



Talk 5

Following Jesus (Luke 5:1-11)



Big Idea

Jesus came to call people to follow him.



Faith in Kids looks like

Children who trust that following Jesus is the best decision they can make.

You will need: Table (sturdy so it can be sat on), blue tablecloth/sheet, chair, small inflatable boat or a cardboard cut out, 2 blankets to be fishing nets, cushions/pillows, Blu Tack, a large sheet of paper with 'Following Jesus' written on it, marker pen, sheets of paper with the following words on (each on a separate sheet) - 'God', 'Us' and 'Sin'.

Set up in advance: Drape the tablecloth/sheet across the table, hanging in front so you can't see behind the table. Place the boat on the table with a blanket inside it. In the other blanket, place the cushions/pillows in the centre and tie the corners together so it looks like a net full of fish. Place it on the chair behind the table so it can be reached from the boat, but can't be seen by the children.

Powerpoint slides: Pictures of famous people (choose singers/sportspeople who the children know and like), talk points.

Space for notes

(Slide of famous people.)

These people have a lot of followers. **(Give numbers of their followers of YouTube/Instagram.)**

Why do you think so many people follow them? **(Take answers.)**

Space for notes

These people are really good at what they do - that's why people love to follow them. We enjoy listening to them sing or watching them score an amazing goal. We follow them because we want to be impressed by what they will do next.

Today's story is about Jesus' first followers. He didn't have a YouTube channel or Instagram account so his first followers actually followed him everywhere he went! We're going to find out what he did that made them want to leave everything to follow him.

Today's story starts with Jesus next to a lake. He was teaching people about God. The crowd kept getting closer and closer because they all wanted to hear him. So Jesus hopped in a boat and asked the fisherman to take him out onto the water.

(Climb into the boat on the table.)

Now he could teach the people without them all landing up in the lake. When Jesus had finished teaching, he turned to Simon, the fisherman, and told him to take the boat into deeper water. Jesus said, *'If you will put your nets in the water, you will catch some fish.'* Simon, the fisherman, had already been out all night and hadn't caught anything. He said to Jesus, *'Master, we worked hard all night trying to catch fish, but we caught nothing. But you say to put the nets in the water; so I will.'*

Simon didn't seem confident about catching any fish. But he did as Jesus said and threw the nets in the water. **(Throw the empty net/blanket behind the table.)** When they pulled them out, they were so full of fish they had to call another boat to help them. **(Pull up the full net/blanket into the boat.)** →

Space for notes

Earlier that day, they'd come back with empty boats. Now, the boats were so full, they started to sink. **(Climb out of the boat and pretend to pull it to shore.)**

Imagine the excitement as they got back to shore – you'd expect high 5's all round, shaking Jesus' hand and joking that he could come fishing with them every day.

But that's not what happened. Simon did something a bit strange. He bowed down in front of Jesus and said, *'Go away from me, Lord. I am a sinful man!'* **(Act this out.)**

When he saw what Jesus did, he was afraid of being near him because sin keeps people far from God.

1. Sin keeps people far from God

(Slide of talk point)

In all the stories we've heard about Jesus, we've seen that he is God. And in this moment, it's like Simon saw that too. He probably didn't fully get it. But he saw that Jesus did what only God can do. And that made him afraid. Because he knew that sinful people couldn't be near God. Simon was sinful and so are we. God is perfect and he can only be near perfection. That's why sinful people can't be near God.

(Slide of famous people.)

Normal people, like you and me, can't get close to famous people. They have security teams that keep us far away. We can watch them on a stage or in a stadium but we can't get close to them.

Space for notes

It's a bit like that with us and God. **(Stick up 'God' and 'Us' signs with a gap between them.)** We can't get close to God because of our sin. **(Stick the 'Sin' sign between 'God' and 'Us'.)** God is different to us – he is perfect and there is no wrong in him so he can't be near sin. Our sin stops us from getting close to God.

But Jesus changes that for us. He came to earth so people can get close to God. **(Remove 'Sin' and move 'Us' next to 'God'.)** Jesus didn't tell Simon to get away from him, he did the opposite – he invited him to be near him. Jesus called Simon to follow him.

2. Jesus calls people to follow him

(Slide of talk point)

'Jesus said to Simon, "Don't be afraid. From now on you will be fishermen for men." When the men brought their boats to the shore, they left everything and followed Jesus.' (Luke 5:10-11)

Jesus showed Simon and the fishermen why he should be followed. He showed them his power when he filled their nets with fish. He showed them who he was so they would trust him. He showed them that he was worth more than what they'd leave behind. Jesus gave Simon a choice – keep fishing for fish, or follow him and fish for people. Jesus wasn't saying Simon would chase after people with a big net **(throw a net/blanket over a leader).**



Space for notes

He wanted Simon to help him call more people to follow him. That day, Simon chose to follow Jesus. He could see that Jesus was worth more than anything else he had in life. From that day, he went everywhere with Jesus. He was one of Jesus' closest friends. He fished for people, just like Jesus said he would - he told them about Jesus and many chose to follow him too.

(Slide of famous people.)

What would you do if your favourite singer or footballer invited you to spend a day with them? You'd cancel all your plans that day and enjoy every minute with them. Being with them is better than just watching them from far away.

Jesus invites us to spend everyday with him. He calls us to be close to him, to follow him. We have to choose if we will follow him like Simon did. Following him doesn't mean we have to leave our home and our families. But, following him does mean we live differently.

(Write the different reasons up on the 'Following Jesus' sheet as you go through them.)

Following Jesus means...

- he is number 1 in our lives - not the footballer, singer or ourselves.
- we listen to him and copy him because he knows the best way to live.
- we are friends with God because Jesus deals with our sin.
- we have the best friend ever because Jesus cares about us, loves us and is always with us.
- we tell other people about Jesus so they can follow him too.

Space for notes

Jesus calls all of us to follow him. Simon left all he had. But he gained everything by following Jesus. Jesus calls us to follow him. We have to make a choice. Will we follow Jesus or stay far away from him? Can you see that following Jesus is worth it?

(This could be a good opportunity for a leader to give a short (1-2 minute) testimony or explanation about why they chose to follow Jesus.)

Pray to close.

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'All for the glory of God alone' (1 Corinthians 10:31)



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Discussion Time
Talk 5: Following Jesus
(Luke 5:1-11)



Big Idea

Jesus came to call people to follow him.



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Children who trust that following Jesus is the best decision they can make.



Did you spot it?

1. What was Jesus teaching the people about?
2. What miracle did Jesus do?



Work it out.

1. How did Simon respond to Jesus after the miracle? Why do you think he did that?
2. What did Jesus call Simon to do? Why?



Live it Out.

1. Do you think Jesus is worth following? Why?
2. Think of a time when you missed out on something you wanted. Maybe you didn't get picked for the team, got left out by your friends, or wanted something someone else had. What difference does following Jesus make when something like that happens?



Pray.



Worm Race Relay

You will need: Sleeping bag, masking tape and a timer.

Set up: This activity works best on a smooth/non-carpeted floor. Make 2 short parallel lines on the floor with masking tape, about 5-8 metres apart.

- The aim is to wriggle across the floor while inside a sleeping bag.
- This is a relay style game. Divide the team in 2 - half sit behind one line and the other half behind the opposite line.
- The first child climbs into the sleeping bag - all of their body must be inside. They then wriggle from behind their line, across the floor until they are behind the opposite line. No crawling on



Activity Pack 5

Gone Fishing

hands and knees - only wriggling or bending knees to propel them forward in a worm like action.

- The child switches with the next child and the relay continues until each child has wriggled across the floor. If you have uneven numbers of children in teams, let some children go again so each team covers the same distance in the game.

Scoring: Time each team and allocate points in order of fastest to slowest.

Safety: Check the floor is clear of any sharp things that could snag the sleeping bag and hurt a child.



Flip the Fish

You will need: Inflatable fish pool toys (or balloons), masking tape, swimming flippers (borrow don't buy!) Alternatively, use cut out flipper shapes from thick cardboard/old boxes or kitchen spatulas).

Set up: Use the masking tape to mark 5 parallel lines on the floor, each about 4 metres long, to be a scoreboard. Mark the first 2 lines 2 metres apart, with a gradually decreasing gap between the remaining pairs of lines. Inflate the fish.

- The aim is to score points by flipping the fish over your head and onto the scoreboard with the flipper.
- Pair up the children along the starting line. Give each pair a fish and a flipper.
- One child in each pair holds the flipper and stands with their back to the scoreboard. Their partner faces them while holding the fish. There needs to be about a metre between them. The child throws the fish to their partner who has

to hit the fish with the flipper so it goes over their head and behind them to land on the scoreboard. Two-handed, underarm throws only.

- One of the pair must collect the fish, then the children swap places and have another go. They keep going until the team's time is up.
- Have enough fish and flippers for the whole team to play at the same time.

Scoring: Allocate points to the different sections on the scoreboard. Fish landing in the largest section (between the first 2 lines) score the least points with scores increasing as the sections get smaller. The leader must keep track of scores each time a fish lands on the board.

Safety: Make sure the children in the pairs leave enough space between them so the fish-throwing child doesn't get hit with the flipper.





Fish Food

You will need: Strawberry laces, gummy worm/snake sweets, paper plates, disposable tablecloth, hand sanitiser and a timer.

Set up: Place the table cloth on the floor.

- The aim is to eat the strawberry lace to get to the gummy sweet that is tied to the end of it, without using your hands.
- Get the children to kneel around the tablecloth. Sanitise their hands and then give them each a paper plate, strawberry lace and gummy sweet.
- They tie the sweet to the end of the strawberry lace and place it on the plate. Leave the free end of the lace accessible so they can pick it up with their mouth. Place the plate on the table cloth away from the edge.
- This game could be over very quickly - play as a relay and time how long it takes the whole team to complete the game.
- Place hands behind backs. The first child picks up the free end of the lace with their mouth and eats it to get to the gummy sweet.

When the gummy sweet is in their mouth, the next child can begin. If you have a very large group, leave a 15 second gap between children starting so everyone gets a turn and the children aren't waiting for too long.

- If the lace or sweet drops on the plate it can be picked up again - no hands allowed! If it lands on the table cloth, don't let them pick it up with their mouths. They can move it to the plate with their hands first and then pick it up off the plate with their mouth. Laces or sweets that fall on the floor should be replaced by new ones.

Scoring: Time each team and allocate points in order of fastest to slowest.

Safety: Check for food allergies/intolerances before playing the game.

To avoid choking, give clear instructions that the lace must be eaten/pulled into the mouth with teeth, tongue and lips and not by sucking it up with a deep breath.



Fishers of Men

You will need: Masking tape, coat hangers (wire hangers have the best hooks for this game and are often available free from dry cleaners), string, scissors, 20 toy people (e.g. Playmobil people, dolls, superheroes etc.) and a selection of other random objects (toy cars, clothing, cushions etc.)

Set up: Make a 3m x 3m square with the masking tape. Place the toys and random objects in a pile in the centre of the square. Tie a long piece of string to either end of each coat hanger - the string needs to be long enough for the children to hold the ends and move the coat hanger back and forth over the square while they are standing outside it. You will need 1 coat hanger between 2 children - have enough so the whole team can play at the same time.

- The aim is to get the toy figures out of the square by lifting them out with the hook of the coat hanger.
- Within each pair, each child holds one end of one string. The children

stand on opposite sides of the square so that the coat hanger is elevated above the pile of objects.

- They must try to hook a toy figure with the coat hanger. Once it's hooked they must manoeuvre the coat hanger to the edge of the square by lifting the string up and over their teammates.
- The team must save as many toy people as they can in a set amount of time.
- If a team has 8 or more children, let half the team play and then swap over so it's not overcrowded around the square.

Scoring: Allocate points per toy person that is saved from the square.

Safety: Coat hanger hooks can be very sharp and could cause injury. Shoes must be worn in case coat hangers are stepped on. Coat hangers shouldn't get close to anyone's face. The string shouldn't be pulled with force and both children need to keep a tight grip on their string.





Stuck In A Net

Grand Finale Game Suggestion

You will need: 2 (or more) pairs of women's tights (use 15 or 20 denier - not thick/woolen tights)

Set up: Tie the feet of the 2 pairs of tights together with one knot. The knot must be secure when the tights are pulled in opposite directions.

- The aim is to pull the tights off your opponent's head without using your hands.
- Members from opposing teams play against each other. They each put the body part of one of the pairs of tights over their head and face (this is why low denier tights must be used).
- Each player must pull away from their opponent, to get the tights off their opponent's head without losing the tights from

their own head. Hands must be kept behind their backs. No running.

- Have more pairs of tights if you want the whole team to play at the same time.

Scoring: The team with the most winning members is the ultimate winner. Alternatively, play winners against each other to get one final winner who takes the victory for their team.

Safety: Pairs of players must be well supervised to prevent a child being pulled too roughly. Play in a clear space so there is nothing to bump into or trip over. Use new, unworn tights.



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