## Tiddlywinks planning May - July 2011 New Testament Stories

Date	Theme	Story	Activity	Resources needed
11th May	Jesus calms the Storm (Mark 4 v 35 - 40)	Re-enact story - get a few children to sit in a pretend "boat" in the middle of big parachute, other children make the waves with the parachute getting worse. When Jesus says stop, it all goes still.	Large collage of boat on waves in 2 halves - one stormy and one still.	Collage materials, large parachute,
25th May	Paralysed man lowered through the roof (Mark 2 v 1 - 12)	Imagine not being able to move at all - can you do it? (Sleeping lions game) Re-enact story using a stretcher, journey round church, until stop and dismantle some "roof" (hole in the staging) to look below	Make parachutes with little people on (food bags on string with playdough people)	Parachute craft materials, stretcher, picture of a birds eye view of a crowded room
8th June	Pentecost (Acts 2 v 1 - 4)	Talk about the friends praying, use fans (3 fans on full!) to re-enact what happened - strong wind. Then a streamer of crepe paper to rest on each person's head.	Create flame pictures for Spring Festival	Flame picture stuff, fans, red / orange / yellow tissue & crepe,
22nd June	Scarecrows	Read the book "God knows all about me" by Kate Toms. Get children to do actions	Make Scarecrows for the Scarecrow Festival	Book, Scarecrow stuff!
6th July	Light of the World (John 8 v 12)	We say it at the beginning of every Tiddlywinks - why did Jesus say that? Take children somewhere dark (Gloria Hole) with torches. When the light shines, all the darkness goes away	Create a light switch cover from card with "Jesus said I am the Light of the World" on it. Laminate to keep clean.	Torches, card, sticky things, laminator & pouches,
20th July	Water into wine (& summer party!) John 2 v 1 -10	Tell the story, using the wine from water trick (2 jugs - a bit of red food colouring in the bottom of one, water in the other - pour the water into second jug)	Food and party games!	Food and party things, 2 jugs, water, red food colouring