

Bible Story: The Shepherds – Luke 2 : 1-20

Bottom Line: Get ready for the Good News.

Memory Verse: “I move on toward the goal to win the prize. God has appointed me to win it. The heavenly prize is Christ Jesus himself.”
Philippians 3:14 NIV



PLUG IN: (prior to service 10-15 minutes) **Supplies: None**

1. What do you think it's like being a shepherd? Do you think it's a job that people respect?
2. What's the best news that you've ever received?
3. When you get good news, how does that make you feel? What does it make you want to do?

Go to the GARAGE 

CATCH ON:

Review Bible Story (if needed) discussed in Garage time.

The Shepherds – Luke 2 : 1-20

Red Light, Green Light! (25-35 minutes) Supplies: None

Do:

1. Choose one child to be a “shepherd.” Everyone else is a “sheep.”
2. Designate the finish line as “Bethlehem.”
3. The game begins as a regular game of red light/green light. The shepherd calls out “red light,” or “green light,” while the other kids, the sheep, run to the finish line (the designated area known as Bethlehem).
4. Choose a new shepherd and play again as time allows.

Say: “In the story today, what news did the shepherds receive? Good news! It was a regular day, and they were taking care of sheep, until the shepherds heard the good news that Jesus was born. When they heard that news, they had a choice to make. Would they stay with the sheep, or would they make a MOVE? What did the shepherds decide to do with the Good News? They MOVED! They went to Bethlehem. You never know when God is going to ask you to MOVE, But you can **get ready** now. When we are ready, we can make a move when the time is right!”

MEMORY VERSE: (10-15 minutes) **Supplies:** Bible, Verse Stations Activity Page

Move It

Do:

1. Gather in a circle and read Philippians 3:14 several times. Show students how to find the verse in the Bible using the table of contents. Remind them that large numbers are chapters, and small numbers are verses.
2. Lay out the Verse Stations in two lines. Leave plenty of room between cards.
3. Go through one line together as a class. The first person will hop to the first card and read the verse phrase. Then, that person should move to the next card using the method listed under the phrase in parentheses.
4. The first person will move to the next card, and the second person will start. Continue until each person has completed the verse.
5. Next, divide the group into two teams and complete the activity in two different lines. Instead of racing, keep each child at his station until everyone has completed the movements.
6. Play again as time allows, this time include racing between teams, or work through the verse backwards.

Say: “If you think about it, a great way to **get ready** is to pay attention to what God says. When we memorize the Bible, we learn more about who God is and what He wants us to do. The more we know about God, the more we will be able to **get ready** so that we can make the right move at the right time.”

Close in prayer.

REMIND STUDENTS TO GET A GODTIME CARD ONLINE OR AT THE GUEST SERVICE DESK

IF TIME...

Time after diving into and completing the lesson...

Please utilize the **BOTTOM LINE, VIRTUE DEFINITION, or MEMORY VERSE** in the early finisher activities in the cabinet. Choose one or two to always have in your mind prior to using one. No Materials Required.