



Children's Activities

Sunday 24th May

Acts 1:1-11

Story and Song

Watch the video to learn more about when Jesus ascended into Heaven.



<https://www.youtube.com/watch?v=UcFw8pLBSIo>

And there is a song to go with this too! Have a look at <https://www.youtube.com/watch?v=Rn84AYtFUSM>

Waiting Game

Jesus told his friends that they needed to be patient and trust in God's timing while they waited for the helper God had promised. Find out who is best at waiting by playing 'The Minute Game'. One person has a clock or phone timer, this person tells everybody when to begin. Everybody else must stand up then they must sit down when they think a minute has passed – they are not allowed to cheat by looking at a watch or clock. Once everybody has sat down the person watching the timer should say who was closest.

You may be struggling to be patient and wait for lock-down to be over. Jesus' words to his disciples might help here: "The Father is the only One who has the authority to decide dates and times. These things are not for you to know." (Acts 1:7) Just like the disciples, Jesus has sent a helper for us, we are not in this situation alone, we too can call on the Holy Spirit as our helper to help us as we continue to trust in God and his timing.

Craft



Why not make your own model to tell the story?

All you need is a paper/plastic cup, some cotton wool, string, paper and a bit of glue.

Create your own picture of Jesus and attach a long piece of string.

Paint the cup blue to make the sky and glue on some cotton wool to make the clouds.

Make a small hole in the cup to feed the string through and there you have the model!

You can pull the string and watch as Jesus ascends into the clouds.

Prayer



Jesus said "you will be my witnesses in Jerusalem, in all Judea and Samaria, and in every part of the world." Pray that you might be a good witness for Jesus in your part of the world and beyond (i.e. rippling out from your street to Basford, Nottingham, England, United Kingdom, Europe, the whole Earth)