

Age-Level Overview

	Open the Bible	Activate Faith
Lower Elementary		
WORKSHOP FOCUS: God wants us to help our neighbors.	SPARK RESOURCES: Spark Story Bibles	SPARK RESOURCES: Spark Story Bibles
GUESS THE PHOTO: Kids make and guess “photo” scenes from the story.	SUPPLIES: None	SUPPLIES: Chairs
WHO IS MY NEIGHBOR? Kids play a circle number game about neighbors.		
Upper Elementary		
WORKSHOP FOCUS: We can help our neighbors.	SPARK RESOURCES: Spark Bibles, Spark Bible Stickers	SPARK RESOURCES: None
WHO AM I? Kids try to figure what name or object from the story is written on their back.	SUPPLIES: None	SUPPLIES: Sticky labels, marker, masking tape, rope or scarves, strips of cloth or bandage rolls
FIRST AID RELAY: Kids will wrap and unwrap bandages during a team relay.		
All Kids		
WORKSHOP FOCUS: Neighbors work together.	SPARK RESOURCES: Spark Story Bibles, Spark Bibles, Spark Bible Stickers	SPARK RESOURCES: None
TIC-TAC-TOE: Kids will complete a tic-tac-toe board by guessing story characters.	SUPPLIES: None	SUPPLIES: Masking tape or chalk, index cards, markers
NEIGHBOR 2 NEIGHBOR: Kids will change partners when the leader calls “neighbor to neighbor.”		



Visit www.sparksondayschool.org for more Spark content. Watch a short Lesson Prep Video that will prepare you and give you confidence to explore this Bible story with the kids you are leading. You will also find a downloadable Family Page for this rotation’s story filled with ideas for families to use to explore this story and live out their faith at home.

Workshop Focus: God wants us to help our neighbors.

Keep these tips in mind as you welcome kids to the workshop and explore the story together.

- Each week, remember to welcome kids to the rotation. Keep in mind that for some kids it may be the first time they are visiting your workshop!
- If kids have heard the story several times during previous weeks, read it again! Kids learn through repetition, and every workshop will explore the Bible story in a slightly different way.
- Remember that the Shepherds are there to support you as they accompany kids each week.
- Be sure to visit www.sparksondayschool.org to download the Family Page for this story. Make copies of it and ask Shepherds to distribute it during the Wrap Up.

Open the Bible (10 minutes)

The Good Samaritan Storytelling

Welcome to Bible Stories and Games. Today we are going to hear Jesus' story about the good Samaritan. One day a man asked Jesus what he needed to do to live forever with God. Jesus told him to love God and love his neighbor. "But who is my neighbor?" asked the man. Jesus answered his question with a story. Let's turn to The Good Samaritan on page 360 in the Spark Story Bible.

Why do you think the man asked his question? Let the kids give their responses.

What happened in the story Jesus told? *(A man was hurt, a priest walked by and didn't stop to help him, a second man came by and didn't help, a Samaritan came by and helped him.)* **Why do you think the other men didn't stop to help the hurt man?**

(They were in a hurry, they didn't want to help, they didn't know what to do, etc.) **Why do you think the Samaritan stopped?** *(He liked to help others, he knew first aid.)*

Who are our neighbors? God wants us to help our neighbors. What are some things we can do to help our neighbors? *(Be nice to new people, help with chores, etc.)*

Spark Resources
Spark Story Bibles

Supplies
None

Activate Faith (25 minutes)

Guess the Photo

Count kids off by twos to form two teams. **In our game today, we are going to work in teams to show what happened in the story of the good Samaritan. Each team will have a turn to create a live picture from The Good Samaritan story. We won't be using any motions in our pictures; we will create a freeze frame, sort of like a photo. The other team will have to guess what picture from the story each team makes.**

Give the teams about 5 minutes to practice; then teams take turns making their "photo" and guessing.

What would you have done if you saw the hurt man? Let the kids answer. **At the end of the story, Jesus asked the man who the good neighbor was. Jesus told him to go and be a good neighbor. What do you think it means for you to be a good neighbor?** Let the kids answer.

Our next game is a fun game about neighbors. Come and sit down in the circle of chairs.

Spark Resources
Spark Story Bibles

Supplies
None

Who Is My Neighbor?

Set Up: Set up chairs in a circle.

Activity Instructions

When everyone is sitting down in a chair, begin your explanation. **Let's count around the circle so everyone has a number. Don't forget your number because you will use it during the game. Here is how the game is played.**

One person will be "It" and stand in the middle of the circle. "It" will go to someone sitting in the circle and ask, "Who is your neighbor?" You can answer in two different ways. 1) You can answer, "Everyone is my neighbor." Then everyone in the circle gets up and moves to a new chair while "It" tries to find a place to sit. 2) OR you can answer another way. You can answer, "My neighbors are numbers 3 and 5" (or whatever two numbers you pick). Then just the kids with those numbers get up and try to switch chairs while "It" still tries to grab one of their spots. Let's be sure that everyone gets a turn to play.

Call out a number for the first person to come to the center of the circle and be "It." Remove one chair so there is one less chair in the circle than there are players. Have "It" go to someone in the circle and ask, "Who is your neighbor?" Continue to play for 7 to 10 minutes. Put the chair back and stand in the center. **What did the good Samaritan do to be a good neighbor?** (*put on bandages, took him to a motel, gave him food and money*) **How does God want us to be good neighbors to others?** Let the kids respond. **Who are some of your neighbors you can help this week?** Let the kids respond

Spark Resources
None

Supplies
Chairs

Send (5 minutes)

Wrap Up

Remind the Shepherds to distribute the Family Page for this story if the kids haven't already received it, and come together for Wrap Up.

Today we heard about a man who asked a question. We heard Jesus' story about the good Samaritan. We learned that God wants us to help our neighbors. I hope you will find ways to help your neighbors this week. Let's say a prayer before you leave.

Spark Resources

Family Pages



Supplies

None

Prayer Time

Dear Jesus,

Thank you for the story about neighbors. Help me be a good neighbor this week.

Amen.

Workshop Focus: We can help our neighbors.

Keep these tips in mind as you welcome kids to the workshop and explore the story together.

- Each week, remember to welcome kids to the rotation. Keep in mind that for some kids it may be the first time they are visiting your workshop!
- If kids have heard the story several times during previous weeks, read it again! Kids learn through repetition, and every workshop will explore the Bible story in a slightly different way.
- Remember that the Shepherds are there to support you as they accompany kids each week.
- Be sure to visit www.sparksundayschool.org to download the Family Page for this story. Make copies of it and ask Shepherds to distribute it during the Wrap Up.

Open the Bible (10 minutes)

The Good Samaritan Storytelling

Welcome to Bible Skills and Games. This morning we are going to hear Jesus' story about the good Samaritan and play some fun games to help us talk about the story. Let's turn to The Good Samaritan in Luke 10:25-37 on page 1145 in the Spark Bible.

Direct kids to specific verses to answer these questions: **What was the first question the man asked Jesus?** (verse 25: "What must I do to inherit eternal life?") **What answer did Jesus give him?** (verse 27: "Love the Lord with all your heart, and with all your soul, and with all your mind, and your neighbor as yourself.") **What was the next question the man asked?** (verse 29: "And who is my neighbor?")

To answer his question, Jesus told a story. Go around the circle and let the kids read one verse each until they have finished the story. **The Samaritan was the good neighbor. Samaritans were from another place and the Jews didn't like them, so it was a surprise that a Samaritan was the one who helped. Who are our neighbors?** Let the kids answer. **What are some ways we can be good neighbors?** Let the kids answer. Give the kids time to use their Spark Bible Stickers.

We're going to play some neighbor games. In the first game you are going to work together to find out your identify. Let's stand in a circle.

Spark Resources

Spark Bibles
Spark Story Bibles

Supplies

None

Activate Faith (25 minutes)

Who Am I?

Set Up: Write the following names of the story characters on masking tape or labels and have them ready to stick on kids' backs as they stand in the circle. You can use some of the names more than once or add other objects.

- Jesus
- The man who asked Jesus a question
- The man on the way to Jericho
- The robbers
- The priest
- The second man who passed by
- The Samaritan
- The innkeeper
- The donkey
- The bandages
- The rock the robber hid behind
- The inn

Activity Instructions

There are lots of characters and some objects in the story of the good Samaritan.

In this game you are going to try to figure out the name of the character or object from the story that is on your back.

Kids mingle around and ask other kids questions about who they are. They can only ask questions that can be answered yes or no. Kids can only ask ONE question of each person until they have asked everyone a question. Then they can go back to earlier kids and ask another yes/no question. Give the kids about 5 minutes to search out their identity. When they find out who or what they are, kids can put their label on the front of their shirt. They can still help other kids.

How hard was it to discover who or what you were? Let the kids answer. **Now that you know who or what you are, I want you to line up in the order in which you appear in the story. See if you can do it without talking.** Point out a spot where the line should start. When kids are lined up, have them call out their identity. Let the kids decide whether everyone is in the right order. **You needed to make choices to line up in the right order. You also made choices when you decided what questions to ask other kids. Who made choices in the story of the good Samaritan?** (*the man who asked the questions, the robbers, the man going to Jericho, the priest, the second man, the Samaritan, the innkeeper*) **Helping our neighbors is a choice we can all make. We can help our neighbors.**

Our next game is a relay. The man in the story used first aid to help the hurt man, so we are going have a First Aid Relay.

Spark Resources

None

Supplies

Masking tape or sticky labels

Markers

First Aid Relay

Set Up: Mark the start and finish lines for the relay.

Activity Instructions

Count kids off by fours to make the teams.

The good Samaritan put bandages on the hurt man. One person from each team is going to stand behind the far line. One by one, the rest of the people on the team will run to that person, wrap a bandage around the person, and run back to the starting line. The last person on the team will run to the bandaged person and unwrap all the bandages. Then both of them will run back to the starting line and everyone will sit down.

When all the teams have finished the relay, gather the kids around you to talk about the game. **The Samaritan helped the hurt man by doing first aid. You can learn to do basic first aid as a way to help others. What do you already know about doing first aid?** Let the kids suggest things they know, or have someone with first-aid training show them simple first aid they can do to help others. Emphasize to kids that when someone is badly hurt they should get an adult immediately. **First aid can be a great way to be a good neighbor.**

Send (5 minutes)

Wrap Up

Remind the Shepherds to distribute the Family Page for this story if the kids haven't already received it, and come together for Wrap Up.

Today we heard about the good Samaritan and played some neighbor games. We can help our neighbors with our hands and with our prayers. I hope this week you will do something to help your neighbors. Let's pray together before we go.

Prayer Time

**Dear God,
Help me do good things for my neighbors, just like the Samaritan did.
Amen.**

Spark Resources

None

Supplies

Masking tape
Strips of cloth or bandage rolls, 36 x 3 inches (91 x 8 cm), 1 for each relay team member

Spark Resources

Family Pages



Supplies

None

Workshop Focus: Neighbors work together.

Keep these tips in mind as you welcome kids to the workshop and explore the story together.

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- If kids have heard the story several times during previous weeks, read it again! Kids learn through repetition, and every workshop will explore the Bible story in a slightly different way.
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- Be sure to visit www.sparksundayschool.org to download the Family Page for this story. Make copies of it and ask Shepherds to distribute it during the Wrap Up.

Open the Bible (10 minutes)

The Good Samaritan Storytelling

Greet the kids by name as they arrive. **Welcome to Bible Skills and Games. Today we are going to talk about neighbors. Let's turn to The Good Samaritan on page 360 in the Spark Story Bible or Luke 10:25-37 on page 1145 in the Spark Bible. I am going to read the story from the Spark Story Bible and you can follow it in your Bibles.** Read the story.

Who was the good neighbor in this story? (*the Samaritan*) **What did you find out about being a good neighbor?** (*Good neighbors stop and help people who are hurt, they help others.*) **Who is your neighbor?** Let the kids name their neighbors. **God wants us to help our neighbors. What are some things we can do to help our neighbors?** (*help them when they are hurt, be nice to them, help them do things, answer their questions, etc.*) Give kids time to use their Spark Bible Stickers.

The first game will help us remember what happened in the story and how the Samaritan was a good neighbor.

Spark Resources
Spark Story Bibles
Spark Bibles
Spark Bible Stickers

Supplies
None

Activate Faith (25 minutes)

Tic-Tac-Toe

Set Up: Mark out the tic-tac-toe board on the floor of your classroom using masking tape or chalk. Each of the nine squares should be 14 x 14 inches (36 x 36 cm). Write the following story questions on index cards (leave out the answers) and put a card face down in each square.

- What happened to the man going down the road? (*was robbed and beaten*)
- Who was the first man to come by? (*a priest*)
- What did the Samaritan do? (*helped the man*)
- What did Jesus tell the man he should do to be forever with God? (*love God with all his heart and soul and mind, and love his neighbor as himself*)
- Where was the man going who got hurt? (*Jericho*)
- Who was the good neighbor? (*the Samaritan*)
- What did the second man who came along the road do? (*passed on the other side*)
- Who was from another place? (*the Samaritan*)
- What does Jesus want us to do? (*help everyone who needs help*)

Activity Instructions

Point out the game board on the floor. Count off by twos to form an X team and an O team. Be sure that there are older and younger kids on each team.

The first team chooses a square and reads the question in that square. If they answer it correctly, a team member stands in the square and makes an X or an O with their arms. If they answer it incorrectly, the other team gets to try. If neither team knows the answer, tell kids the answer and go on to the next question. When one team gets tic-tac-toe, the game is over.

Today's story was about being a good neighbor. Who were the people in the story who were not good neighbors? (*the robbers, the priest, and the other man who passed by*) **Jesus says that God wants us to be good neighbors and love others.**

Why do you think God wants us to love our neighbors? (*because God cares about them, because God loves them, because God needs us to be God's helpers, etc.*)

Our next game is a fun game about neighbors. Let's get in a big circle.

Spark Resources

None

Supplies

Masking tape or chalk

Index cards

Markers

Neighbor 2 Neighbor

Have everyone stand in a circle. **Everyone in the circle needs to choose a partner.** There needs to be an even number of kids in the circle. If one person is left without a partner, ask a Shepherd to play. **I will stand in the middle of the circle and give direction for each pair to follow. For example, I might say “hand to hand” and each pair would touch hands. Next I might say “ankle to ankle” and each pair would keep their hands touching and also touch ankles. When I say “neighbor to neighbor,” everyone in the circle switches places and finds a new partner.** Play the game.

In the story, Jesus told the man to go and be a good neighbor. What are some ways you were good neighbors during the game? (*didn't push or shove, helped younger kids, helped our partners, etc.*) **What are some ways you can be good neighbors when you go home today?** (*help with chores, take care of hurt or sick people like grandparents, don't walk by people who need help, etc.*) **Neighbors work together to get things done.**

Send (5 minutes)

Wrap Up

Remind the Shepherds to distribute the Family Page for this story if the kids haven't already received it, and come together for Wrap Up.

Today we learned that neighbors work together. We learned about the Samaritan who helped the hurt man. We learned that Jesus wants us to work with our neighbors. I hope that this week you will get a chance to help your neighbor. Let's pray.

Prayer Time

**Dear Jesus,
Thank you for the good Samaritan who helped his neighbor.
Help us work together with our neighbors.
Amen.**

Spark Resources

None

Supplies

None

Spark Resources

Family Pages



Supplies

None

