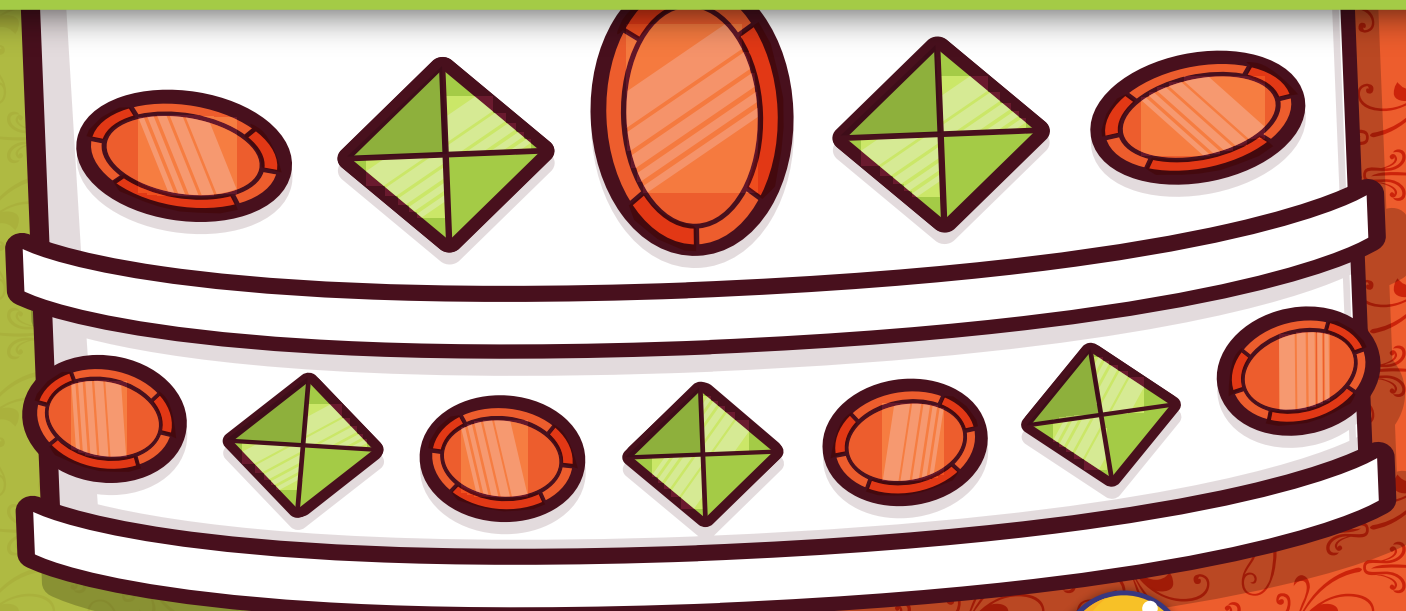


BASED ON THE NOVEL BY C.S. LEWIS



PRINCE CASPIAN

10 Lesson Series by Susan E. Harper & Curtis Ray



PRINCE CASPIAN

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

**Written by
Susan E. Harper**

**Updated by
Curtis Ray**

Caring Hands Ministries
Original Copyright © 1999 by Susan E. Harper

Revised and Expanded
Copyright ©2008 by Kidology Inc.

Protect your integrity and help support our ministry by honoring the copyright of this material. You have purchased a single license copy for your own personal use within your local church ministry. It is not to be shared, loaned or copied for others outside of your own local church as you use the materials.

If you did not purchase this copy from Kidology, we kindly ask that you visit www.kidology.org and purchase a copy for your own use. Thank you.

A Companion Study to PRINCE CASPIAN Adventure in Faith

TABLE OF CONTENTS

Introduction

Using This Companion Study

Unit Preparation Suggestions

How it All Works

LESSON 1: TRANSPORTED BACK TO NARNIA

Lesson: God's plans may not always be clear, but we are to have Faith He will provide.

Application: Trust God to take care of you

Chapters: 1-3

Video: 20:45-24:32

Memory Verse: Jeremiah 29:11

Bible Story: Ruth (Ruth 1-4)

LESSON 2: INTRODUCING PRINCE CASPIAN

Lesson: God wants us to have faith in Him, not the worldview.

Application: Trust God not the world

Chapters: 4-5

Video: 00:00-11:11

Memory Verse: Romans 10:17

Bible Story: Magi (Matt. 2:1-12)

LESSON 3: OLD NARNIANS

Lesson: God's plans are bigger than our dreams, we must faithfully follow.

Application: Trust God's plans

Chapter: 6

Video: 11:12-14:51

Memory Verse: 1 Peter 1:8

Bible Story: 2 Prophets (Neh. 2:1-18; Ezra 3:7-13)

LESSON 4: USING SUSAN'S HORN

Lesson: God wants us to faithfully call on Him for help.

Application: Trust God for Help

Chapter: 7

Video: 14:51-20:45

Memory Verse: Romans 3:22

Bible Story: Hannah (1Samuel 1)

LESSON 5: DOUBT TURNS TO BELIEF

Lesson: If we have faith, no matter how small, nothing is impossible.

Application: Trust God for everything

Chapter: 8

Video: 24:32-25:17

Memory Verse: Matthew 17:20

Bible Story: Doubting Thomas (John 20:19-29)

LESSON 6: LUCY SEES ASLAN

Lesson: God wants us to have faith in Him.

Application: Trust God alone

Chapter: 9-10

Video: 25:18-27:10

Memory Verse: Hebrews 12:2

Bible Story: Jesus & the children (Matt. 19:13-15)

LESSON 7: ASLAN MAKES HIMSELF KNOWN

Lesson: God wants us to stand up for our faith even when it is hard.

Application: Trust God when it's tough

Chapter: 10-11

Video: 27:11-32:10

Memory Verse: 2 Corinthians 5:7

Bible Story: Samuel (1 Samuel 3)

LESSON 8: EVIL OVERCOME

Lesson: Evil takes many different forms, but faith in God will guide you in overcoming it.

Application: Trust God for victory

Chapters: 12

Video: 32:10-40:00

Memory Verse: Romans 8:28

Bible Story: Samson (Judges 18)

LESSON 9: DEFEATING MIRAZ

Lesson: Faithfully call on God and He will help us defeat our enemies.

Application: Trust God for strength

Chapters: 13-14

Video: 40:00 – 47:43

Memory Verse: Ephesians 6:16

Bible Story: David and Goliath (1 Sam. 17)

LESSON 10: ACCEPTING ASLAN'S LOVE

Lesson: Faithfully admit your sins and accept God's forgiveness.

Application: Trust God's love

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	
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*	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	C.S. Lewis
3	Chapter 6 Old Narnians	1 Peter 1:8	2 Prophets	Scavenger Hunt Narnia Toss Pick One	Fruit Snack Friendship Magnet	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	Allegory
5	Chapter 8 Doubt turns to Belief	Matthew 17:20	Doubting Thomas	Doubt to Belief F-A-I-T-H Pin it Up	FAITH Mobile Tester's Choice	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	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	Steps in Faith FOLLOW the Message
8	Chapter 12 Evil Overcome	Romans 8:28	Samson	E E Bible Verse Erase	Stone Painting Barley Soup	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	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 FAITH 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 FAITH 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 FAITHFULLY 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 FAITHFULLY 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 FAITH , no matter how small, nothing is impossible.
Ch. 9-10 Lucy Sees Aslan	Lucy BELIEVES 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 FAITH 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 FAITH 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 FAITH 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.	FAITHFULLY 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.	FAITHFULLY call on God and He will help us defeat our enemies.

Introduction

Welcome to the second companion study written for the children's 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 Sopepian 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*.

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:

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

Lesson 5

Doubt Turns to Belief

Trust God for Everything

Lesson Overview

Chronicles Summary

Chapter 8

In Prince Caspian, Trumpkin was full of doubt. He truly doubted that the Horn would bring help. Although he had heard the stories of Aslan and the two sons of Adam and the two daughters of Eve, he really was not fully convinced they were real. And he certainly was not convinced any of them would come from the past to help them right now! Peter and the other children had to PROVE who they were before Trumpkin would believe.

Video

24:32 – 25:17

Bible Story

John 20:19-29

Thomas was also reluctant to believe Jesus had returned. He loved Jesus very much, but hadn't he seen Him die on the cross? Hadn't he seen them put Him in a tomb and seal it closed with a large stone?

Lesson

If we have faith, no matter how small, nothing is impossible.

Application

Trust God for everything

Memory Verse

"I tell you the truth, if you have faith as small as a mustard seed, you can say to this mountain, 'Move from here to there' and it will move. Nothing will be impossible for you." Matthew 17:20

Teacher's Prayer

Dear Lord, Forgive me. I know I should believe, yet sometimes I need proof that You are there. Sometimes I let fear overcome me. The uncertainty of tomorrow is too overwhelming. The sadness of today is too much to bear. It is during these times I rely on the promises found in Your Word. It is during these times I know you will carry me in your loving arms. Help me to demonstrate my trust in You to my students. Help me to show them there is hope for the future.

Schedule

Welcome
Chronicles
Reading
Video
Bible Story
Story Game(s)

Connecting Stories
Memory Verse Game
Small Group
Snacks
Crafts

Activities

Coloring Book: (Grades K – 2nd)

Travel Log: (Grades 3 – 6)

Story Games:

Doubt to Belief

F.A.I.T.H.

Bible Memory Game: Pin It Up

Snacks:

Taster's Choice

Craft:

Faith Mobile

Small Groups:

Small Group Discussion

Prayer Time

Check Lists

Photocopies

- Coloring Book
- Travel Log
- Bible Connection Scripts
- Doubt/Belief Masters (back to back) for each team
- F-A-I-T-H Masters (copy on cardstock) for each team
- Bible Verse Masters for each team
- Small Group Discussion Handouts
- Prayer Request Journals

Crafts

Faith Mobile

- Faith Master
- Markers
- Thin ribbon
- Hole punches
- Hangers

Games

Doubt to Belief

- 8' Table
- Masking Tape
- Doubt/Belief Photocopies

F-A-I-T-H

- 8' Table
- Masking Tape

Pin It Up

- 8' Table
- Bible Verse Masters
- Safety Pins
- Masking Tape
- Wide Ribbon

Snacks

Taster's Choice

- Varieties of foods to taste (pickles, coconut, gumdrops, chocolate chips, etc.)
- Bag of M&M's
- Tray
- Small cups
- Bowls
- Napkins
- 5-6 Blind folds
- Towel

Bible Story

- Tunic
- Sash
- Sandals on feet

Welcome

When children come to your class they ought to feel welcomed and loved. Make extra efforts to greet the whole family. Provide coloring books and travel logs (depending on the ages of your groups) at your tables along with helpers to assist and connect with them.

Chronicles

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 big difference in communicating the story when you read it to the children.

Doubt Turns to Belief

Chapter 8 Summary

As you might have guessed, the Dwarf telling the story here to Peter, Susan, Edmund and Lucy was none other than Trumpkin himself, so very glad to have been rescued from almost certain drowning and proud to tell his story. There he had been rushing as fast as he could go to get to the castle at Cair Paravel, when the Horn blew with a sound unlike any he had ever heard in all his born days. The whole air was full of the sound of thunder, but longer. It was as cool and sweet as music over water, but strong enough to shake the woods. Realizing he still had a ways to go and was running out of time if he was to meet anyone, he took a big chance cutting across an open field rather than going the long way around under cover of the trees. And, sure enough, he was caught!

Luckily for Trumpkin, the pompous fool in the enemy King's army who was in charge of his fate didn't just shoot him right then and there. Instead, he planned a grand execution by drowning him at the spot rumored to be full of ghosts in a full ceremonial way. So poor Trumpkin was tied up and hauled off in a boat to certain death.

"What time did the Horn go off?" interrupted Edmund, who was very excited and impatient, for obviously the Dwarf had been rescued by Susan's arrow and was alive and well enough to tell the story. And, of course, the Horn had gone off just as the children were at the railway station headed elsewhere. Peter could hardly believe it, but Lucy reminded him that if you believe in magic at all, this is exactly what should have happened.

Poor Trumpkin, looking around at the four children, did not feel he had come to the right place at all for help and suggested he had better head back to Caspian and tell him so. Lucy, however, spoke right up to tell him exactly how stupid she thought he was because the children all knew exactly who they were.

Still, Trumpkin was not convinced, even after having it pointed out in great detail that they were the very same children from the stories of the Old Days. Trying to be as polite as possible, Trumpkin tried to explain, no offense to them, that he was sure Caspian was expecting help in the form of BIG, great warriors.

They might have gotten stuck arguing about this, but Peter took charge and had them all, including Trumpkin, go down into the treasure chamber where they outfitted themselves in battle clothes with swords as quickly as possible, because there was no time to lose. But even dressed in all the right fighting clothes, Trumpkin still did not have faith that the children could be of any use in a fight, so, right then and there, Edmund challenged him to a simple sword fight.

The time spent in that demonstration fight was well worth it, as it was a fight unlike any you have ever seen. Edmund had a little trick up his sleeve (having a lot of experience from his old days in Narnia) and right when it seemed Trumpkin would win, with a flick of his wrist he knocked the sword right out of Trumpkin's hand.

To be fair, and erase all doubt, Peter suggested a bow and arrow match between Trumpkin and Susan. By the time the match was over and Susan the winner, they noticed Trumpkin was wounded badly. Out stepped Lucy with her gift of the little glass bottle of special medicine, and in a moment the wounded shoulder was healed and good as new.

With Trumpkin now a true believer, and no time to waste, they got together a plan to go by sea to meet Caspian at the Stone Table, rather than going the long way around on foot. Having been to Narnia before, the children knew how to navigate the waters to get to Caspian in a short time.

Video: 24:32 – 25:17

Beyond The Story: Four Steps in Faith (for older students)

We have identified four steps in Faith found in our companion study to Prince Caspian. These steps are:

- UNDERSTAND the Message
- FEEL the Message
- FOLLOW the Message
- SHARE the Message

We will study the first step in today's lesson and the other steps in the next 3 lessons.

Understand The Message

The first step in FAITH is to UNDERSTAND THE MESSAGE.

1. What is God's message to us? It is that Jesus Christ is our Lord and Savior.
"For God so loved the world that he gave his one and only Son, that whoever believes in him shall not perish but have eternal life." John 3:16
2. How can we know Jesus? We will know Him by reading about Him in God's Word and by listening to Christian teachers.
"Your Word is a lamp to my feet and a light for my path."
Psalm 119:105
3. What is the result of knowing Jesus? He will be by our side through all things.
"The Lord is my shepherd, I shall not want. ... He guides me in paths of righteousness for his name sake." Psalm 23: 1,3
4. What else does this mean? It means we will live forever in Heaven with God.
"Surely goodness and love will follow me all the days of my life, and I will dwell in the house of the Lord forever." Psalm 23: 6

Story Games

Doubt to Belief

Supplies: see check list

Game Set-Up:

Make a copy of the Doubt/Belief masters (back to back) for each team and place them on the table as diagramed below.

Directions:

1. Divide the class into 2-4 teams. Have them line up behind the starting line.
2. On “GO” the first player on each team runs to the table and turns Doubt/Belief over. He then runs back to his team and tags the next player in line.
3. Repeat Step #2 until all players have completed the relay.
4. The team to complete the relay first wins.



F-A-I-T-H

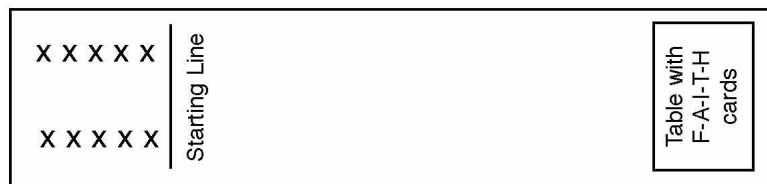
Supplies: see check list

Game Set-Up:

Make a copy of the F-A-I-T-H masters on cardstock for each team. Shuffle them and put them on the table face down.

Directions:

1. Divide the class into 2-4 teams (no more than seven players per team).
Have them line up behind the starting line as diagramed below.
2. On “GO” the first player on each team runs to the table and finds the “F” card.
He runs with the card back to his team and tags the next player in line.
3. The following players pick up “A”, “I”, “T”, “H”, “believing in”, “what we” and “cannot see”.
4. The team to complete the relay first wins.



Bible Story

Doubting Thomas

John 20:19-29

Clothing: Tunic, sash, sandals on feet

Props: None

(Come in walking quickly, looking around as if you are searching for someone.)

(Ask several students ...) Did you see Him? Did you see Him? Was He here? Oh, you must think I am crazy, but I am not. I saw Him today. It really was Him! (Stop and face the class.) At first I did not believe it when the others told me. I was there when they nailed Him to the cross. I saw them drive the nails into His wrists. I saw them drive the nails into His feet. And I saw them pierce His side. I was there when they took down His lifeless body and placed it in the tomb. I was there when they rolled the stone in place. My Savior was dead. My Savior was gone.

I was so afraid! I had followed Him along with the other eleven disciples all over this land. We listened as He taught us about His Father and how to live better lives. I saw how the people listened to Him. They believed Him when He told them about the new kingdom. I heard them shout “Hosanna! Blessed is the King of Israel!” They loved Him... and so did I. But then He was gone.

Then a strange thing happened. The others told me they had seen Him! Can you believe that? I saw Him die and they said they saw Him alive! But I did not believe. They said He came to them one evening when the doors were locked. They said Jesus appeared among them saying, “Peace be with you! As the Father has sent me, I am sending you.” He told them of the Father’s plan for them – how they were to forgive those who sinned and tell others about Him. Well, I did not believe them! After all, I saw Him die. My Savior was gone.

Then a week later, as I was with the disciples, He appeared again! He looked directly at me and said, “Thomas, put your finger here; see my hands. Reach out your hand and put it into my side. Stop doubting and believe.” I looked at Him and said, “My Lord and my God!” He then said slowly, “Because you have seen me, you have believed; blessed are those who have not seen and yet have believed.”

Connecting the Stories

In Prince Caspian, Trumpkin was full of doubt. He truly doubted that the Horn would bring help. Although he had heard the stories of Aslan and the two sons of Adam and the two daughters of Eve, he really was not fully convinced they were real. And he certainly was not convinced any of them would come from the past to help them right now!

The disciple Thomas was also reluctant to believe Jesus had returned. He loved Jesus very much, but hadn’t he seen Him die on the cross? Hadn’t he seen them put Him in a tomb and seal it closed with a large stone?

In our story today, Peter and the other children had to PROVE who they were before Trumpkin would believe. In the Bible we read that Thomas had to be SHOWN the scars on Jesus’ wrists and feet before he believed.

What will it take for you to believe? All it takes is FAITH. If we have FAITH, no matter how small, nothing is impossible.

Bible Verse and Memory Game

**“I tell you the truth, if you have faith as small as a mustard seed,
you can say to this mountain, ‘Move from here to there’
and it will move. Nothing will be impossible for you.”
Matthew 17:20**

Verse Connection

If we have FAITH, no matter how small, nothing is impossible.

Pin it Up

Supplies: see check list

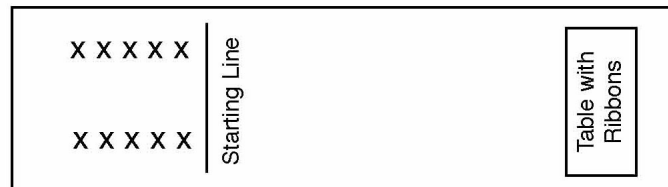
Game Set Up:

Make a copy of the Bible verse for each team.

Cut 3 feet of ribbon for each team. Put the ribbon on the table as diagramed below.

Directions:

1. Divide the class into 2-4 teams. Have them line up behind the starting line. Shuffle the Bible verse parts. Give all players on the team one part of the Bible verse and a safety pin. *Note: The Bible verse parts will NOT be in order of the players standing in line.*
2. On “GO” the player with the first part of the Bible verse runs to their team’s ribbon on the table and pins the Bible verse to it. He then runs back to his team and tags the player with the next part of the verse. (*Instruct players to NOT talk during this relay.)
3. Repeat Step #2 until all of the verse parts have been pinned to the ribbon. When the last player has pinned the Bible reference on the ribbon, he runs with the ribbon back to his team. There the entire team reads the verse.
4. The team to complete the relay first (including reading the Bible verse) wins.



Activate the Story – Snack & Craft Options

Taster's Choice

Ingredients: see check list

Supplies: see check list

Prior to Class:

Put the food into individual bowls and place them on the tray. Put a towel over the tray.

Directions:

1. Get five or six volunteers to be “Tasters”.
2. Blindfold each student and have them choose something from the tray. They can choose something by smelling it, but they cannot touch it or remove their blindfold.
3. Have another student put an item on a napkin for the blindfolded student to taste. Is it the taster’s choice or not?

Each day we are responsible to make wise choices – not blind decisions.

4. Following the lesson, give each student a small cup full of M&M’s.

FAITH Mobile

Supplies: see check list

Prior to Class:

Make a copy of the FAITH master on different color cardstock for each student. Cut five pieces of ribbon (6” long) for each student.

Directions:

1. Have students decorate their FAITH cards using markers. Punch a hole in the top of each.
2. Bend the hanger into any shape you would like. Tie the FAITH cards to it.

Continue to Work on Your Collages and Book Quilts

Divide the class into groups of no more than ten students. These groups will remain the same for the small group discussions and prayer requests.

Small Group Discussion

Discuss the following with your students. Pick those points that are most appropriate for your time limits and the age of your students.

1. How did the children convince Trumpkin they were the Kings and Queens of Old Narnia?
2. How did three of the children use their gifts from Father Christmas to erase Trumpkin's doubt?
3. How did Jesus change Thomas' doubt to belief?
4. Have you ever doubted anything you were told? What happened to make you change your mind?

Prayer Request Journal

1. Ask if there were any answered prayers from last week.
2. Record these answered prayers in your book and date them.
3. Ask if there are any new prayer requests. Record them.
4. Have the group pray for each request made.