

The Secret of the Wild Forest (Quarterly Programme)

The program is based on the book "The Secret of the Wild Wood" about a girl named Ruth and her brother Philip and their adventures. Our goal is that in 10 gatherings we can experience some of the story and encourage children to want to follow Jesus like Ruth and Philip.

Topic:

1. Getting to know Ruth and Phillip- (Getting to know each other, Vacation plans, Indian Shack) Cartographer 1-8
2. Ruth runs away from home and meets the shepherd- (The Lost Lamb, A Genius Idea, A Fateful Invitation, The Escape, My New Friend) Cartographer 9-16
3. "My Sheep Listen to My Voice"- (Squirrels Nest, "My Sheep Listen to My Voice") Cartographer 17-24
4. Meet Terry- (Terry, The Trouble) Cartographer 25-32
5. Terry's Visit and the Night Walk (The Letter, Moonlight Walk, Midnight Adventure) Cartographer 33-40
6. The Sacrifice- (The Sacrifice, Hops and Mushrooms) Cartographer 33-40
7. The Secret of Terry's Mother's Repentance, Terry Moves in with Ruth and Philip- (The Secret, Terry's Arrival) Cartographer 46-48
8. Terry becomes the shepherd's sheep- (Going Home) Cartographer 49-56
9. Ruth and Phil's parents arrive- (Mr. Tanner's wise advice, An unforgettable Christmas holiday)

Cartographer 57-60

10. Summary of story

Spiritual Concept:

1. The Lost Sheep
2. Jesus helps find every lost soul
3. Listening to God's voice
4. The Good Samaritan
5. You reap what you sow
6. The sacrifice of Jesus
7. Repentance
8. The Heavenly City
9. Eternal Life

Ideas:

1. A Skit to Meet Ruth and Philip

- Building Indian huts in the woods
 - At home- children to draw out a piece of paper with a bird's name to collect information about and tell about next time
2. Trust game- children to form a column of two and turn to face each other with arms up forming a tunnel. One of the children steps up and walks through the tunnel as quickly as possible without bending down, relying on the others to move their hands so they don't bump into them.
- Play catch the sheep
 - Home- to record different sounds on their phones so they can play them at the next gathering and the others can try to guess what the sound is.

3. Broken phone

- Recognising sounds - put different rattling objects in 3-4 opaque boxes - grains of rice, lentils, millet and the children have to guess what is in the boxes by the sound

4. Scene - Ruth and Philip meet Terry at the hut (for the hut 3 stakes and a piece of tarpaulin)

- Terry falls out of a tree- first aid lesson- theory and practice
- Climbing a tree (belayed, tied with rope)
- Playing with a stretcher
- Homework- bring a gift for someone who is sick and an egg shell

5. Judging the difference in the eggshells, on the bottom of which there is cotton soaked in water

- Home- to bring a toy of their own

6. Toy exchange game

7. Games:

- energy
- fish

9. Manual labor - make different things that will be able to sell(earrings, bracelets, key chains)

10. Games with posts to remind the story