

GCG Sunday School - 7th April 2024

Lesson Outline



Lesson: Big Problems!
Passage: Job 1-2
Big Idea: God allowed difficulty in Job's life, to show that Job loved God for who he is.
Main Aim: Trust that God is always in control of all things, even when life is difficult.

Please pray for the lesson preparation, that you and the children would be built up by God's word.

Unless you are at the Greenwich service, you will need to bring a **laptop/tablet** to play the videos and songs. If needed, Jonny can provide **a laptop and a Bluetooth speaker**. 😊

Additional resources: [Mustard seeds plan](#), [Grace Church Sermon Series](#)

The Passage

Summary.

Five scenes – three on earth and two in heaven:

1. Job (1:1-5) – Job was blameless and upright, he feared God.
2. Heaven (1:6-12) – first heavenly meeting.
Satan "Doesn't Job only love you because he's rich? Curse him and he'll curse you."
God, "Do it. But don't hurt him."
3. Job (1:13-22) – Job loses his animals, money, house and family, but worships God.
4. Heaven (2:1-6) – second heavenly meeting.
Satan "Doesn't Job only love you because he's healthy? Curse him and he'll curse you."
God, "Do it. But don't kill him."
5. Job (2:7-10) – Job loses his health but does not sin.

For them then.

God is clearly in control of everything that happens. Good and bad.
They could trust that even through suffering, God is in control.

For us now.

God is still clearly in control of everything that happens. Good and bad.
We can trust God that he is in control of all the suffering we see, and all the suffering we feel.
We see this even clearer now, as we have the whole Bible, with Jesus' story to prove it.

The Age Ranges


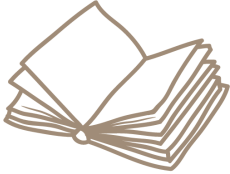



For CW (average age 4-5 years) and Greenwich (average age 6-7 years):
Prepare the lesson for **all ages**. Then prepare your leaders to divide into separate **Sailor** and **Officer** groups for **Heart & Hands** teaching.

Sailors: Ages 3-7

Officers: Ages 8-11

Eltham (Sailors average age: 4-5 years, Officers average age: 7-8 years):
Personalise **all material** for the Sailors or Officers.

The Rough Format.

Get Going 3 min + song	Main Teaching ~15 mins	Heart & Hands ~20 mins	Land The Lesson ~10 mins	Extra Fun Time ~10 mins
				
Welcome & Pray Quick Recap Song	The Big Idea The Main Aim	Activities Discussion	Recap Memory Verse Pray to close.	Optional: Can go mid-session.

Outline Idea



Get Going

Welcome, Pray, Quick Recap & Song

Welcome the children - Connect briefly with the children.

- Ask them a fun question, showing we're interested in their lives.
- Then you could ask them a simple question which will connect loosely with the theme.
 - Sailors - [Do problems only happen to good/bad people?](#)
 - Officers - [Same - personalised for your Officers.](#)

Link: Introduce the book of Job as a true story about a good man who had some very big problems, but an even bigger God.

Prayer

- Let's listen carefully to what God has to say to us today.



Very Speedy Recap - Scroll of time

Last week's big idea: We saw God would save us with his servant.

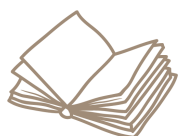
Link: In today's passage, we'll see how we can trust this, Even when life is difficult.

Song

NEW SONG (old song making a return for Job)

Talk through the words and actions before singing.

- <https://www.youtube.com/watch?v=eokdJm2hkXU>



Main Teaching

Teaching the Big Idea & Main Aim.

Have a Bible open throughout for the children to see that we're teaching from God's word, and not from our heads.

Try to get clearly and repeatedly to the Big Idea and Main Aim.

Think about keeping the lesson interactive by asking questions.

- Video for recap after craft.

📺 A Hard Life and a Good God: The Story of Job (Part 1) (Job 1)

- On God and Satan.

Satan means accuser. He is God's enemy. He and God are not friends.

God is clearly more powerful than Satan, in points 2 and 4, he allows Satan only what he permits.

God is fully in control at every step.

- Lesson Points

Alternate between Job's life and the conversation between God and Satan.

Job doesn't know what's going on in heaven, he doesn't know the reason.

Questions as you teach could be: How did Job feel? Why did Satan say that? How much was God in control?

1. Job (1:1-5) – Job was blameless and upright, he feared God.

2. Heaven (1:6-12) – Satan talks to God.

Satan "Doesn't Job only love you because he's rich? Curse him and he'll curse you."

God, "Do it. But don't hurt him."

3. Job (1:13-22) – Job loses his animals, money, house and family, but worships God.

4. Heaven (2:1-6) – Satan talks to God.

Satan "Doesn't Job only love you because he's healthy? Curse him and he'll curse you."

God, "Do it. But don't kill him."

5. Job (2:7-10) – Job loses his health but does not sin.

God clearly has purposes for Job's suffering.

Job doesn't see the reason at the time.

It showed in this case that Satan was wrong. Job truly loved God.

- Brief Application - Main aim expanded.

Sailors: Sometimes in life, we might find it hard to believe God is in control.

Suffering we feel, suffering we see in others.

When sad things happen to us or to the people we love.

We shouldn't say God is bad or wrong.

We can remember that God is in control.

Officers: You could ask the children to think about when they might find it hard to believe that God is in control.

Job suffered greatly, he didn't call God evil. He trusted that God was in control.

Encourage them to pray that God would help them to understand that even sad things in life are not outside of God's control.

- Sailors

*Explain the passage, asking questions along the way. **Keep it clear.***

Repeat the Big Idea and the Main Aim.

*Use the **lesson points above** with the **teaching images**.*

- Visual aid suggestion (Bluetak and the wall)
- *Brief application - Main Aim expanded*

- Officers

*Interactive talk through the text. **Keep it clear.***

Repeat the Big Idea and the Main Aim.

Maybe act it out, or have them draw something, or shout out the best thing they see in the passage, make a puppet show using paper and card, go for a walk outside.

- *Use the **lesson points above**.*
- *Brief application - Main Aim expanded - With questions.*



Heart and Hands

Think more about the Main Aim with: Activities and discussion.

Activities - Craft or worksheet

- Sailors - *Craft - Colour, cut out the triangles,*

Fold in the corners of the square and stick on the triangles.

Letters "N", "E", "S" and "W" on the triangles will help you get the right location for each.

- Officers - *Worksheet*
- Extra games - *In the GDrive.*

If you finish craft early, you may want to play a game with the remaining time.

Discussion - What would it look like to believe the Main Aim?

Think through with the children what the Main Aim means for our lives.

- Talk through the Main Aim further.
 - Sailors - *Go further than Brief Application.*
 - Officers - *Go further than Brief Application, with questions to provoke thought.*



Land the lesson

Bring everything together with: Recap, Memory Verse and Prayer.

Scroll of time update

Memory verse



“Even if you have been banished to the most distant land under the heavens, from there the Lord your God will gather you and bring you back.” Deuteronomy 30:4 (NIVUK)

Ideas for learning the memory verse. I will provide the verse on laminated paper with Blu Tack.

- Sailors - **Song and actions are available here. (Sent on Whatsapp for now)**
- Officers - If capable, they can come up with a rap/ spoken word for the verse. They can repeat and improve it each week.

Pray

Encourage the children to pray with you about the Big Idea and Main Aim.

They could **thank/praise God** for it or **ask for help** in believing it.

- Sailors

You could ask for hands up/ thumbs up for those who would like to pray.

You could suggest “Popcorn prayers” - really short prayers. Or “Arrow prayers” - We all shoot up like an arrow at the end. Or you could try the idea we use with Officers.

- Officers

You could pass an object, like a Bible, around the room. When a child receives the Bible, they can choose to pray in their head or aloud.



Extra fun time.

An optional game, which can be played mid-session.

Game idea. Feel free to play something different!

- Sailors - **Run to the corners.**

Using the Game Idea printout. Cut into 4 and place the corners in each corner of the room.

Play music/ have the children walk around.

Call out “Camels!” or “Sheep!”, the children have to run to it.

Or do the opposite, when you call it out, they have to run to the other images.

- Officers - Use idea above or feel free to think of something fun.

Or: Number children 1 to however many.

Number 1 starts by slapping knees twice and then clapping hands twice.

On the first clap, the king says his own number and then the number of someone else in the group.

The beat continues and that person must then say their number followed by someone else’s. e.g. “2, 5”; “7, 6”; “4, 2”.

The game continues in this way until someone makes a mistake or misses the beat.

You can then swap chairs and renumber people.

Link (not super-important): Not much this week!

Sign out with Take Home Sheets

- While signing out with Rollcall, Take Home sheets will be provided to carers and parents about the children’s lesson.

Final notes

The following items will be printed for you and brought to the lesson:

- Main teaching pictures and materials.
- Activities: Sailors craft and Officers worksheets.
- Memory verse, laminated.
- Take Home Sheets.

Additional materials will be available:

- Craft materials.
- Pens, paper, glue, scissors.