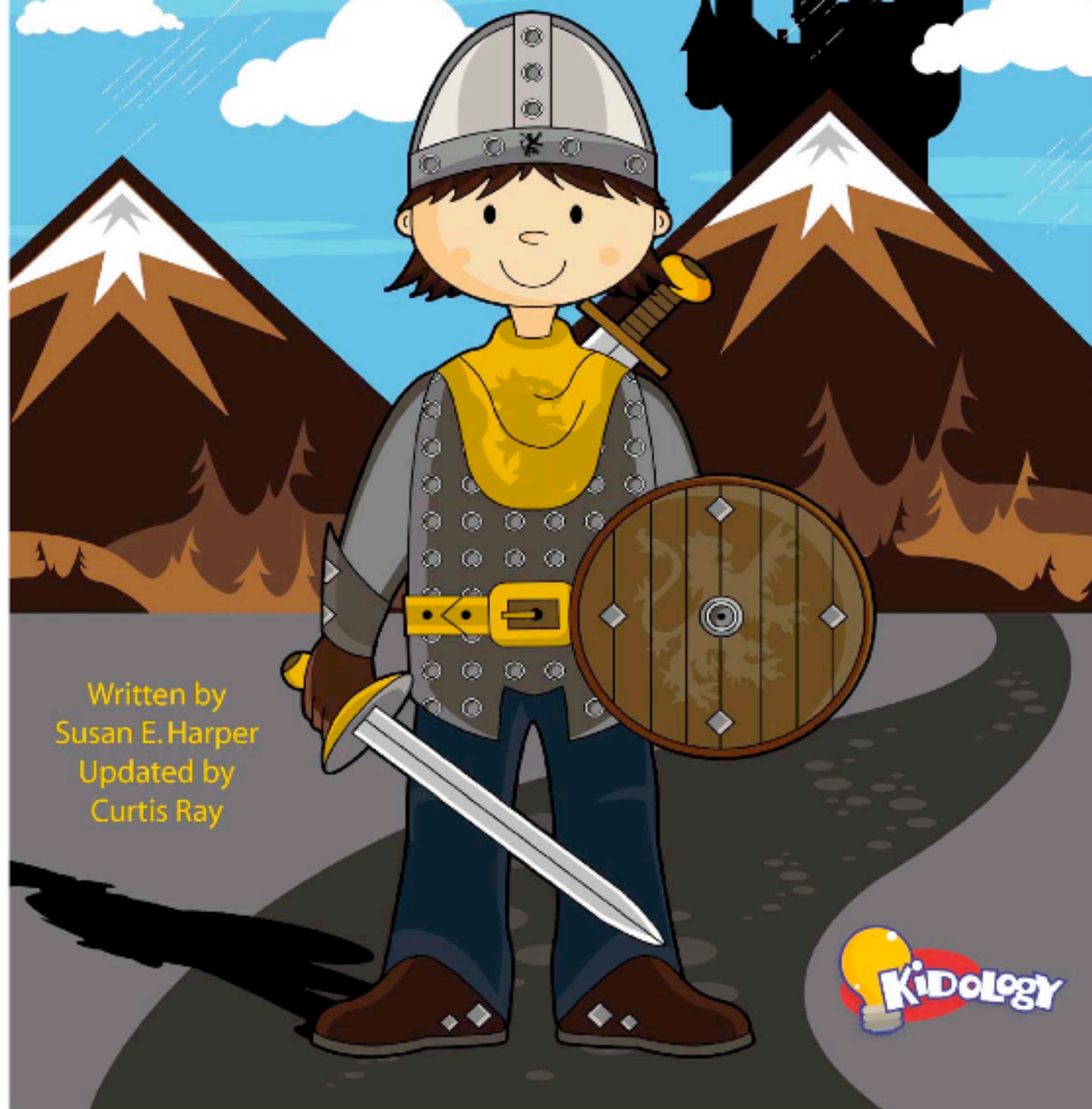


# PRINCE CASPIAN

ADVENTURES IN FAITH

10 WEEK SERIES FOR ALL AGES

BASED ON THE C.S. LEWIS NOVEL III



Written by  
Susan E. Harper  
Updated by  
Curtis Ray



# PRINCE CASPIAN

A TEN-WEEK COMPANION STUDY  
BASED ON THE NOVEL  
BY C.S. LEWIS

**Written by  
Susan E. Harper**

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Curtis Ray**

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**Chapters:** 14-15

**Video:** 47:44 – 55:25

**Memory Verse:** Hebrews 11:1

**Bible Story:** Sower and Seed (Matt. 13:1-9)

## PRINCE CASPIAN ... AN OVERVIEW

LESSON	CHAPTER	BIBLE VERSE	BIBLE CONNECTION	ACTIVITY SUGGESTIONS			BEYOND THE STORY*
				GAMES	SNACK/CRAFT	TRAVEL LOG	
1	Chapters 1-3 Transported Back to Narnia	Jeremiah 29:11	Ruth	Water Steps Pass the Apple Memory Train	Dip the Apple Apple Art Collage or Bk. Quilt*	Who I Am Who I Am	Chronicles of Narnia
2	Chapters 4-5 Introducing Prince Caspian	Romans 10:17	3 Magi	Nuts! Hide and Seek Pass the Word	Royal Peanut Butter Treat Paper Moon & Stars	Prince of Narnia Why Believe?	C.S. Lewis
3	Chapter 6 Old Narnians	1 Peter 1:8	2 Prophets	Scavenger Hunt Narnia Toss Pick One	Fruit Snack Friendship Magnet	Animal Match An "Old" Story	Dwarfs & Fairy Tales
4	Chapter 7 Using Susan's Horn	Romans 3:22	Hannah	Horn Blow Balloon Pop! Bible Verse Horn Pass	For the Road Snack Horn of Faith	ASK GOD Calling God	Allegory
5	Chapter 8 Doubt turns to Belief	Matthew 17:20	Doubling Thomas	Doubt to Belief F-A-I-T-H Pin it Up	FAITH Mobile Tester's Choice	I Believe In ... Turning Doubt Belief	Steps in Faith UNDERSTAND the Message
6	Chapters 9-10 (P. 143) Lucy Sees Aslan	Hebrews 12:2	Jesus & the Children	Lion Tracks "I See Something ____" Bible Verse Hunt	Jar of FAITH Bagel Paw Prints	The Lion FAITH in the Bible	Steps in Faith FEEL the Message
7	Chapters 10 (P. 143) -11 Aslan Makes Himself Known	2 Corinthians 5:7	Samuel	Revealing the Cross Making Crystal Blind Man Bible Hunt	Lion Rubbing Milk & Honey Toast	Connect the Dots Strength of a Lion	Steps in Faith FOLLOW the Message
8	Chapter 12 Evil Overcome	Romans 8:28	Samson	E E Bible Verse Erase	Stone Painting Barley Soup	Good vs Evil Your Choice	Steps in Faith SHARE the Message
9	Chapters 13-14 (P. 210) Defeating Miraz	Ephesians 6:16	David & Goliath	Put on the Armor Double Dodge Ball Bible Verse Sword Drill	Shield of Faith Victory Cookies	Crossword Word Hunt	Focus on Faith
10	Chapters 14 (P. 210) -15 Accepting Aslan's Love	Hebrews 11:1	Sower and the Seed				

## WHEEL OF NARNIA Game

## PRINCE CASPIAN ... THE NOTES

CHAPTER FOCUS	FAITHFULLY FOLLOW GOD'S PLANS CHAPTER NOTES	BIBLE CONNECTION	BIBLE NOTES	THE CONNECTION
Ch. 1-3 Back to Narnia	The Pevensies are pulled back to Narnia. 1. Review Lion, W&W 2. Food & shelter provided 3. Gifts retrieved	Ruth Ruth 1-4	God provided food and shelter for Ruth and her mother-in-law, Naomi	God's plans may not always be clear, but we are to have <b>FAITH</b> He will provide.
Ch. 4-5 Prince Caspian	Caspian tells why he believes in Aslan. 1. Seed planted by nurse 2. Existence confirmed by Dr. Cornelius 3. Tarva & Alambil 3. Public affirmation	3 Magi Mt. 2:1-12	The 3 magi acknowledge Jesus as King of the Jews & realize Herod's plan to destroy the true heir to throne.	God wants us to have <b>FAITH</b> in Him, not the world view.
Ch. 6 Old Narnians	Glenstorm reveals greater plans than Caspian could have imagined. Glen. acknow. C. as King & outlines plan to restore Narnia	2 Prophets Ne 2:1-18; Ezra 3:7-13	Restoring Jerusalem: 1. The Wall (Nehemiah) 2. The Temple (Ezra)	God's plans are bigger than our dreams, we must <b>FAITHFULLY</b> follow.
Ch.7 Susan's Horn	Caspian uses Susan's horn. 1. Caspian & Narnians are in trouble 2. Caspian decides to call on Aslan and the High King for help	Hannah 1 Samuel 1	Hannah calls on God for help and He hears her prayer.	God wants us to <b>FAITHFULLY</b> call on Him for help.
Ch.8 Doubt to Belief	Trumpkin continues to doubt the horn will bring help. 1. Children prove who they are 2. Trumpkin believes and is eager to bring the children to Prince Caspian	Doubling Thomas Jn 20:19-29	Jesus proves who He is to Thomas by showing him the scars on His hands and His side.	If we have <b>FAITH</b> , no matter how small, nothing is impossible.
Ch.9-10 Lucy Sees Aslan	Lucy <b>BELIEVES</b> and sees Aslan, but the others do not and travel into danger. 1. Lucy remembers Old Narnia 2. Lucy sees Aslan	Jesus & Children Mt. 19:13-15	The children recognize Jesus and want to be with Him. The disciples try to turn them away.	God wants us to have <b>FAITH</b> in Him.
Ch.10-11 Aslan Made Known	Aslan tells Lucy to be strong and follow Him no matter what the others do. 1. Aslan calls Lucy 2. Lucy shows the way following Aslan	Samuel 1 Samuel 3	Samuel is called by God and reveals His plan for Israel through His prophet, Samuel.	God wants us to stand up for our <b>FAITH</b> even when it is hard.
Ch. 12 Evil Overcome	Chaos erupts when evil is sought. 1. Evil is revealed 2. Evil is defeated	Samson Judges 16	God helped Samson defeat those who wanted to harm him.	Evil takes many different forms, but <b>FAITH</b> in God will win guide you in overcoming it.
Ch.13-14 Defeating Miraz	High King Peter defeats Miraz and restores Caspian to his rightful throne. 1. Peter prepares for battle 2. The battle	David & Goliath 1 Sam. 17	God helped David defeat Goliath and the Philistines, the enemies of His chosen people.	<b>FAITHFULLY</b> call on God and He will help us defeat our enemies.
Ch.14-15 Accepting Aslan's Love	Some choose Aslan and His way, some choose their own path. 1. Narnians choose 2. Aslan provides a way	Sower & Seed Mt 13:1-9	A farmer scattered seed. Some fell along the path, some fell on rocks and some fell on good soil.	<b>FAITHFULLY</b> call on God and He will help us defeat our enemies.

# Introduction

Welcome to the second companion study written for the children' series **CHRONICLES OF NARNIA** written by C.S. Lewis. In the story of Prince Caspian, you will travel back to Narnia with Peter, Susan, Edmund and Lucy. They are magically transported there by someone blowing Susan's Horn that had been left there when she re-entered the real world through the wardrobe in the first book of C.S. Lewis' **CHRONICLES OF NARNIA**.

As you re-introduce the children in your class to the magical land of Narnia, learn the parallels of this imaginary journey and the meaning of FAITH to those stories of FAITH in the Bible.

Each week you will read a part of this adventure, follow the trail of Lucy and her siblings, hear The Bible story, and relate what you have heard to God's Word through games and other exciting activities. May you enjoy this study as much as I enjoyed writing it.

May it renew your FAITH in those things that are real... but you cannot see.

## Using This Companion Study

Before you even look at the lesson plans found in this study, read **Prince Caspian** or watch the video. Your companion study is written in ten easy to follow lessons (about 1 – 1.5 hours each) which can easily be adapted to a 5-day plan of about 3 hours by doing two lessons in one day. (Be sure to insert a Snack Time in the 5-day plan!)

Each day opens with a review of the adventures of Lucy, Edmund, Susan and Peter up to that point. Then the teacher reads the assigned chapters directly from Prince Caspian or the Chapter Summary found in that day's lesson.

Memorizing Bible verses is an important component of this study. Bible Memory Games are included in each lesson.

For the last lesson in our study, we have a special treat planned! It is a review game called **WHEEL OF NARNIA**. In this fun format the teams of students (and their parents) review the story and win points. This game will be the highlight of the unit.

Above all, enjoy this special time with your students as you study the wonderful world of Narnia through the eyes of C.S. Lewis.

With Love for His Children,  
*Susan E. Harper*

# Introduction to Prince Caspian

Lucy... Narnia... Cair Paravel... Aslan. These familiar names were found in C.S. Lewis' first book of the Chronicles of Narnia, *The Lion, the Witch and the Wardrobe*, and are also found in the second book of the series, *Prince Caspian*. In the later story, Lucy and her siblings are pulled back to Narnia as they sit at a train station in England waiting for the train to take them away to school. The children are now a year older although hundreds of years have passed in Narnia time.

While in Narnia again Peter, Susan, Edmund and Lucy meet a most unusual character ... even for Narnia! He is a Red Dwarf named Trumpkin. After rescuing him from a most certain death, he tells them the story of a young prince named Caspian who is fleeing from his uncle, King Miraz. It seems that this uncle has taken over the throne of Narnia which rightfully belongs to Caspian. The young prince is being groomed to succeed his uncle – until the Queen gives birth to a son. Now King Miraz wants to kill his nephew! But Caspian's old Tutor, Doctor Cornelius, warns the young prince and helps him to escape from the castle and find help from the Old Narnians who have been in hiding for so many years. Before Caspian leaves, the kind doctor gives him the most important treasure in the castle. It is Susan's magic horn that had been lost since she left Narnia when she re-entered the real world through the wardrobe.

*Prince Caspian* by C.S. Lewis is the story of the adventures of the young Pevensies as they travel back to Narnia to help restore Caspian to his rightful place as King of Narnia. This companion study will take us chapter by chapter through this magical tale helping us to understand the meaning behind the story... the meaning of FAITH. Each day we will read a part of this adventure, follow the trail of Lucy and her siblings, hear the Bible story, and relate what we have heard to God's Word through games and other exciting activities.

# Plot summary

The year is 1941. The four Pevensie children, Peter, Susan, Edmund and Lucy, are waiting for connecting trains at a railway station in the course of their journey back to their respective boarding schools when they feel the pull of the magic and are drawn into Narnia and find that more than a thousand years have passed since they reigned there as kings and queens (in *The Lion, the Witch and the Wardrobe*). They arrive at the ruins of Cair Paravel on a small island at the shores of the Eastern Sea. They go exploring in the treasury and discover the gifts they received from Father Christmas. Edmund did not get a gift so he takes a sword; they cannot find Susan's horn, which she left behind on their last day in Narnia. They soon afterwards rescue a dwarf called Trumpkin from certain execution. (It was to have been pretended that he had fallen victim to "ghosts.") Several chapters of back-story follow as Trumpkin acquaints the Pevensies with the current facts.

He explains that much of the old magic has been lost and the land has been "civilized" under the domain of a race of men from Telmar, and that the Telmarines fear and shun the lands around Cair Paravel. The old inhabitants of the kingdom, talking animals and dwarfs and other fantastic creatures, have been driven into the wild and unfriendly parts of the land to live in hiding.

Prince Caspian's nurse is dismissed for telling him stories about Old Narnia. The Prince then gets a tutor, Dr. Cornelius. One night the old man wakes Caspian, ostensibly to show him a rare planetary conjunction on the top of a deserted tower; but in fact to tell him, while they cannot be overheard, that the stories of Old Narnia are true. During the conversation, he reveals that he is half dwarf/half human. Caspian is thrilled but Cornelius urges him to caution, and further such lessons are sporadic and conducted with the utmost secrecy.

Later, Dr. Cornelius awakens Caspian with the urgent news that Queen Prunaprismia has produced an heir and that Miraz (formerly childless, and at least tolerant to the notion of passing the throne to his nephew) would now kill him to assure his own sons succession. Cornelius gives Caspian the magical horn Susan left behind ages before. Caspian flees the castle, but while riding through a forest during a storm, he hits his head on a tree branch and falls off.

A talking badger and two dwarfs (one of them Trumpkin, the other named Nikabrik), who have gone into hiding, find him and take care of him. They show him to the "old Narnians" who invite him to a council of war at the Dancing Lawn. Dr. Cornelius comes to the Lawn and says that the King has been apprised of Caspian's flight and is coming in search of him. The Old Narnians are soon drawn into the struggle against the usurping Telmarine, Miraz, as Caspian vows to be their loyal King. A guerilla war ensues but goes badly. Caspian and the Old Narnians flee to Aslan's How where they set camp. Miraz's army surround the mound of earth that now covers the Stone Table where Aslan died for Edmund, and although this will be a redoubtable stronghold, long-term defeat appears inevitable. With the promise that it will bring magical aid, Prince Caspian blows

the horn of Queen Susan, which (unknown to him) brings the Pevensies to Narnia. Trumpkin says that he'll go to Cair Paravel and see if the four came. En route he is captured, accounting for his arrival at the island after the Pevensies arrive. The back-story concludes here.

After the Pevensies have convinced Trumpkin that, though children, they are nevertheless persons to be reckoned with, the four children and dwarf travel to Aslan's How. On their way they meet Aslan, the great lion. Acting on his direction, Peter, Edmund, and Trumpkin go to the aid of Caspian and fight a hag, werewolf, and dwarf (Nikabrik - his patience with Caspian exhausted) that were thinking of calling upon the evil White Witch, Jadis, for support in the battle. Susan and Lucy aid Aslan as he restores the Dryads, Naiads, Hamadryads, and Silvans and frees them from their bonds so they will have more people for the battle.

The duel ends with Peter winning because Miraz tripped and appeared to be unconscious. One of Miraz's close advisors then declares treachery has been committed, and then battle ensues between the two armies. Lord Glozelle, who had been plotting against him with another advisor named Lord Sopespian before the combat, kills Miraz. At first the Old Narnians were few in numbers but Aslan had awakened the tree- and river-spirits. After an initially fierce struggle, the Telmarines are routed to the Ford of Beruna. Aslan crowns Caspian as King of Narnia. A mouse chieftain called Reepicheep is brought to Aslan, grievously wounded, and Lucy uses her still-viable healing cordial to save his life. But the mouse has lost his tail and he pleads for it; and all his people who are willing to sacrifice their own tails rather than see their leader deprived of his dignity back his plea. Aslan restores his tail, moved by their loyalty and mindful of the kindness that his kind showed him at the Stone Table. The children return to their own world through a door made out of three sticks by Aslan (many of the Telmarines also go through this door to their own world). Aslan tells Peter and Susan that they can never visit Narnia again because they are too old. Caspian reappears (as King Caspian) in the two following books in the series: *The Voyage of the Dawn Treader* and *The Silver Chair*, and makes a brief appearance in the end of *The Last Battle*.

# Character list

**Peter Pevensie** is the oldest of the Pevensie siblings. He doesn't believe Lucy's talk of seeing Aslan at first, but later, Aslan appears and he apologizes. He fights King Miraz in single combat, but during their battle Miraz stumbles and falls and is stabbed to death by one of his own treacherous advisors.

**Susan Pevensie** is the second oldest of the Pevensie children. She doesn't believe Lucy's talk of seeing Aslan at first, but later, Aslan appears and she apologizes. She helps Aslan free the Old Narnians.

**Edmund Pevensie** is the third Pevensie child. He believes Lucy and follows her, mentioning that in their first adventure they didn't believe her and she turned out to be right. He fights alongside Caspian's army of old Narnians.

**Lucy Pevensie** is the youngest Pevensie child. Lucy is the first to see Aslan again. She helps Aslan free the Old Narnians. Her purity helps uncover the plan of Miraz.

**Aslan** is the Lion, and keeps everything on a balance in Narnia. He awakens the Old Narnians and gathers them to fight for Caspian. Later, he gives Reepicheep his tail back, when it has been lost in battle. He also crowns Caspian as the rightful king of Narnia.

**Prince Caspian** is the true king of Narnia, whose evil uncle, King Miraz, has snatched the throne. Caspian gathers an army of the Old Narnians and fights for his crown. Caspian reappears (as King Caspian) in the two following books in the series: *The Voyage of the Dawn Treader* and *The Silver Chair*, and makes a brief appearance in the end of *The Last Battle*.

**Miraz** is Caspian's uncle. He is also a Telmarine like Caspian but is harsh and tyrannical. Although not particularly fond of his nephew, he tolerates Caspian as his heir while his wife is childless, but when his wife bears a son, he intends to kill Caspian, to ensure the succession of his own son. He dies when stabbed in the back by Lord Glozelle during his duel with Peter.

**Queen Prunaprimia** is Caspian's aunt. She is married to King Miraz and during the book she has a child. The birth of an heir leads to Caspian's flight.

**Doctor Cornelius** is Caspian's tutor. He tells Caspian in secret that the stories of old Narnia are true and that he is half-Dwarf. He helps Caspian to escape the castle and later returns to his aid in the forest to help the creatures of Narnia defeat Miraz.

**Trumpkin** is a red-Dwarf who helps Caspian defeat Miraz. When he is captured by Miraz's soldiers and taken to Cair Paravel in exile, he meets the Pevensie children and leads them to Caspian.

**Nikabrik** is a black-Dwarf in Caspian's army. Though at first not wanting to fight alongside Caspian he changes his mind. He wants to fight Miraz by calling up the White Witch, with the black magic of a hag and a werewolf. However, he, the hag and the werewolf are killed.

**Trufflehunter** is a badger who aids Caspian in his struggle. He helps Caspian and saves him from the storm in the forest by taking him into his den.

# Unit Preparation Suggestions

## Preparing Your Lessons

Since the Companion Study of Prince Caspian is a 10-week lesson plan all in one notebook or CD-ROM, there is some preparation needed... but we have made it easy for you! First, everything is REPRODUCIBLE for you to use in your ministry program. (Please do not photocopy any part of it for other churches. Doing that is an infringement on the copyright privileges we have extended to you.) Here are a few suggestions that will help you utilize your time more efficiently.

### Lesson Folders

1. The best way to organize your lessons and to make sure you have everything you need for your class is to prepare Lesson Folders. If you are using the 10 Lesson format, you will need 10 folders. If you are using the 5 Lesson format, you will only need 5 folders. You will be putting everything you need for that lesson in these folders.
2. Write Lesson 1 and the date of that lesson on the tab of your first folder. Write Lesson 2 and the date on the second folder ... and on and on.
3. Read through each Lesson Outline page in the companion study. On these pages you will find instructions for the day's activities. The activities that require advance preparation (ie. photocopies for students or game pieces) are designated under *Teacher's Notes*.
4. Photocopy each designated page the appropriate number of times and place them in the appropriate lesson folder.
5. Place any necessary game pieces and Story Characters (see Preparing Your Classroom) into the appropriate lesson folder.

## Preparing Student Material

Whether you are using this study as a VBS, mid-week program or as a summer program, students feel more connected to you and the rest of the class when they have their own workbook and nametag. In this book you will find a student journal (Travel Log or Coloring Book) that you may photocopy for use within your class. It is important for the students to keep their journals with them throughout the day so they can complete the assigned pages. At the end of the unit, each student can take their Coloring Book or Travel Log home as a reminder of what they learned on their travels in Narnia.

## **Preparing Your Classroom**

Prince Caspian takes the kids in your class back to the magical world of Narnia. In the back of your study, you will find a map you can use to help students visualize where Lucy, Edmund, Susan and Peter traveled through Narnia and met Prince Caspian. Below are the directions for making your own wall mural and story characters:

### **Wall Mural**

1. Photocopy the map on an overhead transparency. (Use a transparency sheet designed to go through a photocopier, making one copy of the map.)
2. Using a regular classroom stapler, staple white bulletin board paper on the wall. You want to cover the whole space that you wish to use for your wall mural.
3. Place your transparency of the map on an overhead projector and project the map image onto the paper. Focus your map so that you can see Narnia clearly on the paper. If you need to make the map bigger to cover the space you want it to, just move the projector back. To focus the map, adjust the knob on the head of the projector.
4. Using a black marker, trace the map onto the paper. Note: If you use a permanent marker, it may “bleed” through the paper and leave marks on the wall. To avoid this, use a crayola marker. (You may want to test whatever marker you do use on a scrap piece of your bulletin board paper to see if it “bleeds” through.)
5. After your map is traced, color it by using poster paints or markers.

### **Story Characters**

1. Photocopy all Story Characters onto white cardstock.
2. Color each Story Character and cut them out. Be sure to write the name of each character on the back of the cutout as well as the first lesson that they appear.
3. File the characters in the appropriate folder for the lesson in which they first appear.
4. When you first introduce the Story Character, use sticky tack to apply it to the wall mural. This way you may move the character along the path to the Celestial City as you proceed with the story.

## **Preparing Name Tag/Award Buttons**

Using the crown master at the back of this curriculum, make a name tag/award button for each student in your class. Make enough copies of the crown master to be sure you have enough crowns for each student plus any guests they may bring. After you cut them out, write their names on the crown. Use a hole punch to put a hole in the top of the crown and put a safety pin through it. These nametags also double as an award button. As students memorize the scripture for the week, have them color in one of the jewels on the crown. Others will be able to tell at a glance who has been hiding God’s word in their heart!

# How it all Works

## Schedule

You have the liberty to create your own schedule. One of the purposes for all of the creative ideas here is for you to make this lesson yours. If you are looking for a schedule, here is an example:

<b>Welcome</b>	10 min.
<b>Chronicles</b>	
<b>Reading</b>	5 min.
<b>Video (time varies)</b>	5 to 20 min.
<b>Bible Story</b>	5 min.
<b>Story Game</b>	10 min.
<b>Connecting Stories</b>	5 min.
<b>Memory Verse Game</b>	10 min.
<b>Small Group Discussion</b>	20 min.
<b>Snacks</b>	10 min.
<b>Crafts</b>	20 min.

## Welcome

When children come to your class they ought to feel welcomed and loved. You as a teacher need to be already prepared to teach your class so that you can spend your time welcoming members and visitors. Greeting families makes a big impact on the parents' respect for your ministry and the children become far more connected to the message that you share each week.

Once the children enter the classroom they should get connected with a leader to get involved in an activity. Encourage the other leaders to interact with the children while they work on the coloring book or the travel log. This is to be a time that all of the kids look forward to when they come to class. Make it feel like they are all one family.

## Coloring Book

Instruct students to write their name on the cover of their coloring book and to color the picture of the train for the first lesson.

## Travel Log

Instruct students to write their name on the cover of their Travel Log and to complete the Train Ticket for the first lesson. After they fill it out, they can share what they wrote with a classmate or the whole class.

## **Chronicles**

### ***Reading the Story***

Be sure to look at the story ahead of time (even if you just picked up this lesson and the class is starting). Reading the story once will make a large difference in communicating the story when you read it to the children. When you read the story, know it well enough that you can read it with some passion. Look for opportunities to raise and lower the volume in your voice. Try to take every opportunity to look at the children. Read the story slowly. Children need time to understand and imagine what you are saying. Reading the story faster will not make it better. Do your best to make the children feel like you are right there watching it happen. Have fun.

### ***Watching the Video***

The video produced by the BBC is safe for any age to watch. The video has a different order of showing the story and has not created all the scenes that are found in the story you read in the lessons. However, the video still illustrates the lesson you are teaching and the exact times for the scenes are provided for you to know when to start and stop the video. You may want to alternate reading and watching the video in order to provide some variety for the children.

## **Bible Story**

Each week the students in your class will be introduced to a person from the Bible who tells them his or her story of faith. Be sure each Bible person dresses for the part and talks with the kids rather than reading to them! (If the Bible person appears in more than one age group, have him adjust his vocabulary to their learning level.)

## **Connection Stories**

Connecting the stories is when you take what the character has shared in the Bible story and connect it to what you have read about the story in the chronicles. Keep the lesson simple and make it applicable to kids' lives today. Be sure to cover the major points that are reviewed at the end of each lesson when students meet for their Small Group Discussions. Keys for connecting the stories:

- Pray about the lesson you are teaching and work on how it applies to your own life.
- Try to interact with the children. Get them involved in teaching using questions, repeating key words, and picking children to stand on stage to represent a character in a story or child you are referring to in the application.
- Be confident in the message – you are telling them God's story, not yours.
- Introduce what they will be covering in the Small Group Discussion.
- Review what you taught the previous week.

## **Games**

Games have two purposes, having fun and learning. Take advantage of this opportunity to teach the children how to work together, build friendships, and make this a way to build a stronger relationship with the children. Show the children how much you love them by playing right along with them. Games are provided to teach more about the Bible story and the Memory Verse. Choose when you find it is best to enjoy these activities with the children.

## **Snacks and Crafts**

Different options are provided for crafts and snacks. Every one of these enforces the lesson giving you more opportunity to reinforce what you have taught in your lesson. Do not underestimate the impact you can make during the craft or snack time. Continually asking questions and providing objects that illustrate will help the children better understand the lesson and how it applies to their life.

## **Small Group Discussion**

Dividing up into small groups provides time to review the lesson and discuss the application with the kids. Small group handouts can be photocopied for each leader of a small group. Be sure every group has a prayer time. Let all the leaders know that this is a great way to show kids you care about them. Ask the children to pray and begin teaching them how. Use prayer diaries to keep record of the prayer requests and keep checking on them until the prayer is answered. For the younger children pick a certain topic for prayer requests each week (pets, family, friends, unsaved, etc.)

## **Prayer Request Journal**

The **Prayer Request Journal** is more than a way to keep a record of prayer requests of your students and when they were answered. It serves two other very important purposes. First it will help each teacher get to know each of his or her students better. The book will help the teacher get to know those things that are important in the lives of each student. Secondly it serves as a visual reminder for each child that they are important to you and what they say is important to you. It will draw you closer together as a small group and will give the child the sense that they are wanted and that your church is a place that they belong. The book may even serve as a model for the older students to have one of their own so they can record their prayers at home.

1. Photocopy the Prayer Request Journal. Make a copy of the title page on cardstock for your cover. Make a copy of “Children’s Ministries Prayer Request Journal” for the inside title page. Copy the actual prayer sheet on the back of it. Make additional prayer sheets by copying the prayer sheet on both sides of five additional sheets. Fold the cover and all six inside sheets in half and staple to

make a booklet 5 1/2 x 8 1/2. Note: If you have a small class, you only need one Prayer Request Journal. If you have a large class, we recommend you have a book for each small group of up to 10 students.

2. Before class begins, write the name of each student in your group on the pages of your Prayer Journal. You may opt to add a picture of the student.
3. During the small group time, ask if there are any prayer requests. When a student makes a request, write it down on their page along with the date the request was made. Ask the group to pray for each request. As the weeks pass, ask the student if his prayer was answered. Record the response and the date it was answered.  
Note: During the week pray over each student in your small group as well as their prayer requests. Let the students see that prayer is an important part of a Christian's life.