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Keine Stimmen

# The Secret of the Wild Forest (EPA Afternoon Programme 2)



The idea of this EPA afternoon is to continue with the story of the Secret of the Wildwood, having adventures with Ruth and Philip and making the connection that Jesus wants to find every lost sheep.

Introduction ( Ruth's escape and introduction to the pastor). In this afternoon's EPA, we begin with a preface skit that has Philip recounting what has happened so far with his sister Ruth.

Game

A game of bird-finding. Prepare different birds on cardboard as a selection or painted(your choice). You hide them in the place where you are and in a certain time the children have to find the cardboards with the birds.

Home

Last time we gave homework to the children. Now is the time when you can give the children the opportunity to present what they have prepared.

Story

Tell the continuation of the story about Ruth and Philip.

Playing Where's the Sheep 1,2,3

The children line up in a row and there is a leader in front of them who is off with a toy stuffed sheep. The leader turns his back to the children and is told "Where is the sheep 1,2,3" and turns back to the children. During this time the children try to get to this leader but when the leader turns the children have to freeze, if the leader sees them move the children who have been seen have to go back to the start line. The object of the game is for the children to reach the leader, pick up the sheep and return to the start line. If the leader finds out who the sheep is after the children have taken it, the game is over. You can do several games.

Praise and sharing

Continue with praise and sharing. The sharing has the key message "Jesus wants to find every lost sheep" with the selected passage Luke 15:1-7

A treat

The treat can be of your choice.

Verse to learn

The verse to learn is Matthew 18:14. It can be done in some creative way. For example, it could be cut up like a jigsaw puzzle and the children would have to put it in order.

Play hide and seek

You could choose one volunteer from the children to search for the others. A small tower of three sticks has to be kneaded. Everyone hides and the person who is looking starts looking for the others. If any of the children are found, they can be rescued by some other child by having the child knock down the tower of sticks. This way, whoever is found can hide again. The person who is searching must build the tower of sticks again and only then can they start searching again. The game continues as long as you decide.

Conclusion

Homework for next time. Children should record one sound with their phones. They will play it at the next assembly and the others will have to guess what the sound is from.

## Weitere Informationen

*Categories*
Faith & Inspiration

*Tags*
Ruth
Following Jesus
SIP
Adventure
Biblical stories

*Age*
8–12 years

*Number of participants*
1–20
20–30

*Bible*
Topic:

*Duration*
Up to 1 hour

*Material*
A lot of work

*File download*
No file downloads

*KI Generierter Inhalt*
Contents
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