Before you eat, thank God for His great power. Only He could make the animals alive; only He could make so many different kinds of animals. Let children name the animals as they eat them or count the fish.

IDEA 2: Animal food

What You Need

 Assortment of food items that both animals and people like to eat (e.g., bring in lettuce for hamsters, bananas for monkeys, tuna fish for sharks)

Ask Cubbies to guess what animal would eat each snack you are serving. Let them pretend to be that animal as they eat the snack. Ask: On what day did God make this animal? Was God pleased with this animal when He made it? How do you know? Repeat Genesis 1:31.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- "My God Is So Big" or "He's Got the Whole World in His Hands"
- A favorite animal song for kids, such as "Old MacDonald Had a Farm" or "The Butterfly Song." End the song by saying, "God created animals!"
- "God Created" with two new verses.
 (See prior Bear Hugs.) In the next Bear Hug, you will add Adam and Eve to Day Six.

God created (Cubbies echo.)
Birds and fish (Cubbies echo.)
(Hold up five fingers.) That was on the fifth day. (Cubbies echo and copy your motion.)
It was good! (Smile and hold one thumb up.
Let Cubbies echo and copy you.)

God created (Cubbies echo.)
Animals on land (Cubbies echo.)
(Hold up six fingers.) That was on the sixth day. (Cubbies echo and copy your motion.)
It was good! (Smile and hold one thumb up.
Let Cubbies echo and copy you.)

PRAYER (I-2 minutes)

(Guide Cubbies in sharing prayer requests before Lesson Time this week.)

Cubbies, God created the whole world, so He is surely strong enough to help us. For example, we can pray and ask for God's help when we are learning something new, like reading or riding a bike. Is anyone learning something new? What are you learning? Can we pray for you? (Keep in mind that many children, and adults too, have trouble understanding why God doesn't grant every request. Teach Cubbies that we must always pray for what God wants. He knows what's best. See I John 5:14.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 21-23, 25-28
- Bible with bookmarks placed at Genesis 1:20-25 and Genesis 1:31
- Optional Play-Doh or a drawing of an animal, bag of plastic toy animals, photos of animals, audio sounds of animals

(Adapt and personalize the words of this lesson so it fits you and your Cubbies.)

TIP: If your church has Awana Puggles[®], borrow some of the teaching cards as animal photos for this lesson.

Cubbie and Luvie Lamb have lots of animal friends. Do you remember some of their animal friends from the petting zoo? (Hattie Hen, Alphie Alpaca, Gary Goose, Luvie's family). What other animals might you see at a petting zoo? (Chicks, ducks, geese, rabbits, sheep, goats, calves, roosters, ponies, etc. For extra fun, make each animal's sound together when the children name it.)

Cubbies, who made the chicks and the rabbits and the goats? (Adapt this section to talk about the animals that your Cubbies actually mentioned.) Yes, God made them. God made all the animals. I wonder — how did God make a chick? I think that would be hard, don't you? You'd have to make its cute little beak and cover it with fuzzy feathers. How did He make a billy goat? You'd have to know how to make two horns and a funny beard that hangs down.

You'd also have to know something else — this would be hardest of all. You'd have to make the chicks and the billy goat ALIVE. I might be able to draw a chick on paper or shape a billy goat from clay, but I can't make them open their eyes or breathe or move and make sounds.

Optional: Show the Cubbies a picture you drew of an animal or shape an animal from Play-Doh as you talk. Ask the children if the animal is alive. Pretend to breathe into the animal and ask again. Stress that only God can make an animal come alive.

Optional: Let Cubbies take turns pulling out plastic animals from a bag. Talk briefly about each animal and make a sound or motion like the animal. Ask the children if the animals in your bag are alive and explain that only God could make a real animal.

I can't do it. You can't do it. But let's find out how God did it! (Open your Bible to Genesis I:20-25. Keep the Bible visible while you teach.) I'm going to tell you a true story from the book of Genesis in the Bible. Remember, everything in the Bible really happened. You can believe it!

We already know the first part of Genesis. (Display TC23.) God is Creator. In the beginning God created the heaven and the earth (Genesis 1:1). (Review the first four days of creation as you display TC21, 22, 25-26. Set TC25 aside because you will display it again. Direct Cubbies to hold up the right number of fingers for each day.) God saw the things He had made, and it was good. (Display TC25 again. Point to items as you talk about them.) What a beautiful place God created! A sky that stretches high and wide. A clear blue sea, with gentle waves. Shady trees, soft green grass and flowers in so many colors. But guess what? The earth was still so very quiet. Listen (whisper, holding a finger to your lips and making the room as quiet as you can), do you hear any bluebirds singing? Do you hear any dolphins splashing in the water? Any frogs croaking? Any horses saying "neigh"? (Listen to the quiet for a few seconds.)

No, we would not hear any of those sounds. Why not? (Let children answer.) That's right! God hadn't created the bluebirds, dolphins, frogs or horses yet.

Cubbies, listen again. I'm going to tell you how God made the animals. On Day Five, God said: "Let the water be filled with living creatures." (Display TC27. Point to and name some of the various water animals.) God saw the water animals He had made, and it was good.

Next, God said, "Let winged creatures fly across the sky!" (Display TC27 pointing to the birds. Name some of the birds you see.) God saw

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all the birds He had created, and it was good. Cubbies, is that ALL the animals God created? Did He only create the birds and the water animals? (Let Cubbies respond.) What animals are missing from our picture? (Let Cubbies name animals that don't fly or live in the water.)

On Day Six, God said, "Let the land be filled with all kinds of animals." (Display TC28. Point to and name some of the different land animals.) Farm animals, forest animals, jungle animals, pet animals and even creepy, crawly animals like spiders: God made them all, and it was good.

Optional: Bring large photos of animals or display them on a digital device. Find photos in books, at a teacher store or on the Internet. Describe the animals together: appearance, habitat, food, sounds, quirks, etc. Express praise and wonder about the way God has uniquely and wisely designed each animal.

Optional: Play bird and marine animal sounds when you talk about Day Five. Play jungle or forest animal sounds when you talk about Day Six. Many stores sell nature CDs or you can download free sound effects from the Internet.

Cubbies, **God is Creator**. He made animals for the water, sky and land. Guess what else God did? He told the animals to have baby animals so there would be lots of them in the water, sky and land.

God was so happy with all He had made. Everything looked just right. Everything worked just right. Wait a minute! I left out something else that God created on Day Six. Does anyone know what I left out? (Allow response.) Next week we will talk about God's most special creation of all — people, like you and me! (Open your Bible to Genesis 1:31.) After God created the world and the animals and the first two people, God saw every thing that He had made, and, behold, it was very good ... (Genesis 1:31). That's our verse for this week, Cubbies! Let's say it together. (Practice the verse several times and close in prayer.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 5 Handbook Leader Sheet from the resource CD.

IDEA I: Bear Hug 5 Activity Sheet

What You Need

- Bear Hug 5 Activity Sheet for each Cubbie
- Crayons
- Optional Play-Doh and plastic animals or animal cookie cutters

Explain that God created the animals, and He gave each of them a special place to live. Cubbies may complete some or all of the instructions listed on the bottom of the activity sheet. If Cubbies finish early, let them shape an animal and a home for that animal from Play-Doh. They could also make animal shapes with cookie cutters or flatten the dough and walk plastic animals over the dough to see various animal "tracks."

IDEA 2: Creation Book: Day Six

What You Need

- Creation Book: Day Six page for each Cubbie (resource CD)
- Crayons
- Pre-cut pictures of various land animals (resource CD)
- Glue sticks
- Construction paper for mounting pages
- Optional Cubbies could use animal rubber stamps, animal stickers or animal shapes in different fabric textures to decorate the page.

(If necessary, allow Cubbies to first finish the Day Five book page from Coming In. There will be time to complete the Day Six page next week.) Cubbies can glue various animals onto the page and color the page. Cubbies will add Adam and Eve to this page next week, so direct them not to paste animals over the outlines of Adam and Eve. Collect the Cubbies' pages and store them in the appropriate file folders.

PLAY TIME (15-20 minutes)

Play your favorite game from prior lessons with adaptations. Here are some examples:

- For the Mrs. Midnight game, tell Cubbies to take steps like a certain animal. When they hear "Midnight!" they mimic the animal as they all run back to the starting line and begin the game again.
- For Land and Sea, direct Cubbies to move like their favorite land animal when they jump to the land side of the line. When they jump to the sea side they can swim like a stingray, shark or other sea creature.
- For Seeds and Sprouts, let Cubbies crouch and pretend to be a baby version of an animal.
 When you say "mommy duck (or another kind of animal)" they can pop up as a louder, bigger version of the animal.
- Hang up animal pictures or masks instead of a sun, moon and stars. Give clues about an animal, and when Cubbies guess the animal, they run to it.
- Bounce stuffed animals on the parachute.

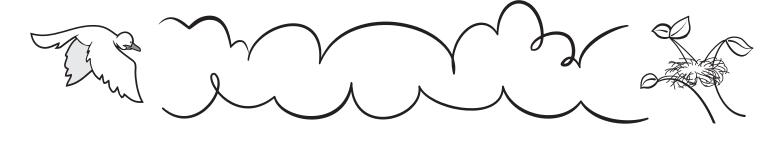
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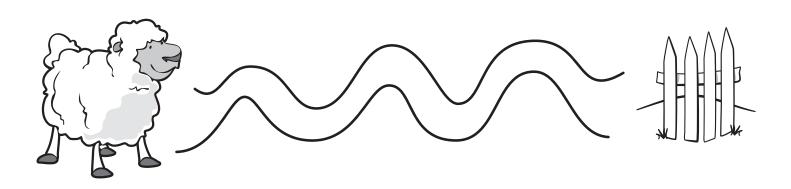
GOING HOME (5-10 minutes)

Hang a whiteboard near your Cubbies room door or set it on an easel and use it to write important announcements for parents.

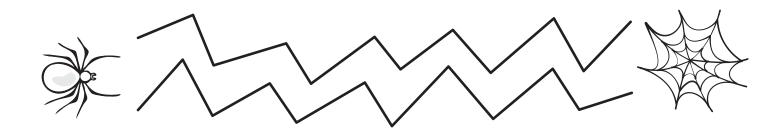
... God saw every thing that He had made, and, behold, it was very good ... (Genesis 1:31)

NAME: _____









Basic Instructions: Draw a line in each pathway to bring the animal to its home. If an animal flies in the sky, draw a red line. If the animal lives on land, draw a green line. If the animal swims in water, draw a blue line.

Even More Fun: Color the animals and their homes. Tell someone about your favorite animals.

Ultimate Fun: Shape an animal and its home from Play-Doh.



Unit I Review Day Six (People) and Day Seven

Memory Seed: Genesis 1:1: *In the beginning God created the heaven and the earth.* (This verse was learned in Bear Hug 3.)

The Big Apple: God is Creator. He created the whole world for us to enjoy. On Day Six, He made his most special creation — people. On Day Seven, God rested.

SOW THE SEEDS

Read: Genesis 1:26-31; I John I

Review: Genesis 1:1

Have you ever sat on a bench and watched people walk by? People watching can be entertaining, can't it?

Have you thought about all the different people in the world and how uniquely we're all created? Sure, you might meet someone who looks a little like you, but we are all individuals — part of God's grand plan.

God created people on the sixth day — the world was ready. He had created everything man and woman needed and now He was ready for His ultimate creation — humans created in His own image. And that wasn't all that was different about this final creation — humans were created to have fellowship with God (I John I).

Your relationship (fellowship) with God is what makes a difference as you teach. You can teach Cubbies the joy of knowing God by being excited when you share His Word. You can teach Cubbies to thank God by thanking Him yourself.

- Teach Cubbies to thank God for creating them. (These can be simple prayers: they have legs to run, arms to hug, fingers to hold a crayon.)
- Give them paper and crayons and ask them to draw pictures of people for whom they are thankful.
- Sing songs of thanksgiving.

(Why not take a moment to thank God for the boys and girls in your Cubbies group right now?)

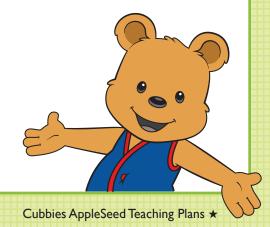
SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Remember everything God created on Days One to Six.
- Learn that God created people on Day Six and rested on Day Seven.
- 3. View themselves as God's most special creation. He made the earth for us. We are in His image.
- 4. Identify ways they enjoy God's creation and take care of it today.
- 5. Express gratitude for God's creation.

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(Add the goals the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

IDEA I: Creation Book: Days Six and Seven

What You Need

- Cubbies' Creation Book: Day Six pages that were worked on in Bear Hug 5
- Creation Book: Day Seven page for each Cubbie (resource CD)
- Cutouts of Adam and Eve (resource CD)
- Cutouts of land animals (resource CD)
- Crayons
- Glue sticks
- Construction paper
- Materials to complete Cubbies' books (e.g., hole punch, yarn, brads, stapler)
- Optional Provide leftover cutouts or stickers of creation items from previous weeks for children to decorate the Day Seven page.

Tell Cubbies to glue Adam and Eve in the outlines for them on the Day Six page and finish coloring the picture and adding animals. When Cubbies finish this page (and any other book pages they missed during the unit), let them mount the Day Seven page on a sheet of construction paper and color a pretty sunset in the scene. Collect all the Cubbies' book pages (and any other activity sheets you want to include) and arrange pages in the right order in each Cubbie's folder. Hole punch the closed side of the folder and the papers inside and tie yarn through the holes (or use brads or small metal binder rings) to make a book for Cubbies to take home and share with parents and others. Another option is to staple the pages to the inside of the folder to make a flip book.

IDEA 2: Hand Tracing

What You Need

- Construction paper
- Markers or crayons
- Optional A photo of each Cubbie, ink pads for making fingerprints and hand wipes to remove ink, stickers of foods and acitivities that preschoolers enjoy

Help each Cubbie trace his or her hand on a sheet of construction paper. The Cubbie can personalize the page by adding his or her photo, fingerprints, age, height or stickers of favorite foods and activities. This page can be part of the creation book. Talk with Cubbies about the ways they are alike and different. Suggest things about themselves that they can thank God for: they have legs to run, arms to hug, minds to think, hearts to love, fingers to hold a crayon, etc. Say a prayer of thanks with Cubbies.

IDEA 3: God Makes Us Grow

What You Need

- Copy of the Apple Growth Sequence sheet (resource CD)
- Cutouts of the circle images from the sheet
- Optional Laminate the sheets and circles for greater durability; prepare more than one set if you want Cubbies to work individually. Include pictures of people of different ages as you talk about God making people grow.

In numerical order, talk with Cubbies about the apple growth stage pictured in each circle. Lay each circle over the matching circle on the sheet. Then remove and mix up the circles and let Cubbies arrange the circles in order on the sheet. Ask Cubbies: Who makes the seeds grow? Who makes Cubbies grow? Yes, God makes us grow. God created us! We are very special to Him.

STARTING TIME (3-5 minutes)

Continue the starting routine you have established. Include the "Cubbies Song," Cubbies key verse, Cubbies motto, unit Core Truth: God Is Creator and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Optional orange dot to stick on Cubbie's fur as a spot, real pumpkin or pumpkin growth stages (resource CD)

(Stick the orange dot on Cubbie's fur and set the pumpkin visual within your reach but out of sight.)

LEADER: Cubbie promised that today he would tell us if Timothy's pumpkin seeds grow. Let's call him together! One — two — three. CUBBIE!

(Bring the Cubbie puppet into view, hopping excitedly.)

LEADER: Cubbie, you look like you're having a good day.

(Skip the next few lines if you don't have a spot.)

LEADER: Hey, what's that on your fur? (*Point to the orange dot. Don't let Cubbie notice the spot until after you and the children tell him several times.)*

CUBBIE (slowing down to look downward at himself): Oh, that must be a spot from the pumpkin pie.

LEADER (surprised): Pumpkin pie?

(Pick up lines here if you skipped.)

CUBBIE: Yes, I just had a BIG piece of pump-kin pie!

LEADER: Wait! Does that mean Timothy's pumpkins finally grew?

CUBBIE: Oh, yes! But it took a very long time. We planted them way back in the spring and then we had to wait and wait until the fall, which is now.

LEADER: What did you do to make the seeds grow?

CUBBIE: Nothing! Timothy's dad told him that we couldn't do anything to make the seeds grow. All we could do was take care of the seeds. So we watered them, pulled weeds and made sure they were getting enough sun.

LEADER: What did you see when the seeds first started to grow?

CUBBIE: We saw two tiny leaves pop up over each seed. They sort of looked like little green butterflies.

CUBBIE: After that, long green vines started to grow. Timothy's mom had to keep cutting them so they wouldn't cover the whole garden. In a little while, we saw some small green pumpkins. We waited and waited and then the green pumpkins turned into big, fat orange ones.

(Display your real pumpkin or pumpkin visuals.)

LEADER: Wow, Cubbies! Isn't that amazing how God makes huge pumpkins grow from such small seeds?

CUBBIE: Timothy's grandma made pumpkin pie with some of the pumpkins. Yum! (Make lip-smacking noises.)

LEADER (chuckling): I'm glad you finally got some pumpkin pie, Cubbie Bear. You learned a lot about being patient while you waited.

CUBBIE: Yes, but I still think it's hard to wait sometimes. (Looking at children) Cubbies, do you ever have a hard time waiting? What do you have to wait for? (Allow response.)

LEADER: I think a lot of the Cubbies have a hard time waiting for their next birthday. They wish they could grow faster so their birthday would come!

CUBBIE: Oh, I don't like to wait for my birthday either. (*Pausing to think*) Hmm, I think there were a few slices of pumpkin pie still left on the plate. I'd better go check. Goodbye, Cubbies.

(Children wave goodbye as the puppet is put away.)

LEADER: Cubbies, we've been talking about pumpkin seeds growing, but I've seen lots of you growing this year. Some of you are taller today than when you first started club. Cubbies, who makes YOU grow? (Allow response.)

God is the one who makes people grow. God created us. We'll learn more about that today!

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during the club meeting. Use the snack time song from prior weeks to transition Cubbies.

IDEA I: Cheese and Cracker People

What You Need

- Round cracker, a rectangular cracker, four smaller rectangular cheese slices and a paper plate for each Cubbie
- Optional Use pretzel sticks for legs and arms instead of cheese.

Place the two crackers on each Cubbie's plate. The round cracker is the head. The rectangular cracker is the body. Give each Cubbie four cheese slices to arrange around the body as arms and legs. Remind Cubbies that God made people on Day Six.

IDEA 2: Cookie Face Decorating

What You Need

- Sugar cookie for each Cubbie
- Tubes of colored icing, sprinkles and chocolate chips
- Optional Instead of having Cubbies decorate cookies, serve gingerbread person cookies or cookies with faces pre-decorated on them.

Tell Cubbies to decorate their face on the cookie. Explain that God made each person different, but we all are made in God's image. He wants all of us to love Him and serve Him and take care of the animals and the earth.

IDEA 3: Pumpkin Dessert

What You Need

- Any kind of pumpkin dessert, such as pumpkin pie, pumpkin pudding, pumpkin bars
- Milk

This snack is just for fun to remember the story about Timothy's pumpkin seeds.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- "My God Is So Big" or "He's Got the Whole World in His Hands"
- Any favorite animal song for kids, such as "Old MacDonald Had a Farm" or "The Butterfly Song."
- "God Created" with two new verses

God created (Cubbies echo.)
Animals on land (Cubbies echo.)
(Hold up six fingers and then put them down suddenly.) But wait He wasn't done yet!
(Cubbies echo.)

God created (Cubbies echo.)

Adam and Eve (Cubbies echo.)

(Hold up six fingers.) That was on the sixth day. (Cubbies copy and echo your motion.)

It was VERY good! (Smile and hold two thumbs up. Let Cubbies echo and copy you.)

Then God rested (Cubbies echo.)
It was good. (Cubbies echo.)
(Hold up seven fingers.) That was on the seventh day. (Cubbies copy and echo your motion.)

Our song's done! (Smile and hold two thumbs up. Let Cubbies echo and copy you.)

PRAYER (1-2 minutes)

(Since children are just learning how to pray, give them examples of when to ask for God's help.)

Cubbies, God created the whole world, so He is surely strong enough to help us. We can ask for God's help when we are trying to obey what He tells us in the Bible. Sometimes it's hard to be kind, patient and obedient to your parents or teachers. I'm going to pray for God to help all of us obey God, because we all need that prayer. (*Pray with Cubbies.*)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 21-23, 25-31
- Bible with bookmarks placed at Genesis I and Genesis 1:27-28
- Large blue poster board or felt board and creation picture cutouts (Enlarge and use the colored creation day visuals on the resource CD. You may want to laminate the pictures for durability and re-use. Attach tape to the back of each picture. If you are using a felt board, glue felt or a piece of VELCRO® on the back of each picture.)
- **NOTE:** Plan a longer time for this lesson due to the amount of interaction.

(Display the blue board as you begin your lesson. See the options below for alternatives to the board activity. You may eliminate the blue board and just use teaching cards, but kids may not have as much fun participating.)

(Open your Bible to Genesis 1.) Today, we are going to remember all the days of God's creation, but I need your help. I'm going to give each of you a picture to hold in your hand. At the right time, I will ask you to come up and put your picture on my board.

(Hand out all your creation pictures, except for Adam and Eve.)

Option 1: Attach creation pictures to straws, craft sticks or paint stirrers and give one image to each child. Children can stand and hold up the pictures at appropriate points in the lesson.

Option 2: Instead of a board, create a living creation scene. Ask children to come up and pose as plants, flowers, trees, the sun, animals, etc. Leaders will need to give kids direction on how to pose. Instead of posing, each child could hold a picture of the item.

At first, only God was alive. Nothing was there with God. (*Display TC23 and set it aside for reuse.*) God is Creator. In the beginning God created the heaven and the earth (Genesis 1:1).

(Display TC21 and hold up one finger. Let Cubbies join you in holding up fingers for each day.) On Day One, God created light and gave us the day and night. (Display TC22 and hold up two fingers.) On Day Two, God created the sky.

(Display TC25 and hold up three fingers.) On Day Three, God created the land and sea, and all the plants and trees. Now I need those of you who are holding a picture of grass, a flower, a plant or a tree to raise your hand. I will call you up one at a time to put your item on the board. (Show Cubbies how to put these items on the middle right and middle left sides of the board.)

(Display TC26 and hold up four fingers.) On Day Four, God created the sun, the moon and the stars. If you are holding the sun, the moon or stars, please raise your hand. (Call Cubbies up one at a time to place their items on the board. Show them how to put these items on the upper half of the board. You could also tape a black poster square to the top of the board and let Cubbies place the items there. Flip the square back behind the board when you focus on other creation days.)

(Display TC27 and hold up five fingers.) On Day Five, God created the water animals and sky animals. If you are holding animals that swim in the water or animals that fly in the sky, please raise your hand. (Call Cubbies up one at a time to place their items on the board. Direct them to place sky animals on the upper half of the board and water animals at the very bottom of the board, below plants and trees.)

Wow, look how our board is filling up with God's creation. (Display TC28 and hold up six fingers.) On Day Six, God created the land animals. If you are holding an animal that lives on land, raise your hand. (Call Cubbies up one at a time to place their animals under the sky animals and amidst the plants and trees. Try to keep the center of the board clear for Adam and Eve.)

Cubbies, look at how full our board is! Is it finished? Are we missing anything that God created? (Let children answer.)

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The board is missing God's most special creation of all — people, like you and me! (Give the Adam and Eve picture to a Cubbie and let the Cubbie place the couple in the center of the board near the land animals.)

(Display TC29.) Cubbies, why are people God's most special creation? (Let kids answer, without evaluating their answers.)

Thank you for all those ideas, Cubbies. (Open your Bible to Genesis 1:27.) Let's see what God's Word, the Bible, tells us. In Genesis 1:27, God says that He created man and woman (and that includes boys and girls too) in His own image. That means He created us to be like Him in many ways. We are very special to God. We can know Him. We can love and serve Him. But we don't look like God, because, remember, He doesn't have a body like us. (If any Cubbies gave answers that tie in with the concepts of image-bearing, work those into your discussion.)

(Keep your Bible open.) God is the Ruler over everything. God put the man and woman in charge of the earth and all the birds, fish and other animals. God also told them to have lots of children so the earth would be full of people (Genesis 1:26-28).

(Display TC30.) What are the children doing in this picture? God made the world for us to enjoy. When you go outside, where do you like to go? What do you like to do? What animals do you play with or take care of? (Let various Cubbies share. Share what you enjoy doing outside too. Skip this teaching card and discuss if time is limited.)

(Display TC23 again.) Cubbies, God is Creator. He created a good and perfect place for us to live. It is just the right kind of place for us. God knew exactly what we needed. Cubbies, say this with me: God is Creator. In the beginning God created the heaven and the earth (Genesis 1:1).

Wait! Do you think God was done creating after Day Six? (Cubbies will probably expect

more, because you have set up that pattern.) This time, God WAS done. On Day Seven, God rested. (Display TC31.) God wasn't tired; He had finished all His work, and He was very happy with it.

(Close by repeating the Core Truth and the verse several times with Cubbies. Then pray together, thanking God for such a wonderful creation.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 6 Handbook Leader Sheet from the resource CD.

Bear Hug 6 Activity Sheet

What You Need

- Copy of Bear Hug 6 Activity Sheet for each Cubbie
- Crayons
- Optional pairs of child-sized scissors, construction paper, glue sticks

Tell Cubbies to draw a face on the child and color the picture. For more fun, they can cut out the puzzle pieces, reassemble them and mount them onto a sheet of construction paper. Insert the sheet into the Cubbie's creation book, or hang the sheets on a classroom bulletin board. Cubbies who finish early may finish their creation books or other activities started in Coming In.

PLAY TIME (15-20 minutes)

Play your favorite games from this unit. The Creation Buckets game is a great review of this unit.

GAME IDEA: Creation Buckets

What You Need

- At least six large cardboard oatmeal containers to use as buckets
- Marker
- Masking tape
- Ping-pong balls or beanbags
- Optional Tape a creation day picture on each bucket. Give Cubbies pictures of creation items to drop in the right bucket. (Use the creation day visuals on the resource CD.)

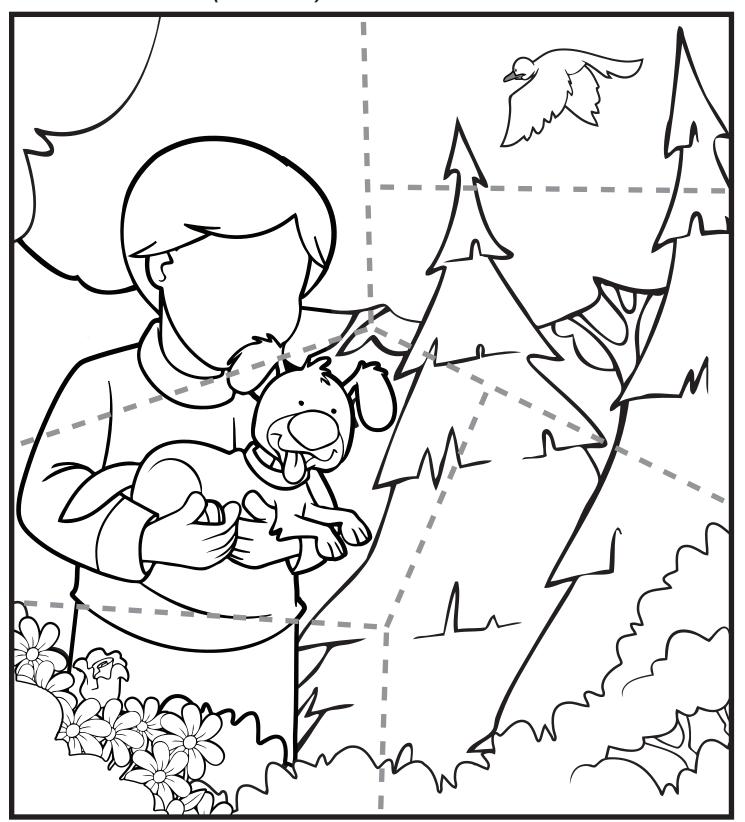
Set the oatmeal buckets in a row. With the marker, number the buckets from one to six. Stand Cubbies at the beginning of the row, near bucket one. Stick a line on the floor with tape for Cubbies to stand behind. Let each Cubbie take a turn trying to toss the ball into each bucket consecutively. Each time a ball drops into a bucket, the group recites what God made on that day. Give every Cubbie the chance to score at least one bucket. After that, he or she can continue tossing balls until she misses. (If you have a large club, form several rows of buckets and divide Cubbies into groups so they don't have to wait as long for their turns.)

GOING HOME (5-10 minutes)

Award Alert! Cubbies will earn a Green Apple emblem for completing Unit I. Tell parents to arrive early to see their child receive the award. Remind parents to attach the emblem to the A on the child's vest.

In the beginning God created the heaven and the earth. (Genesis 1:1)

NAME: _____



God created us! We can serve God by taking care of the animals and the earth.

Basic Instructions: Draw a face on the child and color the picture. Talk about God's creation and how you can help take care of it. **Even More Fun:** Cut out the puzzle on the dashed and solid lines and then reassemble it. (Best if printed on card stock.) **Ultimate Fun:** Glue your puzzle on a page. Put this page in your creation book or give it to your leader to hang on the wall.



Adam and Eve Live in a Beautiful Garden

Memory Seed: John 17:17: ... Thy word is truth.

The Big Apple: God placed Adam and Eve in a beautiful garden. God gave them His love, responsibilities and everything they needed. God also told them the truth: if they ate from the Tree of the Knowledge of Good and Evil, they would die.

SOW THE SEEDS

Read: Genesis 1-2 Memorize: John 17:17

In Genesis we learn that God is the Creator of life and that He is life. He is worthy of our respect.

God created Adam and Eve (and all the rest of humanity) in His own image. He gives us souls, personalities and the freedom of choice. He also gives us the ability to learn and challenges us to seek knowledge (Proverbs 2:1-6). He gives us moral responsibility to choose what is right.

Genesis I shows us the power and personality of God—a theme Paul repeats in Romans I:20: For the invisible things of Him from the creation of the world are clearly seen, being understood by the things that are made, even His eternal power and Godhead; so that they are without excuse. Creation itself points to God.

These beginning chapters are pivotal to the entire Bible. If we accept the truth of God's creation, then our hearts and minds are ready to trust the truth of the entire Bible. We are ready to trust that God loves us so much that He sent His Son to be our Savior.

Interestingly, God is mentioned in Genesis I more than 30 times, but nowhere does the Bible attempt to "prove" the existence of God. To those who don't trust, we are told simply: The fool hath said in his heart, "There is no God."... (Psalm 14:1).

Your Cubbies are trusting. They cannot read the Bible on their own, so they listen to and believe the authority figures in their lives. As Cubbies leaders, we need to pray for wisdom to convey the right message in the right words and in the right way to these young, moldable minds.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Imagine the beautiful garden God made for Adam and Eve.
- 2. Learn that God gave Adam the responsibility of naming the animals.
- 3. Learn that God gave Adam the right helper, named Eve.
- 4. Hear the truth God told Adam and Eve: if they ate from the Tree of the Knowledge of Good and Evil, they would die.
- 5. Practice differentiating between true and false statements.
- 6. Begin to treasure God's true words in the Bible.

7.			
Ω			

(Add the goals the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

Welcome Cubbies and reinforce what they learned at home with one or more of the following activities.

IDEA I: Garden of Eden Collage

What You Need

- Stickers or cutouts of flowers, trees and other creation items from Unit I (resource CD)
- Sheet of construction paper for each Cubbie
- Pairs of child-size scissors
- Glue sticks

Let Cubbies look through magazines to find pictures of items that would have been in the garden of Eden — trees, flowers, animals, sun, man, woman, etc. Cubbies can cut out the pictures and glue them on a sheet of construction paper. (If magazines are not available, Cubbies could color a picture and add stickers of creation items.) As Cubbies work, describe the garden of Eden as a wonderful place — nothing was sad, scary or wrong there. Adam and Eve lived close to God and could talk with Him every day.

IDEA 2: Scratch & Sniff Fruit Pictures

What You Need

- Packets of unsweetened Kool-Aid[®] in a large variety of fruit flavors
- Several small cups or a muffin tin
- Paintbrushes
- Old newspapers
- Smock or old adult-sized shirt for each Cubbie
- Copy of Fruit Patterns A for each Cubbie (resource CD)
- Paper towels
- Optional Instead of painting, let kids color fruit. To add fun, set crayons of one color at each table. Cubbies rotate tables to complete their picture.

Cover your workspace with newspaper. To make each color of paint, in a separate cup mix one to two tablespoons (15-30 mL) of warm water and one packet of unsweetened Kool-Aid. Stir until dissolved. (Less water equals more vibrant color.) Assign a brush to each color. Put paint shirts or smocks on your Cubbies and give each Cubbie a copy of Fruit Patterns A. Cubbies can paint fruits with the matching flavors. Ask them what God said about the fruit from the Tree of the Knowledge of Good and Evil. Review that God's Word is truth. Allow 20 minutes for pictures to dry before Cubbies can scratch and sniff the fruit flavors. You may need to blot overly wet pictures with a paper towel.

IDEA 3: Garden Drama

What You Need

- Items from your creation unit
- Paper fruit cutouts of Fruit Patterns A and B (resource CD) or real/plastic fruit
- Baskets
- Optional play jungle or nature sounds.

Designate a corner of your room as a drama area to help Cubbies "live" the Adam and Eve Bible lesson. Use creation items to decorate this area like the garden of Eden. Hang paper fruit cutouts on trees or lay real or plastic fruit around the base of each tree. Kids can "pick" the fruit and put it in baskets. Designate one tree as the Tree of Life and another tree as the Tree of the Knowledge of Good and Evil, from which Cubbies cannot pick fruit. Let Cubbies play in the garden, pretending to be animals or Adam and Eve.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto and the A and C verses along with your favorite visuals, songs and motions. Also include the Core Truth for the unit: God's Word Is Truth.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Luvie Lamb puppet
- Optional train whistle and small conductor's hat (available at most toy stores)

(If you have the conductor's hat, place it on Cubbie's head. If the hat is too big, fill the extra space with wadded up papers.)

LEADER: Hi, Cubbies! Are you ready to see our friend, Cubbie Bear? Let's call him together. One — two — three. CUBBIE!

(Bring the Cubbie puppet into view. Cubbie should face sideways, making train sounds as you move him from one side to the other.)

CUBBIE (traveling slowly to one side):
Chugga, chugga, chugga, chugga. Choo! Choo!
(He turns and travels to the other side.) Chugga, chugga, chugga, chugga. Choo! Choo!

LEADER: Cubbie, what are you doing?

CUBBIE (stopping to face audience): I'm pretending to ride a train. Timothy and I rode a train today on the farm and it was so much fun! (Cubbie starts moving again.) Chugga, chugga, chugga —

LEADER: Boys and girls, do you want to pretend to ride a train too? Let's join Cubbie!

(Let the group make train sounds with Cubbie. The Cubbie puppet could lead Cubbies around the room, or Cubbies could stay seated and move their hands forward, sliding their palms against each other, to mimic a train's motion. If you have a train whistle, blow it when they say, "Choo, choo." Do this for a minute or two, as long as children seem to enjoy it.)

CUBBIE: Whew! The train made it back to the station. Now I'm hungry. Train rides always make me hungry. I need a snack.

LEADER (*laughing*): Cubbie, I think everything makes you hungry.

CUBBIE: I especially love apples. (*Turning to face audience.*) Boys and girls, have I ever told you how much I love apples? Apples are one of my favorite things on the farm. Do you like apples?

(As Cubbie converses with children, Luvie Lamb appears, taps Cubbie on the shoulder, and then ducks out of sight.)

CUBBIE (looking all around as though confused): Hey! Who did that? (Turning to face audience) Boys and girls, did you see who tapped me on the shoulder? (He waits for response.) What? You saw Luvie Lamb do it. I haven't seen Luvie Lamb.

(While Cubbie is talking, Luvie Lamb appears again, taps Cubbie on the other shoulder, and then ducks out of sight.)

CUBBIE (looking around again): Why, I just felt another tap on the other shoulder! I don't understand.

(Luvie Lamb giggles from her hiding spot.)

CUBBIE: Luvie Lamb! Are you playing one of your silly games?

LUVIE (coming into view): Of course! That's my favorite thing to do on the farm. I like playing games with all my friends.

LEADER: I think both of you really enjoy living on the farm. Cubbie likes the train and the apples. Luvie likes playing games with her friends. Why don't you two keep enjoying the farm, and we'll see you later.

CUBBIE/LUVIE: OK! Goodbye.

(Children wave goodbye. Cubbie and Luvie are put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during club.

IDEA I: Garden Variety

What You Need

 Various fruits and veggies, such as canned peas, canned corn, raspberries, watermelon slices, orange slices, peeled cucumber slices, etc.

Serve the garden food to Cubbies and talk about the beautiful garden God made for Adam and Eve. They had food and everything else they needed.

IDEA 2: Fruit People

What You Need

- For each Cubbie: an apricot half, pear half, four mandarin orange slices
- Paper plates

Place a pear half and an apricot half on each Cubbie's plate, flat sides down. The pear is the body. The apricot is the head. Give each Cubbie four orange slices to arrange around the body as arms and legs. While the children eat the fruit, talk about all the yummy fruit God gave Adam and Eve to eat in the garden.

IDEA 3: Name the Animals

What You Need

- Animal crackers
- Napkins or plates

Serve animal crackers and talk about Adam's job to name the animals. See if Cubbies can name all the animals on their crackers.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

What You Need

- Index card with Psalm 119:72 written on it
- Bible which fits inside an elaborately decorated treasure box
- Two envelopes with a clue inside each

SING:

• "God Is So Good" and add this verse:

God's Word is truth. God's Word is truth. God's Word is truth. He's so good to me.

• "The B-I-B-L-E" Before you sing this song, hide the treasure box and two envelopes. Choose one child to find the first envelope. Open the envelope and read the clue, which tells the next child where to find the second envelope. The clue in the second envelope tells the last child where to find the treasure box. Open the box with great fanfare to reveal a Bible inside. Read Psalm 119:72: The law of Thy mouth is better to me than thousands of gold and silver. Share why the Bible is precious to you and why you are happy that all God's words are true. (You may need to explain what true means.) This song and activity could be repeated each week so multiple kids have a turn to hunt for items.

PRAYER (1-2 minutes)

Cubbies, do you know what I like about you? I like the way you sing and praise God. (Be more specific about what you like, if you desire.) Cubbies, when we pray, we can tell God what we like about Him! I like that God is true. He never lies; He always tells the truth. I read His truth in His Word, the Bible. (Explain the difference between a lie and the truth if necessary. Then pray a short prayer, thanking God that He is truth and His Word is truth.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 32-36
- Bible with markers placed at Genesis 2 and John 17:17

(Adapt and personalize the words of this lesson so it fits you and your Cubbies.)

Cubbies, wasn't it fun to see Luvie Lamb and Cubbie Bear today? They told us how much they like living on the farm. On the farm, they can ride the train, eat yummy apples and play games with their friends.

Where are the fun places you like to go? Or where is your favorite place in your house or in your yard? (Let Cubbies respond. Share your own favorite places too.)

Today I want to tell you about a place that was even better than the farm and even better than all of the places we said we like to go. It was a special and wonderful place. The Bible tells us about this place.

(Open your Bible to Genesis 2. Keep your Bible visible as you teach to show that your lesson is from God's Word.) Remember, Cubbies, that everything God said in the Bible is true. God said He created the world, and that's true. It really happened! God said He created you, and that's true too. God also said He loves us, and you can believe it, because it's true. God's Word is truth! Now listen to a true story from Genesis 2 in the Bible.

(Display TC32.) Adam was the first man God created. God put Adam in a beautiful garden. The garden was full of all kinds of trees with yummy fruit on them — like oranges, cherries, pears, plums, kumquats and apples. In the middle of the garden were two special trees: the Tree of Life and the Tree of the Knowledge of Good and Evil. (Point to the two center trees on TC32.)

Adam had only ONE rule in this wonderful place. God said Adam could eat fruit from the

Tree of Life and every other tree in the garden, but Adam could NOT eat fruit from the Tree of the Knowledge of Good and Evil. (*Display TC33*.) If he did, he would die. And that was the truth — because God said it, and **God's Word is truth**.

Cubbies, let's say our verse. (Open your Bible to John 17:17.) John 17:17 says: ... Thy word is truth. Now say that with me. (Repeat the verse a couple of times.)

(Display TC34.) God loved Adam. God put Adam in charge of the garden. He gave Adam the job of naming the animals.

When God first created the animals, none of them had names. So God brought each animal to Adam, and Adam decided what to call it. Who can tell me a name of an animal in this picture? (Let various children name an animal.)

Optional: Invite one child to come to the front and be Adam. Whisper an animal name in another child's ear, and together act and make sounds like the animal for a couple of seconds. After you and the child are done acting, ask Adam, the first child, to guess the name of the animal. Let several children take turns being Adam or an animal. You could also let the whole group act out the animal for Adam.

Adam needed a helper. God said it was not good for the man to be alone. Of course, there were lots of animals around, but none of them was the right kind of helper for Adam.

The Lord God said, "I will make a helper for Adam." So God made Adam fall asleep. (Ask Cubbies to pretend they are sleeping while you continue talking.) While Adam was sleeping, God formed just the right kind of helper for Adam. (Display TC35 while Cubbies' eyes are still closed.)

Adam woke up. Surprise! (Ask Cubbies to open their eyes and look at your visual.) Adam saw Eve. Eve was a human person, just like Adam. She would be his helper and friend.

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Adam and Eve were so happy to be together. They were happy to be in charge of the beautiful garden and all the animals. They never felt scared. They never felt sad or sick. They had everything they could ever need.

(Display TC36.) And here's the best part, Cubbies: God loved Adam and Eve. He lived close to them. They could talk to Him every day. As long as Adam and Eve believed God's true words and obeyed Him, they would live with God forever.

(Hold up your Bible.) Cubbies, we can talk to God too. We can pray to Him, and we can hear what He says to us in the Bible. He will always tell us the truth. John 17:17 says: ... Thy word is truth. (Repeat John 17:17 with Cubbies a few times. Then close in prayer, thanking God for always telling us the truth from His Word.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 7 Handbook Leader Sheet from the resource CD.

IDEA I: Bear Hug 7 Activity Sheet

What You Need

- Copy of Bear Hug 7 Activity Sheet for each Cubbie
- Crayons
- Optional length of ribbon for each Cubbie, glue sticks, stickers of Jesus and various Bible events

Let Cubbies color the Bible and trace the words of John 17:17. Be sure all Cubbies understand what the verse means. For fun, Cubbies can glue a ribbon on the Bible to resemble a bookmark and place stickers of Jesus and favorite Bible events on the blank pages.

IDEA 2: Fruit Shapes

What You Need

Play-Doh

Let Cubbies sculpt various fruit shapes from Play-Doh while they wait to say the verse. Talk about all the yummy kinds of fruit in the garden of Eden and the one fruit tree from which God said not to eat. God's Word is truth.

PLAY TIME (15-20 minutes)

Play the Cubbies' favorite game from Unit I as a review.

IDEA I: Fruit Salad Relay

What You Need

- For each group you need a plastic bowl or paper plate, set of plastic fruit or paper fruit cutouts (Fruit Patterns A or B on the resource CD)
- Optional Use different colored beanbags as fruit.

Scatter the fruit cutouts (or plastic fruit) on the floor. Give each group of three to five Cubbies a bowl or paper plate. Designate one kind of fruit as the "no-no" fruit. (It can be any fruit.) To start, the game leader will call out a fruit (apple, banana, orange, etc.) and the first Cubbie in each group will run to find that fruit and return it to his group's bowl. Repeat this routine with the other fruits so that all group members get a turn. Whenever the leader calls out the no-no fruit, everyone should stay still and yell, "No! We will obey the rule!" (To make this game easier, assign each group a zone and place the group's set of fruit in that zone. Groups must stay in their zone.) At the end of the game, ask kids if they remember the one rule God gave Adam and Eve. Explain that your game rule was just for fun, but God's rules are serious. We must listen to God's truth and obey Him.

IDEA 2: Orchard Express

What You Need

- Game pins
- Optional pool noodle and a stuffed Cubbie Bear for each team

This game is similar to Sparky Train, only it is noncompetitive. Divide Cubbies into groups of three to five children. The group members will connect like train cars by holding each other's shoulders or waists. (Group members could also connect by

holding onto a pool noodle.) Tell groups to run across the floor and around a pin, or around the Awana game circle, before returning to their group line. If they come unconnected, they must stop until they are reconnected and then resume the race. For extra fun, let the first person on each train, the "engineer," hold a plush Cubbie Bear and pretend to take him for a ride.

IDEA 3: Bible March

What You Need

- Music player
- Children's Bible for each Cubbie

Direct children to hold their Bibles as they march around the room to music. (If you don't have a Bible for each child, Cubbies can march after a leader who is holding a Bible.) At the end of the song, everyone will shout "God's Word is truth!"

IDEA 4: True or False?

What You Need

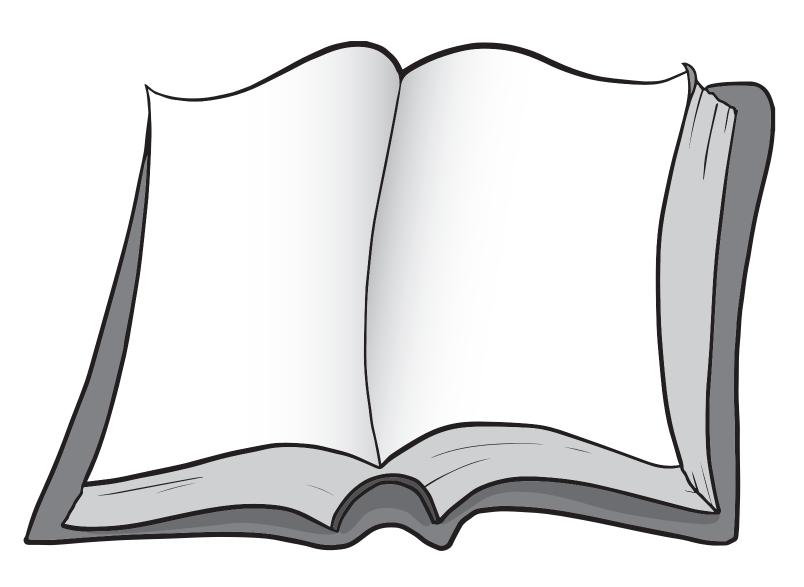
Nothing

Remind Cubbies that God's Word is always true. Tell the children to stand in a line at one end of the room. If the leader calls out a true statement, Cubbies can take a step forward. If it is false, they cannot move. Here are examples of statements: "We are at Cubbies" or "The grass outside is purple." (For fun, let Cubbies hop three times, take two giant steps or run to a certain point for a true statement.)

GOING HOME (5-10 minutes)

Would your Cubbies' parents appreciate ideas for nurturing their preschooler's faith at home? Log in to ART (Resources and Tools for Awana Leaders) at <u>awana.org</u> and download the free monthly *Parent Pause* newsletter for your Cubbies' parents. Print the newsletter and hand it out to parents at club or simply email it to them.

NAME: _____



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		/	- 1	/ - 		1, - \	John 17:17

Basic Instructions: Color the Bible and trace the verse. **Even More Fun:** Glue a ribbon on the page as a bookmark.

Ultimate Fun: Place stickers of Jesus and your favorite Bible events on the blank pages. Remember, every story from the Bible is true!



Adam and Eve Don't Listen to God's Truth

Memory Seed: Psalm 51:4: **Against Thee [God] ... have I sinned,** and done this evil in Thy sight ... (Short version is in bold.)

The Big Apple: Adam and Eve sinned. They chose not to listen to God's truth, and they disobeyed Him. We have sinned too.

SOW THE SEEDS

Read: Genesis 3:1-8; Romans 5 **Memorize:** Psalm 51:4

God's creation was perfect — no suffering, death or heartbreak. Adam and Eve lived in that perfect place (we don't know for how long) until they disobeyed God. Because of their disobedience, they are responsible for bringing sin and its consequences into the world. Wherefore, as by one man sin entered into the world, and death by sin; and so death passed upon all men, for that all have sinned (Romans 5:12). The sin of Adam and Eve was the beginning of humanity's struggle between good and evil.

Because of sin, the human race is unrighteous and without hope. But God provided a solution. Throughout the Old Testament, He promised His people that He would send the Savior — the second Adam who would crush the power of sin and Satan (Genesis 3:15; Romans 5:15-16; I Corinthians 15:45). His promise was fulfilled. We can trust that His Word is always true.

As you teach, emphasize that any one of us would have made the choice to disobey if we had been in the garden. You may have a thoughtful child who insists that he would've said "no" to Satan. (Some children sincerely believe this and are "offended" when you tell them otherwise.) As evidence, you can point out the ways they have already chosen to sin. Be gentle, but explain that all of us eventually would have made the wrong choice.

Teaching Cubbies that they are sinners and need a Savior is a process. Review is a great teaching tool. Explain what Christ has done for us over and over (at least once a week). Prayerfully consider ways you can communicate the good news of the Savior to the children.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Review the truth God told Adam and Eve about the consequences of breaking His rule. God's word is truth!
- 2. Hear the events unfold in the garden: the serpent lied, Eve believed the lie and both Eve and Adam chose to disobey God.
- 3. Sense the trouble that sin brings: shame, fear, hiding and death.
- 4. Believe that God's words are serious. We must listen to Him and obey.
- 5. Practice following rules in various club activities.

6.				

(Add a goal the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

Welcome Cubbies and reinforce what they learned at home with one or more of the following activities.

IDEA I: Cereal Tree

What You Need

- Box of colored cereal pieces
- White liquid glue
- Small paper plates
- Crayons
- Tree Activity Page for each Cubbie (resource CD)

Give each Cubbie a Tree Activity Page and let him or her color the tree with crayons. Place a small puddle of glue on each paper plate. Let Cubbies dip the colored cereal pieces in the glue and place them on their trees. (Instead of Cubbies dipping the pieces, you could show them how to make dots of glue on their tree with a glue bottle. Repeat the phrase, "Dot, dot, not a lot!" to help them.) Review the one rule God gave Adam and Eve in the garden. If desired, use this craft as a way for Cubbies to practice obedience. Tell Cubbies not to use a certain color of cereal pieces on their tree. If they use a piece of that color, ask them to remove it and remind them to follow the rule. Tell them this rule is just for fun, but God's rules are very serious. We must listen to God and obey Him. Let Cubbies eat leftover cereal pieces during Snacks.

IDEA 2: Definition of Sin Drawing

What You Need

- Crayons
- Two sheets of construction paper for each Cubbie
- Optional paint for making hand prints, boy and girl face patterns (resource CD)

Show Cubbies how to draw a head shape on one sheet of paper. They should add two eyes, a nose and a large mouth. If Cubbies have a hard time with drawing, draw faces for them ahead of time or let them glue on a boy or girl face pattern. A leader will trace both of the child's hands on the second sheet of paper. (Or instead, Cubbies could dip their hands in paint and make two handprints on the paper.) Review the definition of sin: "Anything we think, say or do that disobeys God." Point to the head and give Cubbies examples of ways we disobey God with our thoughts. Point to the mouth and name ways Cubbies sin with their words. Point to the hands and name ways Cubbies sin with their actions.

IDEA 3: Garden Drama

What You Need

- Props used in Bear Hug 7 to create a garden of Eden
- Optional large, leafy potted plants or a table turned on its side and covered with tree pictures or green towels

Continue this drama area from Bear Hug 7. Leaders could arrange some of the potted plants so kids can hide behind them easily. (A table turned on its side and covered with green towels or tree pictures could also provide a place to hide.) Mark the Tree of the Knowledge of Good and Evil clearly. Let one child play the role of the serpent while two others play the roles of Adam and Eve. If kids listen to Satan and pick the fruit from the forbidden tree, they run and hide behind the tree barrier.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto, the A and C verses and the unit Core Truth: God's Word Is Truth.

PUPPET SHOW

(3-5 minutes)

What You Need

Cubbie Bear puppet

(When you are ready to start, bring the Cubbie puppet into view. Cubbie looks from side to side anxiously as if he is making sure no one sees him. Then he moves towards an unseen location.)

LEADER: Cubbie, where are you going?

CUBBIE (surprised and flustered): Oh! I-I-I'm going into um ... a room ... um, in a building ... on the farm. I'll see you later! (Starts to duck behind your back or a barrier.)

LEADER: Now wait a minute, Cubbie. I don't like how this sounds. What room are you going to?

CUBBIE (hesitating): Um, the apple cider room.

LEADER (surprised): The apple cider room! That's where they make the apple cider. Cubbie, some of the equipment in that room is very dangerous for little children AND little bears. Didn't Timothy tell you not to go in there?

CUBBIE (sheepishly): Yes, but I peeked inside the room and it doesn't look very dangerous.

LEADER (speaking to children): Boys and girls, do you think Cubbie should go inside the apple cider room? Why not? (Let children respond. Help children think of reasons why Cubbie shouldn't go into the room.)

LEADER (speaking to Cubbie Bear): Cubbie, we don't think you should go into the apple cider room. Timothy's dad told Timothy not to go in there, and that means you can't go in there either. You should obey the rules. Plus, you might get hurt.

CUBBIE: I know, but apple cider sounds so delicious. Timothy said apple cider is like apple juice but you can taste even MORE apples in it. You all know how much I love apples — I'm sure I'll like apple cider even better. I just want to taste a tiny, little sip. I'll be right back.

(Cubbie ducks behind your back or a barrier and disappears.)

LEADER (speaking to children): Uh-oh. It's too bad Cubbie didn't listen to us! What do you think will happen next? (Let a few children answer briefly. If children seem too worried about Cubbie, reassure them that you know the end of the story and Cubbie will be safe, but he will learn a good lesson.)

Rules are important to obey. We might get in trouble or we may get hurt if we don't obey a rule. Cubbies, your parents and Cubbies leaders give you rules because they care about you. (Review common rules with kids.) Do you sometimes break these rules? Why? (Remind the group of times they broke the rules in Cubbies club and help them to identify why they disobey: they would rather do something else, they don't want to listen, etc.) God wants you to obey your parents and leaders. He also wants you to obey Him. In our lesson later today, we'll learn what happened when Adam and Eve broke one of God's rules.

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during the club meeting.

IDEA I: Pretzel Trees

What You Need

- Paper plate or paper towel for each Cubbie
- Pretzel logs
- Pretzel sticks
- Green apple (or cucumber) slices
- Colored cereal (or gummy fruit snacks)

Let each Cubbie make a tree on a paper plate (or paper towel) by laying half a pretzel log as a tree trunk and arranging several pretzel sticks around it as branches. Cubbies can add several slices of green apple or cucumbers to make leaves. They can add colored cereal pieces or gummy fruit snacks to look like fruit on the tree. While Cubbies work, ask them to tell you what happened at the Tree of the Knowledge of Good and Evil.

IDEA 2: Snack Rules

What You Need

 Several different colors of fruit snacks (or cereal pieces) for each Cubbie

Give each Cubbie a handful of fruit snacks (or colored cereal pieces) and tell them you're going to play a game to practice following rules. Give them one rule for snack time. For example, tell them they can eat all the snack pieces except the red ones (or another color you designate). Or instead, you could give the rule that all Cubbies must wash their hands before eating the snack or eat the snack with a napkin on their lap. See how well kids listen and follow instructions. Talk about the one rule God gave Adam and Eve and the consequences of breaking that rule. God's rules are serious. We must listen to His Word and obey! Let them eat all the snacks at the end.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- "God Is So Good" and include this verse:
 - God's Word is truth. God's Word is truth. God's Word is truth. He's so good to me.
- **"The B-I-B-L-E"** or another praise song about the Bible (play the treasure hunt activity from Bear Hug 7)
- "Oh Be Careful Little Eyes"

PRAYER (1-2 minutes)

Cubbies, when we pray, we can tell God we are sorry for our sin. What is sin? (See if Cubbies remember the definition.) Sin is anything we think (point to head), say (point to mouth) or do (hit fist on palm) that disobeys God. We all sin. We all disobey God's words in the Bible. Let's pray and tell God we are sorry for sinning against Him. (Pray and name specific sins that are typical of preschoolers: hitting, not sharing, not going to bed when Mom says to go, etc. Thank God that we are forgiven in Christ.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 32-33, 36-39
- Bible with markers placed at Genesis 3:1-8 and Psalm 51:4
- Optional Piece of real or toy fruit, barrier that two children can hide behind (use large, leafy potted plants or a table turned on its side and covered with green towels or pictures of trees)

(Adapt and personalize the words of this lesson so it fits you and your Cubbies. Open with prayer)

Today we saw Cubbie Bear breaking a rule. He wasn't supposed to go into the apple cider room alone, but he did it anyway. Cubbies, have you ever broken a rule? What happened? (Allow kids to briefly share some experiences.)

(Display TC36.) Cubbies, do you remember Adam and Eve from the Bible? Adam and Eve lived in the beautiful garden of Eden. God put them in charge of taking care of the garden and all the animals. Everything was perfect there: they always felt happy. They never felt scared or sick or sad. They could talk to God every day.

(Display TC32.) God gave Adam only ONE rule. This one rule was for Eve too. (Hold up one finger.) Do you remember what it was? (Let a child answer.) That's right. God said Adam and Eve could eat fruit from the Tree of Life and every other tree in the garden, but they could NOT eat fruit from the tree in the middle of the garden, the Tree of the Knowledge of Good and Evil (Point to the tree with purple fruit). If they did, they would die. And that was the truth — because God's Word is truth. (Display TC33 and repeat the Core Truth a few times with Cubbies.)

(Open your Bible to Genesis 3 and keep the Bible visible while you teach.) One day, a serpent came to talk to Eve. (Display TC37.) The Bible doesn't tell us what the serpent looked like, but the Bible does say that the serpent was the sneakiest of

the creatures. He pretended to be nice, but he was really Satan (God's enemy) in disguise.

The serpent asked Eve a question: "Did God really say you can't eat from any tree in the garden?"

"Oh, we may eat from the trees," said Eve, "but God told us not to eat from the tree in the middle of the garden, or even touch it. If we do, we will die."

"You won't die," the serpent lied. "If you eat this fruit, you will be wise like God."

Wise like God? Eve wanted to be wise — and the fruit sure looked delicious. Eve decided to believe the serpent's lie instead of God's truth.

She reached up, picked a piece of fruit and took a bite. (You can pantomime these actions as you talk. Bring a piece of real or toy fruit as a prop. Be sure to explain to Cubbies that we don't know what color or kind of fruit it was.)

(Display TC38.) She gave some of the fruit to Adam, who was with her, and he ate it too. (Have another leader or a boy Cubbie play Adam and pantomime with you.)

Oh, no! (Show an expression of alarm in your face.) Right away they felt different. They wanted to cover their faces. (Hide your face behind your hands as if you are ashamed.) They wanted to cover their bodies. (Hug yourself and hunch forward as if hiding your body.) They didn't want to be seen.

Cubbies, this was the first sin in God's perfect garden. (Show a somber expression.) Remember, sin is anything we think (point to forehead), say (point to mouth) or do (hit one fist on your palm) that disobeys God. (Repeat definition of sin and have Cubbies do the motions with you.)

Optional: For older Cubbies explain that sin is also NOT doing the good things God tells us to do in the Bible.

Adam and Eve sinned. Cubbies, you and I have sinned too. We have all sinned against God. (*Open your Bible to Psalm 51:4.*) Psalm 51:4 says:

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Against Thee [God] ... (point upwards to God in heaven) have I sinned, and done this evil in Thy sight ... (Repeat the short version of this verse several times with Cubbies: Against You [God] ... have I sinned ... Then say the full verse a couple of times to reinforce those who are learning the long version.)

(Display TC39.) Adam and Eve knew they had disobeyed God. When they heard the Lord God walking in the garden, they ran to hide behind the trees. They were afraid to talk to God.

Cubbies, I wonder what will happen next. What do you think? Will they get in trouble? Will they die because they ate the fruit? Will God still love them? (Let Cubbies offer ideas. Try to build suspense for next week, but also reassure them that God still loves sinners. Review the C verse, Romans 5:8.)

Optional: Let two Cubbies pretend to be Adam and Eve and hide behind potted plants or another type of barrier. While they are hiding, say "Adam and Eve, why are you hiding?" or "Adam and Eve, why are you afraid?" In reply, Cubbies can say their memory verse, Psalm 51:4. Let several kids take turns doing this. It may be helpful to have another leader stand near the Cubbies and prompt them with the verse.

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 8 Handbook Leader Sheet from the resource CD.

IDEA I: Bear Hug 8 Activity Sheet

What You Need

- Copy of Bear Hug 8 Activity Sheet for each Cubbie
- Crayons
- Optional glue or stapler, green paper leaves or a green felt/fabric scrap for each Cubbie (the scrap or leaves should be large enough to cover Adam and Eve on the sheet)

Give each child an activity sheet to color. Review Psalm 51:4 and ask Cubbies why Adam and Eve were hiding from God. For extra fun, let Cubbies glue the top edge of the green felt scrap or paper leaves over Adam and Eve so they are hidden. Once the glue dries, children can lift the flap to see Adam and Eve. (You may want to staple the felt so Cubbies can immediately play with it.)

IDEA 2: Fruit Matching

What You Need

- Envelope of pairs of matching fruit halves for each Cubbie (Fruit Patterns A and B on the resource CD)
- Optional Laminate the fruit halves for durability and reuse.

Beforehand, cut out sets of fruit shapes. Cut each fruit shape in half to make a pair. Place a set of matching pairs in an envelope for each Cubbie. Encourage kids to say their verse when they match all the fruit halves.

PLAY TIME (15-20 minutes)

IDEA I: Parachute Play

What You Need

• Parachute or large bed sheet

Play various games with a parachute. Stop often and tell Cubbies to quickly duck under the parachute and sit on the edge to make a "tent." A leader will ask, "Are we hidden from God now? Can we ever hide from God?" Remind Cubbies that Adam and Eve tried to hide from God after they sinned.

IDEA 2: Not THAT Pin!

What You Need

- Awana game pins, plastic bowling pins or empty plastic soda bottles
- Playground ball

Arrange the pins in a line or a triangular shape on your game floor. Designate one color of pin as the one Cubbies want to avoid hitting. (If your pins are the same color, tie a ribbon on the special pin.) This game can be played by individuals or groups. Cubbies take turns trying to knock down the pins by rolling a ball towards them. If they knock over the special pin, all their pins get set back up. The goal is to knock down all the pins except for the special pin. Talk about rules in games and in life. Explain that your game rules are just for fun, but God's rules are serious. We must listen to God and obey Him.

IDEA 3: Definition of Sin Game

What You Need

Nothing

Repeat the definition of sin with Cubbies. (Sin is anything we think, say or do that disobeys God.) When the leader says "think," the Cubbies all point to their foreheads. When the leader says "say," they point to their mouths. When the leader says "do," they

hit their fists on their palms. As Cubbies get the hang of it, the leader calls out commands faster and faster, often changing the order of the commands. Encourage Cubbies to listen closely to keep pace.

IDEA 4: Instruction Games

What You Need

• Cubbie Bear puppet

Explain that we must listen carefully to God's Word and obey it. God's Word is truth. Play a game that helps kids practice following instructions, like Cubbie Says (played like Simon Says, but use the Cubbie Bear puppet as Simon); Cubbie Bear Buddy Rules game (see Bear Hug A); Red Light, Green Light; Follow the Leader; etc.

GOING HOME (5-10 minutes)

Are you looking for ways to involve parents in your Cubbies club? Here's an idea: Let them take turns bringing a weekly snack. Set out a snack sign-up sheet where parents will see it. Be sure to give parents a list of snack ideas and warn them about any food allergies in your club.

Against Thee [God] ... have I sinned, and done this evil in Thy sight ... (Psalm 51:4)

NAME: _____



Basic Instructions: Color the picture of Adam and Eve hiding from God.

Even More Fun: Glue or staple the top edge of a green felt scrap or paper leaves over Adam and Eve. After the glue dries, lift the flap to see Adam and Eve. **Ultimate Fun:** Use your picture to tell the Bible lesson of Adam and Eve to a friend.



Adam and Eve Must Leave the Garden

Memory Seed: John 3:36: He that believeth on the Son hath everlasting life ...

The Big Apple: Adam and Eve had to leave the garden because of their sin. Adam and Eve, and all sinners after them, will die, just as God said. But God still loves sinners. His Son, Jesus Christ, came to give us eternal life.

SOW THE SEEDS

Read: Genesis 3:8-24; John 3; John 17:2-3 Memorize: John 3:36

Eve was deceived. She believed Satan's lie and ate the fruit. Adam was not deceived (I Timothy 2:13-14). He passively stood and watched her and then willingly ate the fruit himself. In the end, both of them disobeyed God's true and clear Word. They ate what He had specifically commanded them not to eat.

This is a sin that even the youngest child can understand. What preschooler has not been tempted to eat a piece of candy or sneak a cookie after Dad or Mom has emphatically told him "Don't touch"?

Children can also understand consequences of sin. Mom says, "You can't eat a cookie now. I have just enough for our after-dinner dessert." The child waits until Mom is out of the room and eats the cookie. Later when the rest of the family is enjoying dessert, the child must sit there and watch.

To help Cubbies understand, relate the Bible lesson of Adam and Eve to an everyday illustration like the one above. You could continue the illustration by having a brother or sister give the child his or her own cookie and in a sense, take the punishment for the child.

Adam and Eve's sin resulted in terrible consequences. Evil, sickness, sadness, violence, decay and death entered the world. Remind the Cubbies that God promised a Savior — one who would take our punishment and forgive us of all our sin (past, present and future). He also gives us the gift of eternal life, an amazing life of knowing the Lord Jesus (John 17:2-3) that begins the moment we trust Him as Savior and continues forever.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Realize that sin is serious. It hurts God's people and His creation in sad ways.
- 2. Believe that God tells the truth: He said Adam and Eve would die if they ate the fruit, and that's what happened.
- 3. Trust that God still loves us when we sin.
- 4. Celebrate the good news! Jesus Christ came to give us life again.
- Understand the definition of eternal life (life with the Lord Jesus, both now and forever).

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(Add the goals the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

Welcome Cubbies and reinforce what they learned at home with one or more of the following activities.

IDEA I: Happy/Sad Masks

What You Need

- Pre-cut boy and girl face masks on card stock (resource CD) with eye holes cut out (print two for each Cubbie)
- Scissors
- Crayons
- Jumbo craft sticks
- Glue or tape
- Optional adhesive bandages, yarn pieces to glue as mouth, tissue squares to glue on hair

Give each Cubbie two faces. Tell Cubbies to draw a smile on one face and a frown on the other face. They can color the faces and hair, and stick bandages or draw tears on the sad face. Let children glue or tape a craft stick on the back of one face, and then glue or tape the other face on top of the craft stick, so it becomes a mask that can be flipped. (Be sure to line up the eye holes.) When kids hold up sad masks, explain that after Adam and Eve sinned, they felt sad. They had to leave God and His garden. Their bodies would get sick. One day, they would die. We have sinned too. Point to the happy face and talk about the good news. Christ came to give us eternal life (which means those who trust Him will have life with the Lord lesus, both now and forever). These masks can be used during the lesson or Play Time.

IDEA 2: Living Pictures

What You Need

- Construction paper
- Crayons
- Optional stencils of people, animals, trees and flowers

Ask Cubbies to draw a picture of someone or something that is alive. You may want to draw some examples for younger Cubbies or give them stencils to trace. To help Cubbies understand the word *alive*, help them identify items in the room that are alive and not alive. Explain that Christ makes us alive! When we trust Christ as Savior we have *everlasting life*. That means we have life with the Lord Jesus, both now and forever. Review John 3:36.

IDEA 3: Paper Plate Faces

What You Need

- Paper plates
- Felt pieces in the shape of eyes, noses, ears and a curved mouth
- Scissors to cut felt pieces
- White craft glue

Give each child a paper plate and enough felt pieces for one face. Let children arrange the pieces on the plate to make a face. First, tell them to arrange the mouth as a frown. Talk about the sad results of sin. Then, tell Cubbies to turn the frown around to make a smile. Talk about happiness and new life in Christ. Help Cubbies glue the shapes on their plates.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto and the A and C verses and the unit Core Truth: God's Word Is truth.

PUPPET SHOW

(3-5 minutes)

What You Need

- Luvie Lamb puppet
- Katie Collie puppet

(When you are ready to start, pop Luvie Lamb's head into view. Move her head from side to side as if she is looking for someone. Quickly remove her from view. Then pop her head up in a different location and move her head from side to side again.)

LEADER: Luvie Lamb, are you looking for someone?

LUVIE (urgently): Yes! I'm looking for Cubbie. (She keeps looking around and starts to call him.) Cubbie! Cubbie! Where are you? (She waits a moment, and then faces the audience.) Boys and girls, will you help me? If we call him with all our voices together, maybe he will hear us. Ready? One — two — three. CUBBIE! (Let Cubbies join Luvie in calling Cubbie a few times.)

LEADER: Hmm, when was the last time you saw him, Luvie?

LUVIE: At lunch time, I saw him over at the playground, and then I looked again, and he was gone. I'm starting to worry about him.

LEADER (turning to Cubbies): Do you know where Cubbie Bear might be? (Allow Cubbies to respond. They will likely suggest the apple cider room. If not, remind them of the puppet show from last week.)

LUVIE (alarmed): The apple cider room? Oh, no! He's not supposed to go in there. Timothy's dad said some of the equipment is dangerous. Now I am REALLY worried.

(Make barking noises and bring the Katie Collie puppet into view.)

KATIE: Ruff, ruff! I saw Cubbie going into the apple cider room. I think he's in trouble. C'mon, let's tell Timothy!

LUVIE: OK. Let's go! I hope we can find Cubbie and help him, don't you, boys and girls?

(Let children respond as you put the puppets away. If children seem overly worried about Cubbie's safety, reassure them that he will be OK, but he will learn a lesson about why it's important to follow the rules.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during the club meeting.

IDEA I: Fruit Kabobs

What You Need

- Assorted fruits
- Wooden or plastic beverage stir sticks
- Optional yogurt or a homemade fruit dip

To make the fruit kabobs, wash and dry assorted fruits. Cut the fruits into bite-size pieces and thread them onto the stir sticks. Serve the kabobs with a dip, such as yogurt or a homemade fruit dip. Here's an easy recipe: Mix an eight ounce (147 g) carton of plain low-fat yogurt, one tablespoon (15 mL) of orange juice concentrate, 1/2 teaspoon (2.5 mL) of vanilla extract and a dash of cinnamon.

IDEA 2: Happy/Sad Face Snacks

What You Need

- Paper plates
- Berries
- Banana cut in half for each Cubbie

Review the A and C verses with Cubbies (Romans 3:23 and Romans 5:8). Contrast the sadness of sin with the happiness, forgiveness and new life in Christ. Give each Cubbie a paper plate. Let them arrange a face on the plate using berries for the eyes and nose and a banana half for the mouth. Cubbies could make the banana look like a frown or smile depending on how they place it.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- "God Is So Good" Include the verse "God's Word is truth." (See Bear Hug 7.)
- "The B-I-B-L-E" or another praise song about the Bible (play the treasure hunt activity from Bear Hug 7)
- "I've Got the Joy, Joy, Joy, Joy Down in My Heart" or "Happy All the Time" Lyrics and tunes for both songs are easily searchable online.

PRAYER (1-2 minutes)

Cubbies, when we pray, we can thank God for what He has done for us and what He has given us. What has God done for you? What has He given you? For what would you like to thank Him? (Let Cubbies share ideas.) We are thankful for so much! Most of all, I am thankful that God sent His Son, Jesus Christ. When we trust Him as Savior, we have eternal life. That means we have life with the Lord Jesus, both now and forever.

(Pray a short prayer with children, thanking God for everything that was mentioned.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 4, 33, 37, 39-42
- Bible with markers placed at Genesis 3 and John 3:36
- Optional four brown paper lunch bags (number them from one to four and crinkle them with your hands so they look like garbage)

An item to fit in each numbered bag:

- I. Dirty gardening glove, a weed or a thorny stem or branch
- 2 Box of adhesive bandages and a wad of facial tissues
- 3. Angry face card (resource CD)
- 4. Anything gray (paper, piece of fabric, block, etc.)

(Adapt and personalize the words of this lesson so it fits you and your Cubbies. Open with prayer.)

Optional: Before Lesson Time begins (and when children are not watching), hide the four brown bags around your classroom in fairly easy-to-find locations. Instead of hiding the bags, you could have a leader bring out each bag at the appropriate time.

Hi, Cubbies, today Luvie felt worried about Cubbie Bear. Why was she so worried? (Allow response.) I hope she and Katie Collie find Cubbie before he gets hurt.

But we don't have to worry too much, because I know the end of the story, and Cubbie will be OK. And remember, the story about Cubbie is just pretend. Now I'm going to tell you something from the Bible that really happened. (Open your Bible to Genesis 3.) One day God was looking for two people in a beautiful garden. Can you guess what their names were? (Allow response.) Yes, God was looking for Adam and Eve. But God knew exactly where to find them, because God knows everything.

(*Display TC39.*) Cubbies, why were Adam and Eve hiding? (*Let children answer.*) Yes, Adam and Eve were hiding because they had sinned. They

had disobeyed God and eaten from the Tree of the Knowledge of Good and Evil.

God called to Adam in the garden, "Where are you?"

Adam answered, "I was afraid when I heard you coming, so I hid."

"Have you eaten the fruit I told you not to eat?" asked God. Of course, God already knew that they had.

(Display TC40.) Adam pointed to Eve. "The woman gave me the fruit, and I ate," he said.

Eve pointed to the serpent. "The serpent lied to me, and I ate," she said.

Adam and Eve both tried to blame someone else for what they had done.

God punished the serpent. (Define the word punished if necessary.) Then God punished Adam and Eve for their sin. (Display TC41 and prepare to reuse it later.) They had to leave the beautiful garden. God loved Adam and Eve dearly, but their sin hurt everything. God's very good creation changed in very sad ways. (Show a sad expression.)

(If you have mostly younger Cubbies or limited time, skip this next activity and pick up again at the paragraph that goes with TC37.)

I have placed brown bags around our room to give us clues about the ways sin hurt God's creation. (Choose one Cubbie at a time to find each bag. After the four bags are collected, choose a different Cubbie to open each bag. This way, many children can be involved.)

These bags look like garbage, don't they? I don't think we will find nice things inside! (Ask a child to open bag number one and show the contents to the group.)

Cubbies, what is this? (Wait for response.) Yes, this is a dirty glove we use to pull weeds outside (or describe your weed or thorny branch). Outside the garden, Adam and Eve had to grow their own food. In the garden, it had been easy to find food; they just picked it off the trees.

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(Display TC42 and prepare to reuse it later. Point to Adam working.) But now they would have to work hard and sweat in the hot sun. Weeds and thorns would grow up from the ground.

(Ask another child to open bag number two and show the bandages and tissues.) Cubbies, when do we need a bandage? (Wait for response.) Yes, we need bandages when we are hurt. When do we need tissues? (Wait for response.) Yes, we need tissues to blow our noses when we are sick. We also need them when we are crying. Outside the garden, Adam and Eve would sometimes get hurt and feel sick or sad. They wouldn't always be safe and happy like they were in the garden.

(Ask another child to open bag number three and show the angry face.) Outside the garden, Adam and Eve would sometimes get mad and yell at each other. (Display TC42 again. Point to Adam and Eve standing back-to-back.) They wouldn't always help each other and work together like they had in the garden.

(Ask another child to open bag number four and show the gray item.) What color is this item? (Allow response.) Often, when people grow older, their hair turns white or gray. Outside the garden, Adam and Eve would grow old. (Display TC42 again. Point to the elderly Adam and Eve.) And Cubbies, here's the worst part: One day Adam and Eve would die!

(Display TC37.) Cubbies, do you remember? Satan told a lie. He said, "Eat this fruit. You won't die." (Display TC33.) But God told the truth. He said, "If you eat this fruit, you will die." God was right. God's Word is truth.

(Display TC 41 again.) What a sad day! Adam and Eve had to leave the beautiful garden. They couldn't live close to God anymore. They would grow old, and one day they would die. (If Cubbies ask about the angels and sword in the picture, explain that God placed the angels to guard the Tree of Life. See Genesis 3:22-24.) All these terrible things happened because of sin. (Sit in somber silence for a few seconds.)

I don't like this ending, do you, Cubbies? No, this is not a good ending. (Smile broadly.) That's why I'm so happy that God sent the Savior, Jesus Christ. (Display TC4.) God still loved Adam and Eve, even though they sinned. At just the right time, He sent His Son, Jesus Christ, to earth to save sinners. When we trust in Christ, we have everlasting life. Cubbies what is everlasting life? (Allow response.) Everlasting life is life with the Lord Jesus, both now and forever. We can talk to Jesus and be alive with Him now and forever in heaven.

(Open your Bible to John 3:36 and invite Cubbies to stand up.) John 3:36 says: He that believeth on the Son hath everlasting life ... We're going to say this verse together, and each time after we say it, let's jump up and down and cheer. The Son, Jesus Christ, makes us alive with Him forever, and that's something to cheer about. That's a very happy ending!

(Celebrate as you say the verse several times together. Cubbies could use their happy face masks made in Coming In. Give Cubbies a clear signal for when they should stop cheering and say the verse again.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 9 Handbook Leader Sheet from the resource CD.

Bear Hug 9 Activity Sheet

What You Need

- Copy of Bear Hug 9 Activity Sheet for each Cubbie
- Crayons
- Optional smiling face stickers

Let Cubbies follow the maze and color the smiling faces. For extra fun, give them smiling face stickers to place over some of the faces.

PLAY TIME (15-20 minutes)

IDEA I: Pull the Weeds

What You Need

- Several crumpled newspaper balls
- Buckets or boxes
- Optional Add "clean" garbage (e.g., cups, water bottles, cereal boxes) and silk or plastic flowers and vines.

Scatter newspaper balls on the game floor. Remind Cubbies of the beautiful garden and explain that sin brought weeds and other ugly things, like garbage, into God's creation. Challenge Cubbies to work quickly to pick up the garbage and place it into buckets. You could also scatter vines (as weeds) and fake flowers. Cubbies could pretend to "pull up" the weeds.

IDEA 2: Sad Face, Happy Face

What You Need

 Happy/sad face mask for each Cubbie (made during Coming In)

Talk about the sad effects of Adam and Eve's sin. They had to leave their home with God. But Christ makes us happy again. He died to save us from sin and gives us a new home forever with Him in heaven. Direct Cubbies to stand at one end of the room. (This is "home.") When a leader says "Sin makes us sad: Adam and Eve had to leave," kids hold up their sad face masks and walk slowly and sadly away from home. When the leader says "Christ makes us happy; someday we can go to our home in heaven with Him," kids flip the masks and run and cheer back home. Keep repeating the game, letting kids get farther and farther away from home each time. You could also recite the A verse (Romans 3:23) for the sad face and the C verse (Romans 5:8) for the happy face.

IDEA 3: Hide and Seek

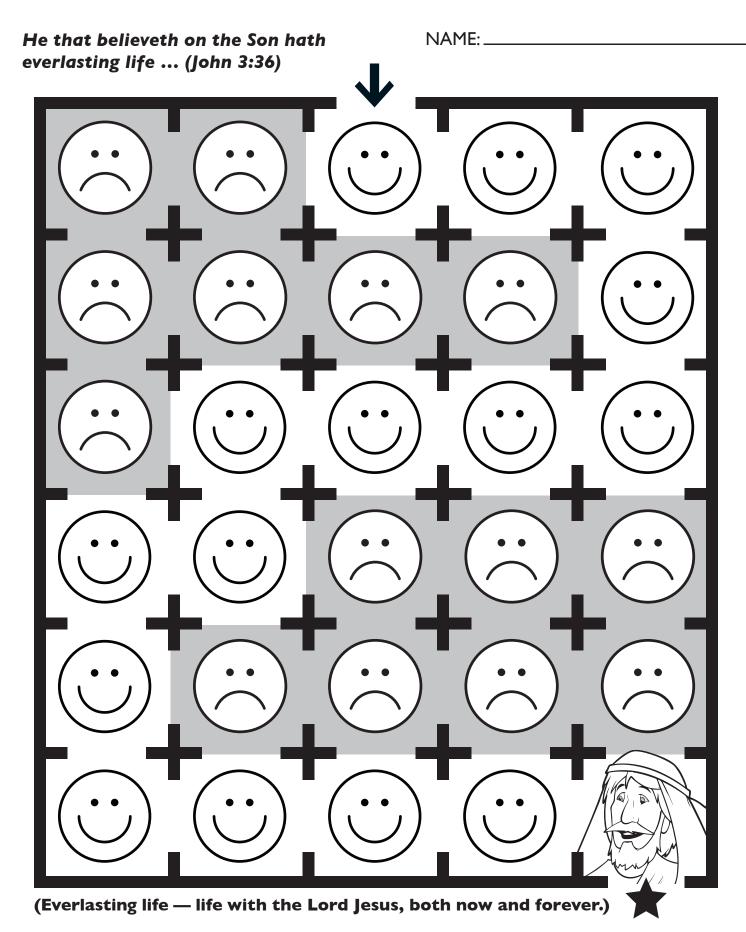
What You Need

- Nothing
- Optional Cubbie Bear puppet

Remind Cubbies that Adam and Eve hid, but God knew where they were. We can never hide from God. Choose a few Cubbies to hide around your game room. Let other Cubbies or the leaders count out loud slowly to 20 and then try to find them. Repeat the game and let different Cubbies hide. Instead of this, you could have a leader or child hide the Cubbie Bear puppet, and then the group looks for the puppet.

GOING HOME (5-10 minutes)

Tell parents one positive trait you have noticed about their child when they pick up their Cubbie tonight.



Basic Instructions: Draw a line from the arrow (→) to the star (★), connecting only the smiling faces. **Even More Fun:** Color the smiling faces your favorite color. Life with the Lord Jesus makes us happy inside! **Ultimate Fun:** Stick a smiling face sticker over some of the faces.



Unit 2 Review

Memory Seed: John 17:17: ... Thy word is truth. (This verse was learned in Bear Hug 7.) (Cubbies will not memorize the Core Truth in this unit since it is almost identical to the verse.)

The Big Apple: God's Word is truth. We must listen to, obey and treasure God's truth in the Bible. Here is a BIG truth from the Bible: When we trust Christ as Savior, we have eternal life!

SOW THE SEEDS

Read: Genesis 1-3; Colossians 1:13-23 **Review:** John 17:17

The contrast between the Tree of the Knowledge of Good and Evil and the cross of Christ is a fascinating study. The word *tree* is even used to describe the cross in Acts 5:30 and I Peter 2:24. However, the word *tree* in the New Testament is from the Greek word meaning "wood," not an actual, living tree. (The tree in the garden is the Hebrew word for an actual tree.) Still, the contrasts are worth investigating. Let's look at a few. (See if you can come up with more on your own.)

- I. The Tree of the Knowledge of Good and Evil was planted by God (Genesis 2:8-9). The cross was constructed by man.
- 2. The Tree of the Knowledge of Good and Evil was pleasant to the eyes (Genesis 2:9). The cross was a symbol of death and punishment (Philippians 2:8; Galatians 3:13).
- 3. The Tree of the Knowledge of Good and Evil was offlimits to man. The cross is a place where we willingly come to find forgiveness (Colossians 1:14, 20).
- 4. The Tree of the Knowledge of Good and Evil brought sin and death (Genesis 2:17). The cross brings life (John 3:14-16).
- 5. Satan used a lie to tempt Eve to eat the fruit from the Tree of the Knowledge of Good and Evil (Genesis 3:4). Christ is the personification of truth. We rest secure in His forgiveness (John 14:6).

What an exciting message to share with the Cubbies. We can show them the severity of sin's consequences. Yet we also have the privilege of declaring the amazing grace and mercy found in Christ. What could be more exciting than watching young hearts and minds grasp the truth of the gospel for the very first time!

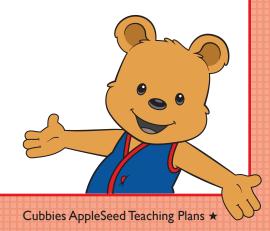
SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- Review the biblical account of Adam and Eve.
- 2. Reaffirm that God's Word is truth.
- 3. Believe that those who trust in Christ have eternal life.
- 4. Practice differentiating between true and false statements.
- 5. Continue learning to treasure God's true words in the Bible.

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(Add the goals the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

Leaders, repeat any of the Coming In ideas from prior weeks that Cubbies really liked or that you did not have time to include or finish in your club meeting time.

IDEA I: Adam and Eve Picture Wheel

What You Need

- Crayons
- Pairs of child-sized scissors
- Brads (paper fasteners)
- Copy of the Adam and Eve Picture Page and the Adam and Eve Picture Wheel for each Cubbie (resource CD; print on card stock)

This activity may be best suited for older Cubbies unless pieces are pre-cut. Tell Cubbies to color the scenes on the Adam and Eve Picture Page. Then direct Cubbies to cut out the picture wheel and the pie-shaped window. Let Cubbies attach the wheel over the pictures with a brad. (Leaders may need to help Cubbies with this.) As Cubbies move the wheel, encourage them to use the pictures to retell the account of Adam and Eve.

IDEA 2: Favorite Scene

What You Need

- Various art materials like construction paper, crayons, stamps and ink pads, watercolor paints, stickers, stencils and Play-Doh
- Optional poster board or bulletin board paper; glue sticks and cut-outs of creation visuals from Unit 1 (resource CD)

Set out art supplies and let Cubbies make their favorite scene from the Adam and Eve account, using whatever materials they choose. They can look at scenes from the lesson Teaching Cards or the Adam and Eve Picture Page (see the idea above). Cubbies could glue creation visuals on their paper to make a garden scene. Ask Cubbies why they chose their scene. For extra fun, assign one

scene to each handbook group. Let Cubbies and leaders work together to create a large picture on poster board or bulletin board paper. Display the scenes for all to enjoy.

IDEA 3: Garden Drama

What You Need

- Props used throughout this unit to create a garden of Eden
- Toy sword for the angels who guard the Tree of Life

This time leaders could simply tell kids to act out the Adam and Eve account and watch what they do. Cubbies' creativity will probably surprise you.

IDEA 4: Bible Area

What You Need

- Small book shelf
- Children's picture Bibles
- Carpet squares, floor pillows or beanbag chairs
- Bookmarks
- Optional an assortment of preschool books which tell Bible events

Set up a corner of the room as a comfortable place for Cubbies to sit and look at Bibles. Ahead of time, a leader could mark the Adam and Eve account in each Bible with a bookmark. Cubbies can look through Bibles on their own or ask leaders to read to them from a Bible. Encourage kids to pray and talk to God in the area.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto and the A and C verses and unit Core Truth: God's Word Is truth.

PUPPET SHOW

(3-5 minutes)

What You Need

Cubbie Bear puppet

LEADER: Hi, Cubbies! Last time, Cubbie's friends said they saw him going to the apple cider room. That's not a safe place for little bears! Let's call him and see if he's OK. One — two — three. CUBBIE!

(Bring the Cubbie puppet into view.)

LEADER: Cubbie, we are sure glad to see you! Hey — is your fur wet? What happened?

CUBBIE: Oh, it's no big deal. I just slid into a tank full of apple cider. But I'm OK, really!

LEADER (shocked): Cubbie, that is serious. You should have listened to us when we told you not to go in the apple cider room.

CUBBIE (hanging head as if ashamed): I know, but the apple cider room is where they make apple cider. And apple cider is made from apples. You all know how much I love apples. I just wanted to taste some of that apple cider.

LEADER: Cubbie, I know you like apples, but you still have to obey the rules. And besides, you could have gotten hurt! That's scary. We care about you, Cubbie Bear — don't we boys and girls? (*Encourage response.*) We don't want you to get hurt.

CUBBIE: Thank you, everybody. I will try to obey the rules next time.

LEADER: So how in the world did you fall into the tank?

CUBBIE: I saw apple cider in the tank, so I climbed up and leaned over the side of the tank to dip my mouth into the cider. It tasted so yummy that I didn't notice I was sliding until all of a sudden, I tumbled right over the side and splashed into the cider!

LEADER: Oh, wow! Were you scared?

CUBBIE: Of course! Some bears can swim, but I am not one of those bears, so I started yelling for help.

LEADER: Who helped you?

CUBBIE: My best friend, Timothy, of course! I held onto his hand with both paws. Then he pulled me up and out of the tank and set me safely on the floor.

LEADER: What a good friend!

CUBBIE: Yes, and I feel bad that I got him in trouble. Timothy is not supposed to go in that room either. His dad reminded him that everyone needs to follow the rules. Rules keep us safe.

LEADER: Well, I'm glad you learned your lesson, Cubbie. Is it true that you're not allowed to ride the train for a while?

CUBBIE (sadly): Yes, that's true. That's my punishment for breaking the rule. Next time, I think I'll do better at following the rules!

(If you are not serving apple cider for a snack, end the Puppet Show here.)

LEADER: Hey, Cubbie, would you like to join us for a snack today?

CUBBIE: Sure! What's the snack?

LEADER: We're having some fresh apple cider.

CUBBIE (groaning): Oh, I think I've had enough apple cider for today. You all enjoy the snack, and I'll see you next time.

(Children wave goodbye as you put the puppet away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during club. Have you been singing a snack song to transition Cubbies? Sing this song (from Bear Hug A) to the tune of "Row, Row, Row Your Boat."

Snack, snack, snack time's here, Won't you take a seat? Let's fold our hands and close our eyes, We'll pray before we eat.

IDEA I: Cubbie's Apple Cider

What You Need

- Apple cider (if it's available in your area)
- Cinnamon graham crackers or cookies
- Optional Serve apple juice instead.

Talk about what happened to Cubbie Bear in the apple cider room. Review the importance of obeying rules. Tell Cubbies that parents and leaders give them rules because they care about them and want to keep them safe. Ask Cubbies to tell you what happened after Adam and Eve broke God's rule.

IDEA 2: Leader or Parent's Choice

On review nights, you could let a leader or a parent (or whoever is supplying the snack) bring in his or her favorite snack.

IDEA 3: Rice Krispies Trees

What You Need

- Rice Krispies® cereal (about 6 cups [150 g])
- 3 tablespoons (42 g) of butter or margarine
- I bag of (about 40) regular marshmallows
- Graham crackers in teddy bear or person shapes
- M&M's®
- Red licorice sticks
- Paper plates

Celebrate all the Cubbies' birthdays in this month with these sweet treats. To make the treats, coat Rice Krispies cereal with a mixture of melted marshmallows and butter. Press the cereal mixture into a greased pan and cool. Cut the treats into triangles. Let Cubbies place a licorice stick below the tree as a trunk and stick M&M's on the tree as fruit. The children could pretend the graham crackers are Adam and Eve.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- "God Is So Good" Include the verse "God's Word is truth." (See Bear Hug 7.)
- **"The B-I-B-L-E"** or another praise song about the Bible (play the treasure hunt activity from Bear Hug 7)
- "Where is the A?" and "Where is the C?" Since Cubbies review the A verse (Romans 3:23) and the C verse (Romans 5:8) in their handbooks, you may want to repeat these two songs from Bear Hug I and 2.

PRAYER (1-2 minutes)

Sometimes it is hard to obey what God says in the Bible. Cubbies, do you know you can practice obeying God by obeying your parents? When is it hard for you to obey your parents? (Let a few Cubbies share. If necessary, be more specific. Ask, "Is it hard to obey your mom when she tells you to go to bed?" or "Do you always put away your toys?") Does anyone want to pray and ask God to help the Cubbies in our club to obey their parents? (If no child volunteers to pray, lead the prayer yourself. Remember that Cubbies are just learning to pray. Continue to teach them about prayer and set a good example.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 10, 32-33, 36-42 (include TC4, 5 and TC85 depending on lesson ending choice)
- Bible with markers placed at Genesis 2–3 and John 17:17
- Optional garden of Eden props for leader pantomime, a leader who is ready to share a favorite Bible verse

(Adapt and personalize the words of this lesson so it fits you and your Cubbies.)

Cubbies, I'm so glad our friend Cubbie Bear is safe, aren't you? (Allow response.) He should have obeyed the rule, and he wouldn't have had so much trouble!

(Open your Bible to Genesis 2.) Adam and Eve had a rule from God, and they should have obeyed. Today we're going to remember everything we learned about Adam and Eve from the Bible. Let's pray and ask God to help us listen to His truth. John 17:17 says: ... Thy word is truth. (Pray with Cubbies.)

(Display TC32 and TC36-42. When you display each card or digital image, ask Cubbies to tell you what is happening in the picture. As Cubbies do this, they will help you retell the biblical account and they will also solidify it in their memory. Ask questions and make comments to emphasize some of the key points below.)

- Adam and Eve lived close to God in a beautiful garden. They had everything they needed.
- God gave Adam and Eve only one rule to obey. If they broke that rule, they would die.
 God's Word is truth!
- The serpent lied, Eve believed the lie and Eve and Adam both chose to disobey God.
- After Adam and Eve sinned, they felt afraid and ashamed. They tried to hide from God.
- God still loved Adam and Eve, but He said they must leave the garden because of their sin. Their sin hurt people and the rest of God's creation in sad ways.

Optional: Instead of having kids review, ask a male and female leader or parent to pantomime the roles of Adam and Eve while you retell the events. Give them a few props, such as fruit, potted plants, stuffed animals, etc. The leaders can dress in a solid color, such as black or brown. If desired, choose a few Cubbies to play animals and one Cubbie to play the serpent. During the temptation scene, Eve could interact with the Cubbies and ask them if she should take a bite.

(At the end of your review, display TC33.)
Cubbies, God's Word is truth. He said Adam and Eve would die if they ate from the Tree of the Knowledge of Good and Evil, and that's what happened. But I want to tell you something else God said. This is a BIG truth.

(Display TC10.) John 3:36 says: He that believeth on the Son hath everlasting life ... Did you hear what God said? When you believe (or trust) Jesus Christ as Savior, you have everlasting life. Everlasting life means you have life with the Lord Jesus, both now and forever! And that's the truth — because God said it, and God's Word is truth. Heaven will be a perfect place with no crying or hurting (no "owies") and no bedtimes, because we won't ever sleep there! (If the picture review went long, end your lesson here. If Cubbies are engaged and you think they can handle more, choose one of the two lesson endings below.)

Ending I: Applying God's Truth — Cubbies, we must always listen to and obey God's true words. Let's practice telling the difference between God's truth and a lie. I am going to say something about Adam and Eve. If it's true, stand up (or raise your hand), but if it is a lie, stay still. (Make various statements such as these: Adam and Eve lived in a beautiful garden. Adam and Eve did not have any rules to obey. The serpent told Eve the truth.)

Great job, Cubbies! You are learning to listen to God's truth. When you go home today, how will you hear more of God's truth? (Allow Cubbies to answer and then display TC5. Talk

continued on next page

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about the importance of listening to God's truth in the Bible. Encourage Cubbies to ask their parents to read the Bible to them.)

Optional: Invite one leader to share a favorite (and easy-to-understand) Bible verse with Cubbies. Cubbies will see an example of an adult treasuring God's Word.

(Open your Bible to John 17:17.) Cubbies, John 17:17 says: ... Thy word is truth. Do you remember this verse? Let's say it together! (Repeat the verse several times and then close in prayer, thanking God for His true words in the Bible.)

Ending 2: Christ the New Adam — (It's important to see the Old Testament in light of the New Testament and to help preschoolers, even at this young age, to see how all the Scriptures are really about Christ. Romans 5:12-19 contrasts Christ with Adam. Adam fell into Satan's trap; Christ overcame Satan. Adam brought sin to the world, but the sinless Christ brings life and salvation. This part may be more suitable for older Cubbies.)

(Display TC37 again.) Do you remember Satan, God's enemy? He is still alive today. We don't see him or know what he looks like, but he still tells people lies. He always tries to get us to listen to what he says instead of what God says.

(Display TC85.) When Jesus came to earth, Satan talked to Jesus in the desert. He tried to get Jesus to do what he wanted Jesus to do. But guess what? Jesus said "No!" Jesus wasn't like Adam and Eve. Jesus listened to God's truth, and He obeyed every single one of God's words. He is God's perfect Son.

(Display TC4.) Jesus is our Savior. He died for our sin and came out of the tomb alive again. He is MUCH stronger than Satan. He is God. Everything He says is true. Let's pray that we would trust Him as our Savior and obey Him more and more! (Close in prayer with Cubbies. Invite them to ask any questions about the lesson. This helps you gauge their understanding and see how the Spirit may be working.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 10 Handbook Leader Sheet from the resource CD.

Idea I: Bear Hug IO Activity Sheet

What You Need

- Copy of Bear Hug 10 Activity Sheet for each Cubbie
- Crayons

Tell Cubbies to color the picture and circle the things in the picture that probably would not happen. These things are make-believe. Explain that everything in God's Word, the Bible, really happened. God's Word is truth.

IDEA 2: Where Are Adam and Eve?

What You Need

- Three identical green trees (cut from construction paper)
- Marker
- Optional Use tree patterns (resource CD). Laminate trees for durability.

Draw two sad faces (Adam and Eve) on the back of one tree. Place the trees on the table so the faces are not showing. After a Cubbie has said her verse, let her flip over one tree to see if she can find Adam and Eve. Mix up the trees so the next Cubbie can take a turn after he says his verse.

PLAY TIME (15-20 minutes)

Play two or three games from prior lessons in the unit as a review. Reinforce lesson truths from the unit with each game.

- Play True or False? or Bible March (Bear Hug 7). Remind Cubbies that God's Word is truth.
- Play Fruit Salad Relay (Bear Hug 7) or Not THAT Pin! (Bear Hug 8). Talk about the one rule that God gave Adam and Eve.
- Play **Cubbie Says** or another instruction game. (See Bear Hug 8 for ideas.) Explain that we must listen carefully to God's Word and obey it. God's Word is truth.
- Play Sad Face, Happy Face or Pull the Weeds (Bear Hug 9). Talk about the sad effects of sin and the happiness found in Christ's salvation.

You can also mix up your Play Time with one of these new ideas.

IDEA I: Adam, Adam, Eve

What You Need

Nothing

Play this game like Duck, Duck, Goose but change the words to Adam, Adam, Eve. The Cubbie who's tagged runs when his tagger shouts, "Eve!"

IDEA 2: Serpent in the Garden

What You Need

• Bible

Remind Cubbies that the serpent, Satan, is a liar. We must listen to God's truth from the Bible instead of Satan's lies. To begin the game, let kids pretend to play in the garden of Eden and act out garden animals. When a leader calls, "Serpent!" everyone must run to a marked-off safe area where another leader is holding a Bible.

GOING HOME (5-10 minutes)

AWARD ALERT: Cubbies will earn a Red Apple emblem for completing Unit 2. Tell parents to arrive early to see their child receive the award. Remind parents to attach this apple emblem to the A on the child's vest.



Everything in God's Word, the Bible, really happened. God's Word is truth.

Basic Instructions: Color the picture.

Even More Fun: There are at least seven things on this page that probably would not happen. They are make-believe. Circle all the make-believe items. Thank God that His Word is true.

Ultimate Fun: Tell your leader one thing about you that is true.



God Tells Noah to Build an Ark

Memory Seed: Lamentations 3:23: ... Great is Thy faithfulness.

The Big Apple: God planned to send a flood to punish people for their sin, but God promised to keep Noah and his family safe from that punishment. God always keeps His promises. God is faithful!

SOW THE SEEDS

Read: Genesis 6; Hebrews 11:7; 2 Peter 3:3-13 **Memorize:** Lamentations 3:23

Noah and his family were surrounded by wickedness. (Talk about challenging parenthood. Can you imagine raising your children in a world where *no* other parents shared your godly values?)

Genesis 6:5 gives a picture of the depravity in Noah's day. And God saw that the wickedness of man was great in the earth, and that every imagination of the thoughts of his heart was only evil continually. (Emphasis added.) In the hearts and minds of these people, good choices weren't even an option. Sin was so rampant that the Lord was grieved He had even made humans.

Amidst the violence and corruption, Noah remained faithful to God. Noah wasn't sinless, but he found grace (favor) in the Lord's eyes, and the Lord promised to rescue him and his family from the coming judgment for sin. Being rescued from such wide-scale destruction might have seemed impossible — and for anyone but God, it would've been impossible — but God keeps His promises.

As you begin this unit, make sure your Cubbies understand the meaning of the word *promise*. Review the meaning often during your club time: A promise is when you tell someone you will do something and you really mean it.

As adults, we understand the magnitude of God's promise to rescue Noah from the punishment for sin. In Christ, we are saved from the coming punishment for sin described in 2 Peter 3. Take some time right now to thank God for His mercy.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Understand what the words promise and faithful mean.
- 2. Admit that they can't always keep their promises, but God always keeps His promises. He is faithful!
- 3. Realize that sin makes God sad, and sin must be punished.
- 4. See God's kind promise and plan (the ark) to keep Noah and his family safe from sin's punishment.
- 5. Praise God for His faithfulness.

6.				

(Add the goals the Holy Spirit brings to your mind and heart as you pray

for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

IDEA I: Ark Wall Poster

What You Need

- Large ark shape cut from (or drawn on) poster board or bulletin board paper (resource CD)
- Strips of brown construction paper (of various lengths)
- Masking tape
- Blue streamers
- Heading that says "God Keeps His Promises"
- Optional Instead of taping on strips, let Cubbies paint or color the ark brown.

Put tape loops on the back of each brown paper strip. Help Cubbies work together to stick the strips on the ark. As they work, talk about the likely jobs of Noah and his helpers: cutting down trees, hauling wood, sawing boards, etc. Hang the ark on the wall under a heading that says "God Keeps His Promises." Underneath the ark, hang twisted lengths of blue streamers horizontally to represent water. In the coming lessons, Cubbies can add animals (ark animal patterns on the resource CD), Noah and his family (Noah and family patterns on the resource CD) and a giant rainbow.

NOTE: You could save this activity until Play Time and combine it with the Ark Relay game.

IDEA 2: Stick Ark

What You Need

- Construction paper
- Various sizes of craft sticks and/or flat toothpicks
- White glue bottles
- Blue crayons
- Optional animal stickers

Ask Cubbies to tell you about the promise God made to Noah. (Define the word *promise* if necessary.) Explain that the

people would be punished for their sin, but God promised to keep Noah and his family safe on the ark. Tell Cubbies to build their own ark on a sheet of construction paper using the sticks provided. (Leaders can show children a sample, but encourage Cubbies to design their own ark.) When Cubbies use glue bottles, remind them to only use a little glue. Say, "Dot, dot. Not a lot." Cubbies could draw raindrops and water on their paper and add a few animal stickers.

IDEA 3: Noah's Ark Drama Center

What You Need

- Cardboard refrigerator box to make an ark (ask for one at a local appliance store)
- Old newspapers
- Brown washable tempera paint
- Small bowls
- Paint brushes
- Smocks or paint shirts for your Cubbies
- Optional Instead of a box, use tables, chairs and blankets or sheets to make an ark.

Ahead of time, cut a door and a window in the box. Cover the floor with newspapers. Set the box on top of the paper. Let Cubbies paint the box. As they work, describe some of the instructions God gave Noah for the ark, such as painting the inside and outside of the boat with pitch. (See Genesis 6:14-16.) Explain that God loved Noah and He used the ark to protect Noah's family from the flood. Let the box dry and save it for use in the drama area. In coming weeks, Cubbies can take dolls and stuffed animals on the ark or help you decorate the wall above the ark with gray clouds or a rainbow.

STARTING TIME (3-5 minutes)

Continue the starting routine you have established. Include the "Cubbies Song," Cubbies key verse, Cubbies motto, unit Core Truth and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Luvie Lamb puppet
- Optional toy wagon (preferably red) filled with firewood or wooden blocks

(If you brought a wagon, set it in a visible place.)

LEADER: I wonder what our friend, Cubbie Bear, is doing today. Let's call him together. One — two — three. CUBBIE!

(Bring the Cubbie puppet into view, hopping from spot to spot.)

CUBBIE (still hopping): Hi, boys and girls! I'm having a great day on the farm. I had a few apples for lunch. I took a ride on the train, and now I'm heading over to the petting zoo to see my friends.

LEADER: Do you know anything about the wagon I saw by the barn? Why is it still sitting there? (If you brought a wagon, point to it.)

CUBBIE: Oh, yeah, I think Timothy promised his dad that he would pull that wagon up to the house and put the wood in the wood box on the porch.

LEADER: Hmm, I wonder why he left it there? Why isn't he doing what he said he would do?

(Bring the Luvie Lamb puppet into view, with small bouncing movements, so she appears to be running.)

LUVIE (breathless): Hi, Cubbie! Timothy, the alpacas and I are playing tag. Do you want to play? You promised me this morning that you would.

CUBBIE: Sure! I always try to keep my promises.

(Luvie tags Cubbie with her hoof.)

LUVIE (shouting): You're IT!

(Luvie runs out of sight. Cubbie starts to run after her until you stop him with your question.)

LEADER: Wait a minute, Cubbie! Why is Timothy playing tag? I thought he was supposed to pull the wagon up to the house like he promised.

CUBBIE: I'm not sure. Maybe he'll pull the wagon up later, after he's done playing. (Cubbie turns to face boys and girls.) Hey, do YOU like to play tag too? (Allow response from children.)

(Luvie returns to view.)

LUVIE: Aren't you coming?

CUBBIE (tagging Luvie): You're IT!

LUVIE (tagging Cubbie back): No, you're IT!

(They go back and forth a couple more times until Luvie ducks and doesn't get tagged. She runs away.)

CUBBIE: Bye, Cubbies. I have to keep my promise and go play tag with Luvie.

(End the show with Cubbie running off after Luvie. Children wave goodbye as you put the puppets away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during the club meeting.

IDEA I: Banana Arks

What You Need

- Half of a banana for each Cubbie
- Paper plates
- Plastic knifes
- Animal cookies

Give each Cubbie a plastic knife and one banana half on a paper plate. Cubbies can cut the banana with the knife and pretend they are sawing logs to make the ark. Serve a few animal cookies to each Cubbie. Review the definition of the word *promise* and talk about the promise God made to Noah. The people would be punished for their sin with a flood, but God would keep Noah and his family safe from that punishment.

IDEA 2: Edible Arks

What You Need

- Paper plates
- Pita bread or tortilla shells cut in half to form half circles
- Cheese slices
- Pretzels
- Animal cookies

Give each Cubbie a paper plate and various food items to construct his or her own edible ark. For the bottom part of the ark Cubbies can use half a pita bread or half a tortilla shell. The middle could be a square or rectangular slice of cheese. Cubbies could design a roof using pretzel sticks. Let them finish by adding a few animal cookies. If desired, you could let Cubbies make the arks during Coming In. Promise them they will get to eat the arks during snack time, and keep your promise. Remind them that God always keeps His promises. He is faithful!

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- The Cubbies' favorite song from the last unit
- "Rise and Shine" ("Arky, Arky")
 The tune and lyrics are easily searchable online.
- "God Always Keeps His Promises" to the tune "Do You Know the Muffin Man?"

God always keeps His promises, His promises, His promises. God always keeps His promises. We (or I) can count on Him.

 The chorus only of the classic hymn "Great Is Thy Faithfulness" Teach Cubbies the definition of any unfamiliar words,

PRAYER (I-2 minutes)

Cubbies, when we pray, we can tell God what we like about Him. I like that God keeps His promises. When He says something, He will do it! (Briefly share your favorite promise from Scripture and how God has kept that promise to you. Good promise passages are John 1:12; Isaiah 41:10; Romans 8:38-39; I Peter 5:7.) When someone keeps a promise, we say he or she is faithful. God is faithful! Let's thank Him for being so faithful to us. (Pray briefly with Cubbies.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 43-46
- Bible with markers placed at Genesis 6:5-22 and Lamentations 3:23
- Optional blocks (or shoe boxes and various sizes of cardboard boxes), toy hammers

(Adapt and personalize the words of this lesson so it fits you, your Cubbies and your setting. Open with prayer.)

Cubbies, wasn't it fun to watch Luvie Lamb and Cubbie play tag today? (Allow response.) We had so much fun that we forgot all about Timothy's wagon! I wonder if Timothy will finish his job like he promised. What do you think, Cubbies? (Let a few Cubbies share their ideas.)

(Display TC43. Prepare to reuse this card later.) Look at the beautiful, colorful rainbow! Above the rainbow, it says, "God keeps His promises."

Cubbies, what is a promise? (Allow response. Parents should have discussed this with Cubbies in the Bear Hug II handbook section.) A promise is when you tell someone you will do something and you really mean it. Cubbies, when you make a promise, you must keep it. You must do what you said you would do. (Give examples of promises Cubbies might make to their parents or friends: they promise to pick up toys, go to bed at bedtime, give a friend a turn to play on the swing.)

Optional: To illustrate the concept of promise-keeping, tell Cubbies that you promise to give each of them a block later during the lesson. Ask Cubbies to promise that they will listen and do what you tell them to do with the blocks. Later, ask Cubbies to build an ark with the blocks. (See the optional idea on the next page.)

Cubbies, sometimes it's hard to keep a promise. You may forget to pick up your toys like you said you would. Or maybe you get sick and you can't go outside and play with

your friends like you promised. (Add relevant examples for your Cubbies.)

God is different from us. God always keeps His promises. (Display TC44 and prepare to reuse this card later.) One day, God made a promise to a man named Noah. (Point to Noah in the picture.) Noah was a good man. He wasn't perfect, but he wanted to obey God.

(Open your Bible to Genesis 6:5-22 and keep the Bible visible as you teach.) In Genesis 6, the Bible tells us that God was pleased, or happy, with Noah. (Make happy faces together.) But God was NOT happy with all the other people who lived on the earth. (Display TC45.) They made God very sad. (Make sad faces.)

Why do you think they made God sad? What are the people doing in the picture? (Discuss the sinful actions you see — the girl disobeying her mom, the two men fighting and the woman stealing bread.) The people did lots of other wicked and hateful things too. When they weren't doing wicked things, they were thinking about doing wicked things. They never wanted to obey God.

God was sorry He made people on the earth, so God said, "Noah, I am going to send a huge flood. Water will cover the whole earth and destroy everything. (Sweep your arms in front of you as if you are wiping the earth clean.) All the people on the earth will die because of their sin. But I will keep you and your family safe."

Wow, Cubbies, did you hear what God promised? God would send a horrible flood to punish the people for their sin, but God would keep Noah and his family safe from that punishment. What a *big* promise — and what a *kind* promise God made to Noah!

God gave Noah a job. He said, "Build an ark (which is a boat) out of wood. Make the ark BIG, with rooms inside and a roof on top."

(Display TC44 again.) Noah obeyed everything God said. He started building the ark, and his three sons probably helped too.

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Optional: Make an ark together with blocks (or shoeboxes and various sizes of cardboard boxes). Give each child a block. One at a time, call children up to place their blocks. If you have a small club, you may want to give Cubbies more than one block. For extra fun, let Cubbies pound on their blocks with toy hammers.

Optional: Sing this song to the tune of "Here We Go 'Round the Mulberry Bush."

This is the way we chop the trees, Chop the trees, chop the trees. This is the way we chop the trees, To build Noah's ark.

Let Cubbies pretend to chop trees as they sing. Add verses with new actions such as "saw the wood," "hammer the nails," etc.

(Display TC46.) After a long while, Noah finished the ark. Here's what it might have looked like. (Contrast the tiny figure near the door with the gigantic ark.) Cubbies, it's a good thing God said to make the ark BIG! Do you know why? (Talk about the people, animals and food that had to fit in the ark. See Genesis 6:18-21.)

Noah knew God would keep his family and the animals safe inside the ark. God keeps His promises. (Display TC43 again and say the Core Truth a few times with Cubbies.)

Cubbies, when someone keeps a promise, we say he or she is faithful. God always keeps His promises. He is faithful. (*Open your Bible to Lamentations 3:23.*) Let's praise God by saying our verse to Him: ... *Great is Thy faithfulness.* (*Repeat the verse in different ways: sing it, shout it, whisper it, etc.*)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug II Handbook Leader Sheet from the resource CD.

IDEA I: Bear Hug II Activity Sheet

What You Need

- Copy of Bear Hug 11 Activity Sheet for each Cubbie
- Crayons
- Optional glue and small craft sticks

As Cubbies color the picture, talk about the promise God made to Noah. Cubbies can decorate the picture by gluing craft sticks on the ark. Or if they started the Stick Ark craft during Coming In, let them finish that here instead.

IDEA 2: Block Stacking

What You Need

• Pile of wooden blocks for each handbook table

Let Cubbies take turns stacking the blocks to build a tower or a small ark. They must say one word of the verse as they place each block.

PLAY TIME (15-20 minutes)

IDEA I: Stack the Boards

What You Need

• Large supply of wooden or cardboard blocks

Let Cubbies pretend they are building a section of Noah's ark. Divide Cubbies into groups. Assign a pile of blocks ("boards") to each group. The first person in each group will run to the pile, choose a block and place it. He will run back to tag the second player, who will run to choose a block and place it on top of the first player's block. Continue until each player has had a turn and the blocks are stacked on top of each other.

IDEA 2: Ark Relay

What You Need

- Simple line drawing of an ark on poster board or bulletin board paper
- Strips of brown construction paper (of various lengths)
- Masking tape

Hang the ark outline on the wall. Place several paper strips near the ark. Put masking tape loops on the back of each strip. On your signal, the first Cubbie will run to the ark, pick up one "board" (paper strip) and place it somewhere on the ark. Cubbies can cheer for each other as they watch the ark being built. If you have a large club, divide into groups and hang an ark for each group. You can save these arks for next week and let Cubbies race to add animal pictures to the ark. (This activity could be combined with Idea I from Coming In.)

IDEA 3: Verse Tag

What You Need

Nothing

A leader is "It" and begins by reciting Lamentations 3:23. She tags a child. They join hands and recite the verse together before they run to tag another child. Repeat these actions until the chain is five or six people long. At this time, you could stop the game and play again, add additional leaders to start new chains or divide the chain into two groups and keep playing. Try to tag new Cubbies each time you play. You could start new rounds with a review verse (such as the A and C verses or Cubbies motto and key verse) or the Core Truth for the unit.

GOING HOME (5-10 minutes)

Check the Play Time games for Bear Hug 12. You may want to tell Cubbies' parents to make sure their child brings a stuffed animal for next week.

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★ Cubbies AppleSeed Teaching Plans — Unit 3: BH 11 — Core Truth: God Keeps His Promises

Ultimate Fun: Make a promise to someone in your family this week. Be faithful by keeping your promise. Remember, God always keeps His promises.



God Keeps Noah and His Family Safe

Memory Seed: Psalm 4:8: I will both lay me down in peace, and sleep: for Thou, LORD, only makest me dwell in safety. (Short version is in bold.)

The Big Apple: During the flood, the ark floated on the waters. The people and animals inside could rest peacefully. God had kept them safe, just as He promised.

SOW THE SEEDS

Read: Genesis 7; Matthew 24:37-39 **Memorize:** Psalm 4:8

God told Noah to build an ark. Think about it. Genesis 2:5-6 says the earth was watered (misted) from the ground. Noah might not have seen rain before — yet Noah trusted God enough to start the project God had assigned him. The ark he built so faithfully is a picture of the salvation offered through Christ.

God instructed Noah to build one door into the ark. Similarly, we have one "door" to heaven (John 10:7; John 14:6).

The ark bore the flood, the expression of God's wrath. Christ bore the wrath of God for us (Romans 5:9; I Peter 2:24).

The ark was a place of safety. In Christ, we are eternally safe. We will never perish (John 3:16; John 10:28).

God offered a refuge (the ark) and while it was being built, He waited patiently for the people to respond (I Peter 3:20). But they ignored the message and continued life as usual, too busy in their wickedness to even care (Matthew 24:37-39). Today many people still ignore the message of salvation while God patiently waits (2 Peter 3:9).

As Cubbies leaders, we desire to see children respond to God's offer of salvation. If a child asks a question or expresses an interest in trusting Christ, involve the parent. If the parents are somewhere at church (leading in another club or attending a Bible study), call them to the room and allow them to have the privilege of being there when the child places his or her faith in Christ. If the parents are not available, be sure to relate their children's questions or comments to them after club.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Reaffirm that God always keeps His promises, even when we don't.
- 2. Remember the promise God made to Noah.
- Hear how God brought the animals and people into the ark, shut the ark door and kept the ark floating safely in the flood.
- 4. Sense the peace and rest that we can find in God.
- 5. For older Cubbies: Believe that God keeps His children safe in His love and safe from sin's punishment through Christ.

6.	-	
7.		

(Add the goals the Holy Spirit brings to your mind and heart as you pray



COMING IN

(10-15 minutes before club officially starts)

If you asked Cubbies to each bring a stuffed animal to use during Play Time, collect the animals at the door. Stick a label on each animal with the child's name on it.

IDEA I: Paper Plate Ark Craft

What You Need

- Paper plates
- Sheets of blue construction paper
- Patterns of Noah's family and ark animals (resource CD)
- Pairs of child-sized scissors
- Crayons
- Stapler

Trace (or let Cubbies trace) the paper plate on a sheet of blue construction paper. While the Cubbie cuts out the circle, the leader cuts the paper plate in half. The child then colors the outside of the half-plate brown to make the ark. Match the edges of the brown ark to the edges of the blue circle and staple around the ark's edges to attach it. Give Cubbies copies of patterns. They can color Noah, his family and the animals, cut them out and put them in their ark pouch. As they work, ask them if God kept His promise to Noah. Yes, God is faithful. He always keeps His promises. Save the unused plate halves, and next week, let the Cubbies color a rainbow on the ridged edge of the plate. They can cut out the rainbow. Leaders will staple it above the ark, along the top edges of the blue circle.

IDEA 2: Foil Arks

What You Need

- Aluminum foil
- Plastic tarp
- Plastic tub or small wading pool flilled with water
- Small plastic animals
- Towels

Give each Cubbie a square of aluminum foil. Challenge Cubbies to form the squares into some sort of boat by folding, bending or scrunching it. At first they will say they cannot do it, but with a little encouragement they will try all kinds of designs. Set the tub of water on the plastic tarp and let them test their boats in the tub. Will it float? If not, let them try a new design. If it floats, how many plastic animals will it hold? Preschoolers can spend a long time doing this. Ask Cubbies if they think Noah wondered if the ark would float or sink. Why or why not? How did Noah know that God would keep His promise?

IDEA 3: Noah's Mixed-Up Animals

What You Need

- Box full of plastic animal pairs
- Optional blocks

Scatter a collection of plastic animal pairs on the floor. Explain that the child's job is to find two of each animal and place them in the "ark" (the box). Ask them if they think Noah's job was easy or hard. Would it have been fun, or a lot of work, to take care of all those animals? What would Noah have needed for his family and the animals on the ark? For extra fun, remove the box and ask the Cubbies to use blocks to build an ark to house the animals.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto, unit Core Truth: God Keeps His Promises and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Handfull of small sticks from outside
- Optional toy wagon (preferably red) filled with firewood or wooden blocks

(If you brought a wagon, set it in a visible place.)

LEADER: Hi, Cubbies! Are you ready to see Cubbie Bear today? Let's call him together. One — two — three. CUBBIE!

(Hold a few sticks in the Cubbie puppet's mouth. Bring him into view and move him from side to side with his head down as if he is looking for something on the ground. You could also scatter the sticks on the floor in front of you and Cubbie could pick up each stick with his mouth and set it in a pile. For fun, the children could count each stick as Cubbie sets it in the pile.)

LEADER: Cubbie, what are you doing?

(Cubbie drops the sticks gently from his mouth on the floor. Or if you have a stage, the puppet leader could simply remove Cubbie from view and take the sticks out of his mouth.)

CUBBIE: I'm collecting sticks.

LEADER: Oh. Why are you collecting sticks?

CUBBIE: Timothy and I found some beetles over by a mud puddle. We thought the beetles could use some help to get across the puddle, so we decided to build a bridge for them. I'm looking for sticks to build our bridge.

LEADER: That's very nice of you two to help the beetles. By the way, I noticed Timothy's wagon is still sitting here. Why hasn't he brought it up to the house yet? (Point to the wagon you brought. If you don't have a wagon, just ask Cubbie if Timothy has brought the wagon to the house yet.)

CUBBIE: Oh, Timothy has been so busy with the beetles that he hasn't had time to pull the wagon. I'm sure he'll do it right after we finish our bridge.

LEADER: Well, I hope he finishes his job with the wagon. He promised his dad he would do it, and promises are very important. When you make a promise, you must keep it!

CUBBIE: I think I have enough sticks now. I'd better hurry back to help Timothy build the bridge. See you later!

(Place the sticks back in Cubbie's mouth or help him pick up the pile of sticks from the floor with his mouth. Children wave goodbye as the puppet is put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during the club meeting.

IDEA I: Ark Animals

What You Need

- Animal cookies
- Small paper bags

Serve each Cubbie several animal cookies in a small paper bag "ark." Can the children identify their animals? Can they sort them by pairs? Review God's promise to keep Noah's family and the animals safe on the ark.

IDEA 2: Animal Food

What You Need

- Paper plates
- Animal-type foods such as gummy worms, baby carrots, shredded wheat, banana slices, fish crackers

Give each child a paper plate with an assortment of foods that represent what different animals eat. For example, include gummy worms for birds, carrots for rabbits, shredded wheat "hay" for horses, bananas for monkeys, fish crackers for bears. Talk about how much work it must have been for Noah's family to take care of all those animals. Ask: How did God take care of Noah and the animals?

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- "God Always Keeps His Promises" from Bear Hug II
- "Mr. Noah Built an Ark" to the tune of "Old MacDonald Had a Farm." Repeat verses with different animals.

Mr. Noah built an ark (*Pretend to hammer.*)
Cause God told him so. (*Point up.*)
And on that ark he put two sheep (*Hold up two fingers.*)

Cause God told him so. (*Point up.*)
With a baa-baa here and a baa-baa there
(*Pretend to be a sheep.*)

Here a baa, there a baa, everywhere a baa-baa.

Mr. Noah built an ark (Pretend to hammer.)
Cause God told him so. (Point up.)

• "The Animals on the Ark" to the tune of "The Wheels on the Bus." Repeat verses with different animals.

The cows on the ark said moo, moo, moo; Moo, moo, moo; moo, moo, moo. The cows on the ark said moo, moo, moo; All forty days.

PRAYER (I-2 minutes)

Cubbies, have you ever made a promise to someone? (Give Cubbies examples of promises they might make.) What happened? Did you keep your promise? (Let Cubbies share briefly. You may also share an example of a promise you broke or a promise someone broke to you.)

Cubbies, we should always try to keep our promises. Promises are very important. But sometimes, even when we try hard, we can't keep our promise. I'm so thankful God always keeps His promises, aren't you? We can count on Him! (Ask a Cubbie to pray and thank God for keeping His promises.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 43-44, 47-48
- Bible with markers placed at Psalm 4:8 and Genesis 7
- Optional masking tape or chairs, water mister, rain sound effects, ark poster with Noah lesson cutouts (resource CD)

(Adapt the words of this lesson so it fits you, your Cubbies and your setting. Open with prayer.)

Hmm, I wonder if Timothy will ever finish pulling that wagon. What do you think, Cubbies? (Allow response.)

Timothy may not keep his promise. You and I may not keep our promises. But **God keeps His promises**. (*Display TC43*.) God is faithful.

(Display TC44.) Cubbies, what promise did God make to Noah? Do you remember? (Allow response.) Yes, God promised to keep Noah and his family safe from the flood.

Noah knew that God would keep His promise. Noah knew that only God could keep him safe. (Open your Bible to Psalm 4:8.) Psalm 4:8 says: ... for Thou, LORD, only makest me dwell in safety.

(Open your Bible to Genesis 7 and keep the Bible visible as you teach.) Let's find out how God kept Noah safe. After Noah finished building the ark, God said, "Go into the ark with your family. Take along two (hold up two fingers) animals, a mommy and a daddy animal, of every kind. Of some kinds of animals, take more than two."

(Display TC47.) Cubbies, do you see all the animals going into the ark? (Let Cubbies name some of the animals pictured.) What other kinds of animals went into the ark? (Let Cubbies name animals not pictured. Explain that fish or other water animals would have been able to swim through the flood.)

Optional: With masking tape, mark the outline of an ark on the floor of your lesson area. (You could also arrange chairs in the shape of an

ark or use the block structure Cubbies made last week — if it's still standing!) Make a door opening in your ark and make the ark big enough for all Cubbies to sit inside. Line up pairs of Cubbies. Assign a different animal to each pair. Cubbies will walk and make sounds like the animals as they enter the ark. Direct them to sit quietly inside the ark as you continue the lesson.

Optional: Call Cubbies up individually to attach cutouts of Noah, his family or animals onto an ark wall poster. (See patterns on the resource CD.) You could also use a felt board with a felt ark and felt animals. Continue this activity in Handbook Time. Each Cubbie could attach a cutout after he or she recites the verse.

As soon as Noah and his family and all the animals were tucked away safely inside the ark, God shut the door. (If you made an ark with Cubbies, pretend to shut the door.)

Splash! Gush! Whoosh! Fountains burst up from under the earth and rain spilled down from the sky. For 40 days and 40 nights, the rains poured down (make hand motions with Cubbies of rain falling); the waters rose up (move hands upwards). The rains poured down; the waters rose up. (Repeat hand motions.) Higher and higher, the waters rose up — until water covered everything, even the tallest mountains! (Stretch your arms as high as you can.) All the birds, animals and people living on the land died.

Optional: Mist Cubbies lightly with water as you play sounds of a rain storm. Many sound effects can be downloaded for free online. You could also make rain sounds with a rain stick.

Optional: The group could make rain sounds with hand and body motions. Lead the group through these steps:

- I. Rub two fingers together.
- 2. Rub more fingers together.
- 3. Rub your whole hands together.
- 4. Snap fingers slowly. (Tell your leaders to snap loudly, since many Cubbies cannot snap well yet.)

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continued from previous page

- 5. Snap fingers faster.
- 6. Pat legs slowly with hands.
- 7. Pat legs harder and faster and stomp feet (for thunder).

(Display TC48.) But not everything died. On the ark, Noah and his family and the animals stayed alive and dry! Their big, strong boat floated high on top of the water. The storm thundered outside, but Noah and his family could rest peacefully. (Rest your head on your hands and pretend to sleep.) God had kept them safe, just as He promised.

(Open your Bible to Psalm 4:8.) Cubbies, let's say our verse. Follow my motions as we say it. Here we go: I will both lay me down in peace, and sleep (rest your head on your hands and pretend to sleep) for Thou, LORD, only (point upwards to God) makest me dwell in safety (Psalm 4:8). (Cubbies should each hug themselves and imagine they are safe in God's arms).

(If you have mostly younger Cubbies, end the lesson. For older Cubbies, consider adding further explanation.) Cubbies, God promises to keep His children safe in His love. (See John 10:27-29 and Romans 8:38.) That doesn't mean bad things won't happen. When bad things happen, we remember God always loves us. Even though we can't see Him, He is with us. He holds us close to Him. We don't have to be afraid.

If you have trusted the Lord Jesus Christ as Savior, you are safe in a big way — you are safe from the punishment for your sin. Remember, the people died in the flood because of their sin. We have all sinned. Sin is very serious to God. The punishment for sin is death. But Jesus died for you, so you won't be punished for your sin. You are safe in Christ. (Say Psalm 4:8 as a closing prayer.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 12 Handbook Leader Sheet from the resource CD.

IDEA I: Bear Hug I2 Activity Sheet

What You Need

- Copy of Bear Hug 12 Activity Sheet for each Cubbie
- Crayons
- Optional pairs of child-sized scissors, glue, paper gift bags with sides the same size as the activity sheet or larger

As Cubbies color and match the animals, talk about how God kept Noah, his family and the animals safe from the flood (God's punishment for sin). Ask Cubbies to find the cross on the sheet. Explain that when we trust Christ as Savior, we are safe in God's love. Our sins are forgiven, and we know God is with us always. We never have to be afraid.

IDEA 2: Get in the Ark!

What You Need

Table

• Rain sound effects

The director says, "It looks like rain" and plays rain sound effects. Leaders then gather their Cubbies UNDER their table to say their verses. They pretend the table is the ark and they are safe inside. (Setting changes like this can wake up Cubbies' brains.) If your tables are too small, be creative; use blankets and chairs to create an ark for each handbook group.

IDEA 3: Animal Art

What You Need

- Play-Doh
- Animal cookie cutters
- Animal stencils or shapes to trace
- Paper
- Crayons
- Animal lacing cards

Supply various art materials to the Cubbies and encourage them to make some of the animals that Noah brought on the ark.

PLAY TIME (15-20 minutes)

IDEA I: Stuffed Animal Games

What You Need

- Laundry basket or cardboard box for each group
- Several small stuffed animals

Divide Cubbies into groups. Give each group member a stuffed animal to hold. (It could be an animal the Cubbie brought from home.) The first group member runs a lap and places his or her stuffed animal in the box before returning to tag the next runner. After this game, place one basket or box ("the ark") in the middle of your game floor. Let Cubbies stand behind a line and take turns tossing stuffed animals into the ark. Once all the animals are safely in the ark, the group recites Psalm 4:8. Talk about how God made sure Noah, his family and all the animals were safe in the ark before He sent the flood.

IDEA 2: Flood!

What You Need

- Masking tape or long rope
- Music player

Use masking tape or a long rope to outline the shape of an ark on your floor. While music plays, Cubbies walk, run or move like animals. But when the music stops, and the leader yells "Flood!" they must quickly run into the ark. Let Cubbies pretend to sleep on the ark while they recite Psalm 4:8. Then play the game again. (You could also use the Awana game circle or a portion of it as the ark.)

IDEA 3: Pair Play

What You Need

• Beanbag or ball

Remind Cubbies of the animal pairs that entered the ark. Play your favorite game in pairs. Here are two ideas:

- **Hello, Goodbye** Everyone pairs up with a friend. When a leader says, "Goodbye," the partners run away from each other. When a leader says, "Hello," they run back together.
- **Howdy, Partner** In pairs, Cubbies hold hands and do actions as they are sung (to the tune of a verse from "Skip to My Lou").

Skip around the room with me. (3x) Won't you be my partner?

(Replace skip with march, jump, tiptoe, gallop, stomp, walk, run, etc.)

For extra challenge, tell partners to move around the Awana game circle or hold a beanbag or ball between them.

GOING HOME (5-10 minutes)

Arrange chairs in rows. Ask Cubbies to sit in the chairs and pretend they are riding in Noah's ark. You could also have children sit on the floor inside the masking tape ark outline you used for prior lesson activities. If desired, let children hold the stuffed animals they brought to club. Make or play rain sounds or sing songs from earlier in the lesson, such as "Mr. Noah Built an Ark" or "The Animals on the Ark." When a child's parent arrives, he or she pretends to get off the ark onto "dry land."



Basic Instructions: Remember how God kept Noah, his family and the animals safe inside the ark. Color the pictures. Draw a line to match each pair of animals with their shadows. Write your name on the line.

Even More Fun: Cut out the animal pairs and glue them on the ark over their matching shadows. Can you find the cross on the sheet? What did Jesus do for you on the cross?

Ultimate Fun: Cut out the ark and glue it to a paper gift bag. Put your favorite toy animals in the bag and keep them in a safe place.



God's Rainbow Shows His Promise

Memory Seed: Genesis 9:13:**I** [God] do set My bow in the cloud, and it shall be for a token of a covenant between Me and the earth. (Short version is in bold.)

The Big Apple: God dried up the water from the flood. He made a new promise to never send another worldwide flood. The rainbow is the sign of God's promise, and God will never forget His promise!

SOW THE SEEDS

Read: Genesis 8; Matthew 11:28-30

Memorize: Genesis 9:13

Picture a flood that covered the highest mountain by more than 20 feet (6 meters). Picture a flood that lasted for 150 days (almost half a year). Picture the total destruction of everything that lived. God did as He promised. He told the people to obey Him. They refused and paid a fatal consequence for their disobedience.

But God showed grace to the man who did obey. Gently, God invited Noah to take his family into the ark (Genesis 7:1). The King James Version translates God's invitation as come thou and all thy house into the ark ... This brings to mind Christ's comforting voice in the New Testament calling those who are weary to come to Him for rest (Matthew 11:28).

Later, in Genesis 7:16, we read that ... the LORD shut him in. That, too, is comforting. God took care of Noah and his family. The time for destruction had come, but first God made sure Noah and his family were tucked away safely in the ark.

In Genesis 8:1 we read that God remembered Noah. The word remembered here does not mean God temporarily forgot about Noah. Rather, God was ready to act on Noah's behalf and bring His covenant promise to completion.

As you are teaching children about promises, discuss the fallibility of humans. Dad and Mom love them and would do anything possible to keep their promises. But sometimes things happen. The car breaks down, someone gets sick, someone gets held up at work or the weather doesn't cooperate. Those kinds of things do not happen to God. What He says, He will do. Our Cubbies are learning to respect our gracious God who never, ever fails.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Reaffirm that God never forgets to keep a promise.
- 2. Imagine what it may have been like inside the ark.
- Continue to hear the ways God protected Noah and his family: He kept them dry inside the ark and once the rain stopped, He dried up the water on the land.
- 4. Hear the promise God made to never send another flood to destroy the whole earth.
- 5. Appreciate the rainbow the sign of God's promise.
- 6. Thank God for always keeping His promises.

7. ____

(Add a goal the Holy Spirit brings to your mind and heart as you pray



COMING IN

(10-15 minutes before club officially starts)

IDEA I: Rainbow Doorway

What You Need

- Streamers in the colors of the rainbow
- Tape

Before club starts, hang several rainbow-colored streamers in your doorway from the top to the bottom. As Cubbies walk through the streamers, ask them if the rainbow reminds them of any of God's promises.

IDEA 2: Rainbow Names

What You Need

- Paper (one sheet for each Cubbie)
- Pencil
- Crayons or markers

Use a pencil to write each child's name in large letters across the middle of a sheet of paper. Let Cubbies trace over their name several times using a different colored crayon or marker each time. This is a fun way for preschoolers to practice writing their names. The more colors they use, the better it will look. Talk with them about how the colors remind you of a rainbow, and rainbows remind us of God's promise to never again send a flood to destroy the whole earth.

IDEA 3: Coffee Filter Rainbow

What You Need

- Coffee filters, cut in half
- Washable markers
- Spray bottle filled with water
- Newspapers

Give each child half a coffee filter (in the shape of a semi-circle) and instruct them to use washable markers to draw colored arcs on it so that it resembles a rainbow. Then place it on some newspapers and mist it with the spray bottle. When the water "rains" on it, the colors of the rainbow will blend. Set aside to dry.

IDEA 4: Rainbow Hanger Craft

What You Need

- Red, orange, yellow, green, blue and purple construction paper
- Scissors
- Glue sticks
- Cotton balls
- Dove pattern (resource CD)
- Yarn
- Hole punch
- Optional foam sheets instead of construction paper

For each Cubbie, cut a set of construction paper circles that gradually get bigger: purple (smallest), blue, green, yellow, orange and red (largest.) Let Cubbies glue them on top of each other from largest to smallest. About one half inch (1.25 cm) of each color should be visible.

Cut the circles in half and glue the halves back-to-back so a rainbow is visible on each side. Cubbies can glue cotton ball clouds at the bottom and a dove onto the rainbow. Punch a hole in the top and add a yarn hanger. As children work, review Genesis 9:13 with them.

This craft could be further embellished during the next Bear Hug. Let Cubbies cut three raindrop shapes from light blue construction paper. Tape three lengths of yarn to the back of the rainbow so they are hanging down from the clouds. Attach one raindrop to each piece of yarn.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto, unit Core Truth: God Keeps His Promises and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Katie Collie puppet
- Small, squishy ball that can fit in Katie Collie's mouth (or a beanbag)
- Ball (perhaps the same one as above) that you can balance on Katie Collie's nose
- Optional toy wagon (preferably red) filled with firewood or wooden blocks, sounds of a thunderstorm

(If you brought a wagon, set it in a visible place.)

LEADER: Hi, Cubbies! Are you ready to see Cubbie Bear today? Let's call him together. One — two — three. CUBBIE!

(Bring the Cubbie puppet into view, hopping from place to place.)

CUBBIE (*still hopping*): Hi, boys and girls! How are you today? (Let children respond.)

LEADER: How are you, Cubbie Bear? You seem excited as usual.

CUBBIE: Yes, I'm going over to play catch with Katie Collie and some kids who are visiting the farm.

(Put the squishy ball in Katie's mouth and bring her into view. Make barking noises.)

LEADER: Look, here's Katie now! And she has a ball with her. Katie, will you show us some of your tricks?

(Nod Katie's head.)

First, we want to see how high you can jump with the ball. One — two — three. GO!

(Keep the ball in Katie's mouth and shoot her up as far as you can as if she is jumping. If you are up for a challenge, take the ball out of Katie's mouth, gently toss it in the air and catch it in the puppet's mouth while she jumps. Practice this first to make

sure it works. Consider attaching VELCRO around the ball so it will grab on to the puppet's fur.)

Wow! Let's all clap for Katie! (*Direct Cubbies to clap.*) Katie, can you show us a jump with a spin? One — two — three. GO!

(Twist Katie to the side a couple of times as you shoot her up in the air so it looks like she is spinning.)

Great job, Katie! Let's clap. (*Direct Cubbies to clap.*) Now, here's the hardest trick of all. Katie, show us how you balance a ball on your nose. One — two — three. GO!

(Place the ball on Katie's nose and hold it with one finger at the top so it stays balanced. Keep Katie looking up and twist her from side to side. You may find that a firmer ball works better for this trick than a squishy one.)

Katie, you are amazing! Take a bow. (Drop the ball from Katie's nose and make her bow while children clap.)

CUBBIE: C'mon, Katie, let's go play. Timothy said he'll play catch with us too.

LEADER: Wait a minute! Why is Timothy playing catch? Shouldn't he be bringing his wagon up to the house like he promised? (If you brought a wagon, point to it.)

CUBBIE: Oh, I'm sure he'll bring up the wagon as soon as he's done playing catch. See you later!

(Children wave goodbye as Cubbie and Katie are put away.)

LEADER: Hmm, I wonder if it will rain today. (If you have storm sounds, play them in the background.) Timothy's dad asked Timothy to bring the wagon up to the house before it rained. Otherwise, the firewood in the wagon will get wet. What do you think will happen, Cubbies? (Allow speculation. Some Cubbies may remember the story from the handbook.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during the club meeting.

IDEA I: Rainbow Toast

What You Need

- Milk
- Food colors
- Slices of bread
- Small cups or a muffin tin
- Small, clean paintbrushes
- Toaster (either oven-style or pop-up style will work)

Pour a small amount of milk in several cups. Add food coloring to each cup to make desired rainbow colors. Let Cubbies use paintbrushes to paint a rainbow on a slice of bread. (Do not thoroughly soak the bread. Just paint on it.) Toast bread and eat.

IDEA 2: Rainbow Fruit Slices

What You Need

- Sliced bananas or sliced and peeled apples
- Dry Jell-O mixes in a variety of rainbow colors
- Toothpicks
- Paper plates

Give each child several slices of fruit on a paper plate. Let them stick a toothpick in each piece and dip it into a bowl/plate that contains dry Jell-O mix. The longer the Jell-O sits on the fruit, the brighter the color will become. Review Genesis 9:13 with Cubbies as they eat their snack. Reaffirm that God never forgets to keep a promise. Thank Him for being so faithful. If desired, sprinkle fruit with Jell-O mix shortly before serving instead of allowing children to dip it.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

What You Need

• Crepe paper streamers in different rainbow colors

SING:

- "God Always Keeps His Promises" from Bear Hug II
- "The Wonder Song" ("Oh, Who Can Make a Flower") Insert things God created into the song. Be sure to include a raindrop and a rainbow.

Oh, who can make a	?
I'm sure I can't, can you?	
Oh, who can make a	?
No one but God, that's true.	

• "The Rainbow Pokey" This is a variation of Hokey Pokey. Give each Cubbie two different colored streamers, one for each hand. All Cubbies should have the same colors. Direct Cubbies to stand in a circle as they sing the following tune with the motions. (This could also be done during Play Time.) Change color words for each verse. You could give Cubbies two new rainbow colored streamers when you sing the song next week.

You put your (red) streamer in You put your (red) streamer out You put your (red) streamer in And you shake it all about. You do the Rainbow Pokey And you turn yourself around God keeps His promises!

PRAYER (I-2 minutes)

Cubbies, the Bible is full of so many promises from God. Do you know any promises God gives us in the Bible? (See if any Cubbies can answer. Then briefly share a promise from Scripture. Good promise passages are John 1:12; Isaiah 41:10; Romans 8:38-39; I Peter 5:7.) When someone keeps a promise, we say they are faithful. God is faithful! Let's thank Him for being so faithful to us. (Pray briefly with Cubbies.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 43-44, 48-52
- Bible with markers placed at Genesis 8 and Genesis 9:13
- Optional streamers from song time or a set of rainbow ribbons for each Cubbie, tape, rainbow poster and arches of each rainbow color to fit on the rainbow, colored markers

(Adapt and personalize these words so the lesson fits you, your Cubbies and your setting. Open with prayer.)

Cubbies, I think our friend Timothy will forget to keep his promise. I wonder if God ever forgets to keep a promise. What do you think, Cubbies? (Allow response.)

(*Display TC44.*) Cubbies, did God forget to keep His promise to Noah? (*Allow response.*) No, of course not! God said He would keep Noah and His family safe from the flood, and He did.

(Display TC48.) Their big, strong ark kept all the raindrops out. Outside, the waves crashed and the storm thundered. Everything was destroyed! Do you see all the mess? But inside the ark, Noah, his family and the animals stayed cozy and dry.

Cubbies, would you have liked living in the ark? What sounds would you hear? What would you smell? Would it be crowded? Beside which animal would you like to sleep? Would you rather play outside in the sun? (After asking each question, let Cubbies imagine and share their ideas.)

Finally, after 40 long days, the rain stopped. But the earth was still covered with water, so God sent a strong wind to dry up the water. (Make blowing sounds with your mouth for wind, and let Cubbies mimic you.)

Noah and his family waited, and each day, the water on the land went down, down, down. (Keep moving your hands down.) One day, the ark floated to a stop. It rested right on top of the mountains of Ararat (pronounced Air-a-rat).

(*Display TC49.*) Cubbies, do you see any water left? Do you think it's dry enough for Noah and the animals to come out of the ark? (*Allow speculation.*)

Noah couldn't tell how dry the land was, so he opened a window and sent out a raven to look for dry land. (Display TC50 and point to the raven. Keep this card ready to display again.) The raven flew here and there and all around. (Make a bird with your hands. Lock your thumbs together and flap your fingers like wings. Move your hands in a circle. For more fun, stand up and make your bird fly around the Cubbies.)

But the raven didn't find any dry land. So Noah sent out a dove. (Display TC50 again and point to the dove.) The dove flew here and there and all around (make a bird with your hands again and move it while you talk). Then the dove flew back to the ark. She didn't find any dry land either!

Seven days later, Noah sent out the dove again. She flew here and there and all around. (Make your bird motions again.) Then she flew back to the ark. But this time, something was different.

(Display TC51.) In her beak was a fresh olive leaf! That's good news, Cubbies — because leaves grow on trees, and trees grow on land. The land was getting drier!

Seven days later, Noah sent out the dove again. She flew here and there and all around. (Make your bird motions again and invite Cubbies to join you.) Guess what, Cubbies! This time, the dove did not come back! She had found a dry spot to build her nest.

When the land was all dry, and not one single puddle was left, God said, "Come out!"

HOORAY! Out came Noah. Out came Noah's wife. Out came Noah's three sons and their three wives. Then out came all the animals, hopping and trotting and waddling and crawling and skipping and galloping with glee.

(Display TC52.) Noah built a special place to worship the Lord, called an altar. (Point to the

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altar.) Noah thanked God for keeping his family safe from the flood, just as God promised.

God was very happy with Noah's worship at the altar. Cubbies, what do you think God did next? (Allow response.) Yes, God made a new promise! But this promise is not just for Noah, it's for all the people and animals that live after him, including you and me!

Listen, Cubbies, to God's promise: God promised He would never again send a flood to destroy the whole earth and all the living things on it. He set a beautiful rainbow in the clouds as a reminder of that promise.

(Display TC43. Point to the rainbow and let Cubbies describe the colors. Then read Genesis 9:13 from your Bible.) Cubbies, say the first part of the verse with me: I [God] do set My bow in the cloud ... (Repeat a few times.)

Now I will say the second part: And it shall be for a token of a covenant between Me and the earth. The word covenant is the Bible's way of saying "promise." God sees the rainbow in the clouds, and He will always remember His promise to us.

Wow, Cubbies, God has kept that promise! He has not sent another flood to destroy the whole earth. **God keeps His promises.** God is faithful.

(Repeat the Core Truth and either the short or long version of the verse several times. Close in prayer, thanking God for keeping His promises.)

Optional: Give each Cubbie a set of rainbow ribbons. To make each set, gather six ribbons (or strands of yarn) of equal length. Each ribbon should be a different rainbow color. Line up the ribbons and knot them together at the center. Let Cubbies hold the ribbons at the knot and wave them in an arc over their heads while they say the verse. Or instead, Cubbies could wave streamers used for Songs.

Optional: Draw a rainbow shape on white poster board. From paper, cut an arch of each rainbow color to fit in your rainbow shape. Place double-sided tape or tape loops on the back

of each arch. Each time the group repeats the verse, let a Cubbie stick an arch onto the rainbow. Or instead, you could have Cubbies come up and draw each rainbow arch with the right marker color. (If you have a large club, fill more than one rainbow at a time.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 13 Handbook Leader Sheet from the resource CD.

IDEA I: Bear Hug I3 Activity Sheet

What You Need

- Copy of Bear Hug 13 Activity Sheet for each Cubbie
- Markers or crayons
- Optional tissue paper squares, glitter or paper confetti in rainbow colors (confetti can be made with a hole punch), cotton balls, glue, adhesive magnet strips, gold and silver glitter pens, child-sized scissors

Say the Bible verse three times with your group. Each time after you say it, let Cubbies color one of the rainbow arches. Each arch should be a different color. To make this into a keepsake craft, copy the activity sheet on card stock and bring the optional materials above. Cubbies can do the fun options described at the bottom of the activity sheet.

IDEA 2: Rainbow Math Mat

What You Need

- Copy of the Rainbow Math Mat for each Cubbie (resource CD)
- Supply of cotton balls
- Number spinner

Give each child a Rainbow Math Mat. Let Cubbies take turns spinning the spinner and placing the right number of cotton balls on their mats. When someone fills up all the rainbows on his or her mat, the group recites the verse together and plays again.

PLAY TIME (15-20 minutes)

IDEA I: Running Rainbows

What You Need

Lengths of streamers in assorted rainbow colors

Give each Cubbie one streamer and direct Cubbies to stand in one area. A leader calls out a color. Anyone holding that color streamer must run to a designated spot and back to the starting point, while waving the streamer in the air. Periodically call out "Rainbow!" and all Cubbies may run at once. For extra fun, call two or three colors at once.

IDEA 2: Rainbow Ribbons

What You Need

- Rainbow streamers or the rainbow ribbons made during Lesson Time
- Music player

Give each child a set of rainbow ribbons or a streamer. Play music and let them enjoy moving to the music and waving their ribbons. When the music stops, everyone freezes and recites the verse or "God always keeps His promises!" before the music and movement resumes.

IDEA 3: Rainbow Walk

What You Need

- Poly spots in rainbow colors (flat rubber circles obtained from sporting goods stores or athletic supply companies)
- Music player
- Optional Use construction paper circles taped to the floor.

Scatter the poly spots around the play area. Children walk around the poly spots as music plays. When the music stops, they each stand on the closest one. The leader calls a certain color. Whoever is standing on that color recites the night's verse. If the Cubbie is too shy to say the verse alone, invite the whole group to say it together.

IDEA 4: Animal Actions

What You Need

Nothing

Talk about how excited the people and animals must have been to get off the ark. Cubbies could hold hands with a partner and sing this song while doing the animal motions together around the game circle or from one point to another. (Tune: "Here We Go 'Round the Mulberry Bush") Repeat with other animals.

This is the way the kangaroo hops, the kangaroo hops, the kangaroo hops. This is the way the kangaroo hops out of (or on to) the ark.

GOING HOME (5-10 minutes)

Play a rainbow clean-up game. As you name each color of the rainbow, children work to put away all the toys or supplies that contain that color. For example, call out the color red, and children look for red items to put away. After red, call out orange, yellow and so on until all the rainbow colors are called. Ask the children why God sent the rainbow to Noah and recite Genesis 9:13 together.

As Cubbies wait for parents to arrive, lead them in another round of the Rainbow Pokey or let them continue other lesson activities, such as playing with the Rainbow Mats.

Basic Instructions: Color each arch of the rainbow a different rainbow color.

Ultimate Fun: Outline your rainbow with a silver or gold glitter pen. Cut out the rainbow Ask your leader to stick a magnet on the back so you can put this on your refrigerator at home. **Even More Fun:** Glue the same rainbow color of tissue squares, glitter or paper confetti onto each arch. Glue stretched out cotton balls on the cloud. Don't cover the words! (Best if printed on card stock.)



Unit 3 Review

Memory Seed: Lamentations 3:23: ... *Great is Thy faithfulness.* (This verse was learned in Bear Hug II.)

The Big Apple: God kept His promise to save Noah from the punishment for sin. God also kept His promise to send Christ to save US from the punishment for sin. God keeps all His promises to us in Scripture. He is faithful!

SOW THE SEEDS

Read: Genesis 9

Review: Lamentations 3:23

The visible symbol of God's promise to Noah (and everyone else) is the rainbow. God promised us that He will never again allow a flood to destroy the whole earth. And God has kept that promise.

He has also given us many more promises in His Word. He promised to send a Savior. (Genesis 3:15, Isaiah 7:14, Jeremiah 23:5-6 and Micah 5:2 are just a few prophetic verses.) Some of the promises concerning the Savior were very specific — He would be from the line of David; He would be born in Bethlehem; He would be born of a virgin.

God also gives us promises for our future. Those who trust Christ have eternal life. We will die physically (unless Christ comes back first), but spiritually we will immediately move on to our heavenly home. Ultimately, we will enjoy a resurrected body in a new heaven and a new earth (I Corinthians 15:35-44; 2 Peter 3:13; Revelation 21). All the sin, sickness, death and heartbreak brought into the world by Adam and Eve's sin will be eliminated. We will enjoy a perfect existence in a perfect place.

Cubbies have limited understanding because of their age, but never underestimate what they can learn. Share key Bible promises with Cubbies (e.g., John 1:12; Isaiah 41:10; I Peter 5:7). Emphasize that God is the one, true promisegiver. His promises always come true. They are never late; they are never postponed; they are never half-fulfilled.

Teach your Cubbies the joy of depending on the One who will never let us down. He deserves our love and respect.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Review what the words *promise* and *faithful* mean.
- 2. Remember the Noah Bible lesson.
- 3. Believe that God kept His promise to send Christ to save us from the punishment for sin.
- 4. Hear more promises from God in Scripture: God is with us, God loves us, etc.
- Reaffirm that God always keeps
 His promises and praise God for
 His faithfulness.

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(Add the goals the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

Repeat any of the Coming In ideas from prior weeks that Cubbies really liked or that you did not have time to include or finish in your club meeting time.

IDEA I: Bible Lesson Game

What You Need

- Noah game card for each Cubbie (resource CD). Be sure to print all three versions of this card so Cubbies have different cards for the game.
- Set of game card picture squares for each table group
- Game markers (e.g., paper or foam pieces, thin wood cutouts purchased cheaply at a craft store)

Seat Cubbies at tables. Cut out a set of game card picture squares for the leader at each table. The leader will hold up a picture. If Cubbies have that picture on their game card, they will cover it up with a marker. Play until every child covers up all the pictures in at least one row. When the leader shows a picture, he or she can talk briefly about how it relates to the Noah Bible lesson or ask the Cubbies a question about it. Instead of playing the game, Cubbies could each color the pictures on the game card, cut them out and glue them to a construction paper sheet in the proper chronological order. To help Cubbies with this task, retell the lesson together.

IDEA 2: Favorite Scene

What You Need

- Various art materials like construction paper, crayons, markers, watercolor paints, stamps and ink pads, stickers, stencils, Play-Doh
- Optional poster board or bulletin board paper

Set out art supplies and let Cubbies make their favorite scene from the Noah lesson, using whatever materials they choose. They can look at pictures from the game card above or from the lesson teaching cards for ideas. Ask children why they chose that scene. You could also assign one scene to each group. Let Cubbies work together to create a large scene on poster board or bulletin board paper. Display the scenes for all to enjoy.

IDEA 3: Shoebox Ark

What You Need

- Shoebox
- Brown paint
- Clothespins (the kind with springs)
- Glue
- Two identical sets of Noah lesson stickers (stickers can usually be found at Christian bookstores)
- Small index cards
- Scissors
- Optional Instead of stickers, glue on small picture squares from the Noah game card (resource CD). Minimize the pictures when copying.

Beforehand, paint a shoebox brown to resemble the ark. Around the top edge of the box, place stickers of Noah, his family members and animals. Place matching stickers on index cards to give them a sturdy backing. Cut the stickers from the index cards and glue each sticker onto the head of a clothespin. Cubbies will pick up a clothespin, look at the sticker character and try to find a match on the ark. They will clip the clothespin onto the matching character on the box. Store all parts inside the box for safekeeping.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto, unit Core Truth: God Keeps His Promises and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Optional a whiteboard or easel with paper attached, a marker in each rainbow color

(If you have a whiteboard or easel, set it out before you begin. Place markers nearby.)

LEADER: Hi, Cubbies! Are you ready to see Cubbie Bear today? Let's call him together. One — two — three. CUBBIE!

(Bring the Cubbie puppet into view, hopping from place to place excitedly.)

CUBBIE (*still hopping*): Hi, boys and girls, guess what I just saw!

LEADER (to Cubbies): Who wants to guess what Cubbie just saw? (Let a few children offer ideas.)

We give up, Cubbie. Tell us what you saw. (If children guessed a rainbow, change your dialogue here.)

CUBBIE: I saw a rainbow! It covered the whole sky. It had so many bright colors in it, like red, orange, yellow, green, blue —

LEADER: Hey, Cubbie, did it rain on the farm today? We usually see rainbows after it rains.

CUBBIE: Oh, yes! We heard thunder while we were playing catch. Then I felt a raindrop plop right on my head. We started running back to the house, and we barely made it inside before the rain started pouring like a giant faucet.

LEADER: So what happened to Timothy's wagon? Did he pull it to the house in time? (If you brought the wagon in prior weeks, look around and acknowledge that it is missing this week.)

CUBBIE (sadly): No, he forgot all about the wagon. His dad had to bring it in for him.

LEADER: That's too bad. Cubbies, do you remember the promise Timothy made to his dad? (*Let Cubbies answer.*) Yes, Timothy promised he would take the firewood up to the house in his wagon. He said he would do it before it rained so the wood wouldn't get wet. But he didn't do it.

Cubbie Bear, did Timothy get in trouble for breaking his promise?

CUBBIE: Yes. His dad said he can't play with any of his friends outside tomorrow. I'm going to miss him!

LEADER: This is a sad ending to our puppet show today.

CUBBIE: No, listen! There's still a good ending. After the rain stopped, Timothy and I looked out the window. That's when we saw the rainbow! Timothy's dad said that rainbows remind him of a promise. Then Timothy asked if he could make a new promise, and his dad said yes.

LEADER: What was Timothy's new promise?

CUBBIE: He promised to help his dad take another wagon of wood to the house tomorrow. I think he'll keep his promise this time!

LEADER: I hope he does! We should always try hard to keep our promises. Thanks for sharing about the rainbow today, Cubbie.

CUBBIE: You're welcome. See you next time!

(For more interaction, ask Cubbie Bear to draw the rainbow he saw on your whiteboard or easel paper. As he talks about each color he saw, pick up the marker in that color, take off the cap and place the marker in Cubbie's mouth. Cubbie can keep holding the marker in his mouth as you help him draw each rainbow arch.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during the club meeting.

IDEA I: Rainbow Jell-O Cup

What You Need

- Jell-O Jigglers in various rainbow colors: red, orange, yellow, green, blue, purple
- Clear plastic cups
- Optional whipped cream

Cut Jigglers into bite-size squares. Place a few cubes of each color in a clear plastic cup for each child. Top with whipped cream. As Cubbies eat, ask them if they have ever seen a rainbow in the sky. Explain that rainbows remind us that God always keeps His promises. He is faithful.

IDEA 2: Leader or Parent's Choice

On review weeks, you could let a leader or a parent (or whoever is supplying the snack) bring in his or her favorite snack.

IDEA 3: Cubbie Birthday Snacks

On review weeks, you could serve cupcakes to celebrate all the birthdays of Cubbies in the current month.

IDEA 4: Rainbow Fruit Bowl

What You Need

- Large, clear plastic bowl
- Clear plastic cups
- Assorted fruit

In the large bowl place several layers of fruit in each of the following colors. Only one kind of fruit of each color is necessary.

Red — Strawberry slices, watermelon, red apple slices

Orange — Mandarin oranges, cantaloupe, mango, nectarines

Yellow — Pineapple chunks, yellow apple slices, banana slices

Green — Honeydew melon, kiwi slices, green apple slices

Blue — Blueberries

Purple — Plums, or top with purple-tinted whipped topping or yogurt

Serve Cubbies a scoop of fruit from your rainbow bowl in individual cups. Talk about the colors of the rainbow as you eat the fruit. Ask Cubbies what God said about the rainbow.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

What You Need

• Crepe paper streamers in different rainbow colors

SING:

- "God Always Keeps His Promises" from Bear Hug II
- "Mr. Noah Built an Ark" or "The Animals on the Ark" from Bear Hug 12
- "The Rainbow Pokey" from Bear Hug 13
- The chorus only of the classic hymn "Great Is Thy Faithfulness"

PRAYER (1-2 minutes)

Cubbies, what would you like to talk to God about today? What would you like to ask Him? (Allow Cubbies to share. Try to connect their requests to a Bible promise. For example, if a Cubbie expresses fear about something, read Isaiah 41:10 and pray for her request, thanking God for His promise to always be with us.) Cubbies, God wants us to talk to Him. When you are happy, tell Him. When you are sad, tell Him. When you are afraid, ask Him to help you not be afraid. When you need something, ask Him. But God knows what you need better than you know what you need, so pray that you will want what God wants for you. He knows what is best for us and for everyone. (See 1 John 5:14.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 4, 43-52
- Bible with markers placed at Genesis 6:5-9:17, Lamentations 3:23 and two or three promise verses (Good promise verses are John 1:12, Isaiah 41:10, Romans 8:38-39, 1 Peter 5:7.
 Use a different colored marker for each promise verse.)
- Optional whiteboard or large poster board, marker, a marker and sheet of large paper for each Cubbie.

(Adapt and personalize the words of this lesson so it fits you and your Cubbies. Open with prayer.)

Our friend, Cubbie Bear, sure had a lot to tell us today, didn't he, Cubbies? Yes, Timothy got in trouble for breaking his promise, but I'm glad he got to make a new promise. Do you think he'll keep his promise this time? (Allow speculation.) I hope Timothy keeps his promise. But he may forget again, or he may catch a cold tomorrow and not be able to go outside to help his dad.

(Display TC43. Prepare to reuse this card later.) God always keeps His promises. God never forgets. God never gets sick. Nothing (not even a hurricane or a big semitruck) can stop God from keeping a promise.

Cubbies, what is a promise? (See if Cubbies remember.) A promise is when you tell someone you will do something and you really mean it. Cubbies, I promise that we will play one of your favorite games later tonight. (Use a promise that fits your club setting.) Do you believe I will keep my promise? (Allow response.) Cubbies, I will do my very best to keep this promise.

(Open your Bible to Genesis 6:5-9:17 and keep the Bible visible as you teach.) Today we are going to remember how God kept His promise to Noah.

(Choose one of the following review activities.)

Optional: Retell the Noah account as a song. Make up lyrics to the tune of "The Farmer"

in the Dell" and display TC44-52 while you sing. Here are some lyrics to get you started.

God will send a flood. God will send a flood. The people sinned and made God sad. God will send a flood.

Noah built an ark. Noah built an ark. Just as God commanded him, Noah built an ark.

The animals came by twos. The animals came by twos. Elephants, sheep and kangaroos. The animals came by twos.

For 40 days and nights, for 40 days and nights. It rained. It poured. The waters rose. For 40 days and nights.

Optional: Retell the Noah account with symbols. Set up a whiteboard or a large poster board. Use a marker to draw simple lines and shapes on the board as you tell the events. To involve Cubbies and give them handwriting practice, you may let them draw the symbols with you. Seat them at a table during the lesson and give each Cubbie a large piece of white paper and a marker. Model large strokes and tell them to copy your motions. Here is a sample script with symbols. You and the Cubbies can make up more!

(Leave space at the top of the board for a rainbow.)

The people sinned and made God sad. (Draw a sad face.)

God was happy with Noah. Noah obeyed. (Draw a happy face.)

God told Noah to build an ark. Noah chopped down trees. (*Draw several slanted lines.*)

Noah stacked the boards to make the ark. (Draw several horizontal lines.)

God told Noah to make rooms on the ark. (*Draw a few squares.*)

God told Noah to add a roof. (Draw a triangle above the squares.)

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Noah and his family entered the ark. (Draw a dashed line across the board.)

Kangaroos hopped onto the ark. (Draw several arcs across the board.)

Rabbits zigzagged onto the ark. (Draw a zigzag line across the board.)

Monkeys swung onto the ark. (Draw loop-de-loops across the board.)

Birds flew onto the ark. (Draw several V shapes.)

God shut the door.

(Draw a rectangle door with a dot for a handle.)

It started to rain.
(Draw short vertical lines across the board.)

The flood waters rose. (Draw a wavy line across the board.)

The ark floated. Everyone on the ark stayed safe. (*Draw a rectangle on the wavy line.*)

God keeps His promises. (Draw a rainbow at the top of the page.)

(After you finish either review, start your dialogue here.) Cubbies, God sent the flood to punish the people for their sin. But God promised to keep Noah and his family safe from that punishment, and He did.

In the Bible, God promised to send someone to save US from the punishment for sin. Do you know who He sent? (Let Cubbies answer and then display TC4.) God sent His Son, Jesus Christ, to die on the cross for us. He got punished for our sin, instead of us! Then He came alive again. When we trust what He did for us, we are safe! We are safe from the punishment for sin. That is a promise to us, and God keeps His promises.

(This activity can be skipped depending on time and attention span.) Cubbies, do you know that God gives us many more

promises in the Bible? I marked a few for us. The first marker is red (or insert another color). Who is wearing red? Come up and find my red marker and I will read you a promise from God. (Let a Cubbie help you find each marker and read and briefly explain the verse to the Cubbies.)

(Display TC43.) God keeps His promises. Let's say that together. (Repeat the Core Truth a few times.) Cubbies, I think God is faithful. Do you think He is faithful? What does that mean? (Allow response.) Yes, someone who keeps his promises is faithful.

(Open your Bible to Lamentations 3:23.) Now, let's praise God and say ... Great is Thy faithfulness. Each time we say the verse, look up and point both your pointer fingers to God in heaven. We are saying our verse to Him. (Repeat the verse and motions several times. Close in prayer.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 14 Handbook Leader Sheet from the resource CD.

Bear Hug I4 Activity Sheet

What You Need

- Copy of Bear Hug 14 Activity Sheet for each Cubbie (color example on resource CD)
- Crayons of all the rainbow colors

Give each Cubbie a copy of the activity sheet. After one Cubbie recites her verse, let all Cubbies color only the first letter of the word PROMISE using a red crayon. Color the next letter orange after the second Cubbie recites his verse. Continue in this manner until all the letters have been colored using the colors of a rainbow. As Cubbies work, ask them to tell you the meaning of the words *promise* and *faithful*. God is faithful. He always keeps His promises.

PLAY TIME (15-20 minutes)

Play two or three games from prior lessons in the unit as a review. Reinforce lesson truths from the unit with each game.

PLAY:

- Stack the Boards or Verse Tag from Bear Hug II. Remind Cubbies of the promise God gave to Noah to save Him from the flood, the punishment for sin.
- **Flood!** or **Pair Play** from Bear Hug 12. Talk about the people and animals that were kept safe on the ark. God keeps His promises.
- Running Rainbows or Rainbow Walk from Bear Hug 13. Talk about the promise that the rainbow represents: God will never send another flood to destroy the whole earth. God has kept that promise!

You can also mix up your Play Time with one of these new ideas.

IDEA I: Cloud, Rain, Puddles

What You Need

Nothing

Designate one end of the room to be the "cloud" and the other end as the "earth." Everyone starts out in the cloud. The leader will shout "Rain on the earth!" and everyone runs to the other end of the gym. The leader calls out "Puddles!" and the Cubbies lie on the floor in groups of two to three in the middle of the room. The leader says, "Flood!" and everyone gets into one big "puddle" and lies down. The leader could end the game by saying, "Dry up and float back to the clouds." Cubbies return to the "cloud line" for another round. Once Cubbies get the idea, the leader could switch the order of events: e.g., rain, flood, puddle.

IDEA 2: Parachute Fun

What You Need

• Parachute or large bed sheet

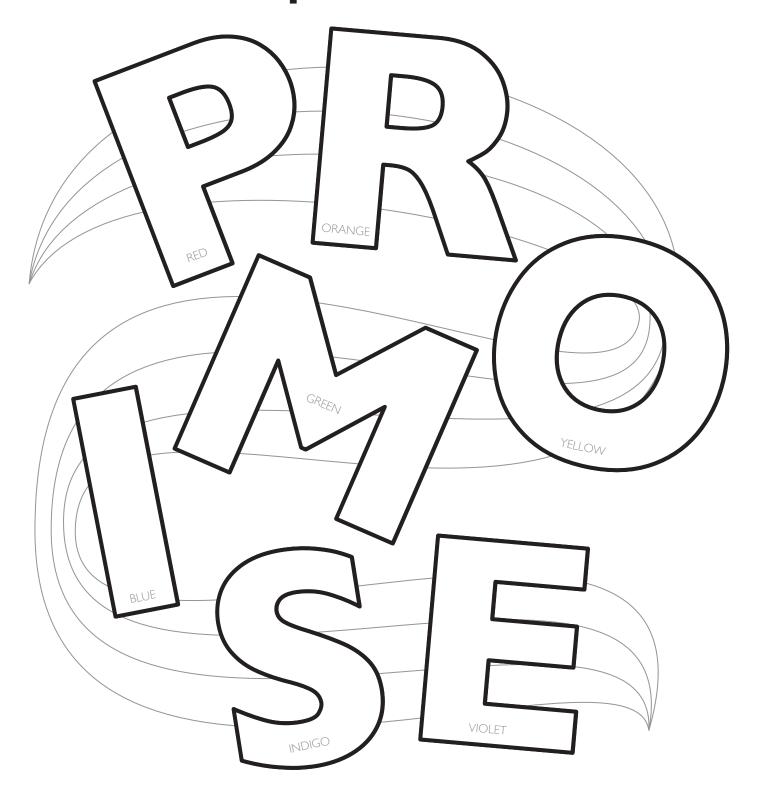
Sing the song "Rise and Shine" ("Arky, Arky") and make up corresponding parachute actions. For example, Cubbies hold the parachute and walk clockwise as you sing the first verse. During the chorus, the Cubbies raise and lower the parachute. Walk counterclockwise for the second verse. Drop some small stuffed animals on the parachute when you sing about animals entering ark. Shake the parachute when it rains.

GOING HOME (5-10 minutes)

Award Alert! Cubbies will earn a Green Apple emblem for completing Unit 3. Tell parents to arrive early to see their child receive the award. Remind parents to attach the apple emblem to the A on the child's vest.

NAME:	
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God Keeps His Promises



Basic Instructions: Color P = red, R = orange, O = yellow, M = green, I = blue, S = indigo (dark blue), E = violet. (Color example on resource CD.) **Even More Fun:** Color the lines behind the word PROMISE with rainbow colors. **Ultimate Fun:** Tell your leader what the words *promise* and *faithful* mean.



Abraham's Family Grows

Memory Seed: Psalm 147:5: Great is our Lord, and of great power ...

The Big Apple: God is mighty. He kept His promise to make Abraham's children (descendants) as numerous as the stars. They became a great nation, called the Israelites.

SOW THE SEEDS

Read: Genesis 12:1-3, 15; Acts 3:25; Galatians 3:6-9 **Memorize:** Psalm 147:5

The world had dramatically changed as the result of some power-hungry humans attempting to build a city with a tower to the heavens. Up until that time, everyone spoke the same unified language, but God, seeing man's quest for power, confused the people with different languages and scattered them over the earth.

New nations formed. Some formed as a security measure to protect themselves from stronger tribes, others because of location and still others because of a sense of adventure and desire for conquest.

In the midst of this God tells one man — Abram — that He will make him into a great nation. Abram was not necessarily the most moral man on earth. At times Abram was obedient (in his willingness to sacrifice Isaac in Genesis 22), but at other times he doubted God (lying about his wife Sarai in Genesis 12 and 20). Still God, in His grace, chose Abram and made the promise that out of him would come a great people. The Lord Jesus Christ, the Savior of all nations, would be born from Abraham's lineage.

When teaching your Cubbies, emphasize that God kept His promise to make Abraham's family into a great nation as numerous as the stars. (He did this though Sarah and Abraham didn't even have one child at the time the promise was made.) Cubbies cannot completely understand the concept of Abraham's generations growing into a nation, but they can understand the importance of someone doing what he said he would do. You can also teach them that God is mighty to keep His promises despite all obstacles. Nothing will stop Him from doing what He says He will do.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Understand God's big promise to Abraham: Abraham's children would be too many to count, like the stars in the sky (or the sand on the shore)!
- 2. See the number of people increasing in Abraham's family, from baby Isaac to the Israelites in Egypt.
- 3. Know that the Lord Jesus Christ came from Abraham's family.
- 4. Believe that God is strong enough to keep all His promises. Nothing is too hard for Him!
- 5. Speak the truth that God is mighty and praise God for His power.

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(Add the goals the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

Welcome Cubbies and reinforce what they learned at home with one or more of the following activities.

IDEA I: Starry Scene

What You Need

- Copies of small stars pattern page (resource CD)
- Crayons or markers
- Glue sticks
- Pairs of child-sized scissors
- Dark blue or black poster board or bulletin board paper
- Optional Instead of gluing stars, attach an adhesive VELCRO dot to the back of each star and the matching VELCRO dot to the poster board. The poster can be used during Play Time. (This works best if stars are printed on card stock.)

Give each Cubbie a copy of the small stars pattern page (or provide precut stars for Cubbies to use). Tell children to color the stars and cut them out. Glue, or let Cubbies glue, their stars to the dark paper to make a nighttime sky — the more stars, the better! Remind children of God's promise to make Abraham's children like the stars. Use your scene as a visual during Lesson Time.

IDEA 2: Abraham and the Night Sky

What You Need

- Black construction paper
- Precut Abraham patterns (resource CD)
- Glue sticks
- Paper plates
- White or silver nontoxic paint
- Damp paper towels or baby wipes
- Optional star stickers, glitter glue or paint pens

Ahead of time, cut out an Abraham for each child from the Abraham pattern page. Each Cubbie will glue his or her Abraham to the bottom of a sheet of black construction paper.

Put a small amount of paint on each paper plate. Show Cubbies how to dip one finger in the paint and dot the finger on the black paper to make a star. Let them fill their paper with stars. Wipe messy fingers when Cubbies finish. Instead of painting, Cubbies could place star stickers on their paper or make stars using paint pens or dots of glitter glue.

IDEA 3: Melted Crayon Stars

What You Need

- Copies of the large star pattern page (resource CD) on white or yellow construction paper
- Newspapers
- Crayon shavings in multiple colors (made from a crayon sharpener — available cheaply at any office supply store)
- Wax paper
- Linen dish towel
- Iron
- Pairs of child-sized scissors
- Hole punch
- Yarn

Cover tables with newspapers. Give each Cubbie a sheet of construction paper with the large star pattern page copied on it. Let Cubbies sprinkle a light layer of shavings (less is better) on the star. Cover each star with a sheet of wax paper. Away from children, use an iron set on low to press the star for about one second. Do not slide the iron or shavings will smear. If needed, press a bit longer. (To further protect the iron, top the wax paper with a linen towel before ironing.) Remove the wax paper and the crayon design will stick on the construction paper. After it quickly cools, the star can be cut out. Punch a hole at the top and add a yarn hanger. Children can cut out the verse box and glue it to the star's center. Talk about how God was mighty to keep His promise to Abraham.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto, unit Core Truth: God Is Mighty and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Optional 12 beetle picture cards and leaf poster (resource CD), tape, mounting putty

(If you are using the optional materials, print the leaf poster on legal-sized paper. Print the beetle picture cards on letter-sized paper and cut them out. Laminate the poster and cards for reuse in other unit activities. Before the puppet show begins, hang the leaf poster on a nearby wall, at a child's height, and put putty or a tape loop on the back of each beetle card.)

LEADER: Hi, Cubbies! Are you ready to see our friend Cubbie Bear? Let's call him together. One — two — three. CUBBIE!

(Bring the Cubbie puppet into view. He should hop around excitedly and then stop suddenly. Bend your wrist so his head is pointing downwards and turn his head from side to side as if he is examining his fur.)

LEADER: Is something wrong, Cubbie?

CUBBIE (*still examining himself*): I felt a little tickle, and I'm just making sure there aren't any beetles on me.

LEADER: Beetles? Why would there be beetles on you?

CUBBIE (with his head upright again):
Timothy and I were playing Hide-and-Seek
in the apple trees. When Timothy found
me in my hiding spot, he saw a beetle sitting
right on top of my head!

LEADER: Really? What did the beetle look like?

CUBBIE: Timothy said it was green and shiny, and its wings were sort of red and brown. We saw a lot more of them too! They were sitting on the leaves of the apple trees.

LEADER: Interesting! How many beetles did you count on the leaves?

CUBBIE: Let's see if I can remember. (*Turning to Cubbies*) Cubbies, will you help me count the beetles? I-2-3-4-5-6-7-8-9-10-11-12.

(Let Cubbies count together with Cubbie Bear. For more fun, stick a beetle picture card onto your leaf poster as Cubbies say each number. You could also choose a different child to stick on each picture card.)

CUBBIE: We counted 12 beetles, and there were still more, but we couldn't remember what number comes after 12. Do any of you know? (Allow response from Cubbies.)

LEADER: Yes, boys and girls, the number 13 comes after 12. Cubbie, that's quite a lot of beetles!

CUBBIE: I know! Timothy and I are going over to the barn right now. We want to tell Timothy's dad about all our new beetle friends.

LEADER: OK, have fun. We'll see you next time.

(Children wave goodbye as the Cubbie puppet is put away. During Play Time or Going Home you could play Pin the Beetle on the Leaf with the leaf poster and beetle cards. One at a time, a child is blindfolded and handed a beetle which has a masking tape loop on the back. The child tries to put the beetle on a leaf. To make it more fun, gently spin the child a couple of times before pointing him or her towards the leaf.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during club.

IDEA I: Star Cookies

What You Need

- Star-shaped cookies
- Paper plates
- White or yellow frosting
- Plastic knives or wooden craft sticks
- Optional colored sugar sprinkles

Give each Cubbie a star cookie and a paper plate. Let Cubbies use a plastic knife or a craft stick to frost the cookie. If desired, they can sprinkle the cookie with "sand" (colored sugar) before eating. Ask the children if the stars remind them of a promise God made to Abraham. See if any of them can explain the promise to you.

IDEA 2: Star Sandwiches

What You Need

- Low-fat cream cheese
- lam made from real fruit
- Whole wheat bread
- Star-shaped cookie cutter

Make cream cheese and jam sandwiches. Cut the sandwiches into star shapes with the cookie cutter.

IDEA 3: Snack Counting

What You Need

- Small paper cups
- Small crackers or dry cereal pieces
- Napkins

Give each Cubbie a cup with up to 10 small crackers or dry cereal pieces in it. Tell the children to take the pieces out of the cup and count them on the napkin. For more counting practice, you could call out numbers under 10 and children can put that number of pieces back in the cup. (Discourage Cubbies from eating

pieces until they are done counting.) Explain that it's easy to count the snack, but it would be hard to count the stars in the sky. God said Abraham's children would be like the stars — too many to count!

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

• **"Psalm 147:5"** to the tune of "Here We Go 'Round the Mulberry Bush." See Play Time to turn this song into a game. Here are the lyrics.

Great is our Lord and great in power ... Great in power, great in power Great is our Lord and great in power ... Psalm 147:5

- "My God Is So Big" Be sure to include the motions to this song.
- "Father Abraham" Children do not usually know what this song means. Explain that Abraham trusted in God's promise to send the Savior. The Savior would be born to Abraham's family group, the Israelites. The Bible says that anyone who trusts Christ as Savior is a child of Abraham (Galatians 3:6-9).

PRAYER (I-2 minutes)

Cubbies, do you know what I like about you? I like your energy and excitement when you come to club each week. (If you have time, say one specific quality you like about each Cubbie.) When we pray, we can praise God by telling Him what we like about Him! I like that God is mighty. Nothing is too hard for Him! Let's close our eyes and talk to God. Let's say, "God, you are strong and mighty. You can do anything!" (Lead Cubbies in reciting the prayer together. Ask Cubbies to name other things they like about God and say prayers of praise together for those things.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 53-57, 97
- Bible with markers placed at Genesis 15:5 and Psalm 147:5
- Optional at least 30 glow-in-the-dark stars, mounting putty, starry scene made during Coming In, paper or felt stars to attach to a board, clear container filled with sand, magnifying glass, timer, sounds of baby crying

(Adapt the words of this lesson so it fits you and your Cubbies. Open with prayer.)

Cubbies, you did a great job helping Cubbie count the beetles. Now I have something else for you to count.

(Display TC53 and keep this card to display again.) Do you think you could help me count all the stars in this picture? (Begin counting with Cubbies and stop after about 20 stars.) Wow, there are so many stars! I think it will take a long time to finish counting. I don't think some of us can even count that high.

Optional: Before club, place at least 30 glow-in-the-dark stars on the ceiling above your lesson area. You may want to attach the stars with mounting putty so you can easily remove them without damaging the paint. Dim the lights (leaving some light for safety) and let Cubbies try to count the stars on your ceiling. You could also create a star effect by poking several holes in a sheet of dark paper or by using a star-shaped hole punch. Dim the lights, shine a light at the ceiling and hold the paper over your light. Star shapes or dots will appear on the ceiling. Practice this ahead of time so you know how to position the paper and light to make all the stars appear.

Optional: Display the starry scene the children made during Coming In and try to count the stars together. You could also give each child some paper or felt stars to attach to a board. Try to fill the board with as many stars as possible.

Do you see the man who is looking at the stars? His name is Abraham. God made a big promise to Abraham, and it has to do with all the stars. Let's see what the Bible says!

(Open your Bible to Genesis 15:5. Keep your Bible visible as you teach.) Here is a true story from the book of Genesis in the Bible. All the stories in the Bible really happened; they are not make-believe!

(Display TC53 again.) One night God took Abraham outside and said, "Look up at the sky and count the stars." Now God knew Abraham couldn't count all the stars. Cubbies, have you ever looked at the sky at night? (Allow response.) When the sky is clear, you can see even more stars than you see in this picture. There are more than a million, trillion, gazillion stars. Abraham would never have finished counting them all!

Then God said something surprising. He said, "Abraham, your children will be like the stars." That means Abraham would have so many grandchildren and great-grandchildren and great- great,-great- (with a lot more greats after that!) grandchildren that he wouldn't be able to count them all. Wow, Cubbies! That's a LOT of children!

Optional: Explain that God also said Abraham would have more children than the sand on the seashore (Genesis 22:17). Bring a clear container filled with sand. Put some grains of sand in your hand and let each Cubbie look at the sand through a magnifying glass. Talk about the difficulty of counting all the grains of sand.

What a BIG promise from God. Cubbies, do you think God is strong enough to keep such a big promise? (Allow response as you open your Bible to Psalm 147:5.) Psalm 147:5 says: Great is our Lord, and of great power ... Cubbies, God is mighty. (Flex your arm muscles and invite Cubbies to mimic you.) Nothing is too hard for God. Let's say the verse together. (Repeat Psalm 147:5 a couple of times.)

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Abraham knew God would keep His promise. Except — Abraham didn't feel very much like a daddy. Abraham and his wife, Sarah, were very old. They didn't even have ONE child yet. (Hold up one finger and show a sad expression.) Still, they waited and waited for God to give them a child. (Pause for about 30 seconds, or set a timer, and ask Cubbies to pretend to be waiting quietly.)

At just the right time, (make or play sounds of a crying baby) baby Isaac was born. (Pretend to rock a baby in your arms and let Cubbies mimic you.) Sarah rocked him happily in her arms.

Abraham smiled. God was keeping His promise!

(Display TC55 and point to Isaac.) Isaac grew up and had two sons, Jacob and Esau. (Point to Jacob and Esau.) Jacob had 12 sons. (Count the sons with Cubbies.) Cubbies, look at all of Abraham's grandsons and great-grandsons! These are just some of the children God promised — although they don't look like children here, because they all grew up.

Jacob's 12 sons had children until there were a lot of people in the family. (*Display TC56.*) Abraham didn't live long enough to see all these people in his family, but he always knew God would keep His promise. God is mighty. (*You and Cubbies can flex your arm muscles.*) He is strong enough to keep all His promises.

(Display TC54.) God had promised to give Abraham's family the wonderful land of Canaan as their home. But first, they had to live in a faraway land called Egypt. When they were in Egypt, the family grew even bigger! God grew Abraham's family into a great nation of people, called the Israelites.

(Display TC57.) Do you see all the Israelites walking on the path through the water? Do you think you could count all the people? (Allow response.) Abraham's family, the Israelites, was becoming like the stars — too many to count!

God is mighty. (Flex your arm muscles with Cubbies.) He kept His big promise to Abraham. God also kept another, even bigger, promise. God promised that one day a very special baby would be born to Abraham's family, the Israelites. (Display TC97 and see if Cubbies recognize baby Jesus.) The Lord Jesus grew up and became the Savior of people from all over the world!

Cubbies, God is strong to keep ALL His promises. Nothing is too hard for God. Let's say our verse again together: *Great is our Lord, and of great power ... (Psalm 147:5).*

(Close in prayer, thanking God that He is mighty and strong enough to keep every promise He makes.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 15 Handbook Leader Sheet from the resource CD.

Bear Hug I5 Activity Sheet

What You Need

- Copy of the Bear Hug 15 Activity Sheet for each Cubbie
- Crayons
- Optional star stickers, star rubber stamps and ink pads, Play-Doh, star cookie cutters

Cubbies can complete one or more of the fun options on the sheet. If Cubbies finish early, ask them to use cookie cutters to make stars with the Play-Doh. Can they count how many they made?

PLAY TIME (15-20 minutes)

Play the Cubbies' favorite game from Unit 3 as a review.

IDEA I: Star Walk

What You Need

- Foam, rubber or paper stars in several colors
- Optional Use the large star pattern (resource CD) to make paper stars. Secure stars to the floor with masking tape.

Place stars on the floor in a circle. Choose a number (from one to 20). Cubbies will slowly count with you to that number while walking around the circle. When the group reaches the chosen number, each person stands on the nearest star. Name a color and everyone on that color of star will say Psalm 147:5 together.

IDEA 2: Psalm 147:5 Game

What You Need

- Nothing
- Optional parachute or large bed sheet, soft ball

Cubbies join hands and walk in a circle while singing "Psalm 147:5" to the tune of "Here We Go 'Round the Mulberry Bush."

Great is our Lord and great in power, Great in power, great in power. Great is our Lord and great in power. Psalm 147:5

On the last line, they all walk to the middle of the circle, raise their hands and cheer for God's mighty power. Repeat the game and replace walking with different actions, such as skipping, hopping, walking backwards or crawling. (Cubbies do not need to hold hands for alternate actions.) If desired, place a parachute in the middle of the circle and let Cubbies hold the edge of the parachute as they walk and sing. At end of the song, they quickly lift the parachute up and bring it down to the floor to make a "mountain," make lots

of ripples with the parachute or place a ball on the parachute and try to toss it high in the air. Encourage Cubbies to have fun yet continue to show respect to God as they celebrate His power.

IDEA 3: Fill the Night Sky

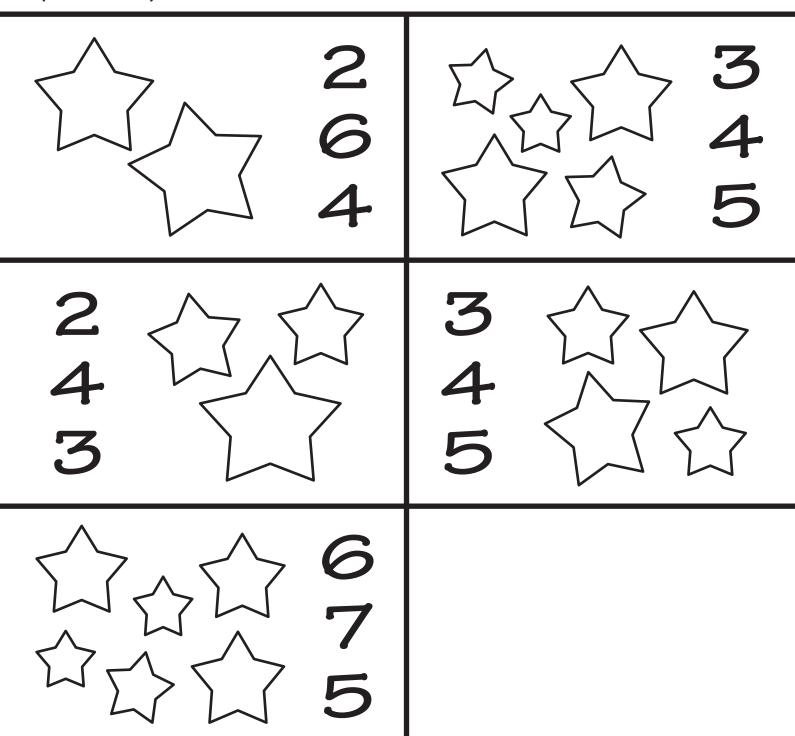
What You Need

- A dark blue or black piece of poster board for each group
- Several foam or card stock stars; use small star patterns (resource CD)
- Adhesive VELCRO dots
- Tape or mounting putty
- Optional You can use masking tape loops instead of VELCRO dots.

Ahead of time attach a VELCRO dot (the non-fuzzy hook dot) to the back of each star and put the matching VELCRO dot (the fuzzy loop dot) on the poster board. Mount the posters to the wall securely and make them easy for Cubbies to reach. Divide Cubbies into groups and give each group the same number of stars. Each group should do a relay and rush to fill its poster with the stars. (Show them how to attach a star to a VELCRO dot.) Review God's promise to Abraham: His children would be too many to count, like the stars!

GOING HOME (5-10 minutes)

As Cubbies leave, you can give them each a paper or glow-in-the-dark star to remind them of God's promise to Abraham.



It's easy to count the stars on this page, but it would be hard to count all the stars in the sky. God promised Abraham that his children would be too many to count — like the stars! God is mighty to keep His promises.

Basic Instructions: Count the stars in each box and circle the correct number. Color the stars.

Even More Fun: Fit as many star stickers as you can in the empty box or draw as many dot stars as possible. (You could also stamp stars with a rubber stamp and ink pad.) Try to count them.

Ultimate Fun: On a separate sheet of paper or on the back of this page, place a star sticker for each person in your family, including cousins, aunts, uncles, etc. Have an adult help you write a name by each star. Is your family big or small? Was Abraham's family big or small?



God Sends the First Nine Plagues to Egypt

Memory Seed: Psalm 124:8: *Our help is in the name of the LORD, who made heaven and earth.* (Short version is in bold.)

The Big Apple: God is mighty. He helped the Israelites by sending nine powerful plagues to Pharaoh and the Egyptians. God is mighty to help *us* too; we can ask Him for help.

SOW THE SEEDS

Read: Exodus I-10 Memorize: Psalm 124:8

Throughout history God has shown His power in a myriad of ways. Often God showed His power to individuals or to small groups: Moses and the burning bush; Jonah and the fish; Paul's vision on the road to Damascus. The plagues, however, were public. Everyone in Egypt and the surrounding nations knew what was happening. The 10 plagues were not only a punishment for Pharaoh, but for all Egyptians because of their disobedience and lack of acknowledgement of the one true God.

Remember, idol worship was rampant (as it's been throughout history) and the plagues showed that the true God had power that the false gods didn't.

As Jethro (Moses' father-in-law) said: ... "Blessed be the LORD, who hath delivered you out of the hand of the Egyptians, and out of the hand of Pharaoh ... Now I know that the LORD is greater than all gods: for in the thing wherein they dealt proudly He was above them" (Exodus 18:10-11).

Because the nations around Egypt were aware of the plagues, the plagues also served as a warning to these peoples, showing them the power of God and the result of disobedience to His will. (Imagine if something like this happened today. The news media would be covering the story for years.)

Use the plagues to help Cubbies understand the character of God. He is kind and fair, but He is not apathetic toward sin. He shows us patience, but when we ignore Him, His judgment prevails. But for those who put their trust in Him, He is a constant presence and help.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Learn about the Israelites' big problem: they were slaves in Egypt, being treated cruelly by Pharaoh.
- 2. Know that God heard the Israelites when they cried to Him for help.
- 3. Sense God's mighty power as they hear about each of the nine plagues God sent to Egypt.
- 4. Realize that we can ask God for help. He is the strongest helper of all. No problem is too big for Him!
- 5. Ask God for help with specific problems, aware that God may not work in the time or way we expect.

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(Add the goals the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

IDEA I: Plague Placards for Play Time

What You Need

- A set of the 10 plague placards patterns per handbook group copied on card stock (resource CD)
- Pairs of scissors (in adult and child sizes)
- Crayons
- Tape or glue
- Jumbo craft sticks

Tell each handbook group to make one set of nine plague placards. (The 10th plague can be saved for the next lesson.) The children or the handbook leader cuts out each plague card. Cubbies carefully color the cards before taping or gluing a craft stick on the back of each card. While Cubbies work, the handbook leader reviews each plague and emphasizes how the plague showed God's mighty power. Use the plague placards during Play Time and when reviewing the plagues in future lessons.

IDEA 2: Egypt Play Area

What You Need

Option I

- A set of blocks
- Toy crown

Option 2

- Empty tissue boxes or shoe boxes with lids
- Brown or red paper to cover boxes
- Tape
- Craft straw, yellow pipe cleaners or paper shreds

Option 1: Explain that the Israelites were slaves to a cruel pharaoh. A slave is someone who is forced to work hard for someone else without getting paid. Choose one child to be Pharaoh. He will wear the crown and tell the others what and how to build with the blocks. He cannot touch any blocks. Cubbies must obey him. After a couple of minutes, choose a new pharaoh. At the end, ask Cubbies how it felt to be Pharaoh's slaves.

Option 2: Ahead of time, make "bricks" by covering empty tissue boxes or shoe boxes (and lids) with red or brown paper. (Leave an opening in the tissue boxes.) Set these in one area and set a large pile of pretend straw in another area. Explain how the Israelites had to make bricks for Pharaoh using the straw. Let some Cubbies carry straw while others fill bricks with the straw. A brick is finished when it is completely full of straw.

IDEA 3: Bug Counting Booklet

What You Need

- Copy of I Can Count Bugs booklet for each Cubbie (resource CD)
- Pairs of child-sized scissors
- Stapler
- Nontoxic ink pads
- Colored pencils or markers
- Hand wipes

Beforehand, make a booklet for each Cubbie. (Cubbies could also cut out pages and let a leader staple their booklets at club.) Show Cubbies how to use an ink pad to make the right number of thumbprint "bugs" on each page. On the blank page, they may print as many bugs as they want. They can use colored pencils or markers to draw legs or antennae on their bugs. Cubbies may enjoy "reading" this book to leaders when it's finished. Talk about all the bugs that came to Egypt during the plagues and ask Cubbies why it would have been hard to be around so many bugs.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto, unit Core Truth: God Is Mighty and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Katie Collie puppet

(If you do not use a puppet stage, make sure you have some sort of barrier for Cubbie to hide behind at the start of the show. It could be a chair, desk, box or even someone's back.)

LEADER: Hi, Cubbies! Are you ready to see our friend, Cubbie Bear? Let's call him together. One — two — three. CUBBIE!

(Peek Cubbie's head out slowly from behind the barrier, turn his head from side to side as if he's looking for something, and hide him quickly again. Repeat this once or twice before Cubbie speaks.)

CUBBIE (peeking out fearfully): Is it gone?

LEADER: Is what gone?

CUBBIE (still peeking; shaking slightly): The t-t-t-tractor!

LEADER (turning to Cubbies): I don't see any tractors in here, do you? (Let children respond.)

CUBBIE (tentatively appearing from behind the barrier): OK, but Timothy and his dad said they were going to take a ride on the tractor, and I want to make sure it's gone.

LEADER: I haven't seen any tractors around here lately. You're safe, Cubbie! Where were Timothy and his dad going in the tractor?

CUBBIE: They were going to check the place where we found the beetles. Timothy's dad said those kinds of beetles aren't very friendly. They eat the leaves and apples on the trees.

(The beetles in the story are Japanese beetles, but it's best to refer to them generally. Children may be confused and associate the beetles with Japanese people or culture.)

LEADER: Oh, no! That's a big problem. If the beetles aren't stopped quickly, they'll hurt a lot of apple trees on the farm. I think Timothy and his dad are going to need some help.

(Bring Katie Collie into view, barking.)

KATIE: Ruff, ruff! Did someone just say help? I'm always ready to help.

LEADER (patting Katie's head): I know you are! You're a good dog. We were just talking about all the beetles that are eating the leaves and apples on the trees.

KATIE: Oh, no! That's a big problem. We'll have to help a lot.

CUBBIE (*puzzled*): But how can we help? I don't know how to stop the beetles, and there are so many of them!

KATIE (pausing to think): Sometimes on the farm, I help Timothy's dad move the sheep back home to their pen at the petting zoo. I chase behind them to keep them moving. Maybe I can chase the beetles out of the trees! If that doesn't work, I can trap some under my paws.

CUBBIE (getting an idea): Hey! I saw a little jar at the bakery. Maybe I could catch some beetles, put them in the jar and close the lid so they can't get out.

LEADER: I like how both of you want to help. Timothy should be back from his tractor ride by now. Why don't you two go find him and help him stop the beetles?

CUBBIE and KATIE: OK! Bye, we'll see you later.

(Children wave goodbye as the puppets are put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during club.

IDEA I: Bricks and Mortar

What You Need

- Graham crackers
- Frosting
- Paper plates
- Plastic knives or craft sticks
- Optional Make this healthier by using whole grain crackers and a vegetable cream cheese spread.

Break graham crackers into four rectangular pieces to resemble bricks. Give each Cubbie several cracker "bricks," a dab of frosting (the "mortar") and a plastic knife. They can try to build something with their bricks and mortar. Remind them that the Israelites had to work hard building cities for Pharaoh.

IDEA 2: Build-a-Bug

What You Need

- Round crackers
- Pretzel sticks
- Spreadable cream cheese
- Plastic knives

Give each Cubbie these directions: Spread cream cheese on a round cracker. Break or cut another round cracker in half and place halves on top of first cracker to form wings. Add pretzel stick antennae.

IDEA 3: Hailstones

What You Need

Powdered sugar donut holes or flavored ice treats

Remind Cubbies that God heard the Israelites when they cried to Him for help and He sent plagues to Egypt. One of the plagues was hailstones, which are balls of ice. Eat the snack and talk about how it resembles hail. Review some of the other plagues. God is mighty. No problem is too big for Him!

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- "My God Is So Big" or the chorus of "Our God Is an Awesome God" by Rich Mullins
- **"Psalm 147:5"** to the tune of "Here We Go 'Round the Mulberry Bush" (from Bear Hug 15)
- **"Psalm 124:8"** to the tune of "Here We Go 'Round the Mulberry Bush." This can be sung as a continuation of Psalm 147:5 above.

Our help is in the name of the LORD ... Name of the Lord, name of the Lord Our help is in the name of the LORD, Who made heaven and earth. (optional last line — Psalm 124:8.)

PRAYER (I-2 minutes)

Cubbies, when we pray, we can ask God for help. (Share about a time when you or someone else prayed and received help from God. Choose a situation that kids can understand, preferably a time when God helped in an unexpected way.)

Are any of you upset or sad today? Does anyone have a problem? Would you like to ask our mighty God for help? (Allow response.) God hears His children when they ask for help. God knows the best way and the best time to help us. He may help us differently than we think He will, but He is always loving and strong! (See if any Cubbies would like to pray aloud for another Cubbie's request.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 56, 58-62 (cover TC60-62 as described below)
- Bible with markers placed at Exodus I, Exodus 7-10 and Psalm 124:8
- Optional blocks, bag filled with items that represent the nine plagues, plague placards made during Coming In

(Adapt this lesson to fit your group. Open with prayer. If you are using teaching cards, cut three sheets of $11'' \times 17''$ (28 x 43 cm) paper into thirds. With a paper clip, attach each third over a plague picture on TC60-62 to cover it.)

Today Cubbie Bear told us about a big problem on the farm. What was the big problem? (Allow response.) I think Timothy and his dad are going to need lots of help. There are so many beetles! I don't think even Katie Collie or Cubbie Bear can help them catch all those beetles.

(*Display TC56.*) Do you remember Abraham's family, the Israelites? They had a big problem when they were living in Egypt, and it was much worse than beetles. Let's hear what happened.

(Open your Bible to Exodus 1.) Egypt belonged to a cruel king, called Pharaoh. (Display TC58 and point to Pharaoh. Prepare to reuse this card later.) When Pharaoh saw how many Israelites were in his land, he started to worry. He thought they would become too strong and fight against him. "I will make them my slaves!" he growled. (A slave is someone who is forced to work hard for someone without getting paid.)

"Make my bricks," Pharaoh ordered. "Build my cities. Work my fields in the burning, hot sun."

So the Israelites worked hard for Pharaoh. But the more he made them work, work, work the more their numbers grew, grew, grew. The land filled with even *more* Israelite people! Optional: Choose three Cubbies to pretend to be Israelites building a city with blocks. (Note: the Egyptian pyramids were already built by the time Israelites arrived.) Direct the rest of the Cubbies to act like Pharaoh and his men by repeatedly shouting "Work harder!" — even when you ask if the builders can take a break. Add another group of builders to show that the Israelites kept growing.

Pharaoh and his men got angry. They yelled at the Israelites. They beat them. They even killed some of them. Finally, the Israelites couldn't take it anymore. They needed help.

Cubbies, when you have a problem, whom do you ask for help? (Allow response. Use questions to guide them to mention God as a source of help.) We can ask people for help, but why is God the best person to ask for help? (Allow response as you open your Bible to Psalm 124:8.) Psalm 124:8 says: Our help is in the name of the LORD, who made heaven and earth. (Repeat the verse a few times with Cubbies.)

Cubbies, God is mighty. (Flex your arm muscles and invite Cubbies to mimic you.) He made the whole wide world. He is the strongest helper of all. No problem is too big for him!

(Display TC58 again.) The Israelites cried out to God for help, and guess what? (Pause for effect.) He heard them! He had seen them hurting, and He already knew how He would help them.

(Display TC59.) God chose Moses (point to Moses, who's wearing red) and his brother, Aaron, to go and talk to Pharaoh. "Listen, Pharaoh," said Moses and Aaron, "The Lord says, "Let My people go." (Note: This was a new pharaoh. The former pharaoh had died [Exodus 2:23]. This detail is not necessary for Cubbies.)

But Pharaoh said (use a rebellious tone), "NO! Who is the Lord? Why should I listen to Him?"

Cubbies, do you think Pharaoh knew how strong our God is? *(Allow response.)* No, I don't think so! So God showed His great and mighty power.

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He sent 10 terrible troubles, called plagues, to Pharaoh and his people, the Egyptians. (*Open your Bible to Exodus 7-10.*)

(Display TC60 with the papers attached over the plague pictures. You could also tell handbook leaders to distribute the nine plague placards to Cubbies in their group. Kids will hold up the matching placards when you discuss each plague.)

(Invite a Cubbie to pull off the paper covering the first plague.) God showed His mighty power. He turned the water of the river into blood. The fish in the river died, and the river smelled so bad that the Egyptians couldn't drink from it. (Let Cubbies pretend to be Pharaoh as you chant this rhyme to them: "Pharaoh, Pharaoh, let God's people go!" Children answer you in rhyme, chanting, "I won't let them. No, no, NO!" Children shake their heads on each no.)

(Ask another Cubbie to reveal the second plague.) God showed His mighty power again. He filled the whole land with frogs. They hopped everywhere inside the Egyptians' houses — on their tables, on their beds and even into their ovens! (Repeat the chant with Cubbies.)

(Ask another Cubbie to reveal the third plague.) God showed His mighty power again. He turned the dust of the ground into tiny bugs called gnats. Can you imagine little bugs jumping all over your arms and legs and flying into your mouth and ears and nose? (Repeat the chant with Cubbies. You can adapt your line: "Pharaoh, Pharaoh, NOW can they go?")

(Display TC6 I-62 and continue this pattern for the next six plagues. If Cubbies express sadness about the dead animals in the fifth plague, remind them that sin hurts both animals and people. Thankfully, God kept the Israelites' animals safe [Exodus 9:6]. Compare the locusts to the beetles on Timothy's farm. However, the beetles were not a plague from God.) Optional: Fill a bag with objects that represent each of the nine plagues. For example, use red paper or a plastic bottle filled with red liquid for the bloody river; a container of dirt for gnats; bubble wrap or red dots to stick on your arm for boils; toy frogs, livestock or bugs. Let different Cubbies pull an item out of the bag. Use the item to describe the plague. Items don't need to be in order.

After these nine terrible plagues, stubborn Pharaoh STILL didn't let God's people go. So God sent the 10th plague, the worst one of all. God knew that after the 10th plague, Pharaoh would let the people go. We'll learn about that next week, but now let's thank the Lord for showing His power and helping the Israelites with their big problem with Pharaoh. God is mighty! (Flex your arm muscles with Cubbies.) We can ask God for help too. He won't send 10 plagues like He did for the Egyptians, but He will help us in the way that's best for us. (Repeat Psalm 124:8 a few more times and close in prayer.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 16 Handbook Leader Sheet from the resource CD.

Bear Hug 16 Activity Sheet

What You Need

- Copy of the Bear Hug 16 Activity Sheet for each Cubbie
- Crayons
- Optional small blocks in different shapes

Cubbies trace the line from the number to the plague it represents. If Cubbies finish all the fun options on the worksheet, set a pile of small blocks on the table and tell Cubbies to sort out all the rectangles. Explain that rectangles remind us of the bricks the Israelites made. Cubbies can build something with the rectangular blocks.

PLAY TIME (15-20 minutes)

Play the Cubbies' favorite game from Bear Hug 15 as a review.

IDEA I: Hail Storm

What You Need

 Many white paper balls (may be held together with a piece of masking tape)

Review that one of God's plagues was hailstones: balls of ice from the sky. Divide Cubbies into two (or more) groups. Each group is assigned an area of the room. Distribute equal amounts of "hail" (paper wads) in each group's area. On your signal, Cubbies all race to throw the hail out of their area and into another group's area. Children should try to avoid being hit by the wads. Stop after a minute or two. Repeat until Cubbies are tired.

IDEA 2: Plagues in Motion

What You Need

- Nothing
- Optional Use a set of nine plague placards from Coming In.

Cubbies stand in one area. Moses (first leader) says to Pharaoh (second leader), "Let God's people go!" Pharaoh says, "NO!" Moses names a plague or holds up a plague placard and Cubbies act out the plague until Moses tells them to stop. Repeat this routine for all nine plagues. Then Moses says, "God sent the 10th plague." (Children will not act this out.) Pharaoh says, "GO!" and Cubbies all run across the room.

Here are sample motions for the plagues: move arms like river waves, jump like frogs, pretend to swat gnats or flies, fall to the ground and close eyes for dead livestock, hold skin and say "Ow!" for boils, hold hands over head to protect from hail, close eyes and stand still for darkness. Explain that though it's fun to play this game, the plagues were NOT fun for the people of Egypt. They were horrible punishments God sent because Pharaoh did not listen to God.

IDEA 3: Placard Relay

What You Need

- Sets of the nine plague placards from Coming In (one set per group)
- A container for each group's placards

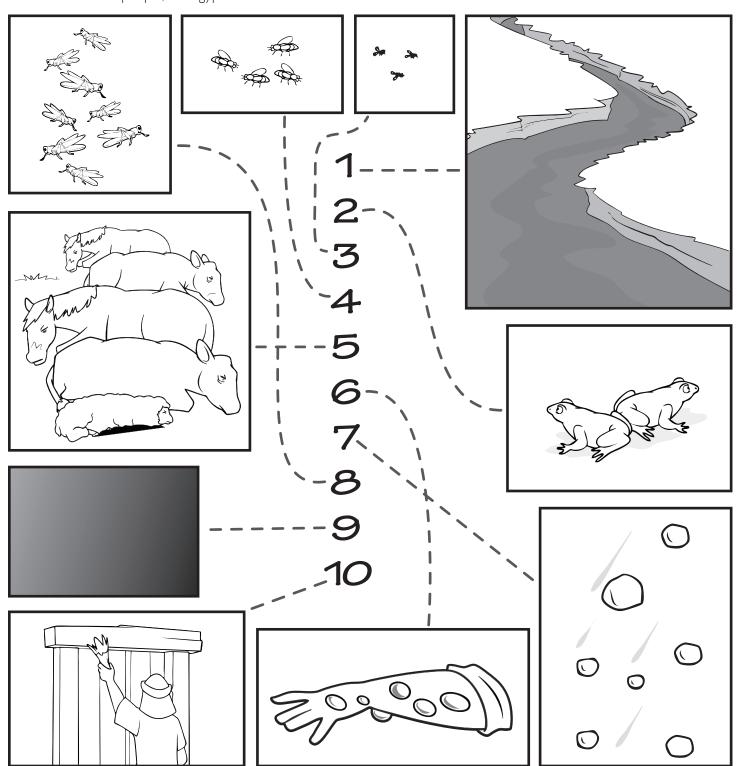
Divide Cubbies into handbook groups. Direct each group to stand in a line at one end of your room. For each group, place a full set of nine placards across the room on the floor. On your signal, the first person in each group runs to grab a placard from his group's set, returns to his team line and passes it down the line to the last person in the group, who places it in a container. The first player moves to the end of the line, and the next player retrieves the next placard. After all plague placards have been collected, the relay group can run to a designated place. Here's an alternative placard game: Cubbies can stand in a circle, with each Cubbie holding one or two placards. When a Cubbie's plague is called, she runs to the center of the circle holding her placard (along with others who have the same placard).

GOING HOME (5-10 minutes)

It's very likely you have one or more Cubbies in your club with special needs, such as physical, mental or learning challenges. You may even have non-English speakers. Be sure to partner with parents as you minister to these children. The book *Awana for Mel* (available from Awana) is a helpful resource for working with a diversity of clubbers.

Our help is in the name of the LORD, who made heaven and earth. (Psalm 124:8)

When the Israelites were slaves to Pharaoh, they cried out to God for help. God helped by sending 10 powerful plagues to Pharaoh and his people, the Egyptians.



Basic Instructions: Trace the line from the number to the plague the number represents.

Even More Fun: Color the pictures in the boxes.

Ultimate Fun: Can you name and tell the story of each plague? Turn your paper over and draw your own picture of one of the plagues.



The 10th Plague and the Exodus

Memory Seed: Exodus 15:2: *The LORD is my strength and song, and He is become my salvation ...* (Short version is in bold.)

The Big Apple: God is mighty. He saved the Israelites from slavery to Pharaoh and He brought them out of the land of Egypt. God is mighty to save us from sin through His Son, Jesus Christ.

SOW THE SEEDS

Read: Exodus II:1; 12; 15:2 Memorize: Exodus 15:2

One last plague. On midnight on the specified day the destroyer would strike the homes of the Egyptians, the homes that were *not* marked with blood on the doorposts.

The homes of the Israelites (those who did have blood on their doorposts) would be "passed over" — literally the Hebrew phrase means God would hover over them like a bird protecting its nest. Furthermore, this was the night of their escape. Pharaoh commanded Moses and Aaron, ... "Rise up, and get you forth from among my people, both ye and the children of Israel ..." (Exodus 12:31).

The Lord also gave the Israelites another instruction. They were to tell their children about the events of the Passover for generations to come (12:14).

Today we look at the Passover as a picture of Christ's death and resurrection. Both the Egyptians and Israelites were sinners. Yet the Israelites were under the protection of the blood of the lamb so they did not experience the wages of sin (death). (See Romans 3:22, 23; 6:23.) They deserved the punishment, but a lamb was substituted in their place.

Christ is our Passover. He sacrificed His life for us. Although we (as Christians) are as guilty as the next person, we are rescued by the blood of the Lamb (1 Corinthians 5:7).

Most Cubbies will have a difficult time connecting the Israelites' escape and Christ's death for us. Yet it is not too early to begin to cement these truths in young minds. We are "passed over" because of the blood of our Savior. We will not receive the "wages of sin" (death). Because of the cross, we have freedom through Christ (Romans 6:22). He is our salvation!

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Review the 10 plagues and experience aspects of Passover and the Exodus: packing quickly, eating unleavened bread, etc.
- 2. Understand that the terrible 10th plague (killing of firstborn sons) happened because of Pharaoh and the Egyptians' sin. God must punish sin.
- 3. Hear that God kept the Israelites safe from the 10th plague.
- 4. Have no fear about the 10th plague: Christ shed His blood and died to save us from the punishment for sin.
- Celebrate and praise God for His power to save His people, especially from sin

(Add a goal the Holy Spirit brings to your mind and heart as you pray for Cubbies.)

COMING IN

(10-15 minutes before club officially starts)

IDEA I: Water Bottle Maracas

What You Need

- Empty water bottles with caps
- Colored masking tape or stickers
- Plastic drinking straws cut into 1- to 2-inch (2.5- to 5-cm) pieces
- Hot glue gun

Beforehand, remove bottle caps for later use. Let each Cubbie decorate the outside of an empty bottle with stickers or masking tape. They can wrap tape around the entire bottle or just add stripes. Cubbies should insert straws into the bottle until it is about one-third full. Seal the cap on each bottle by running a bead of hot glue around it or by wrapping it several times with masking tape. Write each Cubbie's initials on the cap and let Cubbies shake their maracas. Save the maracas for use during Lesson Time and Play Time.

IDEA 2: Packing Play Area

What You Need

- Small suitcases, backpacks, canvas bags or boxes
- Clothes Boxed, canned or toy food
- Home play center items already in classroom

Spread all items on the floor and let children practice packing clothes and food into the suitcases or other containers quickly — yet not so messily that clothes are crumpled and items fall out of the container. Explain that the Israelites had to pack quickly before they left Egypt. Play area materials can be used in Lesson Time and Play Time.

IDEA 3: Plague Matching File Folder

What You Need

- File folder
- Two sets of IO small plague pictures (resource CD)
- Optional adhesive VELCRO dots

Glue one set of pictures inside a file folder. Give each Cubbie one or more pictures from the other set. Cubbies will match their pictures to the folder set by placing pictures on top of each other. For reuse and durability, laminate the folder and the matching set and add VELCRO dots to the pictures. (Add loop dots [fuzzy dots] right above or in the middle of file folder pictures. Add hook dots [nonfuzzy dots] to the backs of the matching pictures and position the dots so most of the picture will be covered when dots are joined.) As children match pictures, review each plague.

IDEA 4: Beetle Trap Game

What You Need

- Toy insects or 12 beetle picture cards printed on card stock (resource CD)
- Plastic jar with lid (used in the puppet show)
- Plastic tub
- Plastic craft grass or shredded green paper
- Optional mounting putty, leaf poster printed on legal-sized card stock (resource CD)

Fill a tub with shredded green paper or plastic craft grass (Easter basket grass) and plastic insects or the beetle picture cards. Cubbies search for insects and bring them to the jar. A leader (or another child) opens and closes the jar lid quickly, so the bugs can be dropped and "trapped" inside the jar. Instead of using a tub, attach beetle cards to the leaf poster and tell Cubbies to pick off the beetles.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto, unit Core Truth: God Is Mighty and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Luvie Lamb puppet
- Clear plastic jar with lid
- Optional —I beetle picture card (resource CD), tape, magnifying glass

(Before you start, set the jar and optional magnifying glass within reach. If desired, print the beetle cards sheet from the resource CD. Cut out one card and tape it to the inside bottom of the jar so it is visible when you look in the jar.)

LEADER: I heard Cubbie was going on a beetle hunt with his friends. I wonder how it went. Let's call him together. One — two — three. CUBBIE!

(Bring the Cubbie puppet into view. Hang his head down as if he's sad.)

LEADER: Cubbie Bear, what's wrong? You're not your usual hopping and jumping self today.

CUBBIE: Our beetle hunt didn't go well at all.

LEADER: I'm sorry to hear that, Cubbie. What happened?

CUBBIE: First, I made Timothy a very special beetle trap. I made it from a jar I found at the bakery.

LEADER (holding up jar): Like this? (Don't show children the beetle picture yet, if you've taped it inside.)

CUBBIE (*nodding*): Yes, that looks just like my trap.

LEADER: How does it work?

CUBBIE: You open the lid, drop a beetle inside and then close the lid again quickly.

(Demonstrate opening and closing the lid of the jar.)

LEADER: That's a neat trap. Did you catch many beetles in it?

CUBBIE: We *tried*! Timothy caught the first beetle and put it in the jar. Katie Collie caught the second beetle, but when Timothy opened the jar to put Katie's beetle inside, his first beetle flew out of the jar. Then I caught another beetle, and when Timothy opened the lid to drop it in, Katie's beetle flew away. After all that hard work, we only caught ONE beetle.

(Open the lid and reveal the beetle card attached to the bottom of the jar.)

LEADER: Oh, no! That's no fun at all.

CUBBIE: Well, we did end up having a *little* fun. I saw a line of shapes in the dirt. I looked at them closely with my magnifying glass. The shapes looked round, like a beetle's body.

(If you have a magnifying glass, hold it below Cubbie's nose as if he's looking through it.)

LEADER: So what did you do?

CUBBIE: I said, "Let's follow the shapes. Maybe we'll find the biggest beetle of all!"

LEADER: And did you find the biggest beetle?

CUBBIE (laughing): No, we found Luvie Lamb. She leaped out from her hiding place and knocked us all over with a big hug.

(Bring Luvie Lamb into view, giggling.)

LEADER (*laughing*): Luvie Lamb, you are so silly! Were those your hoofprints in the dirt?

LUVIE (nodding; giggling): Yes. When I heard about the beetle hunt, I just had to come, and asked Timothy if I could stay out of the petting zoo for a little while. It sounded so exciting.

anymore. The beetles keep hurting the apple trees on our farm. There are so many beetles! We'll never be able to catch them all.

LEADER: You're right, Cubbie. I don't think you can catch all those beetles by yourselves. I hope some big help comes soon.

CUBBIE: Me too! Bye, we'll see you later.

(Children wave goodbye as the puppets are put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during club.

IDEA I: Passover Picnic

What You Need

- Matzah (called matzo or matzot) broken into equal servings
- Napkins
- Cups of grape juice or juice boxes
- Optional picnic blanket; crackers to replace matzah; a sweet spread such as honey, apple or cinnamon butter, frosting or cream cheese and jam

Explain that the Israelites ate matzah to remember that when God brought them out of Egypt, they didn't have time to make the fluffy kind of bread that rises. Give each Cubbie a cup of grape juice and a piece of matzah on a napkin. You could spread a blanket on the floor and eat the snack picnic-style with juice boxes instead of cups to prevent spills. Children may enjoy a sweet spread on their matzah or crackers.

IDEA 2: Pack and Go Snack

What You Need

- A variety of small snack items in packages or clear plastic bags (e.g., packaged yogurt or applesauce, bags of animal crackers, wrapped cookies, bags of mini rice cakes)
- Brown paper lunch bags
- Optional chocolate coins wrapped in silver or gold foil to represent the items the Israelites received from the Egyptians

Remind Cubbies that the Israelites had to pack quickly when they left Egypt. Give each Cubbie a lunch bag. Tell Cubbies to quickly choose two snack items to place in the bag. Lead Cubbies to another area to eat.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- "Psalm 147:5" and "Psalm 124:8" to the tune of "Here We Go 'Round the Mulberry Bush' (from Bear Hugs 15 and 16)
- "Where is the A?" and "Where is the C?" (from Bear Hug 2) Remind Cubbies that sin is anything we think (point to head), say (point to mouth) or do (hit fist on palm) that disobeys God.
- "If You're Happy and You Praise God" to the tune of "If You're Happy and You Know It"

If you're happy and you praise God, clap your hands. (Repeat)

If you're happy and you know it and you really want to show it,

If you're happy and you praise God, clap your hands.

Replace "clap your hands" with other phrases such as "bang your drum" or "shake, shake, shake" (your maraca). Cubbies can play rhythm instruments or pretend to play them.

PRAYER (I-2 minutes)

Cubbies, God still hears us, even when we whisper. Let's whisper thanks to God for what He has done for us. (Allow Cubbies to suggest various actions of God for which the group will whisper prayers of thanks. For example, you could whisper together, "Thank you, God, for creating us." If kids don't mention salvation, be sure to include it.) Let's thank God for His mighty power to save us from sin. The punishment for sin is very serious: dying and being away from God forever. God sent His Son, Jesus, who never sinned, to die for us and come alive again so we could be alive with Jesus forever.

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 4, 58-66
- Bible with markers placed at Exodus 11:1; 12; 15:2
- Optional plague placards made in Bear Hug 16; a suitcase or backpack filled with clothes, boxed or canned food and fake silver or gold items; bread dough or white Play-Doh; matzah bread; toy rhythm instruments such as tambourines or the maracas made during Coming In

(Adapt the words of this lesson to fit you and your Cubbies. Open with prayer.)

It's too bad Cubbie and his friends didn't catch many beetles today. They need some big help soon!

(Display TC58.) Do you remember when the Israelites needed big help? They were slaves in Egypt, working hard for a mean king called Pharaoh. Cubbies, whom did the Israelites ask for help? (Allow response.) Yes, they cried out to God for help. God is mighty. (You and the Cubbies can flex your arm muscles.) He is always strong enough to help.

(Display TC59.) God sent Moses and Aaron to talk to Pharaoh. "God says, 'Let My people go!" said Moses and Aaron. But Pharaoh didn't listen, so God showed His mighty power. He sent nine terrible troubles, called plagues, to Pharaoh and the Egyptians. Cubbies, do you remember any of the plagues God sent? (You may want to display TC60-62 or to spur Cubbies' memory. Cubbies could also hold up the right plague placards as you review each plague.)

After the nine terrible plagues, stubborn Pharaoh still didn't listen to God. (Plug your ears with your fingers and shake your head with a stubborn look.) But God already knew what would happen. (Open your Bible to Exodus II:I and read it aloud.) God would send one last plague, the I0th plague. Then Pharaoh would let God's people go.

(Display TC63 as you open your Bible to Exodus 12. Keep the Bible visible while you teach.) "Moses," said God, "Tell the Israelites to brush blood from a lamb around the front door of each house. The blood will be a special sign." The Israelites did what God said.

Late that night, the Lord God moved through the land of Egypt. The Lord looked at every door. If He saw the sign of blood around the door, He "passed over" that house, which means He kept everyone inside the house safe. If He did *not* see the sign, the oldest son in the house died.

(Display TC64. Point to the Egyptians.) Pharaoh and the Egyptians woke up. They let out loud wails. In every home, an oldest son was dead. The Egyptians did not have God's sign on their doors.

(Point to the Israelites on TC64.) But in the homes of the Israelites, no one was crying. They had marked each door with the blood of a lamb, and God had kept them all safe.

Cubbies, I'm glad God kept the Israelites safe. But I'm also sad about what happened to the Egyptians. It happened because Pharaoh and the Egyptians sinned and did not listen to God. God must punish sin.

(If children express fear about the 10th plague, tell them that we don't have to worry about this plague happening again or to us. God gave His only Son, the Lord Jesus. We don't need lamb's blood anymore because Jesus shed His blood for us on the cross. He died to save us from the punishment for our sin. Each of us must trust Him as Savior.)

(*Display TC65.*) During the night, Pharaoh called Moses and Aaron to meet him. "GO!" said Pharaoh. "Take all your people and your animals and hurry out of here."

The Israelites already had their sandals on. They were ready to go! Quickly, they packed their bags with food. They also packed gifts from their Egyptian neighbors, like silver, gold and clothing.

Optional: Bring a suitcase or backpack filled with clothes, packaged food and fake silver or gold objects. Empty the contents in a pile on

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the floor and let Cubbies take turns packing an item into your carrier. Tell the Cubbies to pack as quickly as they can, without causing a mess. For fun, bring bread dough or white Play-Doh shaped to look like bread dough. Explain that the Israelites didn't have time to finish making their dough and bake it (see Exodus 12:39). They packed dough without yeast, which is the ingredient that makes bread rise and look fluffy. Show matzah (unleavened bread) if you brought some for a snack.

(Display TC66.) Then all the Israelites marched out of Egypt in a hurry. They were so happy to be free from Pharaoh! Cubbies, do you see all the people going? There were probably more than two million of them. (Estimate is based on the 600,000 men from Exodus 12:37-38.) That's more people than we have in our whole town! (Adapt this statement to your area.)

Cubbies, God is mighty. (Flex your arm muscles with Cubbies.) He saved the Israelites from being Pharaoh's slaves and He brought them out of the land of Egypt. He is always strong to save His people.

After the Israelites left Egypt, God showed His mighty power to Pharaoh and the Israelites again. We'll hear more about that next week. (The next lesson gives detail on the Red Sea crossing.) After the Israelites saw all the awesome, mighty things God did for them, they just HAD to praise God. Listen, I'm going to tell you part of the song they sang to praise God. (Open your Bible to Exodus 15:2.) They sang: The LORD is my strength and song, and He is become my salvation ... (Exodus 15:2). When the Israelites sang about God's salvation, they meant God was the one who saved them, or rescued them, from their enemy, Pharaoh.

(Create a simple clapping rhythm as you say the verse and teach the rhythm to Cubbies. You could also make up a tune for the verse. Lead the Cubbies around the room as you clap or sing the verse together. To add fun, let Cubbies shake tambourines, like Miriam did in Exodus 15:20, or play other instruments while you repeat the verse. They could shake maracas made during Coming In.)

Cubbies, God is mighty. (Flex your arm muscles with Cubbies.) He saved the Israelites from being slaves to Pharaoh, and He brought them out of the land of Egypt. He is strong to save us too. He sent His Son to save us from something. What was it? (Display TC4 as you allow response. Close in prayer, thanking God for His mighty power to save His people, not only from their enemies, but from sin too!)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 17 Handbook Leader Sheet from the resource CD.

Bear Hug 17 Activity Sheet

What You Need

- Copy of the Bear Hug 17 Activity Sheet for each Cubbie (Verse also on resource CD)
- Crayons
- Optional paper lunch bags, pairs of child-sized scissors

Remind Cubbies that the Israelites had to pack their bags quickly before they left Egypt. As Cubbies complete the activity sheet options, talk with them about any trips they have taken. Ask them if they think God is with them when they go to a new place. Can they praise God in the new place? Explain that we can praise God anywhere! Praise is being happy and celebrating what God has done and what He is like. We can praise God in many ways, such as clapping, singing, playing instruments or praying to God. Ask Cubbies to name some things God has done or ask them, "What is God like?" Emphasize God's mighty power.

PLAY TIME (15-20 minutes)

Play one or two of the Cubbies' favorite games from the last two lessons as a review. Add one new game.

IDEA I: Packing Game

What You Need

- Packing containers (e.g., small suitcases, backpacks, canvas bags or boxes)
- Items to pack (e.g., clothes; boxed, canned or toy food; home center play items in classroom)
- Timer

You may have already done packing activities in other club segments. Now add even more fun with a timer and relay groups. Scatter packing items all over the play area and give each relay group a packing container. Set a timer. The first person in each group runs to retrieve an item and place it in her group's container. She returns to her team line and the next person runs to retrieve another item. Challenge the groups to clear the entire area before the timer goes off. Repeat the game with less time on the timer.

IDEA 2: Pharaoh Says

What You Need

Nothing

Play this game like Simon Says. Explain that when the Israelites were slaves in Egypt, they had to do whatever Pharaoh said. An adult leader pretends to be Pharaoh. Whenever the leader starts a sentence with "Pharaoh says," Cubbies must follow the instructions. If the leader does not say "Pharaoh says," Cubbies do not have to obey. The leader should choose actions that slaves might have done, such as make or stack bricks, dig a hole, pound a hammer or shovel dirt. A second leader or child pretends to be Moses and slowly counts aloud up to 10 plagues during the game ("One plague. Two plagues. Three plagues ...") After Moses, says "Ten plagues!" the other leader playing Pharaoh says, "Pharaoh says, GO!" At that command, Cubbies can all run quickly across the room. Repeat the game as desired.

IDEA 3: Praise Parade

What You Need

- Toy instruments
- Music player with lively music

If the Lesson Time leader created a rhythm or tune for the verse, repeat it with Cubbies as you start this game. Talk about God's mighty power to save His people and encourage Cubbies to praise Him by playing toy instruments and marching around to music. If no instruments are available, a leader can call out various instruments. For each instrument, Cubbies can make sounds and motions to pretend they are playing it.

IDEA 4: Bible Verse Train

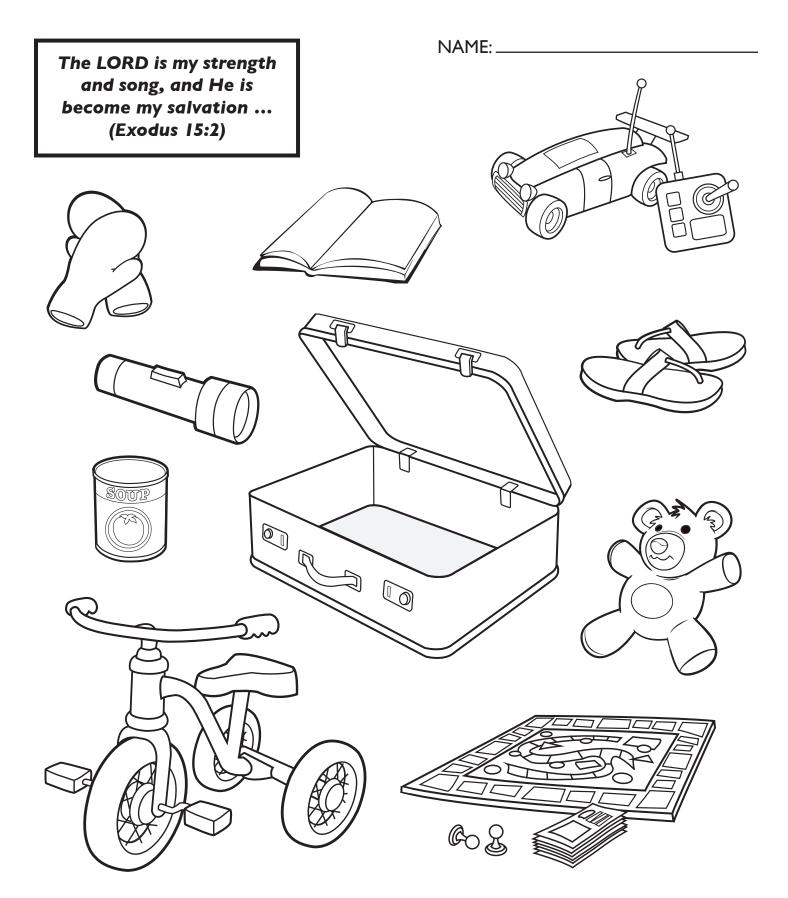
What You Need

Nothing

Direct all Cubbies to stand in a line, one behind the other, to form a train. They will bend their arms and make circular movements with their hands to imitate the movement of train wheels. Lead the train around the room, pretending to go around a track, and recite Psalm 147:5 or Exodus 15:2 as you go. Make a train whistle sound once you complete your imaginary track and repeat the game. The train can get faster and louder each time.

GOING HOME (5-10 minutes)

Do your Cubbies' parents know about the Under the Apple Tree activities in each handbook section? Do they know that additional Under the Apple Tree activities are available on the handbook CD? Build awareness as you talk with parents at the door or correspond through other means.



Basic Instructions: God saved the Israelites from being slaves to Pharaoh, and He brought them out of Egypt. The Israelites had to pack fast before they left Egypt. What would you pack for a trip? Circle or draw a line from the items you would pack to the empty suitcase.

Even More Fun: Color the items you selected. Decorate a paper lunch bag to carry the items you would pack.

Ultimate Fun: Cut out the items you colored on the sheet and place them in the bag. Cut out and glue the verse box from the sheet, or use the verse labels (resource CD) on your bag. Imagine where you will go on your trip. Will God be with you in the new place? Will you be able to praise God there?



Unit 4 Review Red Sea Crossing

Memory Seed: Psalm 147:5: Great is our Lord, and of great power ...

The Big Apple: God is mighty. He showed His power to Abraham's family, the Israelites. Our strength is small, but God is mightier than we can imagine!

SOW THE SEEDS

Read: Genesis 15. Exodus 1. Psalm 147:5

Review: Psalm 147:5

The theme of this unit has been the mighty power of our great God.

The story of the Israelites is, in a way, our story. They were slaves to the Egyptians. We were slaves to sin. The lamb's blood saved them from the deadly destroyer. The Lamb's (Christ's) blood saved us from the wages of sin (death). Because of God's provision they were taken out of slavery and given freedom. Because of God's provision (sending His Son to be our sacrifice) we are saved out of the slavery of sin and given freedom in Christ.

God continued to show His love toward the Israelites as He does us. He guided them by a pillar of cloud and a pillar of fire. He guides us through His Word. But like all humans, how quickly the Israelites forgot all God had done. They found themselves on the shore of the Red Sea — the water in front of them, Pharaoh's army behind them. "Why did you bring us here?" they complained to Moses (and this was not the last of their complaints).

We find it easy to be scornful, "Come on, people, don't you see what God's done for you?"

But again we are no different.

We need to remind the Cubbies (and ourselves) to be thankful for all our great and powerful God has done for us. We need to rely on Him during good times and tough times. We can teach this by allowing the preschoolers to hear our prayers of gratitude and to teach them to pray prayers of gratitude. We can teach this by living lives as God's children, reflecting His love.

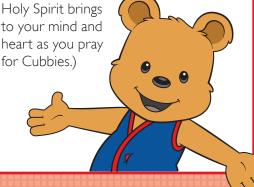
SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Remember the powerful things God did for the Israelites: He made them grow into a great nation, sent mighty plagues to bring them out of Egypt, split open the Red Sea, etc.
- 2. Imagine the Red Sea crossing and the defeat of Pharaoh's army through various activities.
- 3. Name mighty things that only God can do.
- 4. Realize that our strength is small, but God's strength is more awesome than we know!
- 5. Learn to trust in our mighty God, especially when they feel weak or afraid.

6.		

(Add the goals the Holy Spirit brings to your mind and



COMING IN

(10-15 minutes before club officially starts)

Did Cubbies seem to especially enjoy any of the Coming In activities from prior lessons in this unit? Repeat them this week as a review — or try one of the new ideas below.

IDEA I: Red Sea Bags

What You Need

- Blue tempera paint
- Resealable sandwich bags
- Tape
- Optional white paper, fish stickers

Place about 2 tablespoons (30 mL) of paint in each sandwich bag. Release all excess air before sealing the bag and tape it shut. Lay the bags flat on a table, setting a bag in front of each Cubbie. Cubbies can use their fingers to press on the bag and "part the water," make designs or practice writing letters. (White paper under each bag will help designs to show up better. Add fish stickers to the paper and tell children to rub the bag to reveal the stickers.) Talk about God parting the Red Sea with a mighty wind. Ask Cubbies if they think they could part a real sea. Emphasize God's mighty power; only HE could part a sea!

IDEA 2: Red Sea Fish

What You Need

- Fish patterns copied on card stock (resource CD)
- Pairs of child-sized scissors
- Crayons or markers
- Glue sticks
- Decorations for fish (e.g., paper scraps, large sequins, tissue paper, foam shapes, foil, sticker dots or eyes)
- Optional safety pins, large blue towels or sheets

Cubbies choose a fish to cut out, color and decorate. A leader can use safety pins to attach fish to towels or sheets for use during Lesson Time. Keep safety pins out of reach of children.

IDEA 3: Finger Puppets Crossing Red Sea

What You Need

- Brown and blue construction paper
- Pairs of child-sized scissors
- Pencils (unsharpened)
- Stapler
- Card stock copies of the Israelite Finger Puppets page (resource CD)
- Crayons

For each Cubbie you will need two sheets of construction paper: one brown sheet kept whole, and one blue sheet cut in half length-wise. Leaders staple the blue paper halves onto each side of the brown paper. Show Cubbies how to cut "fringe" along the edges of each blue paper half. (See craft sample pictures on the Israelite Finger Puppets page.) Let Cubbies curl the fringes by rolling them around a pencil so the blue papers look like waves rolling back and a brown path is visible between them. (Leaders may need to help curl the paper.) Give each child a puppet pattern page. Cubbies can choose one puppet to cut out and color at club and take the rest home. (Leaders help cut the leg holes.) Cubbies slip two fingers into the leg holes and "walk" the puppet through the paper sea. These puppets can be used during the lesson.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto, unit Core Truth: God Is Mighty and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

• Cubbie Bear puppet

LEADER: Last week Cubbie Bear was worried about all the beetles on the farm. I wonder if he and his friends found some help. Let's call him together. One — two — three. CUBBIE!

(Bring the Cubbie puppet into view, hopping around excitedly.)

LEADER: Hi, Cubbie! I see you're back to your hopping and jumping self. Does that mean the beetles are gone?

CUBBIE (still hopping slightly): Yes, most of them!

LEADER: Wow! That's great news. What happened to the beetles?

CUBBIE: We don't know for sure. Timothy helped his dad set some big beetle traps. The traps worked *much* better than my jar. Each trap caught over a hundred beetles.

LEADER: That's a lot of beetles.

CUBBIE: We also had help from some animal friends.

LEADER: Animal friends? Like who?

CUBBIE: Let's play a guessing game. I'll tell you when you guess the right animal.

LEADER (to Cubbies): Sounds fun. Let's play! We can ask Cubbie yes or no questions. Here we go! (If any Cubbies know the right animal from the handbook, tell them not to reveal it yet.) Does the animal meow like a cat? (Invite Cubbies to make a meowing sound with you.)

CUBBIE: No.

LEADER: Does the animal hop like a rabbit — or like Cubbie Bear? (Cubbies can hop in place.)

CUBBIE: No.

LEADER: Does the animal buzz like a bee? (Cubbies can make buzzing sounds.)

CUBBIE: Nope.

(Depending on time, ask a few more questions like these. Let Cubbies think of some questions too.)

LEADER: Does the animal fly like a bird? (You and Cubbies can flap your arms.)

CUBBIE: Yes!

LEADER: Does that bird squawk like this? (Make squawking sounds with Cubbies.)

CUBBIE: Yes!

LEADER (to Cubbies): Does anyone know what kind of bird helped stop the beetles? (Cubbies may remember from the handbook.)

CUBBIE: The starlings helped us! Starlings have yellow beaks and black wings. We saw their nests in the oak trees.

LEADER: How did they get rid of the beetles?

CUBBIE: The starlings like to eat beetles for lunch. They also feed them to their babies.

LEADER (to Cubbies): Eww! Cubbies, would you like to eat a beetle? (Allow reaction.)

CUBBIE: Timothy's dad said that sometimes starlings can be pests on the farm, but this time, I think the starlings were the STARS of the day.

LEADER: That's wonderful, Cubbie. You and you friends would *never* have caught all those beetles. I'm glad you got the help you needed.

CUBBIE: Yes, and I'm glad all the apple trees are safe and sound. I don't know what I'd do without my favorite, juicy apples.

LEADER (chuckling): Without apples, I think you'd be one sad little bear! Goodbye, Cubbie Bear. We'll see you next time.

CUBBIE: Bye-bye!

(Children wave goodbye as the puppet is put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during club.

IDEA I: Snack Theater

What You Need

- Cups of blue or red juice to represent the Red Sea
- Fish-shaped crackers

Many movies for children and adults have been made about Moses and the Israelites in Egypt. Play the scene of the Red Sea crossing from one of these movies while Cubbies eat the snack. Be careful to choose a movie that accurately represents the Bible rather than one that is largely fictional.

IDEA 2: Jell-O Sea

What You Need

- Blue Jell-O Jigglers
- Teddy Grahams®
- Paper plates

Serve blue Jell-O Jigglers and Teddy Grahams on paper plates. Tell Cubbies to pretend the Teddy Grahams are Israelites. Cubbies can break their Jell-O in half and spread the halves apart on the plate to make a "path" for the Teddy Grahams to walk through the Jell-O "sea." Encourage them to retell the story of the Red Sea crossing to a leader or friend sitting near them.

IDEA 3: Leader's or Parent's Choice

Let the person in charge of snacks bring in his or her favorite healthy snack. Provide safe snack guidelines for preschoolers.

IDEA 4: Cubbies Birthday Snacks

On review weeks, you could serve cupcakes to celebrate all the birthdays of Cubbies in the current month.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- "Psalm 147:5" and "Psalm 124:8" to the tune of "Here We Go 'Round the Mulberry Bush' (from Bear Hugs 15 and 16)
- "My God Is So Big" or the chorus of "Our God Is an Awesome God" by Rich Mullins
- "What a Mighty God We Serve"

PRAYER (I-2 minutes)

Cubbies, when do you feel afraid? (Allow response. Give examples of when preschoolers feel afraid or share a not-too-scary example of when you were afraid as a child.) What do you do when you're afraid? (Allow response.) When we're afraid, we should remember that our mighty God is with us. We can ask Him to help us be strong and not afraid, even if something bad happens. We can ask Him to help us make good choices. Close your eyes and say a prayer to God by thinking it inside your head. God can still hear you! You can tell God anything. Maybe you can say, "God, you are mighty." Or "God, help me remember you when I feel afraid." (Allow silence for about a minute while Cubbies pray individually. Some may grasp this method of prayer. Others may need more direction.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 53-54, 56-64, 66-68
- Bible with markers placed at Genesis 15, Exodus 1, Psalm 147:5
- Optional game buzzer or bell; rectangular piece of blue felt; plastic toy people and army men, wooden slotted clothespin people or finger puppets made during Coming In; two to four large blue towels or sheets; object for staff; fish shapes to attach to the blue towels (resource CD)

(Adapt the words of this lesson to best fit you and your Cubbies. Open with prayer.)

Cubbie sure was happy and hopping today, wasn't he? I'm glad the starlings helped to save the apple trees from the beetles.

Cubbies, who made the starlings? (Allow response.) God created everything, and He's in charge of everything He created. He is the strongest helper of all. God is mighty! (Flex your arm muscles with Cubbies and say the Core Truth together.)

(Display TC53.) Our mighty God showed His power to Abraham and his family, the Israelites. (Open your Bible to Genesis 15.) We're going to remember all God did for them, but, Cubbies, I need your help. Whenever you hear this sound (press a game buzzer, ring a bell or make a beeping sound with your mouth), you need to shout out the right word for me. Let's practice with this first picture.

(Keep displaying TC53.) One night, God took Abraham outside and said, "Look up at the sky and count the _____." (Make the sound on the blank and let Cubbies shout the word stars.) Cubbies, do you see all the stars? There are too many stars to count. God made a promise to _____. (Point to Abraham and make the sound.) He said Abraham's children would be too many to count — like the stars!

God keeps His _____. (On your sound, Cubbies shout the word promises.) God added children

and grandchildren and great-great-grandchildren to Abraham's family until it filled up with people. (*Display TC56.*) Abraham's family became a great nation, called the ______. (*Cubbies shout the word Israelites. They may need a hint.*)

(Display TC54.) God promised to give the Israelites the wonderful land of Canaan as their home. (Display TC58.) But first, they had to live in the faraway land of _____. (Cubbies shout Egypt on your sound. Open your Bible to Exodus I.) Egypt belonged to a cruel king, called _____. (Cubbies shout Pharaoh.) Pharaoh thought there were too many Israelites in his land. "I will make them my slaves!" he growled. The Israelites needed help, so they cried out to ____. (Cubbies shout God.)

(Display TC59-64 and continue in the pattern above. Replace key words with your sound. Choose simple words that Cubbies should know. If time or Cubbies' attention is limited, don't review each individual plague.)

After the 10th plague, Pharaoh finally said, "GO!" (Display TC66.) Hooray! The Israelites left Egypt in a big hurry. They were so happy to be free from Pharaoh! God led them through the desert to a place near the Red Sea (which looked like a large lake).

(Display TC67.) Suddenly, they looked up. Uhoh! Pharaoh was coming with his army and chariots to take them back to Egypt. "Don't be afraid," said Moses to the people. "You will see the Lord save you today. He will fight Pharaoh's army for you."

(Choose one of the two options to teach the next part.)

Option 1: Beforehand, cut a rectangular piece of blue felt in half across the width. Gather toy army men (as Pharaoh's army) and plastic toy people (as the Israelites) or instead, kids could use the finger puppets made during Coming In for Israelites. You could also make figures by drawing faces on the heads of wooden slotted clothespins. Lay the felt halves together on the

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floor to represent the Red Sea. The halves should form a horizontal rectangle in front of you. As you talk about God parting the sea, roll or fold the touching edges away from each other until the edges stand on their own and you create a "path" through the sea. Let each Cubbie walk an Israelite figure across the path. Then let Cubbies walk Pharaoh's men figures halfway through the path and you roll the sea back over the figures. Explain that Pharaoh's men drowned in the sea. To add texture as Cubbies walk figures, lay the felt sea in a box of sand. If you don't have figures, Cubbies can walk their fingers through the path.

Option 2: Beforehand, gather two or four large blue towels or sheets. You may want to decorate the blue materials with fish shapes (resource CD). Cubbies can color fish shapes during Coming In. During the lesson, tell Cubbies to pretend to be Israelites. Acting as Moses, carrying some sort of staff, lead the Israelites in pairs to another room or hallway where two or four leaders are standing next to each other and holding the blue materials to look like a sea. Explain how God put darkness in front of Pharaoh's army. Then face the sea, raise your staff and stretch out your hand. Explain that God sent a mighty wind all night to blow the sea apart. As you talk, the leaders separate and position the blue materials to look like walls of water on the right and left of Cubbie pairs as they walk between them. As Cubbies walk, they could say the review verse, Psalm 147:5. If desired, choose some Cubbies to act like Pharaoh's army chasing the Israelites. Warn them in advance that leaders will close up the sea (i.e., drop the blue materials on top of them) as they walk through.

(Display TC57.) God is mighty. (Make arm muscles with Cubbies.) He sent a big wind to split open the sea, and the Israelites walked through it on dry ground! Cubbies, we've had fun playing with a make-believe sea, but do you think I could ever split open a real sea?

Could you split open a sea? (Allow response.)

(Display TC68.) Could you make a mountain as big as the mountains God makes? (Allow response.) What are some other mighty things that only God can do? (As Cubbies respond, also remind them of God's mighty works from past lessons, such as creating humans and the earth, sending a flood, rising from the dead, etc.)

Our power is small, but God's power is more awesome than we can know! (Open your Bible to Psalm 147:5 and ask Cubbies to shout the verse twice in unison.) Great is our Lord, and of great power ... (Psalm 147:5). God is mighty.

(End with prayer. Praise God for His power and pray that the Cubbies learn to trust our mighty God at all times.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 18 Handbook Leader Sheet from the resource CD.

Bear Hug 18 Activity Sheet

What You Need

- Copy of the Bear Hug 18 Activity Sheet for each Cubbie
- Crayons
- Optional small paper tent game markers for each handbook table (resource CD)

Review the events after the Israelites left Egypt as Cubbies color the sheet. Then use the sheets as game boards. After each Cubbie says a verse, call out a number from one to five and Cubbies move a paper tent marker that number of spaces on their game board.

PLAY TIME (15-20 minutes)

Play two or three games from prior lessons in the unit as a review. Reinforce lesson truths from the unit with each game. If you still have time, add one new game.

IDEA I: Moses Leads the People

What You Need

- Empty cardboard wrapping paper tube or yardstick for a staff
- A barrier to represent the Red Sea
- Optional obstacles such as a tunnel to crawl through, a mat to jump over, cones to slalom around, a rope laid on the floor to walk like a tightrope

Direct Cubbies to stand in a line behind a leader (Moses). He or she holds a staff and says, "We're going out of Egypt. God set us free. Come on Israelites, follow me!" Moses leads Cubbies around the room and Cubbies mimic Moses. Moses can walk, jog, hop, crawl, march and maneuver around various obstacles. Moses stops the group at the Red Sea barrier. It can be a set of curtains or room dividers, the towels or sheets used during the lesson or even a line of children holding hands. Moses reviews the events at the Red Sea. Then as Moses raises his or her staff and hand, the barrier separates and the Cubbies walk through it. Cubbies cheer to end the game

IDEA 2: Red Sea, Red Sea

What You Need

- Large, open play area
- Optional whistle, parachute

Divide Cubbies into two groups. One group is the Israelites. The other group is Pharaoh's army. The groups stand separated on the same side of the room. The middle of the room is the Red Sea. The Israelites chant to the leader, "Red Sea, Red Sea, can the Israelites come over?" The leader says yes. All Cubbies carefully run across to the other

side of the room. Pharaoh's army chants to the leader, "Red Sea, Red Sea, can Pharaoh's army come over?" The leader says yes, but when the group is halfway over, the leader says "STOP!" or blows a whistle and says, "Uh-oh. The sea is closing back up. You all fall down." Cubbies fall to the floor. Repeat the game again but have Cubbies switch groups. A variation is to play this game with a parachute. Everyone holds the parachute. This time, the Cubbies call out people by name, "Red Sea, Red Sea, can Pedro come over?" Everyone raises the parachute high and that child runs under the parachute to "cross the sea." Repeat so that everyone gets a turn. You could have a few Cubbies pretend to be Pharaoh's army. When they run under the parachute, you blow the whistle and they fall down or the group drops the parachute on them.

IDEA 3: Can You Do It? Game

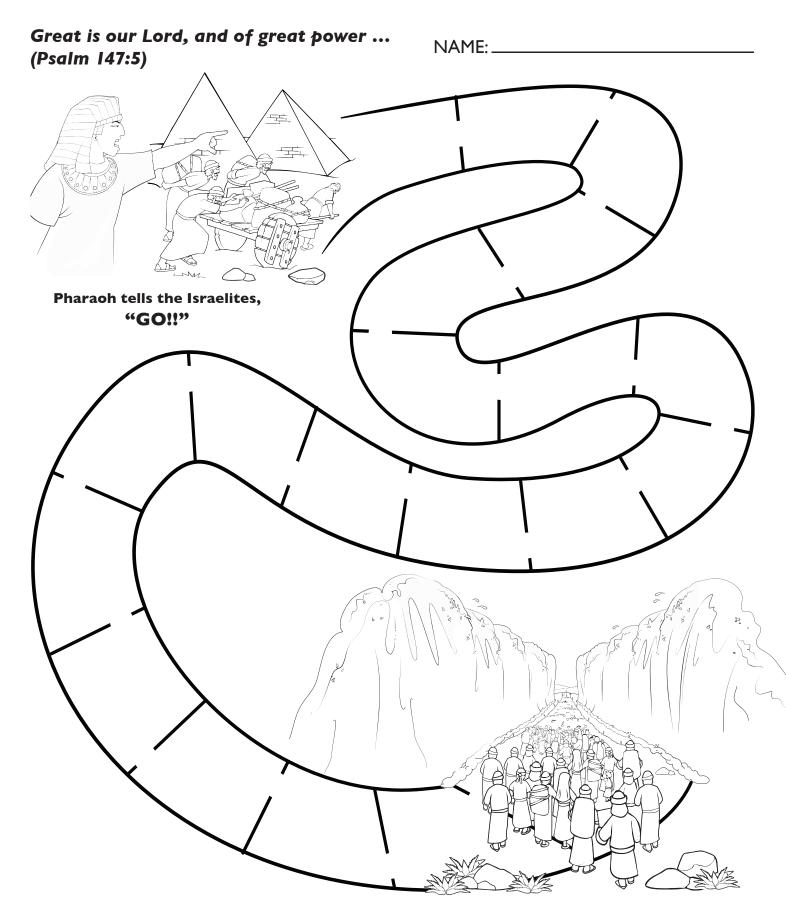
What You Need

- Slips of paper each describing a different action (resource CD)
- Container for slips

One Cubbie chooses a slip of paper from the container and hands it to a leader who says, "Can you (leader inserts statement on the slip)." If it is something the children can do (like stand on one foot), they say "I can do it!" and demonstrate. But if it's something that only God can do (like put stars in the sky), they shout, "I can't do it, but God can!" They flex their arm muscles and say, "God is mighty!"

GOING HOME (5-10 minutes)

AWARD ALERT! Cubbies will earn a Red Apple emblem for completing Unit 4. Tell parents to arrive early to see their child receive the award. Remind parents to attach this apple emblem to the A on the child's vest.



Basic Instructions: God is mighty. He led the Israelites out of Egypt. When Pharaoh's army tried to follow them, God parted the Red Sea so the Israelites could walk through it on dry ground. Draw a line to complete the maze and then color the sheet.

Even More Fun: Ask your leader for a game marker (resource CD). Color and fold the marker to form a tent, and walk it on the path. **Ultimate Fun:** Use the sheet to play a game with the other Cubbies at your table. Listen to your handbook group leader call out numbers and move your marker the correct number of spaces on your game board.



The Israelites Disobey God's Commands

Memory Seed: Psalm 47:7: For God is the King of all the earth: sing ye praises with understanding. (Short version is in bold.)

The Big Apple: God is in charge. As King of the Israelites, He gave them 10 commands to love God and others, but they disobeyed His commands. All of us have sinned by disobeying God's commands.

SOW THE SEEDS

Read: Exodus 20, 24:12-18; Deuteronomy 31; Galatians 2:15-3:25

Memorize: Psalm 47:7

In the coming weeks your Cubbies will learn about the Ten Commandments and the failure of the Israelites to keep those commandments. The 10 specific commandments are not spelled out in great detail for Cubbies. The focus is more on the big picture — loving God and loving others. A good way to summarize the Ten Commandments for preschoolers is to say that of the 10, four tell us how to love God and the other six tell us how to love others.

If you haven't already, read Galatians 2:15-3:25. Actually, it will be helpful to read it several times to allow it to sink in. As you begin this unit, keep in mind the truths of this passage. Not a single person (except Jesus Christ) has kept, or can keep, the law on his or her own. No one! We are all born sinners. But there's good news! When we trust Christ as Savior, we receive the Holy Spirit and through the power of the Holy Spirit we are able to obey God and follow His commands — although even then we often fail.

Many preschoolers (and adults!) like to be in charge. They want things their own way and in their own time. Learning that we, whether we're 3, 33 or 63, are not in charge is a hard lesson. It's God who is in charge. If we can accept that and trust Him, we will handle the events of life with more grace and gratitude. Keep that in the forefront of your thoughts as you prepare this lesson. It's an important truth to instill in the lives and minds of your Cubbies.

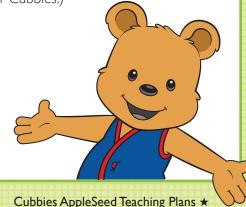
SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- Realize that God is in charge of everyone and desire to praise and obey God as King.
- 2. Visualize the events of God giving Moses the Ten Commandments on the mountain.
- 3. Know that the first four commands tell ways to love God and the next six commands tell ways to love others.
- 4. Hear that the Israelites did not obey God's commands and had to wander in the desert for 40 years.
- 5. Name specific ways they often do not show kindness and love to God or others.

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(Add a goal the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

IDEA I: Paper Bag Tablets

What You Need

- Brown paper lunch bags (two per Cubbie)
- A copy of the Ten Commandments Craft Tablets page for each Cubbie (resource CD)
- Pairs of child-sized scissors
- Markers or crayons
- Old newspapers cut into smaller sheets
- Glue sticks
- Staplers for leaders

Beforehand, cut out the two craft tablets for each Cubbie. Give each child two paper lunch bags. Cubbies use scissors to snip off the corners at the open end of each bag to make the bags appear more rounded, like stone tablets. (A leader could draw lines for them to follow.) Cubbies trace numbers, color the craft tablets and glue one to the front side of each bag. To make the bags look more like stone, Cubbies can crumple the bags with their hands and then smooth the bags out again. Let Cubbies stuff the bags with newspaper wads. Leaders can glue or staple the bag openings shut. Talk about the two stone tablets God gave to Moses on Mount Sinai.

IDEA 2: Number Scavenger Hunt

What You Need

 Two or three sets of number cards printed on colored card stock (resource CD)

Print the number cards on colored card stock and cut out the cards. Before Cubbies arrive, hide the cards around the room in easy-to-spot locations. Tell Cubbies to find as many numbers as they can and bring them to a designated spot. When there is at least one set of numbers from one to 10 at the spot, stop the game and lead Cubbies in counting to 10 by holding up the cards in order. Ask Cubbies if they remember from their handbook the 10 things God

gave the Israelites (10 commands). Explain that a command is important words to obey. Continue the game. If Cubbies find all the cards quickly, challenge them to find numbers on other items in the room (e.g., clock, toy phone, puzzles, games).

IDEA 3: Desert Play Area

What You Need

- Sand table or bin filled with sand
- Number cards printed on card stock (resource CD) or plastic numbers
- Blocks
- Optional plastic toy palm trees (or drink stirrers in the shape of palm trees)

Set the blocks on the floor and bury the numbers and optional palm trees in the sand. Explain that when the Israelites were in the sandy desert, God called Moses up on a mountain and gave him 10 commands — a command is important words to obey. God is in charge; we should all obey Him. Some Cubbies can build a mountain with blocks, while others search the sand to find the numbers and put them in the correct order.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto, unit Core Truth: God Is in Charge and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Luvie Lamb puppet

LEADER: Hi, Cubbies! Are you ready to see our friend, Cubbie Bear? Let's call him together. One — two — three, CUBBIE!

(Bring the Cubbie puppet into view. Make him hop around excitedly.)

LEADER: Hi, Cubbie! (*Chuckling*) I see you are excited and hopping as usual. What are you excited about today?

CUBBIE (still hopping slightly): Today is Timothy's birthday party, and we're having so much fun!

LEADER: Birthday parties ARE a lot of fun! (*To Cubbies*) Will any of you be having a birthday party soon? (Allow response. If you have time, ask children to share what they will be doing at their parties.)

(To Cubbie Bear) Cubbie Bear, what have you been doing at Timothy's party?

CUBBIE: First, Timothy took us all over to the playground, and we played on the big toy cruise ship. Timothy was the captain of the ship, which means he's the boss of the ship — and I was his first mate, which means I help the captain watch over the ship and keep everyone safe.

LEADER: Cool! Who else was at the party with you?

CUBBIE: Timothy's friends from Cubbies, Will and Mia, were there, and so was Luvie Lamb, but Mia and Luvie weren't being very nice.

LEADER (surprised): They weren't? Usually Mia and Luvie Lamb are very nice. Of course, Luvie likes to play silly jokes, but she never hurts anybody. What happened?

(Bring the Luvie puppet into view.)

LUVIE (adamant): I heard what Cubbie said, and he's wrong. It was Timothy who wasn't being very nice. He said that because it was his birthday, we all had to do whatever he said. But Mia and I didn't want to play on the ship; we wanted to play house.

CUBBIE (upset; looking at Luvie): But Mia stuck her tongue out at Timothy!

LUVIE (with a slight attitude; looking at Cubbie): Well, that's because Timothy stomped his foot at her!

CUBBIE (getting more upset): Well, you and Mia should have stayed to play on the ship with Timothy and the rest of us. That's what Timothy wanted, and it's HIS birthday. You should have —

LEADER (interrupting): Uh-oh! It sounds like everyone could be a little nicer to each other. Do you know what I think? (Pause.)

(Puppets look at leader.)

I think both of you should take some time to think about how you can be kind to your friends. If you two are kind, then maybe you can help the others at the party to get along better too.

CUBBIE (reluctantly): OK.

LUVIE: Yeah. I guess we could try.

LEADER: Alright, we'll see you two later, and we hope the party is going much better the next time we talk to you! Goodbye!

LUVIE and CUBBIE: Bye-bye!

(Children wave goodbye as the puppets are put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during club.

IDEA I: Sand Pudding

What You Need

- Vanilla wafers
- Vanilla pudding or yogurt in cups
- Resealable sandwich bags

Give each Cubbie a sealed sandwich bag containing one or two vanilla wafers. Tell Cubbies to smash the cookies until they turn into small crumbs. Serve pudding or yogurt cups. Help Cubbies open the bags and show them how to use their fingers to sprinkle some cookie crumbs on top of the pudding. Ask them if the crumbs look like desert sand. Talk about some of the Israelites' experiences in the desert.

IDEA 2: Taste of the Promised Land

What You Need

- Fig or pomegranate jam
- Honey
- Whole wheat crackers
- Optional serve Fig Newtons[®] in place of fig jam

Let Cubbies experience some of the foods from the land of Canaan, such as wheat, figs, pomegranates and honey (see Deuteronomy 8:8).

IDEA 3: Numbers or Os

What You Need

 Snacks in the shape of numbers or an O for the word *obey* (e.g., cookies, cereal pieces, cooked pasta, donuts)

Help Cubbies identify the letter O or the numbers. Ask them if the Israelites obeyed God's Ten Commandments in the desert. Talk about one or two commands (such as the first or fifth) that are easy for preschoolers to understand. Emphasize that all have sinned and disobeyed God's commands.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- Your favorite song from Unit 4 as a review
- "God Is in Charge" to the tune of "God Is So Good"

God is in charge *(repeat 3 times)* He's the King of me.

• "Hallelu, Hallelujah" and replace the word Lord with King:

Hallelu, Hallelu, Hallelu, Hallelujah; Praise ye the King (repeat first two lines twice) Praise ye the King, Hallelujah (repeat 3 times) Praise ye the King!

PRAYER (I-2 minutes)

Cubbies, our verse this week, Psalm 47:7, says: For God is the King of all the earth: sing ye praises with understanding. We just sang praises to the King; now let's SAY praises to the King. We'll say things like this: "God, You are loving" or "God, You are mighty." I will say the first part, "God, You are ..." Who would like to finish what I said? (Let a Cubbie fill in an attribute of God. Then lead the group in saying the complete sentence as a prayer of praise. Repeat this process several times, with many different attributes.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 3, 12, 54, 57-58, 66, 69
- Bible with markers placed at Psalm 47:7, Exodus 20 and Deuteronomy 31
- Ten Commandments Lesson Tablets (resource CD)
- Moses Mountain Drawing for reference (resource CD)
- Markers (including a red marker) and whiteboard or poster

(Follow instructions on resource CD to prepare two identical Ten Commandments tablets. Each tablet will include commands one to four on the front and commands five to 10 on the back. God's original tablets, like other covenants in the ancient Near East, were probably exact duplicates, not two halves of the commandments.)

(Adapt the words of this lesson so it fits you and your Cubbies. Open with prayer.)

In our puppet show today, we heard that the friends at Timothy's party weren't being very kind. Cubbies, have you ever seen kids be unkind? What are some ways kids are not kind to each other? (Allow response. You may need to give examples.) It's unkind when someone takes a toy from a friend when they are playing with it — have you ever done that? It's unkind when someone pushes a friend out of line because they want to be first — have you ever done that? (Include examples that are common in your club to help Cubbies see that each of them has been unkind.)

It's hard to be kind all the time, but Cubbies, why should we be kind? (Kids will probably give a variety of reasons. Eventually, hold up your Bible.) Those are all good reasons, and the best reason to be kind is because God tells us to be kind in His Word.

(Display TC69 and prepare to reuse this card later.)
God is in charge. He is the King of everyone
— both grown-ups and kids. (Open your Bible to
Psalm 47:7.) Psalm 47:7 says: For God is the King

of all the earth ... Since God is the King of all the earth, we should obey what He says. But sometimes we don't obey God as King.

(Display TC58.) Do you remember when God's people, the Israelites, were slaves to Pharaoh in Egypt? God showed His mighty power (flex your arm muscles) and brought them out of Egypt and through the Red Sea (display TC57). But after the Israelites left Egypt, they had a hard time obeying God as King. Let's hear what happened.

(Open your Bible to Exodus 20 and display TC66.) The Israelites were hiking through the sandy desert. (Invite children to stand and march in place to pretend they are hiking.)

(Children continue marching.) God was taking them somewhere. Do you know where? (Allow Cubbies to speculate.) God was taking them to the land of Canaan. (Display TC54.) It was a wonderful place to grow fruit trees and take care of all their sheep and cows. God had promised to give them this land as their home.

(Children continue marching.) On the way to Canaan, God told them to camp near a tall mountain. (Direct children to sit and pretend to camp. On the board or poster, use markers to draw a large mountain shape and small circles to represent people at the foot of one side of the mountain.) God wanted to tell the people His very special words.

God came down on the mountain in a cloud (draw a simple cloud shape to encompass the top portion of the mountain) and with fire (draw a few red flames around the edges of the cloud). God told Moses to come up and meet Him on the mountain. (Draw a stick figure on the mountain top, in the midst of the cloud. The arms of the stick figure should be pointing upwards. See a sample drawing on the resource CD.)

God talked to Moses, and God wrote His special words on two stone tablets. (*Draw a tablet in each of Moses' hands.*) Then Moses brought the tablets down to the people. (*Walk your fingers down the side of the mountain to the people circles*.

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Somewhere near the people, redraw the Moses figure holding the two tablets.)

Cubbies, do you have any idea what God wrote on His tablets? (Allow speculation.) God was the King of the Israelites. He loved His people, and He wanted them to love and obey Him. On the tablets, He wrote 10 ways they could love Him and love each other. (Direct Cubbies to hold up 10 fingers.) These were called the Ten Commandments ablets, displaying opposite sides.)

(Keep displaying the Love God side of one tablet and ask Cubbies to count to four with you on their fingers, and keep their four fingers raised.) Commands one, two, three and four tell ways to love God.

(Show the back of the tablet and ask Cubbies to count from five to 10 with their remaining unraised fingers.) Commands five, six, seven, eight, nine and 10 tell ways to love each other.

If the Israelites obeyed God's commands, God promised to protect them from any enemies who tried to fight with them. (Pause solemnly.) But I have sad news; most of the people did not want to obey God as King — and when they saw the tall enemies who lived in the land of Cannan, they were scared. They didn't really believe God would protect them from their enemies. So God said the Israelites couldn't go home to Canaan yet. They would have to keep hiking in the desert for a long, long time — 40 years! (Direct the group to stand and march four times in a circle to represent hiking in the desert for 40 years. As Cubbies hike, they can pretend to be tired and wipe sweat from their foreheads.)

(Direct Cubbies to sit as you open your Bible to Deuteronomy 31. Display TC54 again.) Finally, God said it was time to go home to Canaan. The people were excited. Hip, hip, hooray! (Cheer and clap together.)

God reminded the Israelites of His Ten Commandments. (Hold up one of the tablets and review the commands by counting fingers as described above.) The Israelites promised that this time they would obey. Cubbies, what do you think — would the Israelites obey God's commands in the new land? (Allow speculation and tell them they'll find out in the next lesson.)

Cubbies, do you and I always obey God? (Allow response and then display TC3.) No, sometimes we don't want to listen to what God says in the Bible. We don't want to be kind and love others. (Display TC12 and talk about how the sisters fighting and girl disobeying her mom are not showing love.) We all sin and forget that God is in charge. (Display TC69 again.) Let's say Psalm 47:7 together: For God is the King of all the earth: sing ye praises with understanding. (Repeat the Core Truth and verse a few times. Close in prayer, thanking God for sending His Son, who always obeyed, so that we could be forgiven for our sinful disobedience.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 19 Handbook Leader Sheet from the resource CD.

Bear Hug 19 Activity Sheet

What You Need

- A copy of the Bear Hug 19 Activity Sheet for each Cubbie
- Crayons
- Optional a set of two Ten Commandments Lesson Tablets and a set of number cards for each handbook group (resource CD)

After Cubbies complete the fun options on the activity sheet, give each of them one or two number cards. Set the lesson tablets in the middle of the table, with different sides showing. Cubbies can take turns putting a number card over the matching number on either of the tablets. Talk about ways to love God and others.

PLAY TIME (15-20 minutes)

Play the Cubbies' favorite game from Unit 4 as a review.

IDEA I: Commandment Relay

What You Need

- A set of number cards from one to four for each group (resource CD)
- A Ten Commandment Lesson Tablet for each group (resource CD) (One side of the tablet should say "Love God" and the other side should say "Love Others.")
- Optional Give groups number cards from five to 10 for a second challenge round.

Scatter number cards around the play area. Set a tablet on the floor in front of each relay group, with the "Love God" side showing. Remind Cubbies that God gave Moses Ten Commandments, and the first four tell ways to love God. On the game leader's signal, the first Cubbie in each group runs to pick up one card, returns to the group and places the card over the correct number on the tablet. The next Cubbie runs to pick up a card. If he gets a duplicate number, the next child in line must return the card to the play area and choose a different card. If needed, help Cubbies put the cards in the right places on the tablet. When a group has all four cards, they will shout "Love God!" For older Cubbies, or for more challenge, flip the tablets to the "Love Others" side, scatter sets of number cards from five to 10 on the floor and repeat the game. Talk about one or two specific commands that are easy to explain to preschoolers, such as the first, fifth, eighth or ninth command.

IDEA 2: Instruction Games

What You Need

• Optional — Cubbie puppet

Talk about how the Israelites had a hard time obeying God's commands. Let Cubbies practice obeying your commands (or Cubbie Bear's commands) in a favorite instruction game, such as Red Light, Green Light or Cubbie Says (play like Simon Says but use the Cubbie puppet as Simon) or Cubbie, May I? (play like Mother, May I? but use the Cubbie puppet as the mother).

IDEA 3: Moses Leads the People (Part 2)

What You Need

- Empty cardboard wrapping paper tube or yardstick for a staff
- Optional Red Sea barrier used in Unit 4; obstacles such as a tunnel to crawl through, a mat to jump over, cones to slalom around, or a small trampoline to jump on

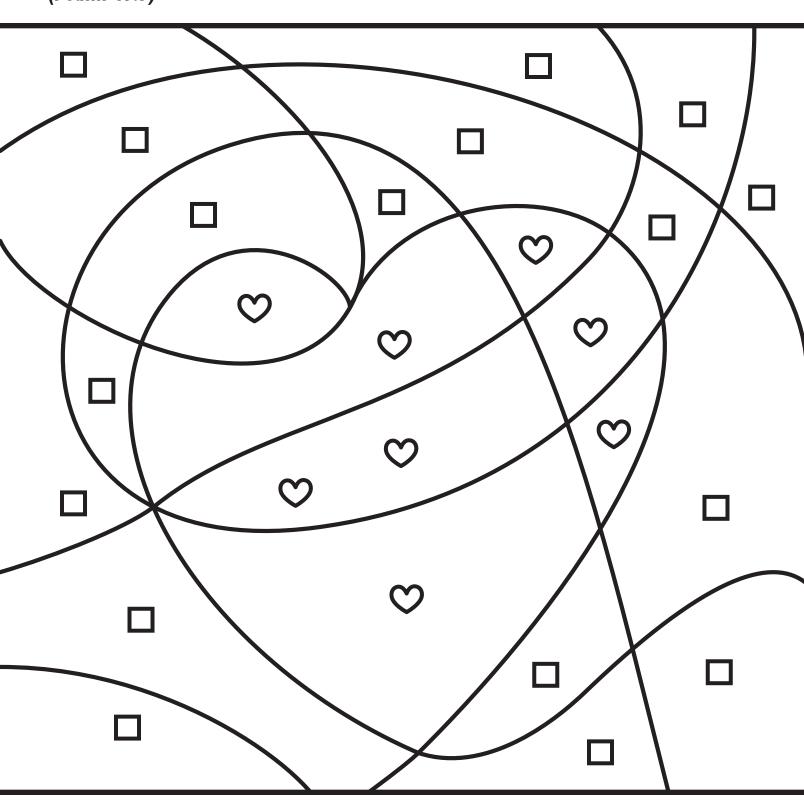
(This is a continuation of the same game in Bear Hug 18.) Direct Cubbies to stand in line behind a leader (Moses). Moses leads Cubbies around the room, and Cubbies mimic Moses as he does various actions, such as walking, jogging, crawling or maneuvering through obstacles. If desired, Moses can review the Red Sea crossing and lead the group through the Red Sea barrier. Eventually, Moses will stop the group at a spot designated as Mount Sinai. Moses talks about the Ten Commandments and asks Cubbies if the Israelites obeyed God. When Cubbies answer "No!" Moses says they have to walk in the desert for 40 years. He leads them in a circle several times before letting them run to an area designated as Canaan, the Promised Land.

GOING HOME (5-10 minutes)

Give a stack of postcards to each of your handbook group leaders. Encourage them to stay a few minutes after club to write a short note to the parents of each Cubbie in their group. They can share the Cubbie's progress and encourage parents to keep working with the child at home. Stamp, address and mail the postcards for the leaders.

For God is the King of all the earth: sing ye praises with understanding. (Psalm 47:7)

NAME: _____



Basic Instructions: Remember when God gave the Israelites 10 commands to obey? Commands one to four tell ways to love God. Commands five to 10 tell ways to love others. Color the spaces with a heart red, and the spaces with a square blue, to find the hidden picture.

Even More Fun: Place heart stickers over the hearts. Give your drawing to someone you love.

Ultimate Fun: God is the King of everyone. We must obey Him! Turn your paper over and draw a picture of one way you can obey God by loving Him or others.



God Chooses David as King

Memory Seed: Mark 12:30: ... Love the Lord thy God with all thy heart, and with all thy soul, and with all thy mind, and with all thy strength. (Short version is in bold.)

The Big Apple: God is in charge. God chose David to be king of the Israelites because David would love and obey Him. When we trust Jesus Christ as Savior, the Holy Spirit helps us to love and obey God more and more.

SOW THE SEEDS

Read: | Samuel 8: | Samuel 16: Galatians 5 Memorize: Mark 12:30

The Israelites had a hard time obeying God. When we read about their antics we might sometimes wonder why they had such a hard time obeying. But when we really think about it, we're not much better! We may struggle with obeying in different ways, but we are equally stubborn and disobedient. How have you struggled to love God? How have you struggled to love others? Be mindful of this as you read, memorize and pray for this lesson.

An important truth in this lesson is that we need help. Isn't it good to know that we have the Holy Spirit to guide and help us love God with all our heart, soul, mind and strength? We are powerless to do it on our own.

We also need to remember that our disobedience has consequences. Unfortunately for Saul, the consequences of his disobedience meant that David was chosen to be the next king. God knew that David would love and obey Him. David wasn't perfect, as we find out later in Scripture, but he was repentant when he became aware of his sin. Repentance was a concept Saul didn't grasp. The people of Israel should have known that Saul would not be successful! After all, he was made king after they rejected God as their king. But again, they were stubborn and wanted to be like other nations. God allowed them to be disobedient and have a king (Saul).

Pray that your Cubbies will hear and understand the importance of obeying God.

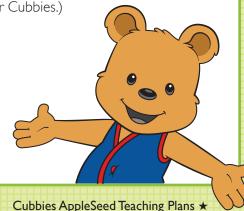
SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Review that God is the King to be obeyed.
- 2. Hear examples of ways the Israelites broke God's commands.
- 3. Know that God gave the Israelites King Saul because they rejected God as King.
- 4. Understand that King Saul did not obey God, so God chose David to be the next king. David would love and obey the Lord.
- 5. Realize they need God's (the Holy Spirit's) help to love God and others.
- 6. Name specific ways to love God and others.

·· -	
(Add a goal the Holy Spirit brings	
to your mind and heart as you pra	ιy

for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

IDEA I: Desert Play Area

What You Need

- Sand table or bin filled with sand
- Shallow box or tray with a rim around the edge
- Number cards printed on card stock (resource CD) or plastic numbers
- Blocks

Repeat this play area from Bear Hug 19 and add a sand writing tray. Pour enough sand into your shallow box or tray to just cover the bottom. Allow Cubbies to use their fingers to write numbers in the sand or draw pictures of items from past Bible biographies. Explain that when the Israelites were in the sandy desert, God called Moses up on a mountain and gave him 10 commands — a command is important words to obey. Other Cubbies can build a mountain with blocks or find hidden numbers in the sand bin.

IDEA 2: Play-Doh Tablets

What You Need

- Play-Doh (each Cubbie should have enough to work with)
- Craft sticks
- Paper
- Markers
- Optional rolling pins

Give each Cubbie a mound of Play-Doh. Show Cubbies how to flatten the dough with their hands or a rolling pin and separate the dough to make two tablet shapes. Remind Cubbies that God wrote 10 special commands for the Israelites on two stone tablets. Let Cubbies use the craft sticks to "write" on their tablets, even though Cubbies' writing will look mostly like scribbles. Encourage capable Cubbies to write numbers on their tablets. Younger Cubbies may not be able to write numbers past four. Leaders could also write large

numbers, with thick lines, on sheets of paper. Cubbies could roll the dough into "snakes" (closed tubes) and curve the snakes over the numbers or make the right number of Play-Doh balls beside each number (e.g., number two has two balls). As Cubbies work, talk about some of the ways the Israelites broke God's commands (e.g., worshiped fake gods made from stone and wood, lied, stole, disrespected their parents).

IDEA 3: Story Crowns

What You Need

- Yellow construction paper strips
- One copy of the large crown pattern for each Cubbie (resource CD; best if printed on card stock)
- Pairs of child-sized scissors
- Crayons
- Glue sticks
- Stapler for leader
- Optional jewel stickers, pom-poms, glitter glue

Cut lengths of yellow paper two to three inches (5-8 cm) wide and slightly longer than the size needed to wrap around a child's head. Let each Cubbie color and cut out a crown pattern (or cut out crown in advance). If desired, Cubbies can decorate their crowns with jewel stickers, pom-poms or glitter glue. Cubbies glue the crown to the center of a yellow headband. Leaders staple the headband to fit the child's head. Ask Cubbies to tell you what a king does and what a good king is like (e.g., kind, fair, obedient to God).

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto, unit Core Truth: God Is in Charge and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Luvie Lamb puppet
- Optional train whistle and small conductor's hat (available at most toy stores)

(If you have the conductor's hat, place it on Cubbie's head. If the hat is too big, fill the extra space with wadded up papers.)

LEADER: Hi, Cubbies! Are you ready to see our friend, Cubbie Bear? Let's call him together. One — two — three, CUBBIE!

(Bring the Cubbie puppet into view. Cubbie should face sideways, making train sounds as you move him from one side to the other.)

CUBBIE (traveling slowly to one side):
Chugga, chugga, chugga, chugga. Choo! Choo!
(He turns and travels to the other side.) Chugga, chugga, chugga, chugga. Choo! Choo!

LEADER: Cubbie, what are you doing?

CUBBIE (stopping to face audience): I'm pretending to ride the train! It's Timothy's birthday party today, and we're all getting ready to ride the train on the farm. (Cubbie starts moving to one side again.) Chugga, chugga, chugga—

LEADER: Boys and girls, do you want to pretend to ride a train too? (Allow response.)

(Let the group make train sounds with Cubbie for a few moments. If desired, the Cubbie puppet could lead Cubbies around the room. If you have a train whistle, blow it when they say, "Choo, choo.")

CUBBIE (stopping to talk): My favorite place to sit on the train is in the very first car with Timothy. But Timothy's friends, Will, Mia and Luvie Lamb aren't being very nice today.

LEADER: They aren't? What are they doing this time?

(Bring the Luvie Lamb puppet into view.)

LUVIE (adamant): I heard what Cubbie said, and it's not true. Mia, Will and I are being nice. We just don't want to sit in the first car like Timothy said. We all like the last car, the caboose, best.

CUBBIE: Why do you like the caboose best? The first car is so much better! You can see where the train is going, and you get to sit right behind the train conductor, Mr. Ted.

LUYIE (with a slight attitude): No — I think the caboose is better. You can look out the back window and wave at all the people who are visiting the farm.

CUBBIE: The first car is still better!

LUVIE: No, the caboose is better! I think —

LEADER (interrupting): OK, stop right now! Don't you remember what I said last time? I said both of you should think about how to be kind to your friends. It's fine to like different things, but you still need to be nice. Luvie, how do you think Timothy feels when most of his friends don't want to sit with him on his birthday?

LUVIE (hanging head): Probably not very good.

LEADER: Cubbie, would you and Timothy be willing to take a ride in the caboose at least *once* with your friends?

CUBBIE (hesitating): Maybe.

LUVIE (excited): I have an idea! How about riding the train two times? The first time, we'll all sit in the first car with Timothy. The second time, we'll ride in the caboose.

LEADER: Good thinking, Luvie! That's the way to be kind to your friends. The next time I see you two I want to hear that everyone is getting along at Timothy's birthday party.

LUVIE and CUBBIE: OK, Bye!

LEADER: Goodbye, Cubbie and Luvie. Don't forget to be kind!

(Children wave goodbye as the puppets are put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during club.

IDEA I: Heart Treats

What You Need

 Red Jell-O Jigglers or seedless watermelon slices cut in the shape of hearts (or other snacks, such as small sandwiches or cereal pieces, in heart shapes)

As Cubbies eat the heart snack, remind them that in Mark 12:30, Jesus said: ... "Love the Lord thy God with all thy heart ..." Explain that the heart is who they are on the inside, how they think and feel. Talk about specific ways to love God and others.

IDEA 2: Surprise Inside

What You Need

- A variety of finger snacks most of your Cubbies enjoy (e.g. Goldfish or animal crackers, Teddy Grahams)
- Aluminum foil
- Large bowl
- Optional serve a snack with a surprise center (e.g., cream-filled cakes, cheesefilled pretzels, carambola fruit [fruit that reveals a star when sliced])

Beforehand, tear foil into squares. Place a handful of one kind of finger snack in the center of each. (Alternate the finger snacks you use so not every Cubbie gets the same snack.) Gently crumple the foil into a ball around the snack. Place foil balls in a bowl. Let Cubbies each choose a ball and open it to discover what's inside. Talk about how we can't always tell what's on the inside of a thing or a person by looking on the outside. God looks at our hearts. He sees if we want to love and obey Him.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

• "God Is in Charge" to the tune of "God Is So Good"

God is in charge *(repeat 3 times)* He's the King of me.

- The chorus of the hymn "Oh, How I Love Jesus"
- "Love, Love, Love the Lord" to the tune of "Row, Row, Row Your Boat" Love, love, love the Lord, That's what Jesus said. Love your neighbor as yourself. And Jesus will be glad.

PRAYER (I-2 minutes)

Cubbies, in Mark 12:30, Jesus said: ... "Love the Lord thy God with all thy heart ..." But we don't always do a good job at loving the Lord. What are some ways we don't show love to God? (Help Cubbies think of examples, such as not wanting to pray, disobeying Mom or Dad or taking a toy from a friend.) Let's pray and tell God we are sorry for these things. We are thankful because if we have trusted Christ as Savior, we are forgiven for all our sin. When we trust Christ, we become children of God, and God sends us a helper, named the Holy Spirit, to help us to love and obey Him more and more. (Pray with children.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 54, 66, 69-75
- Bible with markers placed at 1 Samuel 8, 1 Samuel 16 and Mark 12:30
- Ten Commandments Lesson Tablets used in the last lesson (resource CD)

(Adapt the words of this lesson so it fits you and your Cubbies. Open with prayer.)

Today, Cubbie Bear and Luvie Lamb were having some trouble being kind to their friends. Cubbies, why should we be kind? (Allow a variety of responses; some Cubbies may remember the reason you gave in the last lesson.)

Those are good reasons (hold up your Bible), and the best reason to be kind is because God tells us to be kind in His Word. God is in charge. (Display TC69.) He is the King of everyone — and we should obey what He says.

But sometimes, we have a hard time obeying God as King. (*Display TC66.*) Do you remember when God's people, the Israelites, were hiking through the desert? In the desert, the Israelites had a hard time obeying God's Ten Commandments. (*Display the Ten Commandments Lesson Tablets.*)

(Hold up the front of one tablet and ask Cubbies to count to four with you on their fingers, and keep their four fingers raised.) Commands one, two, three and four tell ways to love God. In Mark 12:30, Jesus said: ... "Love the Lord thy God with all thy heart ..." Let's say that together. (Repeat the short version of Mark 12:30 with Cubbies.)

Jesus also said we should love others. (Show the back of the tablet and ask Cubbies to count from five to 10 with their remaining unraised fingers.)
Commands five, six, seven, eight, nine and 10 tell ways to love each other.

The Israelites did not obey God's 10 commands in the desert. But God gave them another chance to obey when He brought them home to the Promised Land, the land

of Canaan (display TC54). Cubbies, what do you think — did the Israelites obey God's commands in their new land? (Allow speculation. When Cubbies answer, probe thinking by asking, "Why do you think that?")

At first they tried to obey, but then something very sad happened. (*Display TC70.*) They forgot about God and all the good things He had done for them. They disobeyed all of God's 10 commands.

(Point to the man bowing down to the idol on TC70.) What is this man doing? (Allow response.) Yes, he's bowing down to a golden cow. He thinks the cow is a god! Isn't that silly? We know there is only one God, and He is not a cow. This man is disobeying God's commands (hold up one of the tablets) and he is not showing love to God.

(Depending on time and Cubbies' attention, ask Cubbies to describe each of the pictures on TC70 — the girl disobeying her mom, the men fighting and the woman stealing bread. Explain that the people are disobeying God's commands and not showing love to God and others.)

(Open your Bible to I Samuel 8.) The Israelites kept on disobeying, and after a while, they told God that they didn't want Him to be their King anymore.

The Israelites said, "Give us a man to be our king! All the other lands have men as kings, so why shouldn't we?" God was still the true King, but He decided to give them the kind of king they wanted. He chose a man named Saul to be the first king of the Israelites.

(Display TC71 and point to Saul.) Saul looked like a king. He was the tallest of the people. He looked good on the outside. But something was wrong with Saul on the inside. What do you think was wrong? (Allow kids to guess.)

King Saul didn't want to obey God's commands, so God said he could not stay king for very long. God would find a different king. What kind of king do you think God would find?

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(Allow speculation. Don't give an answer yet, just build suspense for the next part of the lesson.)

(Open your Bible to I Samuel 16 and display TC72.) God told a man named Samuel where to find the new king. "Samuel," God said, "Go and visit a father named Jesse in the town of Bethlehem. I have picked one of his sons to be king."

(Display TC73 and point to the tallest son.) Samuel saw Jesse's first son, Eliab. He was the tallest and oldest. He looked like a king. This must be the one! thought Samuel.

But God said, "No, he's not the one. He may look like a king on the *outside*, but I look at the heart on the *inside*." God wanted a king who would love and obey Him.

Samuel saw Jesse's second son (point to the son to the left of Eliab), and God said, "No, he's not the one." Samuel saw the third son (point to the son to the right of Eliab), and God said, "No, he's not the one either." Samuel saw the fourth son, the fifth son, the sixth son and the seventh son (point to each son as you move to the right). God hadn't chosen ANY of them to be king.

"Do you have any more sons?" Samuel asked Jesse.

"Yes, there is one more," said Jesse, "but he's watching the sheep. He's the youngest of all." (Display TC74.)

"Bring him here," said Samuel.

When the youngest son, David, walked in, the Lord told Samuel, "He's the one!"

(Look at Cubbies with surprise.) Really? Could the youngest and probably the smallest son really be the next king? YES! David would love and obey the Lord, and that's just the kind of king God wanted.

(Display TC75.) Samuel poured oil on David's head. In the Bible, that's what people did before someone became king. When David

grew up, He would become the next king of Israel. David wasn't perfect, but God knew He wanted to love and obey the Lord.

Cubbies, do you want to love and obey the Lord? (Allow response as you open your Bible to Mark 12:30.) In Mark 12:30, Jesus said: ... "Love the Lord thy God with all thy heart, and with all thy soul, and with all thy mind, and with all thy strength ..." That means you should love God with every part of you — everything you think and feel and do! (As you repeat the verse, make up hand motions together.)

Cubbies, what are some ways you can love God? (Help Cubbies think of concrete examples.) Loving others is a way to love God too! (As you close in prayer, explain that we need help with loving God and others. When we trust Christ as Savior, God [the Holy Spirit] helps us to love Him and others more and more.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 20 Handbook Leader Sheet from the resource CD.

Bear Hug 20 Activity Sheet

What You Need

- A copy of the Bear Hug 20 Activity Sheet for each Cubbie
- Crayons
- *Optional* a handheld mirror for each handbook group

As Cubbies complete the fun options on the activity sheet, ask Cubbies why God chose David as king. Emphasize that God knew David wanted to love and obey Him. To illustrate this point, let each Cubbie look in the mirror and describe what he or she sees. Explain that we use mirrors to check how we look on the outside, but God looks at us on the inside. He sees how we think and feel. He sees if we want to love and obey Him.

PLAY TIME (15-20 minutes)

Any of the games from the prior lesson, Bear Hug 19, also fit the lesson themes for this week. Feel free to repeat them.

IDEA I: Heart Games

What You Need

- Several different colors and sizes of paper hearts
- Bucket (or box)

Beforehand, hide the hearts around the room or spread them out on the floor. To begin the game, lead Cubbies in reciting Mark 12:30 and ask Cubbies to name a few specific ways they can love God and others. Then Cubbies will race to gather the hearts and drop them in the bucket. Give them a number of hearts to find (such as two or three) or add variation by calling out a color or size, and Cubbies will race to pick up all the hearts of that color or size. At the end of the game, give each Cubbie a handful of hearts. To the tune of "London Bridge," sing together "lesus wants us to love Him, to love Him, to love Him. Jesus wants us to love Him. I love Jesus!" After children sing the last line, let them throw their hearts up into the air and enjoy watching them float down.

IDEA 2: Kindness Charades

What You Need

- Paper bag
- Slips of paper naming concrete ways we can show love to God and others (See Kindness Charades Slips on the resource CD.)

To prepare, print and cut out the slips from the Kindness Charades Slips page and add some of your own slips. To play, pull a slip of paper out of the bag and read the words on the slip to the group. Cubbies act out what you read. (Examples of actions on slips: pray, carry a bag of groceries for Mom, sing a worship song to God, sweep the floor for Dad, share food with a hungry person.) Let Cubbies think of additional

items to act out. Tell them to be happy and smile as they act out the items, because God sees how we feel on the inside.

IDEA 3: Find the King

What You Need

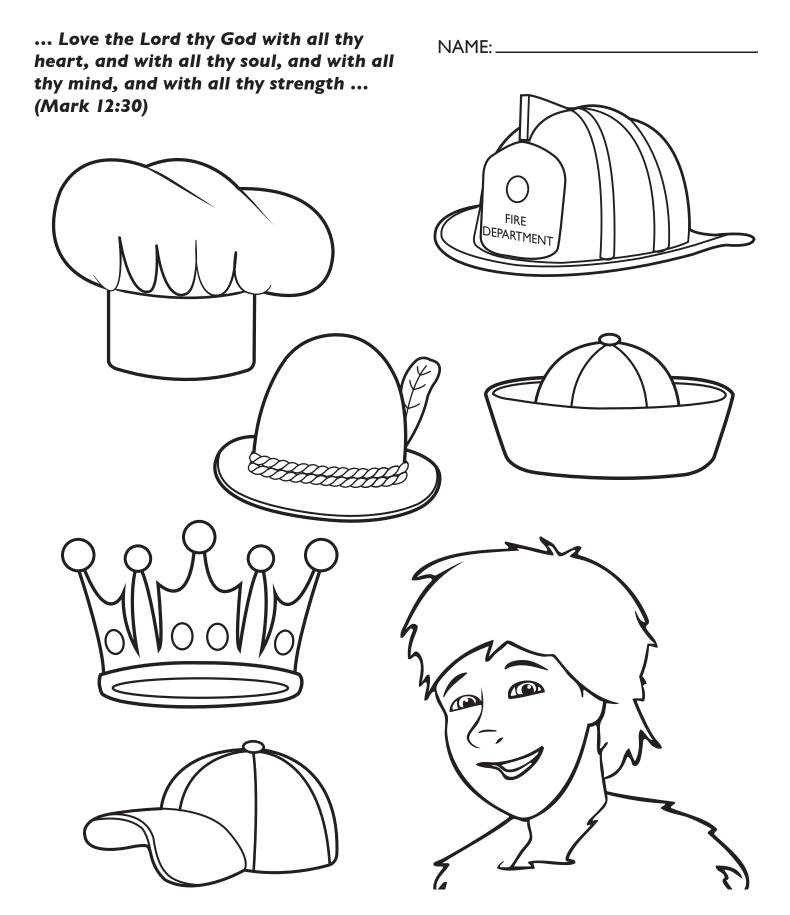
- Small crown pattern (resource CD) or crown headbands made during Coming In
- Optional tape

Start by asking a few review questions: Why couldn't Saul stay king? How did Samuel know which one of Jesse's sons would be the new king? Why did God choose David to be the new king? Play a game of Find the King in one of three ways:

- I. Choose one Cubbie to wear the crown he made during Coming In. He hides while all the Cubbies close their eyes and a leader counts to 10 slowly. Cubbies open their eyes and search for the king. Repeat the game so several Cubbies get a chance to be king.
- 2. Beforehand, cut out a small crown pattern and hide it in the room. Let Cubbies try to find the crown.
- 3. Choose one Cubbie to be Samuel. Samuel closes his eyes while you give a small crown pattern to another Cubbie. The Cubbie can put the crown in her pocket or you can tape it to the bottom of her shoe. Cubbies all run around the room and Samuel tries to tag them. If he tags the one with the crown, she gets to be the new Samuel.

GOING HOME (5-10 minutes)

If you plan to do IDEA I: Giant Attire in the next lesson, tell parents to dress their child for club in clothes that are too big for him or her.



Basic Instructions: God chose David to be the next king of Israel because God knew David wanted to love and obey Him. Color David. **Even More Fun:** Color the hats. Circle the hat that David should wear as king. Put an X through the hats that a king probably would not wear. **Ultimate Fun:** Retell the true Bible lesson of Samuel choosing David to be king to someone.



Future King David Defeats Goliath

Memory Seed: Psalm 56:11: *In God have I put my trust: I will not be afraid* what can man do unto me. (Short version is in bold.)

The Big Apple: The Israelites forgot God's promise to help them fight their enemies if they obeyed and trusted Him. David remembered God's promise and defeated Goliath. When we are scared, we should trust God and remember His promises from Scripture.

SOW THE SEEDS

Read: | Samuel 17; Ephesians 6:10-18 Memorize: Psalm 56:11

This world is not perfect — that's something we know all too well. Even those of us who trust Christ as Savior and obey Him are not immune to bad things happening in our lives. But in the midst of trials, we do have the comfort of God's presence and the peace that only He can bring. When Cubbies feel afraid, they need to remember that God is always with them, no matter what. It's a good reminder for us too.

God made a promise to protect Israel. He promised that if Israel believed in and obeyed God, He would protect them from their enemies. What a wondrous and comforting promise! While it's not the same specific promise we can cling to today, we still have a promise that God will always be with us. The promise God made to the Israelites was protection from their enemies — from people. Today our enemy is Satan and his powers of darkness. This is where Psalm 56:11 brings great comfort and peace. With God for us, what can man, or Satan, really do? We can trust in God and His love to guide and help us. We have the Holy Spirit to bring peace in the midst of fear. We have the eternal hope of heaven.

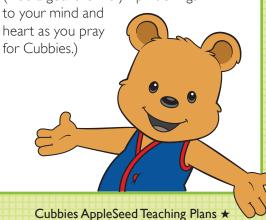
Cubbies are at an age where fear can be found everywhere. Stress from preschool, babysitters, new siblings and moving out of town are common at this tender age. What a comfort for these young ones to know that God is always with them no matter where they are or what happens to them. Be sure to emphasize this truth.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Understand that the Israelites felt scared because they forgot God's promise that He would help them fight their enemies.
- 2. Hear how David trusted God and God helped him fight Goliath.
- 3. Share about times they feel afraid and desire to trust God in those times.
- 4. Know that God doesn't promise to fight all our enemies anymore, but they can remember other promises from the Bible when they feel afraid.
- 5. Learn a few promises from the Bible: God is with us, God loves us, God is our strength.

(Add a goal the Holy Spirit brings



COMING IN

(10-15 minutes before club officially starts)

IDEA I: Giant Attire

What You Need

Extra sets of large clothing for Cubbies who forget

Beforehand, tell parents to dress their child for club in clothes that are too big for him or her. Cubbies can pretend they are wearing a giant's clothes.

IDEA 2: Goliath Mural

What You Need

- Goliath head pattern (resource CD)
- Newsprint or mural paper approximately 9.75 feet (3 m) long
- Crayons

Most Bible translations say Goliath's height was six cubits and a span (which totals about 9.75 feet or 3 meters). Ahead of time, cut mural paper about 9.75 feet long. The mural will hang vertically. Print and glue the Goliath head pattern to the top of the paper and sketch an outline of Goliath's body to fill up the paper. (You can use the Goliath image on TC76 as a guide.) Spread the paper over a few tables and let Cubbies work together to color him. This mural can be displayed or hung on the wall during Lesson Time and Game Time.

IDEA 3: Big and Small Play Area

What You Need

- Items of various sizes that can be sorted from smallest to largest (dolls, pom-poms, shoes, books, strands of yarn, puzzle pieces, etc.)
- Blocks of all sizes
- Small foam balls

On tables or on different areas of the floor, place groups of items for Cubbies to arrange in order from smallest to largest. In

an area on the floor, place a pile of blocks. Tell Cubbies to build a giant person (Goliath) and a small person (David) across from each other. Talk about how Goliath was big, and David was small. Say, "Goliath wanted to fight God's people. But with God's help, David got rid of Goliath. Let's see if we can get rid of Goliath." Let children roll a ball or use their hands to knock down the Goliath blocks. Explain that small things and small people can be used in a big way by God.

IDEA 4: Sandwich Bag Slings

What You Need

- Two pieces of yarn about 30 inches (76 cm) long for each Cubbie
- Sealable snack size clear plastic bag for each Cubbie
- Hole punch
- Scraps of newspaper

Beforehand, punch a hole in all four corners of each snack bag. Give each Cubbie a bag and two pieces of yarn. Show Cubbies how to thread a length of yarn through the two holes on one side of the bag. They will do the same on the other side. The yarn can hang loosely at the sides of the bag or a leader can tie the yarn on each side in a knot. Let Cubbies crumple small pieces of newspaper to make "rocks." The purpose of this craft is to help Cubbies understand what a sling is; however some Cubbies can try whirling a newspaper rock in their sling. Later they can place their "rocks" inside the sling's bag for safekeeping.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto, unit Core Truth: God Is in Charge and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Katie Collie puppet

LEADER: Hi, Cubbies! Are you ready to see our friend, Cubbie Bear? Let's call him together. One — two —

(Before you finish counting, you or another leader will pop the Cubbie puppet into view and bounce him slightly and quickly while moving him to a certain point so it appears that he is running. Then remove him from view.)

LEADER (surprised and confused): Wait a minute! Cubbie, where are you going? Come back!

(Bring Cubbie back into view.)

CUBBIE (panting loudly): I'm running away from the t-t-t-tractor.

LEADER (to Cubbies): I don't see any tractors in here, do you? (Allow response from children.)

CUBBIE (still out of breath as he talks): I was with Timothy and his friends at his birthday party, and right after we got off the train, I heard Timothy's dad coming in the tractor, so I started running to hide in the trees.

LEADER: Cubbie, why are you so afraid of tractors?

CUBBIE (in a slightly shaky voice): They make a loud noise that scares me and they have big, GIANT wheels. I'm afraid the tractor will start chasing after me!

LEADER: Cubbie, you don't have to worry. Timothy's dad is a safe tractor driver, and he doesn't chase anyone with the tractor. And besides, you're with your friends. I'm sure Timothy and Katie Collie won't let the tractor hurt you.

(Bring Katie Collie into view. Make barking noises.)

KATIE: Ruff, ruff! Hi, everyone.

(Encourage children to say hello to Katie.)

LEADER: Katie, we were just talking about you. You would protect Cubbie from the tractor, wouldn't you?

KATIE: Oh, yes! One of my jobs on the farm is to keep everyone safe. Timothy's dad says I'm the best watchdog around. (Lift Katie's chin up slightly and turn her head from side to side as if she's proud of herself.)

LEADER: By the way, Katie, are the friends getting along any better at Timothy's birthday party? I heard they were having trouble being kind.

KATIE: No, the friends still aren't getting along. Just a minute ago, Timothy wanted everyone to go on a hayride, but when they saw Cubbie running away they decided to follow him instead. They're on their way over here right now!

LEADER: Oh, that's too bad. I guess they'll miss out on the cake then. I heard Grammy Lois had Timothy's birthday cake ready at the bakery.

CUBBIE (perking up): Cake? C'mon, Katie Collie, we'd better go. We don't want to miss the cake.

LEADER: Wait, Cubbie, what about the tractor? I thought you were trying to hide?

CUBBIE: Oh, I'm not scared anymore. There's something about cake that makes all my fears go away!

LEADER (laughing): Cubbie, why am I not surprised that food makes you feel better? You two enjoy the cake and we'll see you later.

CUBBIE and KATIE: OK. Bye-bye.

(Children wave goodbye as the puppets are put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during club.

IDEA I: Bread and Cheese

What You Need

- Whole grain crackers or bread
- Cheese slices
- Optional napkins and string

Remind Cubbies that David's father asked him to bring food to his brothers in the army. The bread was for his brothers and the cheese was for the captain of their army group. You could wrap each serving of bread and cheese in a napkin and tie it with string. The children could pretend they are David visiting his brothers.

IDEA 2: Big and Small Snacks

What You Need

• Two snacks that vary greatly in size (e.g., one giant cookie and several mini cookies, a watermelon [seedless] and an orange, a large pizza and a mini pizza)

Show Cubbies both the large and small snack before they are served. (Warn them that everyone may not get a taste of the small snack.) Compare the difference in snack sizes to the difference in size between David and Goliath. Even though David was smaller, God made him stronger than Goliath.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- The chorus of the hymn "Oh, How I Love Jesus"
- "God Is in Charge" to the tune of "God Is So Good"

God is in charge (repeat 3 times) He's the King of me.

- "Only a Boy Named David" by Arthur Arnott (lyrics and tune are easily searchable online)
- "Little David Play on Your Harp" (the tune to this traditional gospel song is easily searchable online) Sing only the lyrics about David.
 - Little David play on your harp, Hallelu, hallelu Little David play on your harp, Hallelu
 - David was a shepherd boy
 He kill'd Goliath and shouted for joy

PRAYER (1-2 minutes)

(Think about a Bible promise verse that helps you when you feel anxious or afraid. Choose a verse that is simple for Cubbies to understand. Focus on themes such as God's presence with us, God's love, ways to pray and so on.) Cubbies, when I feel afraid, I remember God's promises to me in the Bible. Here is one promise I like to remember (read your verse and give a brief explanation or practical example of how the verse helped you). Our memory verse, Psalm 56:11, says: In God have I put my trust: I will not be afraid ... That's a good verse to remember too. Is anyone feeling afraid of anything today? Can we pray for you? (Allow Cubbies to share and then pray for Cubbies who shared by name. If Cubbies share a fear that raises concern, such as abuse, address it quickly and in an appropriate context.) Father God, I pray for (insert name) to trust in you. I pray (insert name) will not be afraid of (insert item of fear if child shared it). (If you have a small group, you could pray for each Cubbie by name, whether they express fear or not.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 69, 74, 76-78
- Bible with markers placed at 1 Samuel 17 and Psalm 56:11
- Optional Goliath mural made during Coming In, five smooth stones of various sizes (found easily at a home and garden store), sling made from yarn and a circle of brown felt or leather (resource CD)

(Adapt the words of this lesson so it fits you and your Cubbies. Open with prayer.)

Today, our friend, Cubbie Bear, felt scared. What made him so afraid? (Allow response.) Cubbies, what are some things that make you feel afraid? (Allow Cubbies to share.)

One time, God's people, the Israelites, felt afraid of a very big enemy. They forgot that **God** is in charge (display TC69 and prepare to reuse the card later). They forgot God's promise that if the Israelites obeyed and trusted in Him, He would help them win against all their enemies. (Display TC74.) Young David would help them remember to trust God.

(Keep displaying TC74 as you open your Bible to I Samuel 17.) Here is a true story from God's Word. Remember, all the stories in the Bible really happened. You can believe them! One day, David's father Jesse said, "David, take these 10 loaves of bread and these 10 cheeses and hurry to visit your brothers in the army. Find out for me how they are doing. I hope they are well!"

Early the next morning, David left his sheep with another shepherd, packed the food and set off to see his three oldest brothers who were fighting in the Israelite army.

(Display TC76.) When David arrived at the army camp, the Israelites were lining up to meet their enemy. The Israelites stood on one hill, and their enemy, the Philistines, stood on the hill across from them. David left his

pack of food with a guard and ran to see his brothers on the hill. As David talked with his brothers, an angry voice boomed:

(Cup hands and SHOUT the following words.) "Israel, let's see how strong you are! Send a man to fight with me." (Leader note: In those days, to defy an army was the same as defying that army's god.)

The giant voice came from a giant man. (Point to Goliath on TC76.) His name was Goliath. He was a Philistine, and the Philistines were enemies of God and God's people. Goliath stood over 9 feet (2.75 m) tall!

Optional: Ask a tall leader to stand on a chair (carefully!) and display the full length of the Goliath mural or beforehand, attach the mural to a point above nine feet on your wall.

When the Israelites saw Goliath, they all ran away, terrified. (Make a scared face and run in place for visual effect.) They forgot that God was in charge. They forgot to trust their mighty God and King, who saved them from their enemies.

(Display TC77.) But David did not forget. "Who does this Philistine think he is? Does he really think he can beat the armies of the living God?" he said. "I will fight Goliath, and God will help me," David told the Israelites and King Saul.

"You are too young!" said King Saul. "You don't know how to fight."

"I take care of my father's sheep. God helps me kill the bears and lions that attack the sheep. He will help me kill Goliath," David answered.

Cubbies, what do you think will happen? Will the little shepherd boy, David, win against the giant warrior Goliath? Why do you think so? (Allow speculation.)

(Open your Bible to Psalm 56:11.) David played the harp and liked to write songs. Listen to these words from one of his songs: In God I have put my trust: I will not be afraid what man can do unto me (Psalm 56:11). (Say the verse with Cubbies

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a few times.) David knew that God was stronger than any man, even a giant! David also believed God would fight for Israel as He promised.

David went to a stream nearby and chose five smooth stones to put in his pouch. (Show your stones if you brought them. David's stones probably ranged in size, with the largest ones being as big as a golf ball or egg.) He held his sling in his hand (show your sling if you made one) and went to meet Goliath.

When Goliath saw David, he was mad. He couldn't believe the Israelites would send such a young boy to fight him! Goliath said mean words to make fun of David.

David told Goliath: (read David's words from I Samuel 17:45 aloud). Then David ran closer. He reached into his pouch. He pulled out a stone and whirled it in his sling. (Distance yourself from Cubbies. Grab both yarn ends and whirl your sling quickly above your head and then let go of one end. Do not use a real stone in your sling for safety reasons. You could also just pretend to whirl a sling and then stop your hand as if you are releasing a stone.)

Swoosh! He let the stone fly and it thumped Goliath right in the forehead. (*Display TC78*.) That angry giant fell face-first into the dirt.

Optional: Let Cubbies take turns pretending to whirl a sling at your Goliath mural or a leader who pretends to be Goliath.

Hooray! The Israelites hooted and hollered. (Cheer together.) They chased the rest of the Philistines and won the fight. Finally, they remembered: God is in charge. (Display TC69.) Many years later, David became king because of his trust in God. Cubbies, let's say David's verse again together! Psalm 56:11: In God I have put my trust: I will not be afraid what man can do unto me. (Repeat Psalm 56:11 a few times.)

These days, God doesn't promise to fight all our enemies like He did for Israel.

Instead, Jesus tells us to love our enemies and pray for those who hurt us. But God DOES promise that He is with us at all times. (Hold up your Bible.) This is a promise God gives us in the Bible. When you feel afraid, you can remember this promise and other promises from the Bible. Do you know any other promises from the Bible? (Allow response. Remind Cubbies of God's promises to love us always, to give us strength when we feel small or weak, to help us make good choices, etc. Close in prayer, asking God to help you and the Cubbies to trust Him always.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 21 Handbook Leader Sheet from the resource CD.

Bear Hug 21 Activity Sheet

What You Need

- A copy of the Bear Hug 21 Activity Sheet for each Cubbie
- Crayons
- Optional Nerf Ballistic Balls® or foam golf balls, Goliath head (resource CD), tape, smooth stone (larger than the opening of a bath tissue roll to keep it from being a choking hazard), red target (resource CD)

Let Cubbies color Goliath. Roll the paper and secure ends with tape, forming a tube. Use this tube for the activity with balls. Or instead of having Cubbies play with individual figures, tape the Goliath head picture to the middle of each handbook table. Cut out and tape the red bulls-eye target on the forehead. After each Cubbie says the verse, he or she gets a chance to take the stone, slide it onto the forehead and try to hit the target.

PLAY TIME (15-20 minutes)

IDEA I: Goliath Target Practice

What You Need

- Small beanbags, small foam balls, paper wads
- Optional masking tape; Goliath mural made during Coming In; box, basket or Hula-Hoop®, red target (resource CD)

Review how God helped David fight Goliath. Remind Cubbies that we are not supposed to treat our enemies like this anymore. This was a special command God gave to Israel when they were living in the land of Canaan. Jesus tells us to love our enemies and pray for those who hurt us. There are several ways to play this game:

- I. Hang the Goliath mural on the wall at a point above 9 feet (2.75 m). Let Cubbies throw beanbags, paper wads or small balls and try to hit Goliath on the head. Most will probably not be able to hit that high, but they will enjoy trying. For fun, let Cubbies take turns standing next to the mural. Take pictures of them with a camera or mark their height with masking tape so they each can see how their size compares to the giant.
- 2. Lay the mural on the floor and secure it with masking tape. Cut out and tape the red target to the middle of Goliath's forehead. Give each Cubbie five beanbags and let Cubbies toss the beanbags so they land as close as possible to the target on Goliath's head.
- 3. Ask leaders to each pretend to be Goliath. Cubbies throw paper wads at leaders. Any leader who is hit must leave the game.
- 4. Instead of using the Goliath mural, place a box (or basket or Hula-Hoop) on the floor and see if Cubbies can throw beanbags into it.

IDEA 2: Hit the Pin

What You Need

- Awana game pins or soda liter bottles filled with a scoop of sand or rice to steady them
- Beanbags or a playground ball

 Optional — Tape the Goliath head (resource CD) to the top of the designated pin.

Set the pins up in a line or pyramid shape. Let Cubbies take turns trying to toss a beanbag or roll a ball to knock over a designated pin.

IDEA 3: Goliath's Shoes

What You Need

- A pair of shoe boxes for each group (these will be Goliath's shoes)
- Awana game pins or cones

Divide Cubbies into groups. Set a pin in front of each group. Cubbies will walk around the pins. Pins should all be the same distance away from each group. Talk about how big Goliath's shoes must have been. The first Cubbie in each group puts the shoes on over his own shoes and walks around the pin before returning to his team line. He gives the shoes to the next Cubbie in the group. Play continues until all team members have had a chance to walk.

IDEA 4: Ball Launch

What You Need

- Clothesline
- Push pins
- Water balloon launcher (sling shot)
- Soft balls

To help kids imagine how high David's stone had to fly, use push pins to hang a clothesline above 9 feet tall in your room. Let children take turns helping a leader load and launch balls over the line with the sling shot.

GOING HOME (5-10 minutes)

Children are able to influence their parents in ways that you can't! Encourage Cubbies to ask their parents to help them learn their verses or finish the Under the Apple Tree activities. Perhaps offer a small prize as an incentive.



Unit 5 Review

Memory Seed: Psalm 47:7: For God is the King of all the earth: sing ye praises with understanding. (This verse was learned in Bear Hug 19.)

The Big Apple: God is in charge. He sent His Son, the Lord Jesus Christ, as the perfect King for Israel. When we trust the Lord Jesus as Savior, the Holy Spirit helps us to love and obey God more and more.

SOW THE SEEDS

Read: 2 Samuel 7:1-17; Matthew 1 **Review:** Psalm 47:7

Let's look back at what has been taught in this unit. Cubbies learned that God is in charge and He is King. They also learned about the Ten Commandments and how the Israelites had a hard time obeying God. They learned that God looks at our hearts to see if we want to love and obey Him. A fourth important truth is that

God is always with us.

As you wrap up this unit, help your Cubbies make the connection between David being God's choice as an earthly king and Jesus being God's ultimate choice as King. And let them know about the interesting fact that Jesus was in the family line of David. Matthew I is a long passage, but as you read it be mindful of the beauty of the family tree of Jesus. The family line of Jesus is another testimony to the specific purpose and plans God had for Jesus when He became flesh.

Not only was Jesus in the line of David, but God made a covenant with David in 2 Samuel 7 (often referred to as the Davidic covenant). He promised David that someone from his family (the Lord Jesus) would live eternally and have an eternal throne. How many people can claim that?!

Here's the bottom line of this unit: We are to love, honor and obey God. We are commanded to serve Him and show Him the respect that is due Him. This is a great reminder and challenge for adults and preschoolers alike.

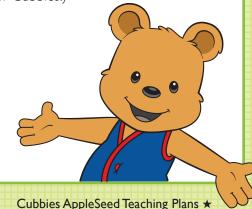
SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Review prior Bible lessons in Unit 5.
- 2. Make the connection that King David is related to the Lord Jesus.
- Believe that the Lord Jesus perfectly obeyed all of God's commands, but we have not obeyed all of God's commands.
- 4. Know that when we trust Jesus as Savior, we receive the gift of the Holy Spirit. We can't see the Holy Spirit, but He lives in us and helps us to love and obey God.
- 5. Name practical ways to obey God.
- 6. Pray for hearts that want to obey God and other authority figures.

7. _____

(Add a goal the Holy Spirit brings to your mind and heart as you pray for Cubbies,)



COMING IN

(10-15 minutes before club officially starts)

Repeat any of the Coming In ideas from prior lessons in this unit that Cubbies really liked or that you did not have time to include or finish in your club meeting time.

IDEA I: Heart Match

What You Need

- Several hearts of various colors and sizes cut from construction paper
- Marker
- Scissors
- Optional small heart stickers

Ahead of time, cut out paper hearts of various sizes and colors. Cut each one in half from top to bottom. On one half write a number (from one to 10). On the other half use the marker to make the same number of large dots. You could also place the same number of heart stickers. Mix up the halves, set them on a table and let Cubbies try to make the correct matches. Review that God gave the Israelites 10 commands to love Him and love others. While children work, pray silently or aloud for each Cubbie. Pray that each Cubbie would have a heart that wants to love and obey God.

IDEA 2: Find the Crown Card Game

What You Need

 Several sets of cards of various kids obeying or disobeying (resource CD)

Beforehand, print copies of the game card pages (card stock is best). Cut out several sets of cards (each page makes a set). Place a set of cards (facedown) on each table in your room. Include only one crown card in each set. Children can sit at a table and play a game of concentration with the cards. Each child turns over two cards on a turn, trying to make a match. If they make a match, they keep turning over two more cards until they do not make a match. However, when someone flips over

the crown card, they all recite either the short or long version of Psalm 47:7 and flip the crown card back over before continuing the game. Ask Cubbies whether the people in the various pictures are obeying or disobeying God.

IDEA 3: Bible Lesson Stones

What You Need

- A large smooth stone for each Cubbie (to avoid choking hazards, choose stones that are bigger than the opening of a bath tissue roll)
- Pictures from Unit 5 Bible lessons to fit on the rocks (resource CD)
- Mod Podge® (clear adhesive paint available at craft stores)
- Sponge brushes

Beforehand, cut out several copies of each Bible lesson picture. Give each Cubbie a stone. Let the Cubbie choose a picture to glue on his or her rock with Mod Podge. Cubbies should use sponge brushes to apply only one coat of Mod Podge and then let the stones dry. Talk with Cubbies about what is happening in each picture. Instead of using Mod Podge, Cubbies could glue their favorite pictures to a sheet of paper or draw or paint their favorite scenes on the paper.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto, unit Core Truth: God Is in Charge and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Luvie Lamb puppet
- Optional clear tape, colored paper spot or dot sticker to attach to Cubbie's fur

(Beforehand, tape the optional spot to Cubbie's fur in a visible place.)

LEADER: Hi, Cubbies! Are you ready to see our friend, Cubbie Bear? Let's call him together. One — two — three, CUBBIE!

(Bring the Cubbie puppet into view. Make him hop around excitedly.)

LEADER: Hi, Cubbie! (*Chuckling.*) I see you are back to your excited and hopping self. There must not be any tractors around today! Hey — (*point to the paper spot or an imaginary spot on Cubbie's fur*) what is that spot on your fur?

CUBBIE (stops hopping to examine his fur):
Oh! That must be a little bit of frosting from Timothy's birthday cake.

(If you are using the paper spot, you could make Cubbie not see it until after you and the Cubbies make several attempts to point it out to him. This encourages interaction between the puppet and the children.)

LEADER: It looks like you enjoyed the cake. Are the friends at the party FINALLY learning how to be kind to each other?

CUBBIE: I think so. We —

(Bring the Luvie Lamb puppet into view.)

LUVIE: YES! We *are* getting along better. At the bakery, Grammy Lois told us a story about how she made cherry pie for Grandpa because that's what he liked, even though cherry pie wasn't her favorite kind of dessert. She said we need to treat others how we want to be treated.

CUBBIE: So then Timothy asked us all what WE wanted to do next, and Mia asked Timothy what HE wanted to do next.

LEADER: And what happened?

CUBBIE: It turns out we all wanted to eat the birthday cake! That's the first time we agreed on something the whole day!

LEADER (*laughing*): Well, that's a good start, I guess!

LUVIE (to Cubbie): Cubbie, I'm sorry that Mia and I weren't nicer to you and Timothy at the party. We should have done some of the things Timothy wanted to do to make him feel happy on his birthday.

cubble (to Luvie): That's OK. Timothy and I should have asked everyone what they wanted to do too. But at least we all had a happy ending. (Make lip smacking noises.) Yum, I can still taste that frosting. Grammy Lois makes the best birthday cakes!

LEADER: I'm glad the friends are starting to learn how to get along. We'll see you two next time. Bye for now!

CUBBIE and LUVIE: Bye-bye!

(Children wave goodbye as the puppets are put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during club.

IDEA I: Edible Tablets

What You Need

- Graham crackers
- Frosting
- Chocolate sprinkles
- Plastic knives for spreading

Give each Cubbie two small graham cracker rectangles to represent the two Ten Commandments tablets. Let them spread the crackers with frosting and add sprinkles to look like writing on the tablets.

IDEA 2: Leader's or Parent's Choice

Let the person in charge of snacks bring in his or her favorite healthy snack. Provide safe snack guidelines for preschoolers.

IDEA 3: Cubbie Birthday Snacks

Serve a birthday cake for Timothy, since Cubbies heard about this in the puppet show. You could also say the cake is for all the Cubbies who have birthdays in the current month. For extra fun, include party-themed napkins, plates, hats and blowers.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

 "God Is in Charge" to the tune of "God Is So Good"

God is in charge *(repeat 3 times)* He's the King of me.

- "Love, Love, Love the Lord" to the tune of "Row, Row, Row Your Boat" (from Bear Hug 20)
- "Jesus in the Morning" The lyrics are below, and the tune is easily searchable online.

Praise Him, Praise Him
Praise Him in the morning,
Praise Him in the noontime.
Praise Him, Praise Him.
Praise Him when the sun goes down.

(Replace "Praise Him" with other phrases, such as "Love Him," "Jesus" and "Serve Him.")

 "Praise Him, Praise Him, All Ye Little Children" Adapt the last line of each verse to God is King.

PRAYER (1-2 minutes)

Cubbies, what are some ways you can love and obey God? (Allow response. Especially focus on obeying parents and other authority figures as a way to love God.) Even if we try hard, we don't always obey God and the people He has put in charge of us, like parents or teachers. We need God to help us obey. Cubbies, guess what! If you have trusted the Lord Jesus as your Savior, you have a gift living inside you. That gift is the Holy Spirit. You can't see the Holy Spirit, but He reminds you of God's words and helps you to obey and make right choices. Let's pray that we will all listen to the Holy Spirit and learn to obey God better. As we pray today, let's kneel and bow our heads to show respect for God, our great King. (Model how to kneel and bow your head. Then pray with Cubbies.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 8, 14, 54, 66, 69-71, 73-76, 78-80
- Bible with marker placed at Psalm 47:7
- Optional beanbag, mounting putty to attach teaching cards to wall

(Adapt the words of this lesson so it fits you and your Cubbies. Open with prayer.)

I'm glad Cubbie Bear and all his friends are learning how to be kind, aren't you? (Allow response.) All of us should keep asking God to help us be kind, because God wants everyone to love Him and love each other. (Display TC69 and let Cubbies repeat the Core Truth with you. Prepare to reuse this card later.) God is in charge. Psalm 47:7 says: For God is the King of all the earth ... Since God is the King who's in charge of everyone and everything, we should obey what He says.

Today we're going to remember all that we have learned, and I will need your help.

(Choose one of the following ways to help Cubbies review the unit lessons. For any of these options, feel free to limit the number of cards you display or discuss. Choose only the most important cards, gauge the Cubbies' attention and save time for the gospel discussion at the end of the lesson.)

Option 1: Lay TC54, 66 and some cards from 70-78 on the floor faceup in random order. Let Cubbies take turns choosing a teaching card. When a card is chosen, ask the children to tell you about the people or images they see on the card and describe what is happening in the picture. To make this more fun, let Cubbies take turns tossing a beanbag onto the cards. The group will review the card on which the beanbag lands. After the group reviews a card, remove it from the floor.

Option 2: Display teaching cards from this lesson as digital images with a projector. (These

images have been arranged in random order.) As soon as an image appears, ask the children to tell you about the people or event they see on the images and describe what is happening in the picture. For fun, let Cubbies try to predict who or what they will see on the next image.

Option 3: Attach TC54, 66 and some cards from 70-78 to the wall in random order with mounting putty. Tell Cubbies to sit or stand by their favorite pictures. (It's fine for more than one Cubbie to stand by a picture.) Walk around to each picture and ask one or more of the Cubbies near the picture to tell you about the people or images they see on the card and describe what is happening in the picture. Play another round and let children move to another picture.

(After completing one of the options above, continue your lesson here.) I have a new picture to show you. (Display TC79.) Can you guess who the two kings are in these pictures? (Allow response. Eventually explain that the king on the left is King David and the baby on the right is King Jesus.) David was a good king. He wasn't perfect — he sinned just like we do — but he tried to love and obey God all his life. God promised that someone from David's family would be the perfect King for the Israelites. The Lord Jesus is that perfect King! He will rule as King forever. (Leader note: See Luke 1:32-33.) The Lord Jesus is a great-great-great-great- (with a whole lot more greats after that!) grandson of King David.

(Display TC8.) When Jesus grew up and lived on earth, He loved God and everyone. Jesus obeyed every single one of God's commands. He never, ever sinned. Can you imagine that? When the Lord Jesus was a kid like you, He never disobeyed His mom or dad — not even once! He never lied or stole or said an unkind word or did anything else that God said not to do.

But you and I HAVE done these things. We have all disobeyed God. That's why Jesus had to die on the cross. (*Display TCI4.*) The Israelites never thought their King would die on the cross, but

continued on next page

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Jesus did it to become our Savior. Jesus died and came alive again to save us from the punishment for our sins. We must each trust Him as Savior.

When we trust Jesus as Savior, God helps us to love and obey Him more and more. (Display TC80.)

(Depending on time and Cubbies' attention, you may want to skip these next few paragraphs and end with the final paragraph.)

(Keep displaying TC80.) How is this boy showing love to God? (Sample responses are praying, kneeling and bowing to God, reading the Bible.) What are other ways we can love and obey God? (Allow response. Since you have talked about this in previous lessons in this unit, Cubbies should already have some ideas.)

One very important way to obey God is to obey your parents. In the Bible, God tells children to obey their parents. You should obey other grown-ups too, like Cubbies leaders, teachers, police officers and your pastor.

(Display TC69 again and repeat the Core Truth several times with Cubbies.) God is in charge. (Open your Bible to Psalm 47:7.) Cubbies, let's see if you remember Psalm 47:7: For God is the King of all the earth: sing ye praises with understnading. (Repeat either the short or long version with Cubbies several times. The short version is in bold. Then close in prayer, praying that you and the Cubbies would keep letting God [the Holy Spirit] help you to obey God better, not just outwardly, but inwardly too — from the heart!)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Bear Hug 22 Handbook Leader Sheet from the resource CD.

Bear Hug 22 Activity Sheet

What You Need

- A copy of the Bear Hug 22 Activity Sheet for each Cubbie
- Crayons
- Optional for each handbook table set out pairs of child-sized scissors, copies of the Window Heart Template (resource CD), glue sticks, heart stickers

As Cubbies trace the heart on the activity sheet and color the pictures, ask how each picture reminds them of a way they can love God: praying, going to church and reading the Bible. Talk about other ways Cubbies can show love to God, especially by obeying parents and other authority figures. If Cubbies will complete the Ultimate Fun option, cut out a heart for each Cubbie from the Window Heart Template, Direct Cubbies to color the heart. Cut out the dashed part of the heart windows and glue the heart over the Bear Hug 22 Activity Sheet heart. Cubbies can fold open the windows to see the pictures inside. If desired, Cubbies can cut out and paste pictures from the activity sheet page over each square on the Window Heart Template page.

PLAY TIME (15-20 minutes)

IDEA I: Play the **Commandment Relay** or **Moses Leads the People** (from Bear Hug 19) to review the Ten Commandments.

(from Bear Hug 20) to reinforce practical ways Cubbies can love God and others. Add additional slips related to obeying parents and other authority figures to emphasize the points from this week's lesson. Add slips with phrases like these: Stop to obey the crossing guard, pick up your toys to obey your Mom, raise your hand before speaking to obey your Cubbies leader. Let Cubbies think of additional items to act out.

IDEA 3: Play **Goliath Target Practice** or **Hit the Pin** (from Bear Hug 2I)

GOING HOME (5-10 minutes)

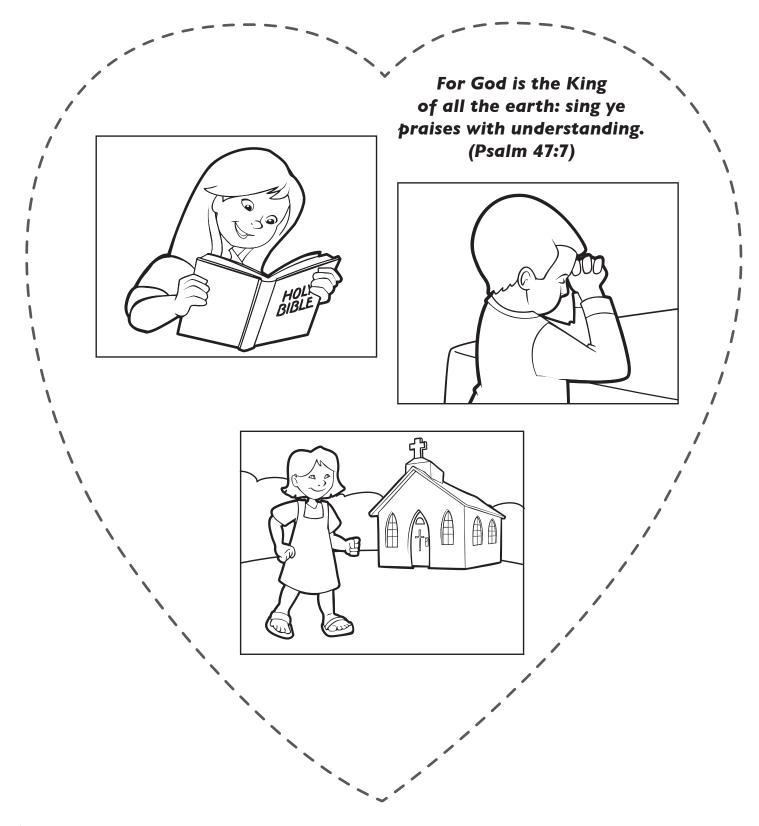
AWARD ALERT! Cubbies will earn a Green Apple emblem for completing Unit 5. Tell parents to arrive early to see their child receive the award. Remind parents to attach this apple emblem to the A on the child's vest.

NAME:	
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Basic Instructions: Trace the heart and color the pictures. God is the King. We should all love and obey Him! Tell your parent or leader how each picture reminds you of a way you can love and obey God.

Even More Fun: Add heart stickers along the border of the heart.

Ultimate Fun: Color and cut out a paper heart of the same size as the one on your sheet. Cut out square flaps on the heart as picture windows. The square flaps should be the same size and in the same location as the picture squares on the activity sheet heart. (Your Cubbies leader should have a template for you to use.) Glue your paper heart over the activity sheet heart. Fold back the flaps to see the pictures.





Jesus Is Baptized and Says No to Satan

Memory Seed: John 1:29: ... "Behold the Lamb of God, which taketh away the sin of the world." (Short version is in bold.)

The Big Apple: God used John the Baptist to help people turn away from sin and prepare to meet the Savior. Jesus is God's Son, who never sinned. God sent the Savior to take away our sin.

SOW THE SEEDS

Read: Luke 3:1-22; Luke 4:1-13; John 1:29-34

Memorize: John 1:29

The Core Truth for this unit is God sent the Savior. The Bear Hugs tell about when Jesus was first introduced by John the Baptist, how He began choosing His disciples and about His power over the stormy sea. The review lesson climaxes with Christ's death and resurrection and ends with a hopeful look towards Christ's return. All these events build upon each other and paint a picture of who Jesus is — the One sent from God to save us from our sin.

In this lesson, Cubbies will hear about Christ's baptism. There's no need for you to give a detailed explanation of baptism with this age group. However, if Cubbies begin asking questions, explain that people in your church are baptized to show they have trusted Christ as Savior (see Acts 8:12). Baptism also reminds us of what Christ did for us (see Romans 6:3-4). When the pastor lays the person under the water, we remember that Christ died for our sins and was laid in a tomb. When the pastor raises the person out of the water, we remember that God raised Christ back to life and we also have a new life in Christ. Check with your pastor about any guidelines for child baptism in your church.

You have the option of ending this lesson with Jesus' temptation in the desert. A major part of our Savior's mission was to destroy the works of the devil (I John 3:8) and reverse the damage that began in the garden of Eden. Children need to know that Satan is real, and he's active in our world today. Even so, consider the age and maturity of your Cubbies before including this part.

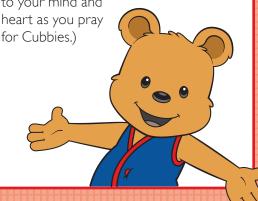
SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Learn about John the Baptist and the ways he helped get people ready to meet the Savior.
- 2. Know that Jesus is God's Son and that His Father loves Him and is pleased with Him.
- Believe that Jesus is the only one who always obeyed God and never sinned.
- 4. Believe that Jesus came to die for us and take away our sin.
- 5. Sense excitement and thankfulness because God sent His Son to be our Savior.

6.			
7			

(Add the goals the Holy Spirit brings to your mind and



COMING IN

(10-15 minutes before club officially starts)

IDEA I: Paper Plate Dove

What You Need

- Card stock or cardboard templates of a flying dove and wing (resource CD)
- Paper plates (with scalloped edges if possible)
- Pencils with grippers on them
- Scissors (in both adult and child sizes)
- Crayons or markers
- White, silver or gold glitter glue
- Optional blue construction paper and glue sticks for mounting or string to hang birds, X-Acto[®] knife for cutting slit

Beforehand, copy several flying dove and wing templates on card stock or cardboard. Cut out the templates. Show Cubbies how to lay the templates on a paper plate and trace them using a pencil. The photo on the resource CD shows how the tracing should appear. (Younger clubbers may need a leader to do this part. You can also trace and cut out the pieces before club.) Next, Cubbies cut out the two pieces and color the beak yellow or orange. A leader should cut a slit in the bird's body and slide the wings halfway through the slit. (An X-Acto knife works best.) Finally, Cubbies will decorate the ridges of the dove's tail and wings with white, silver or gold glitter glue. Let dry. If desired, direct Cubbies to mount the dove on a sheet of blue construction paper. You may also attach a string to the top of each bird and hang them from the ceiling.

IDEA 2: Sand Writing

What You Need

- A shallow pan or tray with rim
- Dry sand (or cornmeal)

Pour just enough sand in the pan to cover the bottom. Remind Cubbies that the events in this Bible lesson took place in the desert and talk about what a desert is like. Demonstrate how to use one finger to write letters in the sand, and then erase the letters by brushing the sand to smooth it. Ask Cubbies to write an L in the sand and say Lamb of God, which starts with L. Cubbies can also write an A and recite the A verse (Romans 3:23) or a C to recite the C verse (Romans 5:8).

IDEA 3: Wonderful Water Play

What You Need

- A tub of water
- A plastic mat or old bath mat to contain spills
- Water toys (small plastic cups, measuring cups, eye droppers, funnel, toy boat, etc.)
- Towels to dry hands

Talk with Cubbies about how we use water. We use it to wash our clothes, bodies and dishes. It helps plants grow. Our bodies need water to be healthy. Ask Cubbies if they remember hearing anything about water when they read the handbook section with someone at home. If needed, remind them of Cubbie Bear Creek and of John's baptism of people and the Lord Jesus. It is not necessary to go into detail about baptism with this age group, but if Cubbies do ask questions, use the information in Sow the Seeds as a guide for discussion. Allow Cubbies to do some free play with the water toys but remind them that this water is for playing and NOT for drinking or splashing each other. When finished, have Cubbies help clean up any spills with towels.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto, unit Core Truth: God Sent the Savior and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Katie Collie puppet

LEADER: Hi, Cubbies! Are you ready to see our friend, Cubbie Bear? Let's call him together. One — two — three! CUBBIE!

(Bring the Cubbie puppet into view, hopping excitedly.)

CUBBIE (*still hopping*): Hi, boys and girls! I'm so happy to see you today.

LEADER: Hi, Cubbie! We're happy to see you too. What are you so excited about *this* time?

CUBBIE: Timothy and I are going down to Cubbie Bear Creek to see if Timothy's boat will float.

LEADER: Wow! That does sound exciting. Where did Timothy get his boat?

CUBBIE: He made it with his dad in the woodshed. He used some sticks and string to make the bottom part. Then he put some cloth on the top to make a sail. It's a very nice boat.

LEADER: Oh, I wish we could see it! Is the boat big enough for you and Timothy to ride in?

CUBBIE: Oh, no! It's just a small, toy boat. But someday, I hope to ride in a real boat.

LEADER: Yes, riding in boats can be fun. (Speaking to Cubbies) Have any of you ridden in a real boat? (Allow response.)

CUBBIE (hopping and singing softly to himself to the tune of "Here We Go 'Round the Mulberry Bush"):

Here we go down to Cubbie Bear Creek, Cubbie Bear Creek, Cubbie Bear Creek. Here we go down to Cubbie Bear Creek, to see if our boat will float. **LEADER:** What are you singing, Cubbie?

CUBBIE: It's the song Timothy and I sang as we hopped and jumped along to the creek.

LEADER: Can you teach it to us?

CUBBIE: Sure!

(Lead the children in singing the song along with Cubbie. For extra fun, they can hop in place as they sing. Towards the end of the song, bring the Katie Collie puppet into view, barking loudly to warn Cubbie.)

KATIE (barking loudly with alarm): RUFF, RUFF! Cubbie, you shouldn't go down to the creek with Timothy. It's too far from the house, and Timothy's dad told him not to go there without him.

CUBBIE: Don't worry, Katie. Timothy said it's OK this time, because we'll only be gone for a minute. Wait, do you hear that? (You or another leader calls Cubbie's name softly.) Timothy is calling me right now. I'll see you all later!

(Remove the Cubbie puppet from view.)

KATIE (worried): I don't have a good feeling about this. Timothy shouldn't disobey, and besides, the creek can be dangerous. I'm going to follow behind and keep an eye on them.

LEADER: Good idea, Katie! I know Timothy and Cubbie are excited to see their boat float, but they should have asked Timothy's dad to go with them. Goodbye, Katie! Please keep them safe.

KATIE: I'll do my best. Goodbye!

(Children wave as the Katie Collie puppet is put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during club.

IDEA I: Pudding Cups

What You Need

- Vanilla pudding cups (regular or sugar-free)
- Finely-ground graham cracker crumbs

Serve pudding topped with crumbs to represent sand. Explain that sand is often found in deserts. Ask Cubbies: "Do you remember hearing about a desert in our lesson today?" Talk with Cubbies about the time John or Jesus spent in the desert.

IDEA 2: Rolls and Honey

What You Need

- Rolls, bread slices or crackers
- Honey

Remind Cubbies that the Bible says John ate honey in the desert. Let them taste the honey on a slice of bread, roll or cracker.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

• "Oh Be Careful, Little Eyes" Here are the lyrics:

Oh, be careful little mouth what you speak (Repeat 2 times)

For the Father up above is looking down in love

So be careful little mouth what you speak.

Replace mouth with different body parts such as ears, hands, feet or mind. As you sing, point to or move the appropriate body part (eyes, ears, feet, etc.). Use this song to review the definition of sin. Sin is anything we think (point to head), say (point to mouth) or do (hit fist on palm) that disobeys God.

• "Do You Know the Savior?" to the tune of "Do You Know the Muffin Man?"

Oh, do you know who Jesus is? Who Jesus is, who Jesus is? Oh, do you know who Jesus is? He is God's Son, the Savior.

• "I Want to Obey and Love Jesus" to the tune of "Here We Go 'Round the Mulberry Bush"

I want to obey and love Jesus, Love Jesus, love Jesus. I want to obey and love Jesus, He saved me from my sin!

PRAYER (1-2 minutes)

Cubbies, why are you excited that God sent the Savior? (Allow response. If Cubbies are slow to share, tell them why you are excited about the Lord Jesus.) Let's thank God for sending the Lord Jesus Christ to be our Savior. (Lead Cubbies in a brief prayer.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 4, 81-84 (include TC37 and TC85 if you will talk about Jesus' temptation)
- Bible with bookmarks placed at Luke 3 and John I:29
- Optional toy grasshopper or locust, container of honey, male leader dressed as John the Baptist

Timothy and Cubbie were excited to get down to the creek today, weren't they? Why were they so excited? (Allow response.) Yes, they wanted to see if Timothy's boat would float in the water. But Katie Collie told us that Timothy wasn't supposed to go down to the creek without his dad. I wonder if Timothy and Cubbie will get into trouble. What do you think? (Allow speculation.)

(Open your Bible to Luke 3.) In our Bible lesson today, we're going to hear about some people who were excited to get down to the water too — except they weren't checking to see if their boats would float and they weren't disobeying their parents. They were hiking down to the Jordan River to see a man who looked a little strange. Does anyone know who they were going to see? (Allow response. Children who read the handbook section with their parents may know you are talking about John the Baptist.)

Optional: Ask a male leader to dress like John the Baptist and enter when you start describing John. Conduct the next section of the lesson, until the time you display TC83, in an interview format where you and the children ask John questions about his appearance, diet and job as a prophet. Emphasize that God gave John the job of helping people get ready to meet the Savior.

(Display TC81 and keep it ready to display again.) They were going to see John the Baptist. (Point to John.) John the Baptist wore clothes made of camel's hair (see Matthew 3:4). He probably didn't comb his hair very much because he lived outside all by himself in a place called a desert.

And you won't believe what he ate for breakfast, lunch and dinner!

(Display TC82.) What do you see John eating in the picture? (Allow response.) John ate the food he found in the desert, which was locusts and wild honey from the bees. Cubbies, do you think you would like to eat locusts for a snack? What about honey? (Allow response. Show your honey container and toy grasshopper or locust if you brought them.)

(Display TC81 again.) John looked like this so people would know He was a prophet from God. Another prophet from the Bible named Elijah had worn camel's hair clothes and lived in the desert too (see 1 Kings 17:1-6 and 2 Kings 1:8). Prophets listen for God's words (cup your hand over your ear as if you are listening) and speak God's words to the people (touch your mouth).

So the people listened to John, and what did he say? (As Cubbies pretend to be the crowd, walk among them as if you are John preaching passionately to them. Make eye contact with individual Cubbies during your preaching.) He said, "Stop sinning! Love God and obey His commands. Share your food and clothes with the people who don't have very much. Don't lie, cheat or steal."

When the people heard John, some of them felt very sorry for their sin. Do you see the people crying? (Point to the people crying on TC81.) They asked John to baptize them with water to show that they wanted to stop sinning and start obeying God.

When John baptized people, he would lay them under the water for a few seconds (make motions as if you are laying a person under the water) and raise them back up again (make motions as if you are lifting the person out of the water).

Optional: It is not necessary to give any further detail about baptism in this lesson. However, if Cubbies start asking questions, use the explanation in Sow the Seeds as a guide.

(Display TC81 again.) Soon the people started to wonder about John. Do you see the man

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pointing at John? (Point to the man in purple who is pointing to John.) The people felt so excited that they had to ask John a question: "Are you the Savior we have been waiting to meet?"

"No," said John. "The Savior is much mightier than I am. He is coming soon! John was doing all these things to help the people get ready for the Savior."

(Display TC83.) One day, a special visitor came to the river. The visitor's name was Jesus! Jesus asked John to baptize Him. "Are you sure?" John asked. John didn't think he should baptize Jesus, because Jesus had never sinned. But Jesus said, "This is what God wants us to do. I must obey God." (See Matthew 3:13-15.)

John baptized Jesus with water. Then a surprising thing happened. (Open your Bible and read Luke 3:21-22 aloud while displaying TC84.) Cubbies, did you hear that? God, the Father, was speaking to His Son, Jesus! God said He was very happy, or pleased, with His Son and that He loved Him.

When John heard God's special words and saw the dove land on Jesus, He knew exactly who Jesus was (for reference, see John 1:32-34). Jesus was God's Son — the Savior everyone had been waiting to meet.

Later, when John saw Jesus again, he told the people: ... "Behold the Lamb of God, which taketh away the sin of the world." Wait a minute, Cubbies. That sounds like our memory verse! Let me say that again. (Open your Bible to John 1:29 and read the memory verse. Ask Cubbies to repeat the verse a few times with you.)

(Display TC4.) Cubbies, Jesus is called the Lamb of God because He died on the cross to take away our sin. God sent the Savior. Let's thank God right now for sending His Son to be our Savior. (Close in prayer.)

(Depending on the age and maturity of your Cubbies, teach this optional ending and connect it to what they learned about Adam and Eve in Unit 2.)

After Jesus was baptized, the Holy Spirit led Jesus into the desert. Jesus stayed in the desert for 40 long days. While He was there, Satan came to talk to Him.

(Display TC37.) Do you remember when Satan came to Adam and Eve in the garden? He made himself look like a serpent and tried to get Adam and Eve to listen to him instead of God. What did Adam and Eve do? (Allow response.)

(Display TC85.) When Satan came to Jesus in the desert, the Bible doesn't say what he looked like. But the Bible does tell us some of the things Satan said. He tried to get Jesus to listen to him instead of God.

Cubbies, do you think Jesus listened to Satan? Why didn't He listen? (Allow response.) Jesus never sinned. He is the only person who always obeyed God. That's why He is our Savior. That's why He could die on the cross to take away OUR sin. Let's thank God for sending His Son to be our Savior. (Close in prayer.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of the Bear Hug 23 Handbook Leader Sheet from the resource CD.

Bear Hug 23 Activity Sheet

What You Need

- Copy of the Bear Hug 23 Activity Sheet for each Cubbie
- Crayons
- Optional dove stickers or cutouts (resource CD), blue and white tissue paper, tape or glue stick, white or silver glitter glue

Cubbies can color the page and either draw a V-shaped dove above Jesus, add a dove sticker or cutout, or twist a piece of white tissue paper into a V shape to make a tissue paper dove. Help Cubbies fold the paper according to directions. For ultimate fun, Cubbies may trace the dove with glitter glue or glue blue tissue paper on the water.

PLAY TIME (15-20 minutes)

IDEA I: Color (or Shape or Number or Letter) Walk

What You Need

 Construction paper and masking tape or interlocking foam play mats in various colors

Place papers/mats on the floor in a circle. If using construction paper, tape it down to secure it. What you use will be dependent on what you want to review with your Cubbies. If it's colors, place different colored papers on the floor. If it's numbers, write numbers on the papers. If it's shapes, cut construction paper into different shapes or draw different shapes on the paper. Play some fun music and let Cubbies walk around the outside of the circle. When the music stops, they stand on the nearest spot. Leader then calls out a color (or number or shape). (You could even pull a color out of a bucket or bag.) Any Cubbie(s) standing on that color recites John 1:29 or the Core Truth: God sent the Savior.

IDEA 2: Feather Pass

What You Need

• A large white craft feather

Cubbies sit in a circle. The leader asks Cubbies what God did right after Jesus was baptized. (He sent a dove to rest on lesus and told lesus that He was His Son, whom He loved and with whom He was pleased.) A leader holds a feather and asks the Cubbies if the feather reminds them of the dove. The leader demonstrates how to pass it to a Cubbie while saying the verse, John 1:29: ... "Behold the Lamb of God, which taketh away the sin of the world." (Short version is in bold.) Cubbies can say either the short or long version whichever they learned at home that week. Say it with those Cubbies who are shy or struggling to remember the verse. Each Cubbie passes the feather as he or she says the verse.

IDEA 3: Float a Boat

What You Need

- Plastic tarp
- Small wading pool
- Water
- Towels

In advance of this night, send a note to Cubbies' parents asking them help their child design a simple boat (like Timothy did in the handbook story) from recycled materials: a plastic cup, a water bottle, aluminum foil, a Styrofoam® tray, etc. Keep it simple. Have them test their boats at home to make sure they float.

Invite the Cubbies to bring their boats on the night this Bear Hug is taught. Give them a chance to tell their leader and fellow Cubbies about their boat. Cover the floor with a plastic tarp. Partially fill a wading pool with water and give Cubbies some time to play with their boats in the water. Be sure a leader supervises water play. Have plenty of towels for children to dry their hands.

Optional — Have materials available for Cubbies who don't bring a boat. Have a leader help them quickly design one.

Optional — Seal two ends of a section of gutter. Place it on a low table and fill it with water. Challenge Cubbies to blow their boats from one end to the other. (Caution: don't make the gutter longer than a few feet or your Cubbies will become very winded.)

GOING HOME (5-10 minutes)

Make sure Cubbies don't forget their boats if you played Float a Boat during Play Time.

NAME

your leader.



Jesus Calls His Disciples

Memory Seed: Mark 1:17: And Jesus said unto them, "Come ye after Me, and I will make you to become fishers of men." (Short version is in bold.)

The Big Apple: Jesus is the Savior, the Son of God. He called the disciples to follow Him and become fishers of men (or people). We can be fishers of men too, who tell others about the Savior.

SOW THE SEEDS

Read: Luke 5:1-11 Memorize: Mark 1:17

As the club year draws to an end, so does your weekly influence on your precious Cubbies. Make every lesson count. Prepare well.

On the Lake of Gennesaret, also called the Sea of Galilee, Jesus shocks His disciples with a miraculous catch of fish and follows that with an even more shocking statement: ... "Fear not; from henceforth thou shalt catch men" (Luke 5:10).

You have to wonder what the disciples were thinking. Did they have any clue what it meant to catch men? If even adults are confused by this, you can be sure your Cubbies will be confused! They are such literal creatures. Telling them to be fishers of men without any kind of explanation will leave them scratching their heads with visions of catching people with their fishing poles. But just because they're literal doesn't mean they can't learn important truths. They need a patient and wise teacher — like you! — who uses examples and age-appropriate words to help them see that fishers of men are people who tell others about the Savior.

It's appropriate that Peter's first reaction to Jesus was ... I am a sinful man ... (Luke 5:8). He may not have understood all of Jesus' identity and mission yet, but His statement perfectly sums up why the Savior came: He came to save us from our sins (Matthew I:2I). And not only that — He wants our help in telling others about Him, so they too can be saved from sin. How beautiful that, even though we were sinners, God saved us and gave us a new identity as fishers of men, women, boys and girls. Thank God for sending Jesus and for the time you have to teach these little ones about Him.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Continue to develop a love and interest in what the Bible says about the life of lesus.
- 2. Hear details about Jesus helping Peter, Andrew, James and John catch an amazing amount of fish and calling them to be fishers of men.
- 3. Know about the 12 disciples and all the people who follow Jesus today.
- 4. Believe that Jesus is the Son of God, the Savior, who saves people from their sin.
- 5. Understand that fishers of men are people who tell others about the Savior.
- 6. Desire to follow Jesus and be a fisher of men.

7. _

(Add a goal the Holy Spirit brings to your mind and heart as you pray for Cubbies.)

COMING IN

(10-15 minutes before club officially starts)

IDEA I: Let's Go Fishing

What You Need

- Hula Hoop, blue towel or blue tablecloth
- Magnetic fishing pole
- Paper fish for each Cubbie (resource CD)
- Paper clips
- Colored construction paper or colored foil to tear into fish scales
- Glue sticks
- Optional rocks or potted plants; smooth-edged metal frozen juice lids with fish stickers on them

Before Cubbies arrive, make a "fishing pond" somewhere in your room. Lay a Hula-Hoop®, blue towel or blue tablecloth on the floor to represent water. If desired, surround it with rocks or potted plants for decoration. To make a simple fishing pole, tie a piece of string to the end of a wooden dowel and tie a magnet to the other end of the string. Cut out construction paper fish or any of the fish from the patterns, and attach a paper clip to each one. Scatter the fish in your pond. Let Cubbies use the magnetic fishing pole to catch a fish in the pond (the magnet will attach to the paper clips). Remove paper clips from the fish immediately to prevent a choking hazard for Cubbies. Direct Cubbies to bring their fish to a table. Show Cubbies how to tear sheets of construction paper into small pieces and glue the pieces on the fish to resemble fish scales.

NOTE: To avoid paper clips, use metal frozen juice lids with smooth edges and put fish stickers on some of them. Arrange the lids with the fish stickers face-down. Cubbies will enjoy the thrill of catching a lid and then checking to see whether or not they got a fish.

IDEA 2: Disciple Feet

What You Need

- Poster board or cardboard
- Scissors (adult and child sizes)
- Pipe cleaners or strands of twine
- TapeHole punch
- Mark 1:17 verse cards (resource CD)
- Markers or crayons
- Glue sticks

Make a sandal by tracing around each child's shoe on a piece of poster board or cardboard. Leaders or Cubbies will cut out the sandal. Punch holes where needed. Show Cubbies how to tape pipe cleaners or twine strands to the sandal to make straps. (See finished craft samples on the resource CD.) Cubbies can cut out a Mark 1:17 verse card and paste it on the sandal. As Cubbies decorate the sandals with crayons or markers, recite Mark 1:17 and talk about what it means to follow Jesus and be a fisher of men.

IDEA 3: Fish in the Bin

What You Need

- A plastic tub half-filled with uncooked oatmeal
- Plastic, paper or foam fish in various colors and sizes
- Optional Beforehand, spray paint the oatmeal blue to look more like water and let it dry.

Bury the fish in the oatmeal bin. Let Cubbies dig in the oatmeal to find the fish. They can name the colors they find, count the fish or sort them by color or size. While they work, ask: Do you remember reading about fish in your handbooks this week? What happened when the fishermen obeyed Jesus and put their nets in the water? Would you have been able to count all *those* fish?

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto, unit Core Truth and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Hand towel
- Optional water bottle or spritzer filled with water, magnetic fishing pole, 12 paper fish (resource CD), paper clips, blue towel or Hula Hoop

(Set up an optional "fishing creek" near your puppet area. Lay the blue towel or Hula-Hoop on the floor to represent the water. Attach a paper clip to each fish and lay the fish on the towel or inside the Hula-Hoop.)

LEADER: Hi, Cubbies! Do you know what time it is? It's time to see our friend, Cubbie Bear! Let's call him together. One — two — three! CUBBIE!

(Wrap the hand towel around the Cubbie Bear puppet's body or head. For extra fun, dribble or mist some water on him so his fur looks slightly wet.)

CUBBIE (with towel wrapped around him): Hi, everyone! (If you misted water on Cubbie, shake his head so Cubbies can see or possibly feel the water droplets.)

LEADER: Cubbie, it looks like you're trying to dry off! How did you get so wet?

CUBBIE: The water splashed on me when Timothy and I were in the boat.

LEADER (*surprised*): In the boat? I thought you said Timothy's boat was too small to ride in.

CUBBIE: It is. We were in a real boat!

LEADER: A real boat? Did Timothy's dad take you out in his fishing boat?

CUBBIE: Um, not exactly. (Remove the towel while Cubbie talks.) We were playing with Timothy's little toy boat by the creek when I saw his dad's fishing boat lying on the

shore. I went over to sit in it. I just wanted to see what it felt like to sit in a real boat —

LEADER: Uh, oh. This doesn't sound good.

CUBBIE: Timothy came over and we started playing a game in the boat. I guess we were moving around too much, because soon the boat slid into the water with Timothy and me in it!

LEADER: I was afraid that would happen! What did you do? Were you scared?

CUBBIE: At first I was a little scared, but then I saw a fish swimming close to the boat. I like fish!

LEADER: Fish are fun to watch. How many fish did you see?

CUBBIE: Let's see, we saw I-2-3 — boys and girls, will you help me count? (Cubbies join Cubbie Bear in counting up to 12.) We counted I2 fish in all, and we could have counted more! Sometimes I like to catch fish between my paws, like other bears do. Now I'm learning to use a fishing pole.

(Hold the fishing pole next to Cubbie as you use it so it appears Cubbie is fishing in your creek. Children can count each fish as the magnet "catches," or attaches, to it.)

LEADER: I'm glad you're becoming a better fisherman, Cubbie, but I want to know how you and Timothy got off that boat! You shouldn't have gone to the creek by yourselves. It can be a dangerous place.

CUBBIE (showing slight remorse): I know! We got into trouble. I'll tell you what happened next time. I need to share my towel with Timothy because he's wet too. See you later!

(Children wave goodbye to Cubbie as you put him away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during club.

IDEA I: Fishing Poles

What You Need

- Goldfish crackers
- Pretzel sticks
- Nutella® or cream cheese spread
- Small paper plates

Place several Goldfish crackers, a few pretzel sticks and a dab of cream cheese on a small paper plate for each Cubbie. Show Cubbies how to dip a pretzel "fishing rod" in the Nutella or cream cheese and use it to try to "catch" the goldfish. (The spread should stick to the fish.)

IDEA 2: Waffle Stick Sail Boats

What You Need

- Waffle sticks (toasted before club) or hot dog buns cut in half
- Cream cheese
- Triangular crackers

For each sailboat, spread cream cheese on the waffle stick or bun. Top with a triangular cracker "sail." Ask Cubbies how many boats they heard about in the Bible lesson today. What happened in the two boats? (Jesus sat in one to teach, James and John rode over in one to help, both boats got filled up with fish, etc.)

IDEA 3: Pita Boat on Blueberries

What You Need

- Paper plates
- Pita bread halves
- Blueberries
- Cheese triangles
- Colored Goldfish crackers

On each paper plate, place half a pita for a boat. Lay the pita flat and surround it with a handful of blueberries to resemble water. Lay a triangular piece of cheese above the boat for a sail. Then place several Goldfish crackers inside or on top of the boat to show how many fish the disciples caught. Cubbies could take the fish out of the boat and count them or sort them by color.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- "Peter, James and John in a Sailboat" (traditional Sunday school song) or "I Will Make You Fishers of Men" (by Harry D. Clarke). Lyrics and tunes for both songs are easily searchable online. Be sure to include hand motions!
- "The Twelve Apostles Song" to the tune of "Jesus Loves Me." This is a fun way for your Cubbies to learn the names of the 12 disciples. Sing it several times to help Cubbies remember it. Sing it again during Handbook Time and Going Home time. Here are the lyrics:

Jesus called them one by one, Peter, Andrew, James and John. He called Phillip, Thomas too, Matthew and Bartholomew

Chorus:

Yes, Jesus called them. (Repeat three times.) The Bible tells me so.

James the son of Alphaeus, Simon, also Thaddaeus; Twelve apostles Judas made; Jesus called them all by name. (Repeat chorus)

PRAYER (I-2 minutes)

Cubbies, today we will learn how to be fishers of men. What is a fisher of men? (See if any Cubbies know.) Fishers of men are people who tell others about the Savior, Jesus Christ. Who could you tell about the Savior? (Let Cubbies share names of people they know. Write the names on a board or sheet of paper. It's fine if Cubbies share names of those who are already Christians. The point is to get them thinking about telling others about Jesus.) Pray for all the names on the list to grow in knowing, loving and following the Savior.

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 4, 86-90
- Bible with bookmarks placed at Luke 5:1-11 and Mark 1:17
- Optional Some kind of netting (screen door netting, craft netting, crocheted blanket, etc.), paper or plastic toy fish, fishing pole (toy or real), doll or picture of a person

Cubbie and Timothy saw a lot of fish in the creek today, didn't they? Now we're going to hear about some real fishermen from the Bible. These fishermen were used to seeing lots and lots of fish. But one day, they couldn't find any fish at all. Then they met Jesus and something really big happened!

(Open your Bible to Luke 5:1-11.) In Luke 5, the Bible tells us that Jesus was standing by a lake, teaching God's words to a crowd of people. They were probably very excited to hear what Jesus had to say because they kept getting closer and closer to Him. They got so close to Him that He decided to get in a boat, move out into the lake and teach the people from the boat.

(Display TC86.) That boat belonged to a fisherman named Peter. (Point to Peter.) Peter and his fisherman friends had been fishing all night on the lake. Can you imagine staying up all night to fish? That's a long time! I know I would get very sleepy. Well, even though the friends had fished all night, they didn't catch any fish. Not ONE! When daytime came, the fishermen pulled their two boats up to the shore. They washed their nets to put them away.

(Keep displaying TC86.) Jesus finished teaching, and He called to Peter, "Take your boat out into deep water, and let down the nets for a catch."

WHAT? Peter was probably surprised to hear Jesus say that! "Master," said Peter. "We fished all night and didn't catch a thing. But I will obey what you say."

Peter and his friends climbed into the boat. They rowed out to deep water and dropped their nets into the sea.

Optional: Set a net beside you on the floor as you sit and teach. When you talk about the disciples casting their nets, pick up the net and throw it so it hangs off to one side of your lap. As soon as you do so, have a leader sitting behind you start placing the toy fish in your net. The leader can tug on the net to show it's getting heavy.

Then they felt a huge tug. They heard a loud RRRIP! The nets were so full of fish that they started to break.

"Come help!" they shouted to their friends in the other boat.

(Display TC87.) James and John rowed over to help. All the fishermen worked together to bring the fish from the nets and into the boats. (Pretend to pull a net full of fish into a boat and let Cubbies make the motions with you.) Soon the two boats were so full of fish that they almost sank!

The fishermen were amazed at all the fish. They had just been fishing for hours and hours in this same lake but hadn't caught anything. Now their boats were full of fish!

Peter knew Jesus had to be a special person to help them catch so many fish. Peter fell down before Jesus and said, "I am a sinner." Peter was a sinner, but Jesus was the Savior, the Son of God.

Jesus said to Peter, "Don't be afraid. Now you will catch people instead of fish."

(Look at Cubbies with surprise.) Catch people? How do you catch people? Do you use your fishing pole to catch people? Do you use a net like the fishermen did to catch people? Do you have to run really fast to catch people? (Allow response to each question.)

Optional: Use the fishing pole and pretend to catch a doll or a picture of a person that is on

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the floor beside or in front of you. Ask, "Is this what Jesus meant when He said Peter would catch people?" Take the net previously used and cast it over another leader when you ask if you have to use a net like the fishermen.

Cubbies, what do you think Jesus meant? (Allow Cubbies to speculate for a minute or two before guiding them to the answer.) Jesus meant that Peter would tell people about the Lord Jesus, the Savior. (Display TC4.) The Savior is the one who can save them from their sin. God sent the Savior.

(Display TC88 and open your Bible to Mark 1:17.) Jesus asked Peter and his brother, Andrew, to help Him tell the people. And Jesus said unto them, ... "Come ye after Me, and I will make you to become fishers of men" (Mark 1:17).

Cubbies, have you heard Jesus' words before? They're our memory verse for the week. Whenever I talk about the people Jesus asked to help Him, repeat the verse with me, OK?

(Keep displaying TC88.) Jesus asked the other fisherman, James and John, to help Him tell the people. (Recite the verse with Cubbies.) Peter, Andrew, James and John left their fishing boats and their nets — they left everything to follow Jesus.

(Display TC89. Point to each man on TC89 as you name him.) After Peter, Andrew, James and John, Jesus asked Matthew, Philip, Bartholomew, Thomas, James, Simon, Thaddaeus and Judas Iscariot to help him tell the people. (Recite the verse with Cubbies.) These 12 men were called disciples, or apostles, and they traveled everywhere with Jesus. (Count the 12 disciples together.)

Jesus asked many more men and women to help Him too. Those men and women told people about the Savior, and those people told other people. (*Display TC90*.) Now there are many followers of Jesus all over the world — people like you and like me. Jesus says the same words to us. (*Recite the verse*

with Cubbies.) We can follow Jesus and be fishers of men. That means we tell others about the Lord Jesus, our Savior. (Close in prayer, asking the Lord to help you and the Cubbies become better fishers of men.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of the Bear Hug 24 Handbook Leader Sheet from the resource CD.

Bear Hug 24 Activity Sheet

What You Need

- Copy of the Bear Hug 24 Activity Sheet for each Cubbie
- Crayons
- Optional squares of craft netting or copies of the Net Pattern (resource CD), glue sticks

Tell Cubbies to count the fish and draw a line from one fish to its match. Cubbies can color the two fish in each pair the same color and then color the rest of the picture. For a fun craft, let Cubbies cut out the fish and glue them to a square of craft netting or to the Net Pattern page. Review the events of the Bible lesson while Cubbies work.

PLAY TIME (15-20 minutes)

IDEA I: Flying Fish

What You Need

- Parachute (or large sheet or blanket)
- Several stuffed toy fish, beanbag fish, small sponge balls or pool splash balls

Ask Cubbies to tell you what happened when the fishermen obeyed Jesus and let their nets down into the sea. Pretend the parachute is a fishing net and the Cubbies are fishermen. Place fish on the parachute and let Cubbies gently flop them around. Challenge the Cubbies to try to keep the fish "in the net." Don't let them get away!

If you have a larger club, let half the Cubbies hold the parachute and the other half retrieve flying fish. Then switch roles.

IDEA 2: One Fish, Two Fish

What You Need

• Several construction paper or cardstock fish in a variety of colors (resource CD)

Scatter the fish on the game floor. Direct Cubbies to line up on one side of the room. The game leader says "One fish!" and then calls out a color. Each Cubbie runs to pick up one fish of that color and then freezes. When the leader calls out "Two fish!" and a color, the Cubbies must run to pick up two fish of that color before freezing. You can also write numbers on the fish such as one through five. Call out a number instead of a color. Make sure you have enought fish for each Cubbie in whatever catagories you call.

IDEA 3: Happy Fish, Free Fish!

What You Need

• Jump ropes or masking tape

Lay jump ropes on the floor to form a circular "fish net" or make a circle on the floor with masking tape. Choose two Cubbies to be

fishermen. The rest of the Cubbies are fish. The leader shouts, "Happy fish, happy fish, swim, swim, swim!" and the "fish" scatter around the room while the fishermen chase them. If caught, Cubbies go stand inside the net. After a few rounds, the leader says, "Happy fish, happy fish, swim away free!" Cubbies can all escape the net and play again. Change fishermen often. (If your club is larger, play with more nets and fishermen.)

IDEA 4: Follow the Leader Feet

What You Need

 Optional — several left and right foot patterns cut from construction paper and taped to the floor in a hopping pattern (resource CD)

Explain that in the Bible, Jesus told the disciples to follow Him. They did what He did and they used their feet to follow Him wherever He went. Say, "Cubbies, let's practice following with our feet. Do exactly what I do!" Lead Cubbies by doing different things with your feet: e.g., hopping with two feet together or feet apart, hopping on one foot and then the other foot. If you are using foot patterns, you and the Cubbies can jump on the paper feet as a guide. (The game will feel similar to Hopscotch.) As you end the game, say, "Now Jesus is up in heaven, so we can't see Him, but we know He is still with us. We follow Him by obeying what He says in the Bible."

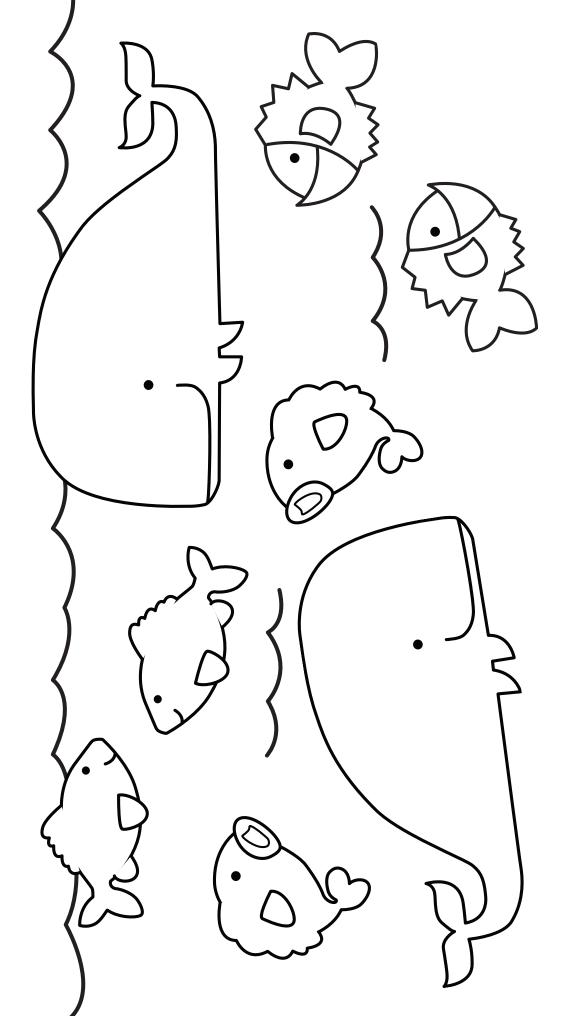
GOING HOME (5-10 minutes)

Encourage Cubbies to continue their hard work in their handbooks. The club year is almost over! What kind of incentive can you use to help them finish well?

I will make you to become fishers of men." (Mark I:17) And Jesus said unto them, "Come ye after Me, and

NAME

Fishers of men – people who tell others about the Savior



Basic Instructions: Jesus told the fisherman to let down their nets, and they caught so many fish that their nets almost broke. Can you count the fish on this sheet? **Even More Fun:** Draw a line from one fish to its match. Color the two fish in each pair the same color. Color the picture.

Ultimate Fun: Cut out the fish and glue them to a square of craft netting or a picture of a net that your leader provides (resource CD). Tell someone what it means to be fishers of men.



Jesus and the Storm

Memory Seed: Mark 4:41: ... "What manner of man is this, that even the wind and the sea obey Him?" (Short version is in bold.)

The Big Apple: When He calmed the stormy sea, Jesus showed He was God's Son, the Savior. We can trust Jesus in scary times.

SOW THE SEEDS

Read: Mark 4:35-41 Memorize: Mark 4:41

"Oh ye of little faith," is a phrase most people recognize. This is a King James translation of the words Jesus said to His disciples after He calmed the sea (Matthew 8:26). Jesus spoke this phrase to His disciples on other occasions too. Reading the Bible today, it's easy to judge the disciples for their lack of faith. They knew Jesus in ways we don't. They traveled and talked with Him when He was on earth. They saw the miracles He performed with their own two eyes. Yet they still had moments of doubt. They still feared for their lives when the storm kicked up.

While we won't have the opportunity to speak to Jesus in the flesh on this earth, we have been given God's Word, the Bible, and it tells us of the faithfulness of God. And we have the ability to pray to Him. He loves us, watches over us and cares about our lives. He may not do what we want Him to do or in the time we think is right, but the fact is He knows everything. Still, we doubt Him. We doubt His goodness and faithfulness. Use this passage as an inspiration and encouragement. You may think God is unaware, but His timing is always best.

The other leaders in your club have at some point experienced these same feelings of fear — wondering if God really knows what's happening and if He cares. As you prepare for this lesson, pray that not only will the Cubbies trust Jesus in new ways, but that the other leaders will also.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Imagine (through sensory activities) what a stormy sea might feel like.
- 2. Feel amazed by Jesus' power to stop the wind and waves.
- 3. Believe that Jesus is God's Son, the Savior. Only He could calm the sea!
- 4. Know Jesus is with them in scary times.
- 5. Pray and trust Jesus when they feel afraid.

6.			
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(Add the goals the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

Welcome Cubbies and reinforce what they learned at home with one or more of the following activities.

IDEA I: Verse Windsock

What You Need

- Colored construction paper
- Mark 4:41 verse cards (resource CD) printed on white copy paper or on adhesive mailing labels
- Markers, crayons or stickers
- Blue and white streamers
- Glue sticks
- Tape or stapler
- Yarn

Allow Cubbies to choose a sheet of construction paper (any color). Turn the paper lengthwise and glue or adhere a Mark 4:41 verse card in the middle of it. Cubbies can use markers, crayons or stickers to decorate their windsock. Using glue or tape, attach long pieces of streamers to the bottom backside of the paper. (When the windsock is rolled up, the streamers should be attached to the inside of the windsock and hang out the end.) Help Cubbies roll the construction paper lengthwise to make a tube shape. Tape or staple the ends together. Tape a yarn hanger at the top of the windsock. Recite Mark 4:41 several times together and talk about how the wind is under Christ's control.

IDEA 2: Sensory Wave Bottle

What You Need

- Plastic water bottle and cap (a 16.9 ounce [.5 L] or 20 ounce [.6 L] size bottle will work; remove any labels)
- Funnel
- Water
- Blue food coloring
- Vegetable oil
- A hot glue gun or strong tape

Help Cubbies use a funnel to fill a bottle half full with water. Add a couple of drops of blue food coloring and swirl the water around to mix. Fill the rest of the bottle with vegetable oil. Glue the cap on or seal with strong tape. Model how to gently tip the bottle back and forth to watch the waves. Let Cubbies try it, encouraging them not to shake the bottle. This bottle can also be used as a visual for the lesson.

IDEA 3: Float or Sink?

What You Need

- Inflatable wading pool or tub filled with water
- Tablecloth or tarp to put under the tub
- Towels to wipe up spills
- Toy boats
- An assortment of items from around the room (blocks, plastic spoons, craft sticks, balls, toy cars, rubber bands, etc.)

Set the pool or tub on a tablecloth or tarp to keep the floor as dry as possible. Let Cubbies choose an item and make a prediction about whether it will float or sink. Then let them drop the item in the water to test their prediction. Talk about the disciples in the storm. They were afraid the waves would sink their boat. If time remains, let Cubbies play with the boats in the water.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto, unit Core Truth: God Sent the Savior and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Luvie Lamb puppet
- Umbrella preferably a small one for Cubbie to hold (Optional pattern on resource CD)

LEADER: Does everyone know what time it is? It's time to see Cubbie Bear! Everyone count with me. One — two — three! CUBBIE!

(Bring the Cubbie Bear puppet into view. Open a small umbrella and hold it next to him so it appears he is holding it.)

CUBBIE (holding umbrella): Hello, everyone!

LEADER: Hi there, Cubbie! Are you expecting it to rain?

CUBBIE: I don't know if it's supposed to rain today, but it WAS raining when Timothy and I were in the boat on Cubbie Bear Creek, and we didn't have an umbrella. Now I'm carrying an umbrella around just in case. You never know when it might rain!

LEADER: Cubbie, can you tell the boys and girls how you and Timothy ended up riding in a boat by *yourselves* on Cubbie Bear Creek?

CUBBIE: Oh, yeah. We went down to the creek to see if Timothy's toy boat would float, and when we were there, I saw Timothy's dad's fishing boat on the shore. Timothy and I started playing in the boat and soon it slid out into the water with Timothy and me in it!

LEADER: Cubbie, that's so scary! You and Timothy shouldn't have gone down to the creek by yourselves and you shouldn't have been playing in that boat.

CUBBIE (slightly remorseful): I know. And it got even scarier when the storm came. A big wind blew Timothy's cap right off. Then it started raining really hard.

LEADER: What did you do?

CUBBIE (still holding umbrella): Well, we couldn't jump out and swim and we weren't strong enough to use the paddles. We even tried yelling for help, but no one came!

(Bring the Luvie Lamb puppet into view. You will need another leader to help, since you will be using both hands to hold Cubbie and the umbrella.)

LUVIE: Hi, everyone! Hi, Cubbie! (She starts to giggle.) Cubbie, why are you holding an umbrella? The sun's out! It's not going to rain today.

CUBBIE: You never know. When Timothy and I were in the boat, we didn't think it would rain either. But it did, and we got soaked. I want to stay nice and dry!

LEADER: Luvie Lamb, Cubbie was just telling us about his adventure on Cubbie Bear Creek. Have you ever been to the creek?

LUVIE: Oh, no! I try to stay away from water. My wool is not very pretty when it's wet!

LEADER: Luvie, I'm sure you're always pretty, even if you're wet! But I do wish Cubbie and Timothy had stayed away from the water this time. They were stuck on the boat in the rain, and they were scared.

LUVIE (with concern): I'm sorry you felt scared, Cubbie. What did you do?

CUBBIE: I just hugged Timothy as tightly as I could. At least we were together.

LEADER: When we're scared, it's nice to know someone is with us, isn't it? Cubbie, next week you're going to have to tell us how you and Timothy got off that boat. I'm glad you're safe now.

CUBBIE: Me too! Bye, everyone. I'll see you next time.

LUVIE: Baa, baa, bye! See you next time too.

(Children wave goodbye as the puppets are put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during club.

IDEA I: Banana Boats

What You Need

- Bananas cut in half
- Chocolate puffed cereal (or any flavor of puffed cereal)
- Plastic spoons

Give each child a banana half and some puffed cereal pieces. Demonstrate how to use the spoon to carve out some of the center of the banana to create a boat. Let Cubbies put the cereal in the boat. The cereal represents Jesus and His disciples. Tell about how Jesus was sleeping in the boat when the storm came. The disciples were scared but Jesus calmed the storm.

IDEA 2: Blue Lake

What You Need

- Blue Jell-O mix
- Clear plastic cups
- Mandarin oranges or peeled peach slices
- Flat toothpicks
- White paper triangles

Make the Jell-O according to the package directions. Pour into clear plastic cups and chill until firm. Just before serving, place one orange or peach slice on top of the Jell-O in each cup so it resembles a boat floating on the very calm water.

IDEA 3: Cupcake Lake

What You Need

- Cupcakes
- Blue frosting
- Graham cracker
- Optional For extra fun, add blue food coloring to the cupcake batter to make the cupcakes blue like water.

As you frost each cupcake, spread the blue frosting to resemble "waves." Top each cupcake with a graham-cracker boat.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- "My God Is So Big"
- "Stormy Boat" to the tune of "Row, Row, Row Your Boat"

Row, row, row your boat, You don't have to fear, Jesus will take care of you, And the boat He'll steer.

Row, row, row your boat, In the stormy sea, I know that I will be just fine 'Cause Jesus is with me.

Help, help, help they called; The men were very scared, Jesus woke and calmed the storm; He showed the men He cared.

 "He's Got the Whole World in His Hands" Include a verse that says "He's got the wind and the waves in His hands."

PRAYER (I-2 minutes)

Cubbies, close your eyes and picture Jesus sitting in the room with us. He is here now. When I count to three, let's all talk to Jesus. You can say, "I love you, Jesus" or "Help me to trust You" or "You are so strong!" or anything else you want to say. It doesn't matter if we all talk at once, because Jesus can still hear each one of us. (Count to three and let the Cubbies all talk to Jesus. Since this is a new method of prayer, you might need to try it a couple of times for Cubbies to feel comfortable.) Cubbies, when you feel scared, you can pray like this. Close your eyes, picture Jesus with you, and just talk to Him.

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 4, 91-93
- Bible with bookmark placed at Mark 4:35-41
- Optional sensory wave bottle made during Coming In, inflatable boat or masking tape to mark a boat outline on the floor, white and blue streamers, sound effects of a sea storm

It sounds like Cubbie and Timothy were very frightened by the storm. They were stuck in the boat, and they didn't have an umbrella or a way to get back home. That must have been scary! Have any of you ever seen or heard a storm — maybe a thunderstorm, a snowstorm or even a hurricane? How did you feel? (Allow children to share experiences. If time is limited, allow some children to share during other club activities, like Handbook Time. If a storm is occurring while you teach, stop and listen to the sounds or watch through a window.)

Today we'll hear a true story from the Bible. The true story is about a time when Jesus' helpers, the disciples, felt scared during a storm.

(Open your Bible to Mark 4:35-41.) One day, Jesus was teaching the people by the sea. He sat in a boat on the water, and all the people stayed on the land to listen (see Mark 4:1). When the sun set and evening came, Jesus said to His disciples, "Let's cross the sea to the other side." So the disciples and Jesus left the crowd of people and set sail on the Sea of Galilee.

Optional: If you made a sensory wave bottle during Coming In, use it here. As you talk about the gentle waves, rock the bottle back and forth slowly. When you talk about the storm, rock the bottle vigorously.

Optional: This is a great lesson for Cubbies to act out. Set out an inflatable boat or use masking tape to mark an outline of a boat on your floor. Follow the instructions in the Play Time game called Storm Drama to act out the Bible events.

At first, the sea was quiet and calm. Jesus and His disciples sailed along on the gentle waves. (Make hand motions of gentle waves and let Cubbies mimic you.) A soft breeze blew over the waters. (You and the Cubbies blow softly.) Everything was peaceful, which was probably nice for Jesus. He had been busy teaching all day. Can you guess what Jesus was doing in the boat? (Allow speculation. Some Cubbies will know if they read the handbook section at home.)

(Display TC91.) Jesus was in the back of the boat, sleeping on a cushion! (Ask children to pretend to sleep and make sleeping noises.)

Suddenly, a terrible storm hit the sea! Giant, angry winds blew the waters. (You and the Cubbies blow forcefully.) The waves rose higher and higher. (You and the Cubbies stand up and make large wave motions with your hands.) The boat rocked. (Direct Cubbies to spread apart from each other and rock sideways. Caution them not to bump into each other!) The boat tossed. (You and the Cubbies lean forwards and backwards.) Soon the waves splashed into the boat, almost filling it up with water!

Optional: Play sound effects of a sea storm, such as wind howling and waves splashing. Note that the storms on the Sea of Galilee (a lake about 13 miles [21 km] long and 8 miles [13 km] wide) were wind storms, not rain storms or thunderstorms. Because the sea was surrounded by mountains, atmospheric conditions caused sudden temperature changes and frequent, violent storms. Sound effects can be downloaded online or played from a nature CD.

(Display TC92.) The disciples felt frightened. They were afraid the boat would sink! "Wake up, Jesus. Wake up!" they screamed. "Don't you care if we drown?"

(Display TC93 and keep it ready to display again.) Jesus stood up and said, "Quiet! Be still!" Right away, the wind stopped. The waves stopped. The sea was as smooth as glass! (Slide your hand across an imaginary sea.) The storm was gone!

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Jesus said to His disciples, "Why are you so afraid? Do you still not believe in Me?"

The disciples looked at Jesus with big eyes. (Look at your Cubbies with big, amazed eyes.) They had never seen anyone stop a storm! They asked each other, (read the verse directly from Mark 4:41) ... "What manner of man is this, that even the wind and the sea obey Him?"

Cubbies, have you heard the disciples' words before? (Allow response.) Those words I just read are our memory verse for this week. Let's say it together. (Repeat the long version of Mark 4:41 several times with Cubbies. Make blowing noises and sweep your hands from side to side after you say the word wind. Make wave motions with your hands when you say the word waves.)

(Display TC93 again.) Cubbies, who is Jesus? (Allow response.) Yes, He is God's Son, the Savior. Not only that — Jesus IS God. Only God could make the wind and the waves obey. Why? Because He created them in the first place! (Although it's hard for preschoolers to understand how Jesus is both God and the Son of God, you must introduce this truth. Cults also believe Jesus is the Son of God, but they do not acknowledge Him as God.)

The disciples were amazed by Jesus. He had power over the stormy sea. They never should have been scared, because Jesus was with them.

Sometimes we feel scared too, don't we? Maybe it's nighttime and we hear strange noises in the dark. Or maybe we feel scared because someone we love is sick. (Add examples you know are relevant to your Cubbies.) But we don't ever have to be afraid because Jesus is always with us. When something scary happens, we can trust Jesus because He loves us and cares for us. Jesus is with us.

And when something scary does happen, what can we do? (Allow Cubbies to offer suggestions.) If we're in danger, we should try to get to a safe place if we can! We should also pray. Jesus loves it when we pray to Him.

(Display TC4.) The Lord Jesus is our Savior. When He lived on earth, He calmed the stormy sea and did many other amazing things that we can read about in the Bible. He did all these things to show He was God's Son, the Savior. God sent the Savior. (Close in prayer. Praise Jesus for His amazing power and express your belief in His identity as God and the Son of God. Pray the Cubbies would trust Him whenever they feel scared.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of the Bear Hug 25 Handbook Leader Sheet from the resource CD.

Bear Hug 25 Activity Sheet

What You Need

- A copy of the Bear Hug 25 Activity Sheet for each Cubbie
- Crayons
- Optional boat patterns (resource CD), pairs of child-sized scissors, craft sticks, tape or glue sticks

Review the Bible lesson as Cubbies color and trace the stormy sea. If time remains, give each Cubbie a boat cut from the pattern page. Cubbies color the boat and attach it to the top of a craft stick with glue or tape. Follow the instructions on the bottom of the sheet to help Cubbies insert the boat stick into the slit and move the boat stick so it looks like it is rocking on the waves. When you say, "Jesus said, 'Quiet! Be still!'" Cubbies stop the rocking.

PLAY TIME (15-20 minutes)

IDEA I: What's the Weather?

What You Need

Nothing

Cubbies stand scattered around the room. Choose a leader or Cubbie to be the weather person. Cubbies all ask, "What's the weather?" The weather person will give an answer and the group will then act out that weather. For example, if the weather is windy, Cubbies run around making blowing noises and sweeping their arms from side to side. If it's hot or sunny, Cubbies run around fanning themselves. If it's stormy, Cubbies clap hands or stomp their feet for thunder. For a tornado or hurricane, Cubbies twirl around in a circle. If you have a large group, direct all the Cubbies to run or twirl in the same direction to help avoid collisions.

IDEA 2: Boat on the Parachute Sea

What You Need

Parachute

• Soft ball

Direct Cubbies to sit on the floor and hold the edge of the parachute. Place the ball in the center of the parachute. Ask Cubbies to pretend it's a boat on the sea as they lift the parachute gently up and down to make small waves (sea) for the boat. Then tell them to make the waves a little bigger. Say: "Oh, no, a storm is coming! The wind is blowing and the waves are getting really big. How would you feel to be on that boat?" Quickly tell the biography of Jesus calming the storm and have the children stop moving the parachute when Jesus says, "Quiet! Be still!" Ask: "What happened to the sea (waves) and the boat? Would you be afraid now?"

IDEA 3: Storm/Calm

What You Need

 Optional — two blue streamers for each Cubbie (cut streamers about 2 feet [61 cm] long) When the leader yells "Storm!" Cubbies wave their arms (or streamers) to mimic the wind or the big water waves. When the leader yells "Calm!" Cubbies must freeze and be quiet.

IDEA 4: Storm Drama

What You Need

- Inflatable boat or masking tape to mark boat outline
- Blue and white streamers

Let Cubbies act out the Bible lesson. Set out an inflatable boat or use masking tape to mark an outline of a boat on your floor. Choose a few children to sit inside the boat and play the disciples rowing the boat. Choose another child to play lesus sleeping at the back of the boat. Let the rest of the Cubbies sit in a wide circle around the boat to play the wind and waves. Give each of them a white or blue streamer. When you talk about the giant winds, those with white streamers stand up and walk around the circle, waving their white streamers like the wind. When you talk about the waves rising, those with blue streamers stay seated and move their streamers up and down like waves, lifting their arms higher and higher. The disciples can rock sideways in the boat and yell for lesus to help. The winds and waves keep moving until Jesus says, "Quiet! Be still!" Let Cubbies switch roles and act out the scene again.

GOING HOME (5-10 minutes)

The end of the year is almost here! Make sure you have ordered the AppleSeed Award ribbon for the Cubbies who complete their handbooks. Plan an award, such as a participation certificate, for those Cubbies who did not complete their book.

Basic Instructions: Jesus and His disciples were riding in a boat on the Sea of Galilee. Suddenly, a big wind storm came and the waves rose high. Trace the wind and waves. Then color the picture. **Even More Fun:** Color the paper boat from your leader (resource CD). Glue or tape the boat to the picture, or onto the top of a craft stick.

Ultimate Fun: If you used a craft stick, cut along the slit on your sheet where indicated. (Reinforce slit with tape, if desired.) From above the slit, insert the bottom of your craft stick into the slit. Hold the craft stick from behind your sheet. Move the craft stick from side to side, so it appears the boat is rocking in the waves. When your leader says, "Jesus said, 'Quiet! Be still!'" stop the rocking. Praise lesus because He is the only one whom the winds and waves obey!



Unit 6 Review

Memory Seed: John 1:29: ... "Behold the Lamb of God, which taketh away the sin of the world." (Short version is in bold.) (This verse was learned in Bear Hug 23.)

The Big Apple: While Jesus lived on earth, He did many things to show He was God's Son, the Savior. Then He died on the cross for our sin, came alive again, went up to heaven and will return one day to take us to heaven with Him. Each day, we should follow (know and obey) the Savior more.

SOW THE SEEDS

Read: John 1 Review: John 1:29

Jesus Christ, the Word, became flesh and dwelt among us. He was sent from the Father, full of grace and truth. Through believing in Him, we have light and life and the right to become children of God (John 1:12). Without Him, we would have exactly the reverse — law instead of grace, lies instead of truth, darkness instead of light, death instead of life and identities as children of Satan rather than children of God. Without the Son, we also would have no image of what our unseen God is like (John 1:18). The Core Truth of this unit is God sent the Savior. Have you thanked the Father lately for sending His Son?

Hopefully you've also been encouraged as you have read, studied and taught these lessons on the Savior. We can't hear these truths often enough, and sometimes we need to hear them even more than a preschooler! Life and age don't guarantee maturity in our faith. We mature when we hear the truth and then respond appropriately. Do you follow Jesus as His disciple? Is Jesus the first one you turn to when trouble comes? Do you truly believe that Jesus is always with you, looking out for you? Don't just tell your Cubbies how they should live. Be an example to them of a follower of Jesus. They will respond more to what they see — and they can tell if an adult is truly living what he or she is teaching. Kids are smart like that!

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- Remember the events of Jesus' baptism, His calling of the first disciples and His calming of the stormy sea.
- 2. Understand Jesus' identity as the sinless Son of God who came to save us from sin.
- 3. Know that Jesus, the Lamb of God, died on the cross to take our punishment, came alive again, went back to heaven and will return one day to take us to heaven with Him.
- 4. Desire to follow Jesus (by knowing and obeying Him) and to tell others about Him.
- 5. Thank God for sending the Savior.

6. _____

(Add a goal the Holy Spirit brings to your mind and heart as you pray for Cubbies.)

COMING IN

(10-15 minutes before club officially starts)

IDEA I: That Smells Fishy (Magnetic Fishing Review Game)

What You Need

- Colored paper fish (resource CD)
- Marker or pen
- Paper clips
- Magnetic fishing pole
- Optional Laminate fish for durability and reuse.

Beforehand, copy and cut out fish shapes. On each fish, write one true or false statement about the Bible lesson. Attach a paper clip to each fish. To make a fishing pole, attach a magnet to the end of a string and then tie the other end of the string to an unsharpened pencil, chopstick or dowel rod. Scatter fish on the floor and let Cubbies take turns "catching" a fish by dangling the magnet over it. Once a fish is caught, a leader reads the statement. If it is true, Cubbies can hold their thumbs up. If it is false, they should hold their nose and say, "That smells fishy!"

IDEA 2: Fish Winding Shape

What You Need

- Fish shapes cut from cardboard (resource CD)
- Scissors
- Yarn (variegated yarn is best)

Cut ½" (13 mm) slits around the edge of each fish body. Give each Cubbie a fish, and let Cubbies wind yarn randomly around their fish. Ask Cubbies if they remember hearing about fish in the Bible and review the events of Luke 5:1-11. They can cover as much or as little of the fish as they want. (This is similar to a lacing shape.) During Handbook Time, they can take off the yarn and work on winding the fish again while they wait to recite the verse. Cubbies can take the fish home as a craft or you can save the fish to use in club next year.

IDEA 3: Foot Print Pairs

What You Need

 Several pairs of construction paper or foam feet (resource CD; pairs should be in various sizes and colors)

Mix up the feet and ask Cubbies to find the matching pairs. The feet in a pair should be the same color and size. Cubbies can sort the pairs from smallest to biggest. Remind Cubbies that children (with small feet) and adults (with larger feet) can follow Jesus. Ask the Cubbies how we can follow Jesus. Explain that we can follow Jesus by trusting Him as Savior and trying to know and obey Him better each day.

IDEA 4: Favorite Scene

What You Need

- Various art materials like construction paper, crayons, markers, watercolor paints, stamps and ink pads, stickers, stencils, Play-Doh
- Optional poster board or bulletin board paper

Set out art supplies and let Cubbies make their favorite object or scene from any of the Bible lesson in Unit 6. They can use whatever materials they choose. Show them pictures from the lesson teaching cards if they need ideas. Ask children to tell you about their picture.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto, unit Core Truth: God Sent the Savior and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Katie Collie puppet
- Luvie Lamb puppet
- Optional baseball cap

LEADER: Are you ready to see Cubbie Bear today? Let's count together. One — two — three! CUBBIE!

(Bring the Cubbie Bear puppet into view, hopping excitedly.)

CUBBIE (still hopping): Hi, everyone! I'm so glad to see you!

LEADER: Cubbie, it's great to see you back to your hopping and jumping self. Can you tell the boys and girls how you made it home safely? Last time we heard you and Timothy were stuck in a boat on Cubbie Bear Creek!

CUBBIE: Yes, Timothy and I were really scared in the boat. We didn't know what to do. Then we heard a bark from the shore.

(Bring the Katie Collie puppet into view, barking. Place the optional baseball cap in her mouth.)

CUBBIE: Katie Collie had found Timothy's cap. She let Timothy's dad know we needed help and he pulled our boat to shore.

LEADER (taking the cap from Katie's mouth): Wow, Katie! You are such a good dog (pat her on the head if you have a free hand). Thank you for watching out for Cubbie and Timothy.

KATIE: Of course. That's my job!

LEADER: Next time, Cubbie, I hope you two won't disobey and go down to the creek by yourselves.

CUBBIE: No, we won't. Timothy has to play inside for a while because he disobeyed — so we've been reading books and playing lots of board games. But I miss playing outside on the farm. Summer is almost here!

LEADER: Yes, summer is almost here! (Look at Cubbies) Cubbie Bear likes to play outside with Timothy during the summer. What do you like to do during the summer? (Allow Cubbies to share.) Katie Collie, what do you like to do during the summer?

KATIE: When I'm not keeping Cubbie and Timothy out of trouble, I like to learn new dog tricks.

LEADER: That's great, Katie. I wonder what Luvie Lamb is doing this summer?

KATIE: I'll go find her!

(Bring the Katie Collie puppet out of view and the Luvie Lamb puppet into view.)

LEADER: Hi, Luvie! What are you doing this summer?

LUVIE: First, I'm getting sheared.

CUBBIE: Sheared? What does that mean? Does it hurt?

LUVIE (giggling): Oh, no it doesn't hurt. Shearing is sort of like a haircut; all my wool is shaved off. I'll feel nice and cool for the summer, and then my wool will grow back by winter to keep me warm.

LEADER: I think we're all going to have a fun summer, but I'm feeling a little sad because this is (almost) our last week of club!

CUBBIE: What?! Already? But we have so much fun together. I'm going to miss seeing you all every week.

LEADER: We'll miss you too, Cubbie. Some of us will be back in a few months. Others will move on to Sparks[®] this fall. But I'm sure they'll come back and visit!

CUBBIE: Oh, good. So this is not really a goodbye. It's a see you later. See you later, Cubbies! Here's a big bear hug from me! (Cubbie spreads out his arms.)

(Children can pretend to give Cubbie and the other puppets a hug goodbye. If you have a small club, the puppets could actually hug each child. Be mindful of guidelines for safe child contact.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during club.

IDEA I: John the Baptist Trail Mix

What You Need

- Honey cereal (like Honey Nut Cheerios[®] or Post[®] Honeycomb)
- Goldfish crackers or other small crackers
- Pretzel sticks
- Chocolate cereal pieces to represent bugs

Mix all ingredients and serve in small cups or resealable snack bags.

IDEA 2: Tuna Salad and Crackers

What You Need

- Tuna salad
- Crackers

Remind Cubbies that several of Jesus' disciples were fishermen. Let them taste fish by serving tuna salad and crackers.

IDEA 3: End of the Year Celebration

Let a leader or a parent (or whoever is supplying the snack) bring in his or her favorite snack to celebrate the last club meeting of the year.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

Repeat the following songs from this unit. As you sing each one, recall the theme of each Bible lesson.

- "I Want to Obey and Love Jesus" to the tune of "Here We Go 'Round the Mulberry Bush" (from Bear Hug 23)
- "Do You Know the Savior?" to the tune of "Do You Know the Muffin Man?" (from Bear Hug 23)
- "The Twelve Apostles Song" to the tune of "Jesus Loves Me" or "I Will Make You Fishers of Men" (by Harry D. Clarke) (from Bear Hug 24)
- "Stormy Boat" to the tune of "Row, Row, Row Your Boat" or "My God Is So Big" (from Bear Hug 25)

PRAYER (I-2 minutes)

(Display TC88.) Jesus asked His disciples to follow Him. They left their boats and their fishing nets and everything else they had to go with Jesus and learn from Him. (Display TC90.) Cubbies, how can you follow Jesus today? (Let Cubbies share ideas. Emphasize trusting the Lord as Savior and growing to know, love and obey Him more each day.) Who would like to pray that God will help us to be better followers of Jesus? (Let some of the Cubbies pray aloud.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 4, 15-16, 81-84, 86-88, 90-93, 99
- Optional living picture props, picture of a dove (resource CD), picture of a lamb (resource CD), Bible lesson bag items

(Adapt the words of this lesson to fit you and your Cubbies. Open with prayer.)

Cubbies, today we're going to remember what we've learned in these last few weeks about our Savior, the Lord Jesus. I'm going to need your help, so let's get started.

(Choose one of the two review activities below for this lesson.)

Review Idea I: Living Pictures

(Select one of the pictures from TC81 to TC84 to make into a living picture scene using real people and maybe a few props. Follow the activities and dialogue below if you choose TC84.)

(Choose three volunteers, either Cubbies or leaders, to help you create the scene on TC84. Tell the volunteers to stand in place while you move their bodies into position. Be gentle and respectful! Position the first volunteer as Jesus, with his arms outstretched, as in the picture. Tell him to look upward. Position the second volunteer as John, with his left arm on Jesus' back and his right arm bent against his side, as in the picture. He should also be looking upwards. Position the last volunteer behind Jesus, holding a paper or plush toy dove above his head. [The resource CD includes a dove pattern.] Tell the volunteers to hold the pose while you talk with Cubbies.)

Cubbies, these volunteers are posing to make a picture. I'm going to show you four pictures. See if you can tell me which picture looks like the one the volunteers are making. (Display TC81.) Is this the right picture? (Allow response) No, it's not the right one, but what

is happening in this picture? (Allow response.) Yes, John the Baptist is preaching God's words to the people. Some of the people are feeling sorry for their sin. John is helping them get ready for the Savior to come.

(Display TC82.) Is this the right picture? (Allow response.) No, it's not the right one, but what's happening in this picture? (Allow response.) Right, John the Baptist is eating locusts and wild honey in the desert.

(Display TC83.) Is this the right picture? (Allow response.) No, it's not the right one, but what's happening in this picture? (Allow response.) Yes, John is pointing to Jesus. He's saying, ... "Behold the Lamb of God, which taketh away the sin of the world." That's our verse from John 1:29. Let's say it again together. (Repeat the verse a few times together.)

(Display TC84.) Is this the right picture? (Allow response.) YES! This picture looks like the picture our volunteers are making. Thank you, volunteers! Cubbies, what is happening in this picture? (Allow response.) After Jesus was baptized, heaven opened and the Holy Spirit came down on Jesus like a dove. The voice of God the Father came from heaven. He said to Jesus: ... "Thou art My beloved Son, in whom I am well pleased" (Mark 1:11). Jesus is our perfect Savior, who never sinned.

(Direct the volunteers to sit down. If you have time, choose one more picture scene to create. However, don't let this activity cut into the time for your gospel explanation at the end of the lesson. You may choose a scene from one of the pictures from TC86 to TC88 or one from TC91 to TC93. Depending on your scene, give the group props, such as netting, fish, water pails or a pillow. Use chairs to form a boat or lay a blue sheet on the floor to represent the sea. Follow the pattern used with the scene above and include content from prior unit lessons to create your own dialogue with Cubbies about the pictures. Feel free to mix up the order of the pictures you display.)

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Review Idea 2: Bible Lesson Bag

(Gather past lesson visuals or other objects that represent each of the Bible lessons in this unit and place them in a pillow case, garbage bag or covered box. Objects can include a container of honey, toy grasshopper or locust, piece of netting, paper or plastic fish, toy boat or the sensory wave bottle used in Bear Hug 25. Be sure to include a toy lamb or a picture of a lamb [resource CD]. Ask individual Cubbies to pull an object out of the bag without looking. Use the object to review the appropriate Bible event. For example, if a Cubbie pulls out the piece of netting, ask the group what the net reminds them of and ask them a few questions about the events of Luke 5:1-11. When a Cubbie pulls out the toy lamb or lamb picture, lead the group to recite John 1:29. Explain that in the Bible, lambs used to be killed because of sin. John the Baptist calls Jesus the Lamb of God because Jesus was killed for our sin.)

(After you finish either review, continue with this next part.)

(Display TC4.) Jesus did all these things so people would know He was the Son of God, the Savior. God sent the Savior. Cubbies, let's say that together. (Repeat the Core Truth a few times with Cubbies.)

All along, Jesus knew why He came. Cubbies, do you know why Jesus came? (Allow response.) Yes, He came to save us from our sins. He knew He would have to die on a cross to save us from our sins.

(Display TCI5.) It hurt Jesus very much to die on the cross, but He did it because He loved us. The punishment for sin is death, and we should all be punished for our sin. Jesus was punished instead of us, even though He never sinned — not even once!

(Display TC16.) Jesus didn't stay dead! On the third day, He came alive again. Because He is alive, we can be alive forever with Him.

(Display TC99 and keep it ready to display again.) After Jesus came alive again, He went

back up to heaven to be with His Father, God. His helpers, the disciples, probably missed seeing Him every day.

It's sad that we can't see Jesus every day now, even though we know His Spirit is with us. But, Cubbies, will we ever be able to see Him? (Allow response.) YES! (Display TC99 again.) One day, Jesus will come down from heaven on the clouds. He will take His followers to be with Him forever in heaven. (See 1 Thessalonians 4:16-17; Revelation 21.)

(Display TC90.) Many of us are followers of Jesus. How do we become a follower of Jesus? (Allow response.) We become a follower of Jesus when we trust Jesus as our Savior and grow to know, love and obey Him more and more every day. We also tell others about Him. (Close in prayer. Thank God for sending His Son, the Savior. Pray that you and the Cubbies would love and follow Jesus more and more and tell others about Him.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of the Bear Hug 26 Handbook Leader Sheet from the resource CD.

Bear Hug 26 Activity Sheet

What You Need

- Copy of the Bear Hug 26 Activity Sheet for each Cubbie
- Crayons
- Optional empty cardboard paper towel tubes, pairs of child-sized scissors, yarn, hole punch

After Cubbies complete the matching activity and color the sheet, they can cut out the pictures to make a mobile. Follow the directions at the bottom of the sheet to help Cubbies make mobiles. Review the Bible lessons as you work.

PLAY TIME (15-20 minutes)

Play your favorite games from other lessons in the unit as a review. If desired, try one or two new games.

IDEA I: Bug on a Plate Race

What You Need

- Toy bug (a locust or something similar)
- Paper plates

Remind Cubbies that John ate locusts and honey in the desert. Cubbies race from one side of the room and back with a bug on a paper plate. If the bug falls off, they must stop and retrieve it before continuing. Once they complete their turn, they recite John 1:29 to their team leader and then pass the bug and plate to the next player.

IDEA 2: Cast Your Net

What You Need

• A beach towel or sheet

Choose two leaders to begin this game. They face each other and hold the ends of a beach towel like it is a fishing net. Cubbies pretend to be fish and walk in a circle, under the towel (similar to London Bridge Is Falling Down) as they chant:

Fished all night and what did we get?

Not one fish in this big net.

Then we saw Jesus on the shore.

He said, "On the other side, you'll catch more."

Leaders then swing the net and let it come down on the couple of children who happen to be walking under the net at that time. Those children become the new fishermen.

IDEA 3: Fish in the Sea

What You Need

Nothing

Similar to Duck, Duck, Goose. The Cubbie who is "It" walks around the outside of the circle and says, "I'm a fish in the sea. Simon Peter can't catch me." He or she taps someone and then runs. "Simon Peter" jumps up and tries to catch the "fish." Then Simon Peter is "It."

IDEA 4: Find Your Boat

What You Need

- Masking tape
- Music player

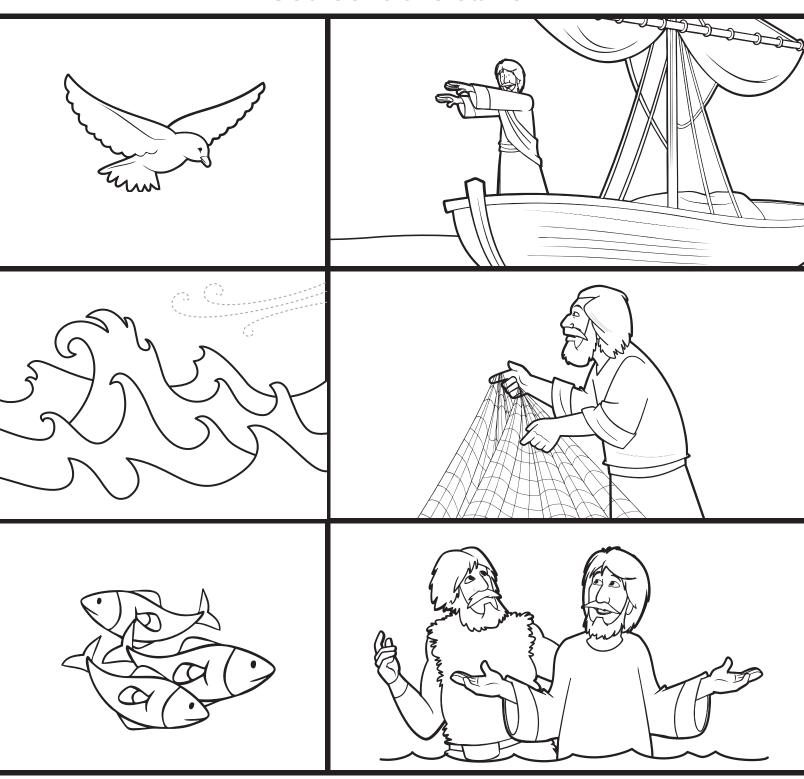
Use masking tape to make outlines of a circle, square and triangle on the floor. These will be the "boats." Make them large enough for several children to fit inside. Children pretend to "swim" around the room as music plays. (It's fun to play a sailing-themed song.) When the music stops, the leader calls out "Find your boat!" and Cubbies "swim" to the nearest boat and stand inside it. The leader can ask a child in each boat to name the boat shape or the leader can give instructions like "Everyone in the triangle boat, touch your toes" or "Everyone in the circle boat clap three times." Repeat the game several times.

GOING HOME (5-10 minutes)

Award Alert! Cubbies will earn their final Red Apple emblem for completing Unit 6. Plan a special award night for parents to see their child earn the AppleSeed Book Award ribbon and other Cubbies awards.

... "Behold the Lamb of God, which taketh away the sin of the world." (John 1:29)

God Sent the Savior



Basic Instructions: Draw a line to match the pictures on the left side of the page with the corresponding Bible scene on the right side of the page. Tell someone what is happening in each scene and then color the pictures.

Even More Fun: Cut out all the pictures and practice matching them again.

Ultimate Fun: Choose your favorite three pictures. Ask your leader to punch a hole at the top of each and tie one end of a piece of yarn through the hole. Tie the other end of the yarn around a paper towel tube to hang the pictures on the tube. Thread a longer piece of yarn through the tube and tie the ends together. This becomes the hanger for a mobile.



Thanksgiving

Memory Seed: Psalm 118:29: O give thanks unto the LORD; for He is good ... (Short version is in bold.)

The Big Apple: God wanted the Israelites to be genuinely thankful for His goodness to them. We should remember to thank God each day for the material and spiritual blessings in our lives.

SOW THE SEEDS

Read: Leviticus 23:33-43: Nehemiah 8:13-18: Psalm 118 Memorize: Psalm 118:29

Did you know that a holiday of thanksgiving was God's idea? He commanded the Israelites to thank Him nationally on many occasions, and a significant occasion was the Feast of Tabernacles (also called Sukkot or the Feast of Booths). This feast celebrated the fall harvest and lasted officially for seven days, with a closing assembly on the eighth day. Food, singing and temple sacrifices were part of the joyous festivities.

During the feast, the Israelites lived in booths (temporary shelters of branches) as a way to remember when their ancestors dwelt in booths after the Exodus from Egypt. They thanked God for His past guidance, provision and shelter in the harsh desert terrain. They also thanked God for His present provision in the plentiful harvest of the Promised Land of Canaan.

Finally, they thanked God for the future. Part of their worship at the temple involved reciting Psalm 118. These words expressed thanks for God's salvation from enemies and a longing for the speedy salvation of the Messiah-King (Psalm 118:25-29). On verses 25 and 29, they waved lulavs (tied bunches of palm, willow and myrtle branches) with expectant fervor.

As you celebrate Thanksgiving this year, set aside time to thank God for what He's done for you in the past, rejoice in His present provisions (both material and spiritual) and look ahead to the hope of Christ's return. Don't do it just because God commands us to thank Him, but as a way to express your love to Him. Reflecting on His care will draw you closer to Him, and soon thankfulness will become a way of life — the kind of life your Cubbies need to see.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Realize that they sometimes forget to say thank you.
- 2. Experience aspects of the Israelite's harvest and thanksgiving celebration.
- 3. Recognize the importance of being thankful.
- 4. Say thank you to God for specific material and spiritual blessings.

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(Add the goals the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

IDEA I: Paper Palm Branches

What You Need

- Palm branch pattern (resource CD)
- Green construction paper
- Pairs of child-sized scissors
- Optional tape

During the Feast of Booths, the Israelites would go to the temple carrying a lulav in one hand. A *lulav* is a tied bunch of palm, willow and myrtle branches. (The palm is a tightly closed frond that looks like a rod, but you can make an open frond for this craft.)

Beforehand, copy the palm branch pattern onto green paper, one sheet per Cubbie. Cut out the pattern. At club, direct Cubbies to cut on the leaf lines. As an option, help each Cubbie roll a second piece of green paper into a small, tight tube. Tape the ends of the tube and tape the tube to the center of the palm branch back for a sturdy stem. As Cubbies work, explain that the Israelites would wave their branches to praise and thank God during their special holiday. Use the palm branches in various club activities.

IDEA 2: Thanksgiving Collage

What You Need

- Construction paper
- Verse labels for Psalm 118:29
- Old magazines, catalogs, grocery and other store ads
- Stickers or clip art of Bibles, Jesus or other Christian symbols
- Pairs of child-sized scissors
- Glue sticks

Ahead of time, print Psalm 118:29 on labels to attach to each child's paper. Let Cubbies look through the magazines, store ads and stickers to find pictures of items for which they

are thankful. They can cut out pictures and glue them onto the paper and attach stickers. Encourage Cubbies to be thankful to God for spiritual as well as material blessings.

IDEA 3: Build Your Own Sukkah

What You Need

- Sheets or blankets
- Classroom tables and chairs
- Palm branch pattern (resource CD) and patterns of stars, fruits and flowers printed on colored paper (resource CD patterns for Units 1 and 2)
- Pairs of child-sized scissors
- Tape to hang decorations to booth
- Optional Bring additional booth decorations, such as cloth flowers and leaves, real or plastic fall vegetables and fruits, leafy branches or green corn shucks.

Each handbook group can use sheets and chairs or tables to construct their own booth (also called a sukkah). A traditional *sukkah* is a hut made from tree branches. Many Jews today still set up sukkahs during the Feast of Booths. The roof is covered with leafy branches and has open spaces to see the stars. Jews decorate the booths with fall flowers, leaves, fruits and vegetables. Let Cubbies cut out paper patterns or make paper chains and hang them on the booth. They can stick stars on the inside "ceiling" of the booth. Cubbies can sit in their sukkah during Handbook Time or Snacks.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Katie Collie puppet
- Optional apple tree drawn on poster board, paper apples, tape or sticky putty, basket (these materials were used in Bear Hug A for Coming In)

(If you are using the apple tree poster, mount it on a wall near you, stick all your apples to the tree and set the basket nearby.)

LEADER: Hi, Cubbies! Are you ready to see our friend Cubbie Bear? Let's call him together. One — two — three. CUBBIE!

(Bring the Cubbie puppet into view. Make him hop excitedly from place to place.)

LEADER: Wow, look at all that hopping and jumping! Cubbie, why are you so excited today?

CUBBIE (hopping in place): It's harvest time on the farm. That means it's time to pick the apples off the trees. Timothy gave me my very own basket, and I'm helping him pick some delicious, juicy, red apples. Mmm, mmm, mmm! (Make lip-smacking sounds.)

LEADER: Now Cubbie, when you pick apples, you can't eat them. You have to put them in your basket.

CUBBIE (frustrated): I KNOW. That's my problem! Every time I pick one of those sweet, red apples, I just have to put it in my mouth. I take one bite and then another, and before I know it, I've eaten the whole apple. I don't even have one apple in my basket yet.

LEADER: Cubbie, that IS a problem. Timothy and his dad won't be happy about that. They need to sell the apples to the people who visit the farm.

CUBBIE: What should I do?

LEADER: I don't know. Boys and girls, do you have any ideas? (Let the children offer suggestions.)

(Bring the Katie Collie puppet into view. Make barking noises.)

KATIE: Ruff, ruff! Hi, everyone!

LEADER: Hi, Katie Collie! (*Invite children to greet Katie too.*)

KATIE: I heard Cubbie has a problem, and I'd like to help.

LEADER: How will you help, Katie?

KATIE: I'll stand next to Cubbie while he's picking the apples. He can give each apple to me, and I'll put it in the basket for him. If he starts to eat an apple, I'll bark really loud. That should help him remember!

LEADER (*laughing*): That's a great idea, Katie. Why don't you two go try it?

KATIE and CUBBIE: OK, we will! See you soon.

(Bring the puppets out of view and ask kids if they think Katie's idea will work. For fun, let kids take turns picking apples from your tree poster and placing them in the basket. After a few minutes, bring Katie and Cubbie back into view.)

LEADER: So how did it go?

CUBBIE: It worked! I filled my whole basket. I gave my apples to Timothy, and now I'm ready to fill my basket again.

LEADER: That's wonderful, Cubbie! Katie is a good friend. What should you say to her?

CUBBIE (to Katie): Will you and Timothy let me eat at least ONE apple next time?

LEADER (*laughing*): Cubbie, I was hoping you would say, "Thank you." When people do nice things for us, we should thank them.

CUBBIE: Oh, I forgot. Sorry! Thank you, Katie. I couldn't have picked all those apples without you.

KATIE: You're welcome, Cubbie. I'm glad to help.

LEADER: We'll see you two next time. Happy apple picking!

(Children wave goodbye as the puppets are put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during club. If you made booths, you could have a Sukkah Hop, in which groups rotate to different booths to admire the decorations and eat a small treat at each one.

IDEA I: Turkey Roll Ups

What You Need

- Spreadable cheese or cream cheese
- Flatbread or tortillas
- Deli turkey slices
- Optional fall fruits and vegetables from a local farm (peeled apple or pear slices, clementines, zucchini, green beans, etc.), canned corn or pumpkin

Spread cheese on flatbread, top with a slice of turkey and roll up the bread. Slice into sections to serve. If desired, let Cubbies sample canned or fresh fall fruits and vegetables. (Cut raw produce into half-inch [13-mm] pieces to make pieces easier for Cubbies to eat.) Talk about the Israelites' harvest celebration and thank God together for the food.

IDEA 2: Thanksgiving Jell-O

What You Need

- 2 (6 oz. or 176 g) boxes strawberry or cherry Jell-O
- 2 (16 oz. or 453.6 g) cans jellied cranberry sauce
- 4 cups (976 g) applesauce

Dissolve Jell-O according to package directions. Blend cranberry sauce and applesauce and stir into Jell-O. Pour into cups or a baking dish and chill until set. Makes about 22 (4 oz. or 113 g) servings. Enjoy the snack and let kids name favorite Thanksgiving foods.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- "God Is So Good"
- "We Are Thankful" (Tune: "Are You Sleeping?") Repeat the song several times and replace the word *food* with other items for which Cubbies are thankful.

We are thankful (2x) For our (food). (2x) Each and every day, You will hear us say, Thank You, God. (2x)

• "Thankful Senses Song" (Tune: "Oh Be Careful Little Eyes") Before you sing the first verse, point to your eyes and thank God together for some of the things you see. Continue in this pattern before you sing about each different sense.

Oh, I'm thankful for the things that I
(see, hear, smell, taste, touch).
Oh, I'm thankful for the things that I (see, hear, smell, taste, touch).
For the Father up above is showing me His love.
Oh, I'm thankful for the things that I

PRAYER (I-2 minutes)

Cubbies, I want to say thank you to God for ______. (Express thanks for some of the material and spiritual blessings in your life. Be as specific and concrete as possible.) Cubbies, would you like to say thank you to God? What has He given you? What has He done for you? (Children will probably focus more on material blessings, but remind them of God's spiritual blessings. He loves us; He is with us at all times; He gives us a home in heaven; etc. Invite a few Cubbies to pray and thank God for the items mentioned by the group.)

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 54, 94 and 95
- Bible with markers placed at Leviticus 23:33-43 and Psalm 118:29
- Sign with the words *Thank you* written on it in large letters (you could decorate the sign with pictures or stickers of items for which we are thankful)
- Optional bowl of fall fruits and vegetables, Sukkah made during Coming In, paper palm branches made during Coming In.

(Teach this lesson the week before Thanksgiving or adapt it slightly and teach it any time you choose to emphasize thankfulness. Open with prayer.)

Today Cubbie forgot to say thank you to Katie Collie. Have you ever forgotten to say thank you? What happened? (Allow Cubbies to briefly share experiences.)

Sometimes it is hard to remember to say thank you, but I have a special sign to help us remember to be thankful. (Hold up your thank-you sign. Read aloud and point to the words since most Cubbies cannot read.) Whenever I hold up this sign, I want you to say "Thank you." Are you ready?

(For each blank line, hold up your card.) When your mommy makes you good food to eat you should say _______. When your daddy takes you to the playground you should say ______. When a friend shares a toy you should say ______. (Add examples you know are relevant to your Cubbies.)

Very soon we will celebrate a special holiday to remind us to be thankful to God. Does anyone know what holiday we will celebrate? (Allow responses.) That's right! Soon we will celebrate Thanksgiving. Sometimes people do special things as families on Thanksgiving. (Share several personal Thanksgiving traditions and ask other leaders or Cubbies to do the same.)

Did you know that God's people, the Israelites, had a special celebration to say thank you to God? Let's learn more about the Israelite's special thanksgiving celebration! (*Open your Bible to Leviticus 23:33-43.*)

(Display TC 54.) God loved the Israelites. He set them free when they were slaves to a mean pharoah in Egypt, and He led them through the dessert into this beautiful land of Canaan. Canaan was a special land God gave to His people.

God was so good to His people, and He wanted the Israelites to remember to say thank you. Each year, God told them to celebrate a holiday of giving thanks to God.

(Display TC 94.) First the Israelites went out to the fields and trees to pick all the ripe fruits and vegetables.

In the land of Canaan the Israelites worked as farmers, just like our friend Timothy's dad. Cubbies, do you remember who makes the fruit and vegetables grow? (Allow response.)

The Israelites knew that only God could make the fruit and vegetables grow, and they were happy that God gave them the good food to eat.

Optional: Have Cubbies stand and pretend to pick fruit and vegetables. Or display a bowl of fruit and vegetables. Pass the produce around the group to let children smell each item and explore the different textures.

After the Israelites picked all the fruits and vegetables they had grown, they gathered branches and leaves from trees. The people used the branches and leaves to build little houses called booths. These special tiny houses helped the Israelites remember all the times God helped them before they lived in the land of Canaan.

Optional: Have children gather their branches they made during the Coming In activity. Or have Cubbies take turns sitting in the Sukkah made during Coming In.

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Special Day 1: Thanksgiving

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After all the fruit and vegetables were picked and all the branches were gathered, it was time for God's people to go to the temple. The temple was the place where the Israelites went to worship God. They brought the very best of their fruit, vegetables, grains and animals to the temple as a gift to God.

Sometimes the Israelites would sing a special song to thank God.

Optional: Have Cubbies stand and sing "God Is So Good" or another familiar song of praise.

The leader at the temple would read God's Word to the people (Ask a leader to stand and read Psalm 118:29.) O give thanks unto the LORD; for He is good ... (See if Cubbies recognize the verse.) This is our memory verse this week. Stand and say the verse with me! (Repeat the verse several times with your Cubbies.)

After the Israelites thanked God at the temple, they had a feast! A feast is a big meal with lots of yummy food. This special feast may have been like the meal you have on Thanksgiving Day.

(For each blank line, hold up your thank-you sign.) At the feast, God's people were thankful to God. They told God _______ for the good food and the land of Canaan. They said ______ to God for taking care of them. They said ______ to God for His love.
God didn't want the Israelites to EVER forget to say _____ to Him! That's why He told them to celebrate this special feast

(Display TC 95.) We need to thank God too. What can we thank God for today? (Encourage Cubbies to think of things for which they can be thankful. Remind them that we should thank God not only for the things God gives us [food, clothing, houses, family], but also for the things God does for us [His love, His protection, His faithful promises]. As Cubbies respond with something they are thankful for, hold up the sign and together say, "Thank You, God.")

Our verse reminds us to say thank you to God. Let's say our verse again: O give thanks unto the LORD; for He is good ... (Psalm 118:29).

Optional: Offer a simple prayer of thanksgiving, remembering several of the blessings your Cubbies have mentioned.

(Psalm 118 was recited in the temple during the Feast of Booths. The Israelites would each wave a lulav [a bound bunch of palm, myrtle and willow branches] at various verses in the psalm, including verse 29. For fun, give Cubbies paper palm branches to wave each time they say the verse.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Special Day I Handbook Leader Sheet from the resource CD.

Special Day I Activity Sheet

What You Need

- A copy of the Special Day I Activity Sheet for each Cubbie
- Crayons or colored pencils
- Pairs of child-sized scissors
- Optional stickers, rubber stamps and ink pads, poster board

Help Cubbies follow the directions to make a thank-you card. Give them ideas of someone to thank from their family, club or church. Write a personal thank-you message (as dictated from the child) in each card. Encourage the child to thank the person for very specific things in the message.

The club could also make a giant thank-you card for God (using poster board). Kids can help decorate the card after they finish saying the verse. The card can be decorated with stickers, crayons, rubber stamps and other items. Handbook groups could continue adding messages of thanks to God on the card throughout the year.

every year.

PLAY TIME (15-20 minutes)

IDEA I: Thankerchief

What You Need

• Bandana

Cubbies stand in a circle. Pass a bandana around the circle as you chant, "Thankerchief, thankerchief, around you go. Where you'll stop nobody knows. But when you do, someone must say a thank you to God on this fine day." The child holding the bandana when the poem ends must name something for which he is thankful. Then he runs around the circle, returns to his spot and hands the bandana to the person on his right so the chant can begin again.

IDEA 2: London Bridge Variation

What You Need

Nothing

Two leaders stand facing each other and create an arch with their arms. Children line up so they can walk in a circle under the arch. As they walk, the group sings "London Bridge Is Falling Down" with these lyrics: "We thank God for all good things, all good things, all good things. We thank God for all good things. Can you name one?" When the song ends, the two leaders drop their arms and try to catch a child between their arms. The Cubbie who is caught must name something for which she is thankful. Repeat the song so many children have a turn to be caught.

IDEA 3: Hunt for Palm Branches

What You Need

 Several small paper or silk palm branches (use the paper palm branches made during Coming In)

Ahead of time, scatter or hide the palm branches around the room. When each Cubbie finds a branch, he should keep the branch in his hand and stand in a line behind a leader. When all Cubbies have a branch, the leader starts marching and singing "Praise Him, Praise Him, All Ye Little Children" (or another joyous praise song) while children follow and wave their branches.

IDEA 4: Run to the Grocery Store

What You Need

- Grocery bags
- Plastic toy food or empty food containers (small milk cartons, cereal or cracker boxes, Jell-O boxes, etc.)
- Optional include containers of Thanksgiving dinner items, canned pumpkin, cranberry sauce, stuffing mix, sweet potatoes, etc.

Ask Cubbies who shops for groceries at their house. Tell them to say thank you to that person. They should also thank God, who makes the food grow. At one end of your game floor, have a supply of toy food or empty food containers. Divide Cubbies into different groups. Give each group a grocery bag. The first person in each group runs to the "store" to pick an object to put in the group's bag. He or she runs back and passes the bag to the next person. Continue until all Cubbies have had a turn to "shop."

GOING HOME (5-10 minutes)

Send leaders and parents thank-you cards for the way they serve your club. Pray and thank God for each Cubbie and for the ways God has been working in your club.

0	NAME:	
	· · · · · · · · · · · · · · · · · · ·	

MADE WITH LOVE FOR YOU BY:

(O GIVE THANKS)
FOR HE IS GOOD
PSALM 118:29

I LHANK GOD FOR:

VOU! EOD FOR I THANK

EBOW

Basic Instructions: Color the card and cut on the solid lines. Fold along the horizontal dashed line first, then the vertical dashed line to make a card. **Even More Fun:** Inside the card, draw a picture of you and the person to whom you are giving the card. Draw a picture of something you are thankful for on the back of the card.

Ultimate Fun: Sign your name and give the card to someone whom you'd like to thank. Your parent or leader can help you write a message inside.



Christmas

Memory Seed: Luke 2:11: For unto you is born this day ... a Savior, which is Christ the Lord. (Short version is in bold.)

The Big Apple: God kept His promise to send His Son, the Savior. We have great joy because the Lord lesus came to save us from our sins. He will be our King forever.

SOW THE SEEDS

Read: Matthew 1:18-24; Luke 2:1-20

Memorize: Luke 2:11

Sophie's dad was talking to her about Christmas. "John 3:16 tells us why God sent His Son to earth," he said.

Sophie seemed puzzled. "I don't know John 3:16."

"Everyone knows John 3:16," her dad answered, but then both her parents smiled as they realized that, at age 3, Sophie *didn't*.

This incident is true *and* a reminder that the biblical truths we know so well are new to our preschoolers. As we teach, we have the privilege of reviewing the familiar events of Christ's birth through the first-time excitement of children. We need to get it right, basing our facts on the Bible, not tradition.

For example, we don't know if Jesus was born in a stable, a cave or some other structure. The Bible tells us only that Mary laid Him in a manger. Since a manger was a feeding trough for animals, we can assume animals were nearby, but the location is still a mystery.

We don't know what the innkeeper said — or if there even was an innkeeper. We only know that there was no room. (Some scholars believe the Bible word translated as *inn* actually means a "guest room," probably in the home of one of Joseph's relatives. With so many relatives in town, the family's guest rooms may have all been filled.)

Additionally, the Bible never mentions wise men visiting the manger. They visited a year or two later, when the family lived in a house (Matthew 2:11).

Take great care in the details as you talk about Jesus' birth with Cubbies. It's never too early to start them on the right path of biblical truth.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. View Christmas as a time to celebrate God's promised Savior.
- 2. Hear about Mary, Joseph, the shepherds, the angels and the birth of the Lord Jesus in Bethlehem.
- 3. Understand that Jesus came to save us from our sins. He is our King forever.
- 4. Express great joy and excitement about the Savior's birth. It is the best news ever!

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(Add the goals the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

IDEA I: Baby Announcement Ornament

What You Need

- Announcement pattern page (resource CD)
- White card stock
- Hole punch
- Sparkly gold ribbon
 Blue non-toxic paint
- Decorative edge scissors Newspaper
- Plates or metal cookie tins with rims
- Old shirts to use as smocks
- Optional raffia bows, rubber stamps in the shape of a baby footprint and washable blue ink pads

Ahead of time, copy the announcement pattern page onto white card stock and cut each sheet into four rectangular cards using decorative edge scissors. Before Cubbies arrive, lay newspaper over the tables and set out plates or tins filled with paint. Dress each Cubbie in a smock and give him or her a card. Show Cubbies how to make a baby footprint: First, they make a fist with one hand and press the fist (pinky side down and thumb side up) into the paint. (They could also use a finger from the other hand to coat the pinky side of the fist with paint.) Next, they press the painted side of the fist onto the center of the card and lift the fist quickly. Finally, they dip a finger in paint and use the finger to make five dots above the print for toes. (See craft sample resource CD.) Let Cubbies punch a hole in the top of the card to insert a gold ribbon hanger. If desired, Cubbies can glue a small raffia bow beneath the hole. (Raffia looks like straw and represents the straw of the manger.) Instead of painting, you could let Cubbies stamp a baby footprint on the card.

IDEA 2: Nativity Play Area

What You Need

- Baby doll
- Strips of white cloth for swaddling clothes
- Box or blocks to make a manger

- Straw, hay, raffia or shreds of brown paper grocery bags
- Optional child-friendly nativity set and toy animals (or cotton balls for sheep)

Let Cubbies take turns playing Joseph, Mary and the shepherds. Talk about the strips of cloth that Mary used to wrap baby Jesus and use the doll to model how to swaddle a baby. Let children try it. Cubbies can build a manger with blocks or use a box. Place straw, hay or paper shreds in the manger. Cubbies could also play with a nativity set and toy animals.

IDEA 3: Baby Jesus in the Manger

What You Need

- Round, wooden clothespin (doll pin) for each Cubbie (not spring-loaded style)
- Bathroom tissue roll, cut in half length-wise for each Cubbie
- Strips of white cloth to wrap around clothespin (which represents the baby's body)
- Raffia or thin strips of yellow/brown construction paper
- Black markers
- Glue sticks

Ahead of time, cut bathroom tissue rolls in half length-wise. Each Cubbie will tape or glue the tissue roll halves on top of each other, round sides touching, to form a manger. To prepare the clothespin baby, each Cubbie can draw facial features on the baby's head with a marker and wrap a strip of white cloth around the body. (Secure ends of cloth with glue, if desired.) Cubbies may add raffia or paper strips in the manger as hay before placing the baby in the manger.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Luvie Lamb puppet
- Gift bag or wrapped gift box with an apple inside
- Optional poster of a small apple tree

(To prepare, set the gift box or bag close to you but hidden from the children's view. Hang the optional apple tree poster on the wall opposite the puppet show.)

LEADER: Hi, Cubbies! Who can tell me what holiday is coming soon? (Allow response.) That's right, Christmas is coming soon. I wonder what Cubbie Bear is doing for Christmas. Let's call him together. One — two — three. CUBBIE!

(Bring the Cubbie puppet into view. He should move slowly with his head down as if he's sad.)

LEADER: Cubbie Bear, you look sad today. What's wrong?

CUBBIE (sadly): I don't think I'll be getting any gifts for Christmas this year.

LEADER (surprised): Really? That's hard to believe. I'm sure Timothy will get you something. He's your best friend!

CUBBIE: Timothy is going far away to his aunt and uncle's house for Christmas. He's been busy packing for the trip all week. I don't think he'll remember to get me anything.

(Bring the Luvie Lamb puppet into view.)

LUVIE (giggling): Hi, everyone! (She turns to Cubbie) Oh, no! Cubbie, what's wrong?

CUBBIE (sadly): I'm not getting any Christmas gifts this year.

LUVIE: That's not true, Cubbie! I know you'll get at least one gift.

CUBBIE: Really? From whom?

LUVIE (giggling): Me, of course! I'll give you a Christmas gift, Cubbie. I promise.

CUBBIE (cheering up): Oh, thank you, Luvie! You're such a good friend.

LEADER: Luvie, we want to watch Cubbie open your gift! Will you two come back and see us then?

CUBBIE and LUVIE: Sure! Bye-bye.

(Remove the puppets from view and let children try to guess what Luvie's gift will be. Then bring Luvie and Cubbie back into view.)

LUVIE: Merry Christmas, Cubbie! Here's the gift I promised. (*Display the gift box or bag.*)

CUBBIE (hopping in place excitedly): Wow, thank you! (Insert leader's name), will you help me open it? My paws aren't very good at opening presents.

LEADER: Sure! (Open the gift and hold up the apple.)

CUBBIE (excited): Yay, an apple! You remembered that apples are my favorite snack. Thank you, Luvie!

LUVIE (giggling): But that's not all I got you. Your real gift won't fit in a box. It's over there. Look!

(Cubbie and Luvie both look in the same direction or towards your apple tree poster.)

CUBBIE (excited): You got me a little apple tree?

LUVIE: Yes! It's a gift from both Timothy and me. Soon the tree and the apples will start to grow, and you can pick as many as you like, anytime you want!

CUBBIE (hopping around excitedly): This is the best Christmas gift ever! Thank you so much, Luvie. Here's a big bear hug. (Press the Cubbie puppet against the Luvie puppet as if he's giving her a hug.)

LEADER: Luvie is such a good friend. Cubbie, do you have a Christmas gift for Luvie?

CUBBIE (*flustered*): U-U-mm, no! I forgot. (He pauses to think.) But I promise to get you one soon, Luvie.

LUVIE (giggling; not taking Cubbie seriously): OK, Cubbie! I'll look forward to it.

LEADER: Merry Christmas to both of you! Luvie, thank you for keeping your promise to give Cubbie a Christmas gift. Cubbie, I hope you keep your promise to get Luvie a gift. We'll see you two later! Goodbye for now.

(Children wave goodbye as the puppets are put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during club.

IDEA I: Christmas Cookies

What You Need

- Sugar cookies in the shape of characters and objects from the Christmas lesson (Nativity cookie cutter sets are sold online and in craft stores.)
- Optional cookie cutter placemats

As Cubbies identify the cookie shapes, review the Christmas lesson from Luke 2. As a fun option, make a placemat for each Cubbie by tracing the cookie cutters on a sheet of red or green paper or other festive Christmas paper. Cover each placemat with clear adhesive paper. Let Cubbies try to match their cookies to the shapes on the placemat before eating them.

IDEA 2: Banana Mangers

What You Need

- Bananas
 - Paper plates
- Knife for leader to use
- Shredded wheat cereal pieces
- Animal crackers

Peel each banana and cut it in half crosswise. Divide each half lengthwise and place one piece on a plate for each Cubbie. The banana will be the manger. Give each Cubbie a few pieces of shredded wheat to crumble to make hay. Cubbies can add animal crackers around the manger.

IDEA 3: Pudding with Holiday Sprinkles

What You Need

- Vanilla pudding or yogurt
 Spoons
- Graham crackers
- Holiday sprinkles

Just before serving pudding, sprinkle the top with festive holiday sprinkles. Serve with graham crackers. As Cubbies are eating, remind them that Christmas is a time to celebrate the birth of the Lord Jesus, God's promised Savior.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

- "Away in a Manger" or "Silent Night"
- "First John 4:10" from Bear Hug A (Tune: "B-I-N-G-O") Add a second song verse for Christmas.

God loved us and sent His Son.

The Bible tells us so.

J-E-S-U-S (Sing three times. Clap on each letter.)

And Jesus is His name - O.

Christmas is a special day.

The birthday of a King.

I-E-S-U-S (Sing three times. Clap on each letter.)

And Jesus is His name – O.

• "Tell the Good News" (Tune: I've Got the loy)

I am so happy, happy, happy, happy

Jesus was born. Hey!

Jesus was born. Hey!

lesus was born.

I am so happy, happy, happy, happy

Jesus was born. Hey!

Tell the good news today.

PRAYER (1-2 minutes)

Cubbies, why are you happy that Jesus was born? (If kids are slow to respond, set an example by sharing, in your own words, why you are happy about Jesus' birth.) I am glad Jesus came, aren't you? He showed us how to love others and obey God. He died for our sins so we could be forgiven always. He came alive again so we can be alive forever with Him! Let's thank God for keeping His promise to send such a wonderful Savior. (Pray briefly together.)

LESSON TIME (15-20 minutes)

What You Need

- Christmas stand-up figures (resource CD)
- Bible with marker placed at Luke 2:1-20
- Optional Teaching Cards (TC) 96-97, box to store stand-up figures, simple costumes for live story actors

(To prepare, make the stand-up figures as directed on the Christmas pattern sheets. When you teach, sit on the floor with Cubbies seated on the floor in a semicircle in front of you. Move the figures in the floor space directly in front of you as you tell the Bible events. Enlarge the figures depending on visibility and the size of your group. You may want to set a green or brown piece of felt on the floor as a setting for your figures. Keep figures hidden in a box beside you when they are not being used in the lesson.)

(Adapt and personalize this lesson so it fits you and your Cubbies. Open with prayer.)

Optional: Instead of using figures, choose Cubbies or leaders to act out the story as you tell it. Assign these roles: Mary, Joseph, at least two shepherds and two sheep. Include a baby doll wrapped in strips of white cloth for Jesus and a box with some shredded yellow paper, straw or hay in it for a manger.

Hi, Cubbies! Did you enjoy the puppet show today? (Allow response.) I'm glad Luvie remembered to give Cubbie Bear a Christmas gift. Do you think Cubbie will keep his promise to get Luvie a gift? (Allow speculation.)

Cubbie may forget to keep his promise, but God never forgets to keep His promises. Every Christmas we celebrate a very important promise that God kept. We celebrate this promise more than any gifts we find under the tree. Who knows what promise we celebrate at Christmas? (Allow response.)

At Christmas, we celebrate God's promise to send His Son, the Savior. Long ago, God promised Abraham's people, the Israelites, that the Savior would come to them as a baby boy.

(Open your Bible to Luke 2:I-20. Keep the Bible visible as you teach.) Let's hear how God kept His promise. He's good at keeping promises, isn't He?

(Stand Mary Figure 1 to your right on the floor in front of you. Instead of using figures, you may display TC96 and point to Mary and Joseph as you mention them.) This is an Israelite girl, named Mary. Soon she would have a special baby boy! Can you guess the name of this special baby? (Allow response.) Yes, this baby was God's Son, the Lord Jesus! He came to save us from our sins. He will be our Savior and King forever.

(Stand Joseph Figure 1 next to Mary.) This is an Israelite man, named Joseph. He is Mary's husband. God asked him to help Mary take care of baby Jesus.

But first, Mary and Joseph had to go somewhere. Where did they have to go? (See if Cubbies can answer.) Yes, they had to go to Bethlehem, the town of David.

(Stand the town of Bethlehem to your left.) The ruler of the land said all people must go to their family's town to be counted. Mary and Joseph were from the family of David, so they went to David's town to be counted. (Ask Cubbies if they know David from the Bible. Explain that King David was related to King Jesus, but David was not alive when Jesus was born.)

Bethlehem was at least three days away (hold up three fingers) from Nazareth, where Mary and Joseph lived. In those days, there were no cars or buses or trains. People walked or they rode on donkeys or in wagons. (Let Cubbies take turns moving Mary and Joseph a few steps closer to Bethlehem until the figures stand in front of the town.)

When Mary and Joseph arrived at Bethlehem, the town was crowded with people. There

continued on next page

continued from previous page

was no room for them in the place where guests usually stayed. So they went to find another place. (Move Mary and Joseph around the town as if they are looking and then remove them from view.)

In the fields nearby, shepherds were watching over their sheep at night. (Stand the two shepherds and their sheep in the center of your floor space.) Then, surprise! An angel of the Lord appeared, and a bright light shone all around them. (Shield your face with your arms as if you are blinded by light. Make a fearful face.) The shepherds were terribly frightened.

But the angel said, "Do not be afraid. I bring you good news of great joy for everyone!" Cubbies, would you like to hear the angel's good news? It's the best news ever! (Open your Bible to Luke 2:11.) For unto you is born this day ... a Savior, which is Christ the Lord. (Express great joy as you and the Cubbies repeat the verse a few times together.)

Where would the shepherds find this special baby? The angel told them, "You will find Him wrapped in cloths and lying in a manger."

Suddenly, the sky filled with angels. They were praising God and saying, "Glory to God in the highest!" (Ask Cubbies to stand and shout "Glory to God in the highest!" Tell them the phrase basically means "God is awesome!")

(Signal for Cubbies to sit quietly again.) When the angels had all gone back to heaven, the shepherds said, "Let's go see this baby the Lord has told us about!"

(Remove the sheep as you move the shepherd figures quickly to Bethlehem. Instead of moving figures, you can display TC97.)

In Bethlehem, the shepherds found Mary (stand Mary Figure 2 near Bethlehem and the shepherds), Joseph (stand Joseph Figure 2 next to Mary) and the baby, Jesus, lying in a manger (stand manger in front of Joseph and Mary).

Cubbies, what is a manger? (Allow response.) A manger is a holder for animal food, and animals eat from it. (Stand the donkey near the manger.) Our Savior and King, the Lord Jesus, was born in the place where the animals stayed, since there was no room anywhere else.

When the shepherds saw the Lord Jesus, they were so excited. They had to tell everyone the good news. (Stand up and carry the shepherds to various Cubbies in your circle, saying Luke 2:11: For unto you is born this day ... a Savior, which is Christ the Lord. Invite Cubbies to say the verse with you.)

Cubbies, Jesus didn't stay a little baby. Does anyone know what He did when He grew up? (Allow response.) He died on the cross and came alive again to save us from our sins. The Bible says He will be the King forever (see Luke 1:32-33). Let's thank God for keeping His promise to send the Savior. (Close in prayer.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of Special Day 2 Handbook Leader Sheet from the resource CD.

Special Day 2 Activity Sheet

What You Need

- A copy of Special Day 2 Activity Sheet for each Cubbie (if Cubbies will make stand-up figures, print on card stock)
- Crayons
- Pairs of child-sized scissors
- Optional empty bath tissue rolls cut into two-inch rings

After coloring, Cubbies can cut out the figures to make stand-up figures. Cubbies will probably need leaders to help them cut out the strips and insert the strips into the slits. To make the craft easier, let Cubbies glue a two-inch ring (made from a bath tissue roll) to the back of each figure at the bottom.

PLAY TIME (15-20 minutes)

IDEA I: Savior Search

What You Need

- Manger stand-up figure from the lesson or a doll wrapped in cloths and placed in a toy manger or box
- Toy sheep or white cotton balls or pom-poms
- Bible
- Optional angel outfit for leader, flashlight

Hide the figure (or doll) in a nearby room. Darken your game room (leaving some light) and scatter toy sheep or cotton balls on the floor. Cubbies pretend to be shepherds watching their flocks at night. Without warning, turn on all the lights or shine a flashlight while a leader enters and reads Luke 2:11-12 from the Bible. After the reading, the shepherds hurry to find the baby Jesus figure in the other room. (Leaders should accompany Cubbies.) Whoever finds the figure gets to hide it for the next round while the other children return to the game room.

IDEA 2: Go Tell

What You Need

Nothing

Children stand in two lines on opposite sides of the room. Tell the first Cubbie (Cubbie I) in one line a Good News message (e.g., "The Savior is Born!" or the long or short version of Luke 2:II). Cubbie I runs across the room to the first Cubbie in the other line (Cubbie 2) to tell her the Good News. Cubbie 2 runs over to tell the phrase to the next Cubbie in the first line, while Cubbie I runs to the end of the first line (his original line). Continue this pattern until all Cubbies have heard the message. The last Cubbie should say the message aloud. Talk about why Jesus' birth is such Good News.

IDEA 3: Wait, Wait, Wait, Jesus Is Born!

What You Need

A chair for each child

Arrange chairs so they are facing inside a circle. Cubbies sit on the chairs as you walk around the outside of the circle slowly and tap individual children on the head, saying, "Wait, wait, wait ..." When you say, "Jesus is born!" the children jump up, cheer and run across the circle to sit in a new seat. Explain why Christ's birth brings us so much joy. Play several rounds.

IDEA 4: Pass the Present

What You Need

- An unbreakable Christmas decoration
- Gift box for the decoration
- Wrapping paper and tape
- Music player

Beforehand, choose a decoration that shows Jesus or a manger (such as an ornament or nativity piece). Place it in a box and wrap the box in many layers of wrapping paper. To play, Cubbies sit in a circle and pass the present while music plays. Whoever is holding the present when the music stops gets to peel off one layer of paper. When the last layer comes off, open the box to show your decoration and say, "Jesus is the reason we celebrate Christmas." Explain why Jesus is such a precious gift from God.

GOING HOME (5-10 minutes)

Before Christmas day, make or buy a small gift for each Cubbie. Cubbies leaders can go in pairs to deliver the gifts to children's homes. This is a great way to connect with parents. You could also invite the families to Christmas programs at your church. (Be sure to follow the child protection and home visitation policies at your church.)



Basic Instructions: Color Mary, Joseph and baby Jesus in the manger.

Even More Fun: Make stand-up figures. (Best if printed on card stock.) Cut out each figure. Ask an adult to help you cut out the strips, make slits and fit the strips into the bottom of each figure. (Or instead, an adult could cut an empty bath tissue roll into two-inch cardboard rings. Glue a ring to the bottom back of each figure.)

Ultimate Fun: Retell the events of Luke 2:I-20 as you play with your figures. Say Luke 2:II: For unto you is born this day ... a Savior, which is Christ the Lord.



Easter

Memory Seed: I Corinthians 15:4: ... *He rose again the third day* according to the Scriptures.

The Big Apple: Easter is the celebration of Jesus' death and coming alive again three days later. Because of this, we will one day live with Him forever if we trust Him as our Savior.

SOW THE SEEDS

Read: John 19-20; I Corinthians 15:12-22 Memorize: I Corinthians 15:4

As adults, it's easy to bypass Easter. We celebrate with church, a family dinner or new spring clothes, and we appreciate the sacrifice the Lord Jesus made for us, but too often it becomes another holiday that sneaks up and passes without any real contemplation. But the Lord's resurrection is such an essential part of our faith! If we don't take the time to think through it and dwell on its significance, how can we expect our Cubbies to do so?

Put yourself in Mary Magdalene's place. She was grieving the death of her Rabboni (teacher) and upon arrival at His tomb, she found that His body was gone. If we found that the gravesite of someone we loved appeared to be ransacked, we'd have some questions and feel anxious too. Mary desperately looked for Jesus and even had two disciples aid in the search. But they couldn't find Him.

Imagine mistaking Jesus to be the gardener. Mary assumed Jesus to be dead and His body stolen so she didn't recognize Jesus when He asked her why she was crying. But when Jesus said her name, "Mary," she knew in an instant that she was standing before Jesus. This should send shivers down our spines. The Lord Jesus rose from the dead just as He had said He would.

When we acknowledge that God's Word came to life in that moment, when we realize the beauty of God's love for us displayed in His Son, then we will project the joy and excitement of Easter. Be excited! Be joyful! Let your Cubbies see that there is a BIG reason to celebrate!

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Understand that everyone including them sins.
- 2. Know that God loves them and sent lesus to die for their sins.
- 3. Understand that God's Word is absolutely true: Jesus rose again the third day just as He said He would.
- 4. Can explain the gospel with pictures and simple sentences.
- 5. Start to realize that they too can tell others the message of the gospel.

6.			



(Add the goals the Holy Spirit brings to your mind and heart as you pray for Cubbies.)



COMING IN

(10-15 minutes before club officially starts)

Welcome Cubbies and reinforce what they learned at home with one or more of the following activities.

IDEA I: Resurrection Banner

What You Need

- Pattern sheet that pictures Jesus after He rose from the dead (resource CD)
- Jumbo craft sticks (two for each Cubbie)
- Glue sticks
- Yarn

Give each Cubbie a copy of the pattern sheet to color and cut out. Tie one end of the piece of yarn to each end of a craft stick. Then glue, or let Cubbies glue, the craft stick horizontally to the top of the back of the picture; the yarn should form a hanger at the top. Glue the other craft stick horizontally to the bottom of the back of the picture. (Sticks should be hidden; the sticks will keep the picture stiff as it hangs.) As Cubbies work, share and let Cubbies share reasons why they are happy the Lord lesus is alive.

IDEA 2: Finger-Paint Cross

What You Need

- Glossy finger-paint paper or construction paper
- Masking tape
- Finger paint(s)
- Optional Instead of finger paints, use sponges or paint brushes.

Using masking tape, create a cross in the middle of each sheet of finger-paint paper. Cubbies finger-paint over the entire paper. After the papers dry, slowly remove the tape to reveal a white cross. Talk with Cubbies about what Jesus did for us on the cross.

DEA 3: Foam Cross

What You Need

- Crosses cut from foam sheets (or card stock or poster board)
- Various art supplies like stickers, markers, crayons, glitter
- Glue

Write "Jesus loves (child's name)" in the center of each cross. Let Cubbies decorate the crosses.

IDEA 4: Egg Matching Game

What You Need

- An assortment of plastic eggs in different sizes and colors
- Container

Separate the eggs and place them all in a container. Cubbies match the colors and sizes to put the egg halves back together. As children play, say: "Many children like to play with eggs at Easter, but Easter is about much more than candy and eggs. We'll learn about that in our lesson today."

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Luvie Lamb puppet
- Flower (artificial or real)

LEADER: Hi, Cubbies! Are you ready to see Cubbie Bear? Let's call him out together. One — two — three! CUBBIE!

(Place or tape the flower in Cubbie's paws.)

CUBBIE (hopping excitedly): Hi, Cubbies!

LEADER: Hi there, Cubbie. What's that in your paws?

CUBBIE: This is a flower! It's springtime at the farm. The weather is getting a bit warmer and the grass is starting to turn green. The trees are starting to get their leaves and there are flowers blooming just like this one!

LEADER: That's a very pretty flower.

(Bring the Luvie Lamb puppet into view.)

LUVIE: Hi, Cubbie Bear! Hi, Cubbies!

(Before she says anything else, Luvie sneezes.)

LEADER: Oh, my, Luvie! What's the matter?

LUVIE: I love when it's springtime on the farm, but sometimes my nose itches and I sneeze when I get too close to the flowers.

CUBBIE: I'm sorry, Luvie. I'll put my flower away so it doesn't make you sneeze!

(Cubbie places the flower in an unseen location.)

LUVIE: Thanks, Cubbie.

LEADER: So what kinds of things are you two doing on the farm now that it's getting warmer?

CUBBIE: I'm excited because it's time to get the ground ready for planting! Timothy's mom is busy preparing the soil in her garden. Then she'll plant seeds.

LUVIE: What kinds of seeds is she planting?

CUBBIE: Let's see, there are broccoli seeds, carrot seeds and squash seeds!

LEADER: It sounds like Timothy's mom will be busy with her garden this year!

CUBBIE: Yes, seeing the seeds grow up out of the ground and become plants makes her very joyful because she knows she will have good food for the family.

LUVIE: Yum! I think the food Timothy's mom grows is worth getting excited about! Especially because I get to eat some of it at the petting zoo!

LEADER: What else is going on at the petting zoo?

LUVIE: Well, there is a new zookeeper helping Timothy's dad. We don't know him very well yet. Sometimes he calls for us to come but I don't recognize his voice yet so he has to call for us a couple of times. But he's very nice and loves all of us.

LEADER: That's exciting! It's always fun to meet new people.

LUVIE: Oh, yes, and there's a lot to do. The petting zoo is getting cleaned and ready for people to come visit. All our homes are getting washed out and we're getting fresh straw!

LEADER: There is definitely a lot to be joyful about this spring, isn't there?

CUBBIE: Yes, there is! Well, I'd better get going. There's a lot to do right now!

LUVIE: Yes, and I'd better get back to the petting zoo so I can enjoy my fresh, clean home!

LEADER: OK, we'll see both of you soon! Have a great day!

CUBBIE and LUVIE: Bye, Cubbies! See you next time!

(Children wave as puppets are put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during club.

IDEA I: Donut Tombs

What You Need

- Donuts (cut in half) and donut holes
- Small paper plates
- Optional Instead of donuts and donut holes, use bagels (cut in half) and watermelon or cantaloupe that's been shaped with a melon baller.

Before club, cut donuts in half and stand one donut half on each plate to form a tomb. Cover the door with a donut hole "stone" that can be rolled away.

IDEA 2: Easter Graham Crackers

What You Need

- Paper plates
- Graham crackers
- Paper cups
- Food coloring in any color
- Craft sticks
- Chocolate chips
- Vanilla frosting or cream cheese

Give each Cubbie a paper cup with a dollop of frosting (or cream cheese) and a drop of food coloring. Let them stir it with a craft stick and spread it on a graham cracker. Give them each several chocolate chips and instruct Cubbies to use the chips to make a cross on top of the frosting. Or you can use the craft stick to sketch the cross shape in the frosting first and then allow Cubbies to place the chocolate chips on your shape.

IDEA 3:

What You Need

- Cheese spread (or jam, applesauce, etc.)
- Whole wheat bread (cut in circles)
- Make the sandwiches ahead of time, using two circles and a dollop of spread for each sandwich
- Small paper plates or napkins

Each Cubbie gets a sandwich. The circles represent the stone that was rolled away from the tomb.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

SING:

• "Easter Is a Time for Joy" to the tune of "Jesus Loves Me"

Easter is a time for joy
For all children, girls and boys.
Joyfully today we sing, "Jesus is our risen King!"
Jesus is risen. Jesus is risen.
How do I know it? The Bible tells me so.

• "Jesus Loves the Little Children"

Include these verses: Jesus died for all the children ... Jesus rose for all the children ... Jesus lives for all the children ...

• "If Jesus Lives and You Know It" to the tune of "If You're Happy and You Know It."

If Jesus lives and you know it, clap your hands. If Jesus lives and you know it, clap your hands. If Jesus lives and you know it, then your face will surely show it.

If Jesus lives and you know it, clap your hands.

Replace "clap your hands" with "make some noise," "say, "He arose!" and "do all three" as you repeat the song.

PRAYER (I-2 minutes)

Cubbies, Easter is coming! I want to say thank you to God for sending His Son, Jesus, to die for my sins. Jesus died for your sins too. Let's pray and thank God for sending Jesus to die and come alive again to save us from our sins.

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 8, 11, 15-16, 90, 98
- Bible with markers placed in John 20 and I Corinthians 15:4
- Optional small wooden cross, nail, gauze bandage, stone, cotton ball dipped in perfume

In our puppet show today, Cubbie and Luvie were excited about the beginning of spring. I'm feeling excited today too, because soon we will celebrate something very special. It's the day we celebrate Jesus coming alive again! Can someone tell me the name of this special day? (Allow for answers.) That's right! Soon we will celebrate Easter!

(Open your Bible to John 20.) Easter is a time to celebrate. Let's learn why. (Hold up your Bible.) This is God's Word, the Bible. Because it is God's Word, everything in it is true. So what we will learn today is true. Everything happened just as the Bible says it happened.

(Display TC8.) A long time ago, Jesus left heaven and came to earth to teach people about His Father, God. Jesus loved everyone, including the children, like you.

But not everyone loved Jesus. The Bible tells us that some people did not like what Jesus said. Jesus said He was the King of the Jewish people. Jesus also said He was God's Son. That made these people angry, and they didn't believe in Jesus. They took Him to the man in charge of their city, named Pilate, and they asked Pilate to have Jesus killed. Pilate didn't understand why the people were so angry with Jesus. But they were shouting and yelling so loudly that he agreed to what they wanted. He sent Jesus to be killed.

(Hold up TC15. This card along with TC98 and TC16 will be reused, so set them aside.) Some soldiers beat Jesus and made Him carry a very heavy wooden cross. Then they put nails

through His hands and feet and hung Him up on the cross. The people who loved Jesus were very sad.

Optional: Pass around a small wooden cross for children to touch. Hold a nail in your hand and let children come up to carefully feel the nail in your hand.

(Hold up TC98.) After Jesus died, the people who loved and followed Him laid Him in a tomb. This tomb was like a room inside a rock. The tomb was in a garden. A big stone was rolled in front of the doorway to the tomb so no one could get in.

Optional: Pass around a gauze bandage. Explain to Cubbies how Jesus' friends would have wrapped cloth around His body. Then pass around a stone for children to feel.

Three days passed. (Hold up three fingers.) On the third day after Jesus died, Mary Magdalene, a friend of Jesus, went to the tomb. She was going to put some special spices on Jesus' body. The spices smelled like sweet perfume.

Optional: Pass around a cotton ball dipped in perfume for children to smell.

When Mary walked up to the tomb, she saw that the big stone had been rolled away from the doorway! Mary was scared and sad. She thought someone had stolen Jesus!

She asked some disciples to help her find Jesus. But no one found Him. Mary started crying and looked in the tomb. Two angels were in the tomb. They asked her why she was crying and she said, "They have taken Jesus!"

Then Mary saw someone. She thought it was the gardener, the person who takes care of the plants and trees. The man asked her why she was crying. She said, "Someone took Jesus! Do you know where He is? If you do I will go get Him."

The man said, "Mary." As soon as He said her name, Mary KNEW the man was Jesus! (Hold up TC16.)

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"Rabboni!" said Mary. (Rabboni means teacher.) Jesus told Mary to go tell His helpers, the disciples, that He was alive. Mary obeyed. She was so very excited to see Jesus!

Isn't this wonderful? Jesus died and came alive again three days later just like He said. That's why we celebrate Easter!

But why did Jesus have to die? (Allow Cubbies to respond.) Jesus had to die because it was the only way to save us from our sins.

What is sin? (See if Cubbies remember the definition you've been using throughout the year.) Sin is anything we think (point to your head), say (point to your mouth) or do (hit fist on palm) that disobeys God. And you know what? Everyone has sinned. Not just a few people. EVERYONE. The Bible tells us that.

(Hold up TCII.) Romans 3:23 says that ALL have sinned. That means I have sinned and you have sinned. Have you ever hit your brother or sister in anger or disobeyed your mom or dad? Those are sins. There isn't anyone ever on the earth except Jesus who hasn't sinned. The punishment for sin is very serious. Punishment means getting in trouble for the wrong things you have done. The punishment for sin is death. But the good news is this: Jesus died for us! He was punished instead of us. He did this because He loves us so much!

Cubbies, the things I have told you about today are GOOD NEWS. And good news needs to be told to EVERYONE. We're going to practice a simple way to tell others the good news about Jesus.

(Display TCI5 again.) Say this with me: "Christ died on the cross for our sins." (Let Cubbies repeat the phrase a few times.)

(Display TC98.) Say this next part with me: "He was buried in the tomb." (Let Cubbies repeat the phrase a few times.)

(Display TC16.) Now say this with me. This is your verse this week: I Corinthians 15:4: ... He rose again the third day according to the Scriptures. (Let Cubbies repeat the verse a few times.)

(Display TC90.) Here is the last picture. Say this with me: "Everyone who trusts in Him will be saved from sin." (Let Cubbies repeat the phrase a few times.)

All those who trust in the Lord Jesus will live forever with Jesus in heaven! They will be part of God's family, and it's a REALLY big family. (Keep showing the cards and practicing the phrases until Cubbies can start saying them back to you with little help. Some of them may have worked on this in their handbook with their parents at home. End in prayer, thanking Jesus for everything He has done for us.)

(Refer to "Sharing the Gospel with Cubbies" on the Resource CD prior to the lesson. It contains helpful tips for talking with Cubbies about the gospel.)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of the Easter Handbook Leader Sheet from the resource CD.

Easter Activity Sheet

What You Need

- A copy of the Easter Activity Sheet for each Cubbie
- Crayons
- Optional brad fasteners, pairs of childsized scissors

Jesus is risen! Instruct Cubbies to color the empty tomb and stone. As an optional craft, Cubbies can cut out the stone and cut along the dashed line. Help Cubbies attach the stone over the entrance of the tomb with a brad fastener. The Xs show where to insert the brad. Cubbies can open and close the stone and retell the events of Jesus' resurrection.

PLAY TIME (15-20 minutes)

IDEA I: Egg Rolling Game

What You Need

 Plastic eggs in various sizes from very small to very large

Before you begin, say: "Many children like to play with eggs at Easter, but Easter is about much more than candy and eggs. We learned what Easier is about, didn't we?" Ask Cubbies to tell you what Easter is about.

Have Cubbies sit in a circle. Explain that they are going to roll an egg around the circle. The first egg is very tiny and they should roll it using only one finger. The next egg is a little bigger and can be rolled with two fingers. The next egg is even bigger and they can roll it with one hand. The last egg is really big and they need two hands to roll it.

Ask: What did you notice about our eggs? (They kept getting bigger and bigger. It was harder to roll them as they got bigger.) Do you think you could roll an egg that was bigger than you are? How about a rock that was bigger than you or me? Why not? What would it take to move a rock that big? Maybe a bulldozer. How did the stone get rolled away from the tomb?

IDEA 2: He's Alive! Relay

What You Need

Nothing

Divide the Cubbies into groups. Each group stands behind a starting line. On the signal, the first child runs a lap, then tags the next child and says, "He's alive!" Repeat until all Cubbies have run a lap. Remind the Cubbies that Mary Magdalene and other women friends of Jesus ran to tell the disciples the news that Jesus had risen.

IDEA 3: Stone and Spoon Relay

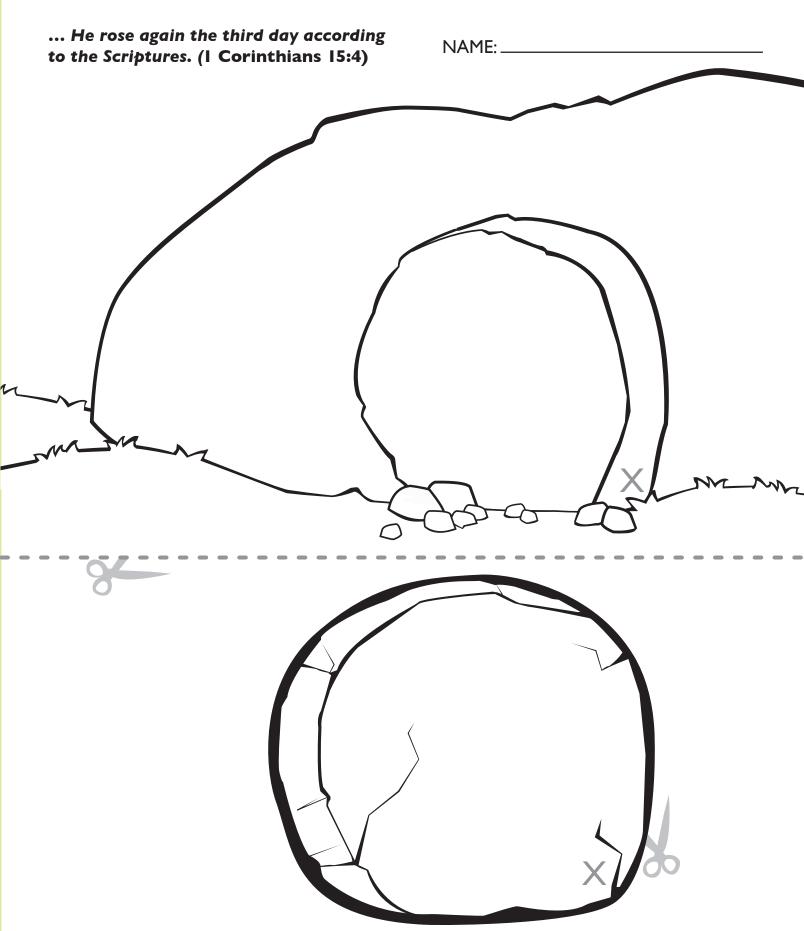
What You Need

- One "stone" per group can be a donut hole, a paper wad or something that looks like a stone
- One large spoon per group

Group members race around a course (small circle or to one end of the room and back) carrying their stone on a spoon. If the stone falls, they must stop and put it back on the spoon before moving again.

GOING HOME (5-10 minutes)

Remember to place the Special Day 3 sticker in the Cubbies' handbooks before they leave!



Basic Instructions: Color the empty tomb and stone.

Even More Fun: Cut along the dashed line. Cut out the stone. Ask a grown-up to help you attach it over the entryway with a brad fastener at the Xs. **Ultimate Fun:** Open and close the stone as you tell someone that Jesus came alive again and the tomb was empty!



Missions

Memory Seed: Acts 1:8: But ye shall receive power, after that the Holy Ghost is come upon you: and **ye shall** be witnesses unto Me ... (Short version is in bold.)

The Big Apple: Jesus gave the disciples the power of the Holy Spirit so they could be witnesses for Him. We have the Holy Spirit so we can be witnesses too!

SOW THE SEEDS

Read: Acts 1:1-9; 2:1-11 **Memorize:** Acts 1:8

You are a witness! All those Cubbies you see at club each week have been entrusted to your care. God has given you the privilege of being His hands and feet and voice to these precious little ones. As a Christian, you have the power of the Holy Spirit to be a witness to your Cubbies. Do you grasp the importance of this? You're not responsible for their salvation, but you are responsible for sharing with them the gospel message and living your life so that they see Jesus in you.

Even young Cubbies can share the gospel with others. This lesson begins encouraging them in that direction. Cubbies will also hear about the extraordinary events recorded in the first two chapters of the book of Acts. Think about it — Jesus disappearing behind a cloud in the sky ... wind coming down from heaven ... tongues of fire landing on people's heads. These are the times to emphasize to your Cubbies that everything in the Bible REALLY happened. The Bible is not like one of the storybooks on their shelves at home, with imaginary princesses, superheroes or talking animals (although the Bible does contain a talking animal!). The Bible is the only book we can trust as entirely true, because it was written by God Himself (2 Timothy 3:16; 2 Peter 1:20-21).

As you prepare for this week's lesson, pray fervently for your Cubbies. The Holy Spirit has given you a place of influence as a witness in their lives. Don't take that for granted; but don't be afraid either! What a privilege to show the love of God to these precious children.

SEE THEM SPROUT!

Pray that the Holy Spirit would work through this lesson so Cubbies:

- I. Believe that the amazing events in Acts I and 2 truly happened.
- 2. Know that the disciples' job was to be witnesses who tell people what they had seen and heard from Jesus.
- 3. Start to depend on the Holy Spirit, who gives us power to be witnesses (those who tell others about lesus Christ).
- 4. Thank God that everyone who trusts Jesus as Savior has the gift of the Holy Spirit.
- 5. Optional: Meet or hear about the work of a missionary their church supports and learn that a missionary is someone God sends to be a witness to a certain place or people group.

), _____

(Add a goal the Holy Spirit brings to your mind and heart as you pray for Cubbies.)

COMING IN

(10-15 minutes before club officially starts)

IDEA I: Gospel Book

What You Need

- Construction paper
- Stapler
- Crayons
- Glue sticks
- Set of gospel pictures for each child (resource CD)
- Pairs of child-sized scissors

Children are often braver about sharing their faith than adults. This is a craft that will help Cubbies witness to their family and friends. Ahead of time, fold one piece of construction paper in half for each Cubbie. Give each Cubbie a set of four gospel pictures. Cubbies can color the pictures, cut them out and glue them into the book in the proper numerical order. As they work, read the captions for each picture: I. All have sinned. 2. Christ died for our sins. 3. On the third day, Christ came alive again. 4. Everyone who trusts in Christ will be saved from sin. Let Cubbies practice saying the captions with you. In this way, they "read" the book. Encourage Cubbies to read their books to a friend or family member.

IDEA 2: Talking Disciple Puppet

What You Need

- Scissors for leader's use
- Four-inch (10 cm) circles on Talking
 Disciple Puppet page cut from foam,
 poster board, card stock or construction
 paper (resource CD)
- Clothespins (the kind with springs)
- Markers or crayons
- Tacky glue (or a glue designed for wood surfaces)
- Optional Eliminate drawing and cut facial features from foam for Cubbies to glue on their puppet.

Beforehand, cut out a circle for each Cubbie. Circles should be four inches (10 cm) in diameter. Cut off the bottom third of each circle. Show Cubbies how to draw the side of a face on the larger, top piece of the circle using markers and crayons. Cubbies can draw hair and one eye, eyebrow, nose and ear. The mouth should be drawn across both the top (larger) and bottom (smaller) pieces of the circle. (See the finished craft sample on the Talking Disciple Puppet page.) To make a puppet, lay a clothespin on its side. Glue the larger circle piece to the side of the top piece of the clothespin and the smaller circle piece to the side of the bottom piece of the clothespin so that the puppet's mouth will open when the clothespin is pinched.

Remind Cubbies that the disciples were witnesses for Jesus. The disciples would use their mouths to tell other people what they saw and heard from Jesus. After the puppets dry, let Cubbies form pairs and use their puppets to practice telling each other about Jesus. (Children are often more comfortable communicating through puppets.)

IDEA 3: Building Churches Play Area

What You Need

- Pictures of the land and people from another country
- Blocks

Show pictures from another country. (If Cubbies will learn about a specific missionary during Lesson Time, try to bring pictures from the missionary's country.) Talk about life in that country and the need for the people there to hear about Jesus. Ask Cubbies to use the blocks to build a church for the people in that country.

STARTING TIME (3-5 minutes)

Continue your starting routine. Include the "Cubbies Song," Cubbies key verse, Cubbies motto and the A and C verses along with your favorite visuals, songs and motions.

PUPPET SHOW

(3-5 minutes)

What You Need

- Cubbie Bear puppet
- Katie Collie Puppet

LEADER: Hi, Cubbies! Are you ready to see Cubbie Bear? (Let Cubbies say "YES!") Wait — I can't hear you! Say it louder! Are you ready to see Cubbie Bear? (Wait for the "YES!" again.) OK, let's call him out together. One — two — three! CUBBIE!

CUBBIE (hopping excitedly): Hi, everyone! I'm so happy to see you!

LEADER: We're happy to see you too, Cubbie.

(Have another leader make barking noises.)

CUBBIE: That sounds like my friend, Katie Collie!

(Bring the Katie Collie puppet into view, breathing heavily.)

LEADER: Hi, Katie. Is everything OK?

KATIE (breathless): Whew! I just ran here. I need to catch my breath.

CUBBIE: Katie has many jobs on the farm. One of them is to alert everyone when a car comes in the driveway.

KATIE (breathing normally again): Yes, that's one of my jobs. And I get so excited when I see a car that I can't help but run around and bark!

LEADER: You must get lots of exercise from running so much! Sometimes there are a lot of cars that come to the farm.

KATIE: Yes, especially when it's time to pick the apples. Cars come to the farm every day. I enjoy letting Timothy's mom and dad know when a car is coming. I want to make sure they are ready for their guests.

LEADER: That's a pretty important job! Don't you all think so? (Allow response from Cubbies.)

KATIE: I have other jobs too. When Timothy and Cubbie go exploring, I run in front of them or behind them to make sure they don't get hurt. I also like to chase the train that's on the farm.

LEADER: The one that Timothy and Cubbie ride?

KATIE: That's the one. Sometimes I race beside it to see if I can run faster than the train can.

LEADER: Do you ever win?

KATIE: Sometimes, but not all the time.

LEADER: Cubbie, what's your favorite job at the farm?

CUBBIE: Hmm ... probably picking apples. I like to help Timothy and his dad fill all the baskets. But I got in trouble last time, because I kept on eating all the apples I picked. At the end of the day, my basket was empty!

LEADER (chuckling): Why am I not surprised, Cubbie Bear? I know how much you love apples!

(Katie perks up and stops to listen.)

KATIE: Wait! Did you hear that?

CUBBIE: Hear what?

KATIE: A car is coming! I have to go! I need to let Timothy's mom and dad know that a car is coming!

LEADER: OK, let's all say goodbye to Katie! (Allow Cubbies to respond.)

CUBBIE: I should go and see if Timothy needs help with the apple-picking today.

LEADER: OK, bye, Cubbie. Try not to eat all the apples this time.

CUBBIE: I'll try not to. Bye, everyone!

(Children wave goodbye as the puppets are put away.)

SNACKS (5-10 minutes)

Snacks are optional and can be done at any time during club.

IDEA I: International Snack

What You Need

 A food typically eaten in another country (e.g., shortbread from Scotland, crepes from France, egg rolls from China)

Explain to Cubbies that people who live in other parts of the world often eat different foods than we do. Missionaries (the people God sends to certain people groups or places to tell others about Jesus) get to try new foods when they live in a different country.

NOTE: Make sure your snack is safe and appealing to preschoolers. If you will have a missionary guest, ask the missionary for snack ideas from his or her country of service.

IDEA 2: A Snack to Share

What You Need

• A snack that comes in pairs or is easily shared (e.g., cracker sandwich packs, yogurt cups that snap apart, graham crackers or granola bars to break in half)

Divide Cubbies into pairs and give a snack to one Cubbie in each pair. Show Cubbies how to give part of their snack to their partner. Talk about how God wants us to share the gospel with others too. We share the gospel when we tell others that Jesus died for our sins and came alive again.

SONGS (3-5 minutes)

Songs can be done before or after Lesson Time.

What You Need

- TCII and TCI4 or a construction paper A and C
- Optional Globe

SING:

• "Where Is the A and C?" to the tune of "Where Is Thumbkin?" (from Bear Hug 2). For the first verse, display TCII or a paper A when you sing "Here it is!" For the second verse, display TCI4 or a paper C when you sing "Here it is!"

Where is the A? Where is the A? Here it is! Here it is!
Tell us what it stands for.
Tell us what it stands for.

- ... All have sinned ...
- ... All have sinned ...

Where is the C? Where is the C? Here it is! Here it is! Tell us what it stands for.

... Christ died for us.

Tell us what it stands for.

... Christ died for us.

(Repeat the last two lines but use these words.)

- ... While we were yet sinners,
- ... Christ died for us.
- ... Christ died for us.
- "This Little Light of Mine" Have some flashlights available for Cubbies to shine around the room as they sing.
- "He's Got the Whole World in His Hands" Hold a globe and let it spin as you sing. So Cubbies don't think God is literally holding the world, explain that the song means that God knows everything that happens in the world and we can trust that He is watching over everyone everywhere.

PRAYER (I-2 minutes)

Cubbies, after Jesus went up to heaven, He gave the disciples a helper called the Holy Spirit so they could be His witnesses. When we trust the Lord Jesus as Savior, we also receive the Holy Spirit. Let's pray and thank God for giving us the Holy Spirit to help us be witnesses for Him.

LESSON TIME (15-20 minutes)

What You Need

- Teaching Cards (TC) 14, 16, 99
- Bible with markers placed at Acts I and 2
- Picture of a fire flame (resource CD)
- Optional large fan or materials for leaders to wave in the air to create wind, missionary guest speaker or photos of a missionary, missionary presentation visuals

(Adapt the words of this lesson to fit you and your Cubbies. Open with prayer.)

Today, Cubbie Bear and Katie Collie told us about their favorite jobs on the farm. Do you remember what their jobs are? (Allow response.) Jobs are important! (Display TC99. Prepare to use this card later.) Before Jesus went back up to heaven, He gave His friends, the disciples, a big job to do. What kind of job do you think He gave them? (Allow Cubbies to offer ideas. To build interest, don't tell them if they are right or wrong yet.) Let's see what the Bible says!

(Open your Bible to Acts 1.) Jesus had finished all His work on the earth. It was time for Him to go up to heaven to be with His Father, God. But first, He gave His friends and helpers, the disciples, an important job. He said: But ye shall receive power, after that the Holy Ghost is come upon you: and ye will be witnesses unto Me ... (Pause and look at Cubbies with a confused expression.) Witnesses? But what is a witness? What does a witness do? (Leave the question hanging as you call a Cubbie volunteer, preferably an older or highly verbal Cubbie, to the front.)

Cubbies, our friend, (insert the Cubbie volunteer's name), is going to help me show you what a witness is. (Display TC14 so only the volunteer can see it.) Cubbies, a witness is someone who tells what he or she sees. (Insert the volunteer's name), can you tell the rest of the group what you see in the picture? (Allow the volunteer to share.)

Thank you, (insert volunteer's name)! (Show TC14 to the group.) A witness also shares what he or

she hears. (Whisper the phrase "Christ died for our sins" in the volunteer's ear.) (Insert the volunteer's name), can you tell the rest of the group what you heard from me? (Allow the volunteer to share.)

(Choose a new volunteer and repeat the process using TC16 and the phrase "On the third day, Christ came alive again.")

Cubbies, witnesses are people who tell others what they have seen and heard. The disciples' job was to tell others what they had seen and heard from Jesus. Jesus wanted the disciples to tell everyone that He died on the cross for their sins and came alive again. Jesus wanted them to tell everyone to trust Jesus as Savior.

But Jesus knew His disciples weren't strong enough to be witnesses yet, so He told them to wait for a gift from Him. Then Jesus went up to heaven. (Display TC99 again.) Let's all stand and look at the sky like we're watching Jesus go up to heaven. (You and the Cubbies hold your hands up to your eyes, like you're searching the sky.) Watching Jesus go up to heaven must have been exciting! OK, let's all sit down again. After Jesus went into heaven, the disciples went to the city of Jerusalem and waited for the gift Jesus promised to send.

(Open your Bible to Acts 2.) One day, the disciples were all together in one place. Suddenly, a sound like a strong, whooshing wind came from heaven and filled the whole house where the disciples were sitting.

Optional: To help Cubbies imagine the wind, turn a large fan on high and let Cubbies feel the breeze. If a fan is not available, ask leaders to wave several poster boards or blankets to create wind.

Flames of fire appeared and landed on each disciple. (Hold the picture of the flame [resource CD] above your head.)

Remember, Cubbies, everything in the Bible really happened! This amazing fire from God

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did not hurt the disciples. God sent the fire so they would know the gift from Jesus had arrived! The gift was the Holy Spirit. The Holy Spirit came inside all the disciples and gave them power to be witnesses for Jesus. Remember, what Jesus said in Acts 1:8. (Open your Bible to Acts 1:8 and repeat the verse a few times with Cubbies.)

The disciples began telling people from all over the earth about Jesus. Jesus wanted them to tell as many people as possible!

(Show an excited expression.) Cubbies, guess what! When you trust Christ as Savior, you receive the gift of the Holy Spirit too. That doesn't mean you will hear wind or see fire like the first disciples did. But you will know that the Holy Spirit is living inside you. The Holy Spirit will give you power to be a witness for Jesus Christ.

Cubbies, how can you be a witness for Jesus Christ? (Allow Cubbies to share ideas.) You can be a witness by telling others about Jesus. You can tell people that Jesus died on the cross and came alive again to save us from our sins.

Optional: Bring photos of a missionary or invite a missionary to speak briefly to Cubbies. The missionary can be an Awana missionary or a missionary your church supports, whether a local or foreign missionary. Explain to Cubbies that Christ tells all of us to be witnesses wherever we live, but God sends some Christians out to a certain place or people group to be a witness. These Christians are called missionaries. You or the missionary can explain about the work he or she does to tell others about Jesus. Cubbies will love to see pictures, videos, maps, cultural artifacts or other objects related to the missionary's work.

Cubbies, who is one person you'd like to tell about Jesus? (Encourage Cubbies to think of a friend, family member or person they see every day.) When you see that person next, tell them

something you know about Jesus! Ask the Holy Spirit to help you be a good witness for Jesus. (*Pray and thank God for giving you and the Cubbies the gift of the Holy Spirit so you have the power to be good witnesses.*)

HANDBOOK TIME

(15-30 minutes)

Give each handbook group leader a copy of the Special Day 4 Handbook Leader Sheet from the resource CD.

Special Day 4 Activity Sheet

What You Need

- A copy of the Special Day 4 Activity Sheet for each Cubbie
- Crayons
- Optional orange tissue paper

As Cubbies color the sheet, talk about the job Jesus gave the disciples: to be witnesses that tell others what they had seen and heard from Jesus. Encourage Cubbies to be witnesses too, who tell others about Jesus. Talk about the gift of the Holy Spirit and direct Cubbies to draw an orange flame or glue on an orange tissue paper flame above each disciple's head.

PLAY TIME (15-20 minutes)

IDEA I: Missions Obstacle Course

What You Need

- Boat paddles or blue rug
- Pillows
- Chairs
- Children's crawling tube
- Two jump ropes
- Stuffed animals
- Dolls

Explain that Christ tells all of us to be witnesses wherever we live, but God sends some Christians out as missionaries. These missionaries go to a certain place or group of people to be a witness. Sometimes the people can be far away and traveling may be hard. Lead Cubbies on an imaginary missionary adventure. Pretend to row a boat across the ocean (blue rug or paddles). Walk through a forest (several chairs to zigzag around). Climb over a mountain (pile of pillows). Crawl through the jungle (crawling tube). Wade through a river (two parallel jump ropes). Quietly tiptoe past the sleeping wild animals (stuffed animals). Find a group of people who have never heard about Jesus (dolls).

IDEA 2: "Jesus Loves You" Tag

What You Need

- Bandanas or crepe paper streamers (18 to 24 inches [46-61 cm] long)
- Whistle

Give each child a streamer or bandana. Tell the Cubbies to scatter around the room. Tap some of the Cubbies on the back and tell them to run and tag a friend. They'll tell the friend "Jesus loves you" and give him or her their streamer. Those with two streamers give away a streamer to a new friend who has only one streamer or no streamers. After everyone has traded streamers a few times, the leader can signal by blowing a whistle. Then all the Cubbies throw their streamers in the air and say, "Tell the world that Jesus loves them!"

IDEA 3: Around the Word Children's Games

What You Need

Items will vary

Play a game played by children in another country. For example, let the group break a piñata (Mexico) or play a game of Limbo (Trinidad). Your missionary guest may be able to teach a children's game from his or her country of service. Here's a tag game from Japan: Choose a person to be "It." He tries to tag someone in a silly spot (knee, elbow, ear, etc.). The tagged person is the new "It" but she must run while holding her tagged spot with one hand as she tries to tag the next person. After tagging someone, she runs normally again and can be tagged. Model this game for preschoolers as you explain it.

Since many children of the world play soccer, you could also introduce some simple soccer skills: I. Arrange Cubbies in a large circle. The game leader stands in the middle and kicks a soccer ball to each child. The child tries to kick it back to the leader. 2. Place a large ball in the center of the Awana circle. Cubbies stand outside the circle. They try to kick one or more soccer balls into the large ball and knock it out of the circle.

GOING HOME (5-10 minutes)

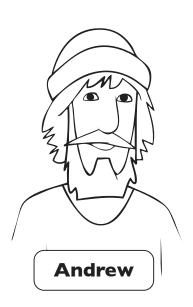
As Cubbies wait for parents to arrive, play Musical Globe. Cubbies sit in a circle and pass an inflatable globe as music plays. Whoever is holding the globe when the music stops, says Acts I:8 or "Tell the world that Jesus loves them."

But ye shall receive power, after that the Holy Ghost is come upon you: and ye shall be witnesses unto Me (Acts 1:8)

NAME:	
,	

Write the name of one person you can tell about Jesus. _____











Basic Instructions: Jesus told His disciples to be witnesses that tell others what they had seen and heard from Jesus. Color Jesus' disciples. Not all of them are pictured here.

Even More Fun: Draw an orange flame above each disciple's head or glue on an orange tissue paper flame. The flames of fire showed that the gift from Jesus had arrived. What was the gift? (The Holy Spirit)

Ultimate Fun: Who is one person you can tell about Jesus? Ask a grown-up to help you write his or her name on the line.