OVERVIEW

lesson 9



BIG IDEA

riendship is the companionship and closeness we have with other people. It is the commitment to help, support and care for others. We are also friends with Jesus who showed his love for all people by sacrificing his life..

KEY VERSES

John 15:13

Greater love has no one than this, that he lay down his life for his friends.

MATERIALS LIST

- copies of Dot Flip Book template
- copies of Blank Flip Book template
- staplers (provided)
- scissors (provided)
- pencils or markers

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LESSON STORY/SKIT



PREPARATION

This short story about true friendship can be acted out as a skit. Narrator - reads the story Grandfather Mario George Lucas Diana 3 or more classmates

LESSON SCRIPT

There was once a boy called Mario who loved to have loads of friends. He showed off a lot, always talking about how many friends he had at school, and how he was so friendly with everyone.

One day his grandfather said to him, "Mario, I bet you a big bag of popcorn you don't have as many friends as you think. I'm sure many of them are nothing more than companions, acquaintances, or partners in crime."

Mario accepted the bet without hesitation. However, he wasn't sure how he could test whether or not his schoolmates were real friends, so he asked his grandpa.

The old man answered, "I have just exactly what you need, it's in the attic. Wait here a minute."

Grandpa left, soon returning as though carrying something in his hand, but Mario could see nothing there.

"Take it. It's a very special chair. Because it's invisible it's rather tricky to sit on, but if you take it to school and you manage to sit on it, you'll activate its magic and you'll be able to tell who your real friends are."

Mario, brave and determined, took the strange invisible chair and set off for school. At break time he asked everyone to form a circle, and he put himself in the middle, with his chair.

"Nobody move. You're about to see something amazing."

And Mario attempted sitting on the chair. Having difficulty seeing it, he missed and fell straight onto his backside. Everyone had a pretty good

LESSON STORY/SKIT



laugh.

"Wait, wait, just a slight technical problem," he said, making another attempt. But again he missed the seat, causing more surprised looks, and a few cat calls. Mario wouldn't be beaten. He kept trying to sit on the magic chair, and kept falling to the ground... until, suddenly, he tried again and didn't fall. This time he sat, hovering in mid-air...

Then it was that he finally experienced the magic that his grandfather had been talking about. Looking around, Mario saw George, Lucas, and Diana - three of his best friends - holding him up, so he wouldn't fall. Meanwhile, many others he had thought of as friends had done nothing but make fun of him, enjoying each and every fall.

And there the show came to an end. Leaving with his three friends, he explained to them how his grandfather had so cleverly thought of a way to show him that true friends are those who care for us, and not just any acquaintance who happens to be passing by. Even less would a friend be someone who takes joy in our misfortunes.

That evening the four children went to see Mario's grandpa to pay out the bet. They had a great time listening to stories, and eating popcorn until fit to burst. And, from then on, they used the magic chair test on quite a few occasions. And whoever passed it became friends for life.

DISCUSSION QUESTIONS

- 1. What is an acquaintance?
- 2. What is a close/best friend?
- 3. How did Mario figure out who his real friends were?
- 4. If you could be popular but have no close friends, or have a few close friends but not be popular, what would you choose?
- 5. Why is it important to have close friends?
- 6. How can you be a good friend to someone else?
- 7. When Jesus lived on earth he was popular because he did miracles. Sometimes 5000 or more people gathered around him. But he had 12 close friends, do you know what they were called? (disciples)
- 8. Of the 12 disciples only 3 of them were Jesus' closest friends. Do you know their names? (Peter, James, John)
- 9. Read Luke 8:51-52 and Mark 9:2-3. Discuss how Jesus invited his 3 friends to witness important moments.





CRAFT

FLIP BOOKS

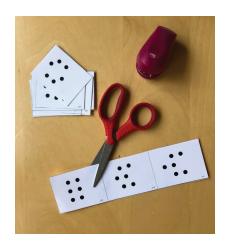
Watch the dots jump, spin and move with these simple flip books. Feeling creative? Make your own flip book!

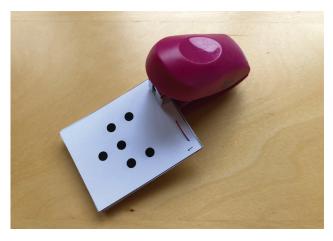
PREPARED FLIP

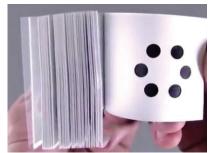
- 1. Cut flip book cards along the lines.
- 2. Stack the cards in order from 1-16.
- 3. Staple the bottom near the numbers.
- 4. Hold the stapled side firmly in one hand, run your thumb along the other side gently flipping the pages and bringing action to the black dots.

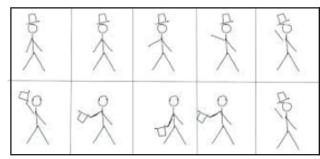
BLANK FLAP BOOKS

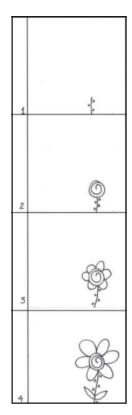
- 1. Cut out the blank numbered cards.
- 2. On page 1 draw a simple picture, perhaps a stick person or a little cat.
- 3. On page 2 draw the same picture in a slightly different position.
- 4. On page 3 alter the position again and so on through all 16 pages.
- 5. Stack them in order from 1-10.
- 6. Staple the bottom near the number.











GAME



DESCRIPTION

Play a variety of games involving chairs!

DIRECTIONS

THRONE

Divide group into teams of 5. One team member sits on a throne/chair. The other 4 team members carry him/her across the play area and back. Team members take turns sitting in the chair and being carried until all 5 members have completed a turn. First team to finish wins!

THRONE OBSTACLE COURSE

This is a timed race. Divide group into teams of 5. One team member sits on a throne/chair. The other 4 team members carry him/her through an obstacle course. The team to complete the course fastest wins!

MUSICAL CHAIRS

Play this classic game using a radio, CD player or musical instrument such as a guitar. Create a circle out of chairs with chairs facing outward. There should be one less chair then there are kids. When the music starts the kids walk around the circle. When the music stops the kids scramble to sit in a chair. Whoever does not find a chair is out. Remove one chair and continue playing until there is one winner.

MUSICAL CHAIRS VARIATION

When the music stops shout one of the following instructions.

Whoever does the wrong thing is out.

SIT - sit in a chair

FREEZE - freeze in place

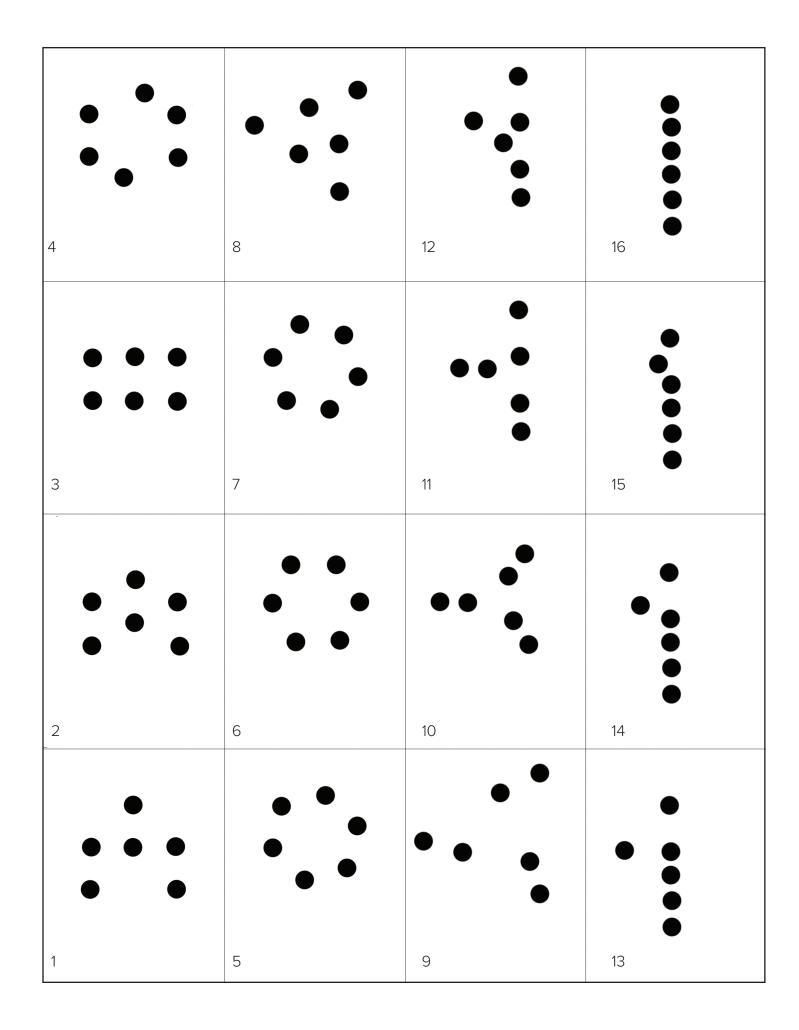
REACH - reach to the sky

BEND - touch your toes

ONE LEG - stand on one leg







4	8	12	16
3	7	11	15
2	6	10	14
1	5	9	13