



# Lesson 19

## A New Kind of Fear

### Large Group Lesson & Games

<p><b>Bible Story</b></p> <p>Jesus Calms the Storm</p> <p><i>John 3:1-17</i></p>	<p><b>Materials</b></p> <ul style="list-style-type: none"><li>• A Bible</li><li>• Four or five sheets of newspaper</li></ul>
<p><b>Bible Verse</b></p> <p>“Fear of the Lord leads to life, bringing security and protection from harm.”</p> <p><i>Proverbs 19:23, New Living Translation</i></p>	
<p><b>Key Teaching Point</b></p> <p>Receive freedom from fear.</p>	



# Large Group Lesson

(15 Minutes)

To prepare for this large group you will need a student to play the role of Jesus and twelve students to play the role of the disciples. Set up a space for the boat in the middle of the room and have the students sit around the boat.

**Today, we are going to go on a journey with Jesus and his twelve disciples across a big lake called the Sea of Galilee. There is something you must know about the Sea of Galilee: the lake was known for having storms come out of nowhere. Let's see what happens when Jesus and his disciples find themselves in a storm in the middle of the sea.**

Instruct Jesus and the disciples to sit inside the boat. Have the remaining students sit around the boat.

**After teaching large crowds near the Sea of Galilee, Jesus and his disciples got on a boat. Jesus told his disciples to cross over to the other side of the sea. Several of the disciples were fishermen, so they prepared the boat and set out for the other side. Jesus was tired after teaching to the large crowds, so as his disciples were sailing, he fell asleep.**

Instruct the student playing the role of Jesus to pretend to fall asleep in the boat.

**Out of nowhere, a storm came down on the lake!**

Have the students who are sitting around the boat make the sounds of the storm. Show the students how to make the sound of rain and wind with their voices and the sound of thunder by clapping their hands. Assign one adult leader to turn on and off the lights for lightning.

**The disciples were terrified, they had never seen a storm so terrible! The winds and the waves were greater than any other storm the disciples had ever faced. The boat was filling with water and started to sink! Not knowing what else they could do; the disciples went to Jesus who was still asleep in the boat and woke him up.**

Direct the disciples wake Jesus up from his sleep.

**Jesus got up from his sleep and told the wind and waves, the thunder and lightning, and the rain to stop, and they listened!**

Instruct the students to stop making the sounds of the storm.

**Suddenly, the winds died down, the waves weakened, the rain stopped, and the clouds cleared, and it was quiet and calm on the water. . .**



Pause to emphasize the peace after the storm.

**After everything was calm and peaceful again, Jesus said to his disciples: “Why are you so afraid? Didn’t you believe that I would take care of you?”**

**The disciples were amazed! They could not believe that Jesus told the storm to stop, and the storm obeyed! The disciples were shocked that Jesus was powerful enough to control the weather but did not yet understand that because Jesus was the Son of God, that he could do such things.**

Gather the students back together again.

**We can count on Jesus to bring us peace whenever we feel afraid because Jesus is the Son of God, the creator of the universe, and he is greater than any storm in the sky and any stormy situation we might face in our lives. When we look to Jesus knowing that he cares for us and is powerful and mighty, what we fear no longer seems so great and terrifying. Instead, we fear God. This doesn’t mean we’re afraid of him in the same way we are of storms or spiders, but it means that we think he’s greater and more powerful than anything or anyone that he created.**

**We’ll talk about what it looks like to receive this kind of fear and how it gives us freedom from our own fears in our small groups today!**

Dismiss children to their small groups.



# Large Group Games

(25 Minutes)

## STORM CHASERS

**Materials:** Four or five sheets of newspaper

Before the game begins, spread out four or five sheets of newspaper around the playing area. The sheets of newspaper will be boats. Choose two students to be the “storm” (IT), and all the rest of the students will try to stay safe from the storm. The storm will chase everyone and try to tag them. If a player tagged, they have “fallen into the sea” and must lie down on their back with arms and legs extended into the air doing swimming motions. When a player has fallen into the sea, four other safe players may rescue her. Each of the safe players will grab an arm or a leg and drag the player onto a boat. As soon as four safe players grab onto the drowning player, all five players are safe from being tagged by the storm. Once the five players make it to the boat, the drowning player is saved, and all five players may stay safely on the boat for no longer than five seconds. The game ends when all the players have been tagged. At this point, choose two new players to be the storm (IT) and play again.

## SHIP TO SHORE

**No materials needed.**

Designate one side of the gym as “ship” and the other side as “shore.” When you call “ship” all the students need to get to that side as fast as possible. The last one there is called out. The same applies when you call “shore.” You may also call the following things, and the last person or group to do the action indicated will be out:

*Captain’s Coming* → Students must stand at attention and salute. They must stay this way until you say “at ease.” If they move before you say “at ease” they are “out.”

*Hit the Deck* → Students must lie down on their stomachs.

*Captain’s Table* → Students must get in a group of four, sit down in a circle, and pretend to eat.

*Crow’s Nest* → Students must get in a group of three students and stand back-to-back with arms linked.

*Man Overboard* → Students must find a partner. One partner goes down on his or her hands and knees. The other partner puts one foot on the first person’s back.

*Jesus Is Sleeping!* → Students will lay down flat on the floor and pretend to snore!

Play continues until there is only one person left in the game.

