

GCG Sunday School - 14th April 2024

Lesson Outline



Lesson: A Bigger God!

Passage: Parts of Job 38-42

Big Idea: The Lord blows Job's mind. Job was wrong to question the Lord and right to be quiet!

Main Aim: Trust with our mouths that the Lord is Boss of all, even when sad things happen.

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. 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 - Job, God, Job, God, Job.

1. Job (13:23-24; 23:3-6; 24:1) - Context. Job starts to question God.
2. God (38:1-3ff) - Answer my mind-blowing questions! I am The Good Boss of creation.
Where were you when..? v4, 8, 12, 16, 19, 22, 25, 28..!
3. Job (40:3-5) - Answers rightly - I'm so small, I'll shut my mouth.
4. God (40:6-9ff) - Answer my mind-blowing questions! I am The Good Boss of evil.
(40:15, 41:1) Are you the Boss of Behemoth and Leviathan? (Chaos and evil.)
cf. Isaiah 27:1; Job 1:12, 2:6
5. Job (42:1-6, 10-17) – Job repents, and is blessed more than ever before.

For them then.

Job learnt the hard way that God is Boss of all. We can learn his lesson today.

For us now.

We would be wrong to question God, suggesting that he is weak or bad.

We can trust the mind-blowing things God says about himself, that he is in control of all, even of evil. So when sad things happen, we can be ready to speak well like Job finally did in 42:1-6.

The Age Ranges


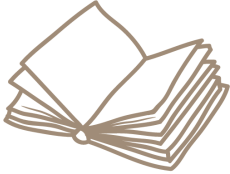



For CW (average age 4-5 years) and Greenwich (average age 6-7 years):
Prepare the lesson for **all ages**. Then prepare your leaders to divide into separate **Sailor** and **Officer** groups for **Heart & Hands** teaching.

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 - [Who is the biggest boss you know? Parents/ Carers? Teacher?](#)
[What are they boss of? You? Your class? Your school?](#)
 - Officers - [Same - personalised for your Officers.](#)

Link: The book of Job is a true story about a good man.
He's not sure if the Lord is a good boss.
We'll see what happens...

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 Job knew that God was good.

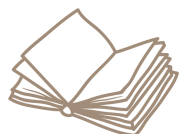
Link: In today's passage, we'll see that Job isn't so sure anymore...

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.

📺 Cover Your Mouth: The Story of Job (Part 2) (Job 38-42)

- On God, Behemoth and Leviathan. (Job: 40:15ff, 41:1ff)

Christians disagree over what Behemoth and Leviathan are. That's ok.

Some say they're real animals, (or a hippo/crocodile) showing that the Lord is in charge of creation, even the big stuff.

(This would make [point 4](#) the same as [point 2](#).)

I and others think that Behemoth and Leviathan represent chaos and evil.

So, since the Lord has them on a fishhook, they can only do what the Lord permits them to do.

Just like Job 1:12 and 2:6 where Satan is only allowed to do what the Lord permits him to do.

(This makes [point 4](#) an expansion and progression from [point 2](#).)

- Questions to ask while teaching.

How did Job feel? Was Job right to feel that way?

How much is the Lord in control? How would you feel if the Lord asked you that?

- Lesson Points

We want to show God's mind-blowing greatness, revealing that he is the ultimate boss in charge of all.

Choose highlights from [points 2 and 4](#), corresponding to the teaching images.

I suggest teaching in five scenes - Job, The Lord, Job, The Lord, Job.

1. Job (13:23-24; 23:3-6; 24:1) - Context.

Job started out ok. (We'll remember from last week that he did trust the Lord.)

But Job starts to question the Lord, wanting answers. Use the verses.

He's saying, "Is the Lord really the boss? Is he really a good boss?"

2. The Lord (38:1-40:2) - Answer my mind-blowing questions!

The Lord appears to Job in a whirlwind. Wow!!

I am The Good Boss of creation!

Let me ask you questions, see if you can answer!

Where were you when..? v4, 8, 12, 16, 19, 22, 25, 28..!

Am I ever wrong? 40:1-2.

3. Job (40:3-5) - Says rightly - I'm so small, I'll shut my mouth and stop asking bad questions.

4. The Lord (40:6-9ff) - Answer more of my mind-blowing questions!

The Lord appears to Job in a whirlwind. Wow!!

I am The Good Boss of evil.

Let me ask you questions, see if you can answer!

(40:15, 41:1) Are you the Boss of Behemoth and Leviathan?

They're incredibly scary.

5. Job (42:1-6, 10-17) – Job repents, and is blessed more than ever before.

We can trust the mind-blowing things that the Lord says about himself.

The Lord is in control of all, even of evil.

So when sad things happen, we can be ready to respond well like Job in 42:1-6.

Extra: God might not bless us now like he blessed Job, but there is certainly future blessing to come. 2 Corinthians 5:1, 6-7.

- Brief Application - Main aim expanded.

Sailors: Sometimes, we might want to ask God questions, thinking he's not really the Good Boss.

Sad things happen, we see sad things happen to others.

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

We shouldn't say God is bad or wrong.

We should keep our mouths shut for bad things about God.

We can remember that God is in control. He really is the Good Boss.

Officers: You could ask the children to think,

When do we find it hard to believe that God is the Good Boss?

When might someone want to say that God is evil or not in control?

How might we want to say bad things about God when sad things happen?

Job found out what God is really like.

So he kept his mouth shut from saying bad things about God.

He trusted that God really was the Good Boss.

How can we remember what Job learned?

- 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 (Using Bluetak and the wall)

Page 1. Context. Job doing well, then losing everything.

Page 2. Job's speech and blessings.

At the start he says God is a good Boss.

Later he questions this.

Then he shuts up

Then after God speaks again, he repents fully.

Then he's blessed.

Page 3. THE LORD SHOWS UP

Page 4. The Lord speaks from a whirlwind!! Job 38:4-40:2 highlights

The Lord's questions:

Are you the boss of the earth?

The sea?

The weather?

The strongest animals?

Page 5. The Lord speaks again from a whirlwind!

The Lord's questions:

Are you the boss of the scariest monsters, behemoth and leviathan? (Chaos and evil?)

- *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 Lego figures

- *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 - Cut and stick flaps to tell the story. Glue grey bits to grey.*
- 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 can be sent on Whatsapp.
- 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 - First one to laugh, loses.

Put the children into pairs and have them sit facing each other.

The children must look at each other and be quiet, not laughing.

The first one from each pair to laugh, loses.

Losers move one pair to the left, if you're at the bottom already, stay there.

- Officers - Ninja in silence.

If you speak, you're also out!

Players stand in a circle and take turns making quick, stealthy movements to "attack" other players by swiping their hands. Players can only move one body part at a time, and the goal is to eliminate other players by touching their hands. The game is played silently, and players must react quickly to defend themselves.

 [ULTIMATE NINJA](#)

Link (not super-important): Job became silent.

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.