

FRIDAY, JULY 17



Session

5

1ST/2ND GRADE



Knights of North Castle Helmet of Salvation

BANNER VERSE

Be strong in the Lord and in the strength of his power. Ephesians 6:10 (NRSV)

CASTLE CALL-OUT

Armor Up with Salvation!

BIBLE STORY

Midnight Praise with Paul and Silas (Acts 16:16-40)

Paul and Silas travelled to Macedonia, where they were arrested for their faith in Jesus. They had been singing hymns of worship in their cell, when around midnight an earthquake shook the entire jail. All the cell doors swung open and the prisoners inside were freed. When the jailer discovered what had happened, he thought the prisoners had escaped. He was so terrified of the punishment to come that he was prepared to kill himself. But Paul called out loudly and assured him that no one had left. "The jailer rushed in and fell trembling before Paul and Silas. He led them outside and asked, 'Honorable masters, what must I do to be rescued?'" (verses 29-30). They said, "Believe in the Lord Jesus, and you will be saved—you and your entire household." (Acts 16:31) The jailer brought Paul and Silas to his home that night and cared for them, and then he and everyone in his house were baptized.

Queen Candi's DAILY DECREE:

Our Final Day at the North Castle and in the KING'S BOOK, reveal the ultimate piece of armor. The piece that protects our mind...God's LOVE saves us!

North Castle Welcome

Royal Musicians- "Knights of North Castle"

Sparky

Royal Musicians- "Jesus Loves Me"

Armorer Isabel and Sparky

The Royal Players & the King's Book-
Praise with Paul and Silas

Craft Corner - "Dragon Poppers" 3 yrs.-Kinder
"Dragon Puppet" 1st - 6th grade
(Glue stick needed.)

Assembly Trivia

Royal Musicians- "Earthquake"

Armorer Isabel & Sparky-The King's Book is The Bible

Royal Musicians "Be Strong in the Lord"

The Round Table- "Pringles"
(Your Helmet of Salvation)

***We can't control what others say or do
BUT we can control how we respond.***



RIDDLE 5:
Prisoners, earthquakes,
and songs of celebration,
that's where you'll find
the Helmet of Salvation.

ANSWER: Paul and Silas singing
in prison.

**Be Strong in
the Lord-
Share God's
Salvation with
others**



Dragon Poppers



You'll love crafting and playing with your own *Dragon Poppers*!

These fun items are made by placing foam dragon bodies on a spring mechanism and decorating as desired.

Each package includes foam material for dragon, googly eyes, and spring mechanism for creating your very own Dragon toy.

DIRECTIONS:

Step 1: Place the **BLANK FULL BODY** of your Dragon on a flat surface. (This is the one with no markings on it.) Make sure the tail of the Dragon is on the right side. 

Step 2: Peel off both of the Dragon's **WINGS** and stick them to the Dragon's blank body over the wings.

Step 3: Peel off the **HEAD** of the dragon and stick it onto the blank dragon's head.

Step 4: Now take your **SPRING** and place the **CLEAR PLASTIC** part on the bottom of the Dragon

Step 5: Peel off the **BODY** of the Dragon and stick it over the **PLASTIC SPRING** and stick it together along with matching up the feet, tail, body and the arms will go over the wings.

Step 6: Peel off the **TUMMY** of the Dragon and stick it on the middle of his body.

Step 7: Peel off the **2 LITTLE HORNS** and stick it onto the horns on your dragon.

Step 8: Use glue to attach the **GOOGLY EYES** to your Dragon...and YOU'RE DONE!

NOW...push down your Dragon so it sticks to the bottom of the plastic spring and WAIT...WAIT...WAIT...You're Dragon will shoot into the air!



Cokesbury Craft

Paper Dragon Puppet

Purpose

Knights will decorate a dragon puppet that will help them to remember their time at VBS.

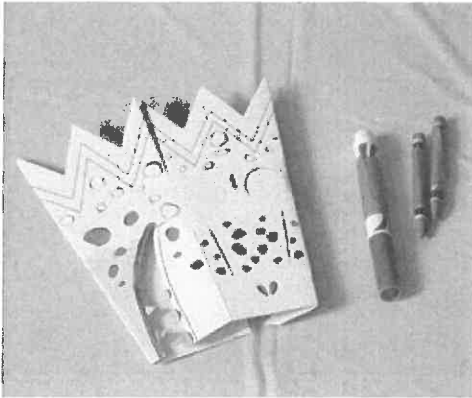
Ages

Appropriate for all ages. Young Knights might need assistance.

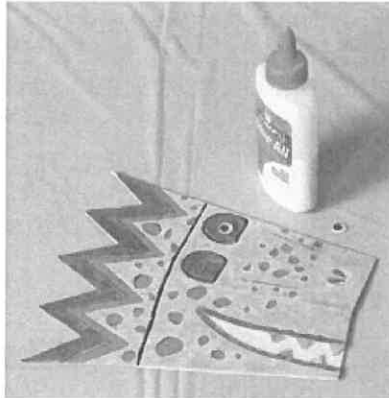
Preparation

Cover tables with a tablecloth.
Set out supplies.

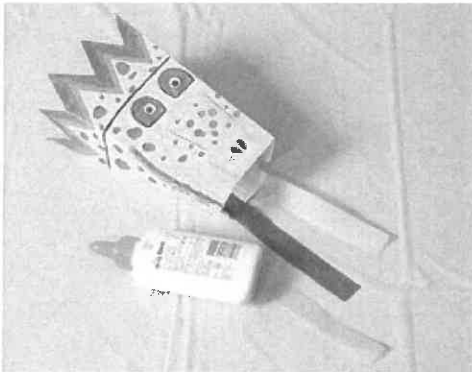
Directions



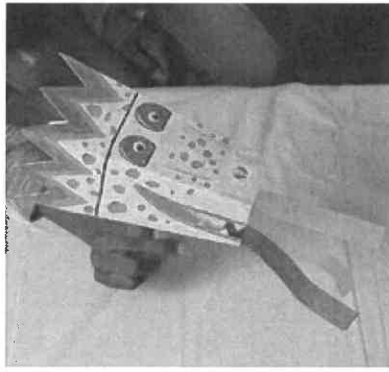
Step 1: Decorate the paper puppet using crayons and markers.



Step 2: Fold puppet at the crease marks, then add the googly eyes.



Step 3: Glue tissue strips onto the puppet craft. Insert the jumbo craft stick into the bottom of the puppet. Gently slide the craft stick up so that the top of the puppet rests on the top of the stick.







Bible Story

Midnight Praise with Paul and Silas
Acts 16:16-40

Castle Callout

Armor Up with Salvation!

Materials

-  plastic tablecloth
-  Paper Dragon Puppet Kit
-  markers
-  crayons



REFLECTION TIME

1st – 2nd Grade

Along with these questions, your Bible Story “FUN PAGE” is included.
(Find the words)

1. Why were Paul and Silas thrown into prison? (They healed a woman who was able to tell the future and the townspeople were angry because they could no longer make money off of this false truth.)
2. How do you think Paul and Silas felt when they were being put in prison?
3. How would we feel if we were punished for doing something we thought was good?
4. What do you think the other prisoners thought when Paul and Silas began to sing and pray to God?
5. How do you think Paul, Silas and the other prisoners felt when the earthquake started?

From the story, we can tell that Paul and Silas had a great love for God and a strong relationship with Jesus.

Speaking of being strong, can you say our BANNER VERSE?

Ephesians 6:10 “Be strong in the Lord and in the strength of his power.”

If we want to have the kind of love for God and relationship with Jesus that Paul and Silas had, we can follow the examples of Paul, Silas and even the jailer and the jailer’s family.

Banner Verse



Ephesians 6:10 (NRSV)

Find and circle all the words in the Banner Verse.



**BE STRONG IN THE
LORD AND IN THE
STRENGTH OF HIS POWER**



RANGER

Knights in Training!

You'll find
**OPTIONAL
ACTIVITIES**
to do
TODAY

Summer Adventure FUN at HOME!

**OPTIONAL
FRIDAY, JULY 17**



1ST / 2ND GRADE

Make-It-And-Take-It Bible Craft

Helmet of Salvation

Purpose

Knights will create part of the Armor of God to help them to remember their quests from VBS.

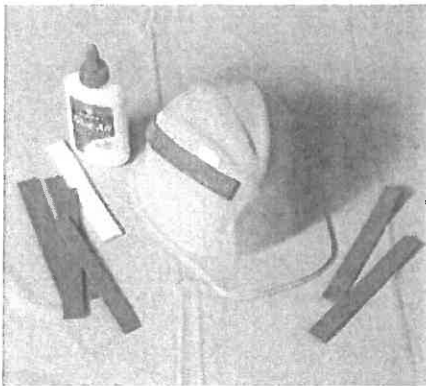
Ages

Appropriate for younger children.

Preparation

Cut several strips from the foam sheets. Select crosses and star shapes from the bag of **Stay-Put Stickers**.

Directions



Step 1: Attach several strips of colorful foam around the hat. Start at the top middle and work down to the bottom edge of the hat.



Step 2: Attach several stars wherever you wish on the hat.



Bible Story





Midnight Praise with Paul and Silas

Acts 16:16-40

Castle Callout

Armor Up with Salvation!

Materials

-  inexpensive hat or helmet
-  **Stay-Put Stickers** (optional)
-  colorful foam sheets with adhesive backing
-  sturdy scissors (ADULT use only)

Earthquake Engineering

I. Preparation

Build the earthquake shake table before Knights arrive. Sandwich the four balls between the two surfaces, arranging them in two pairs to support the top board. Wrap the sandwich with a rubber band on both sides. Glue or tape the ruler to the bottom of the top board. This will be the handle for moving the shake table.

II. Introduction

Say Something Like: **God protected Paul and Silas through an earthquake in jail. God helps people protect themselves from earthquakes by giving us the ability to build safely. Today, we're going to try to build a castle that can survive an earthquake.**

Ask: **What happens during an earthquake?** (the ground moves and shifts, shaking everything on top)

Ask: (Demonstrate shake table) **How could this help us practice building something that can survive an earthquake?**

III. Experiment

Step 1. Build a basic cube structure with 12 stirrers or straws. Use the clay to anchor your "castle" to a sheet of card stock and to connect the stirrers.

Step 2. Place the card stock, with the castle on top, on the shake table. Use the binder clips to hold the card stock in place.

Step 3. Pull or push on the handle several times to shake the building. It is likely that your castle will collapse after several shakes.

Step 4: Challenge your Knights to build a castle that will be more successful on the shake table. Give each group 20 or more coffee stirrers or straws, a sheet of card stock, and a golf-ball-sized lump of modeling clay. Make scissors available in case they want to cut their stirrers or straws.

Step 5: Invite Knights to take turns testing their creations on the shake table. If their castles collapse, suggest adding triangular supports to their structures.



Bible Story











Midnight Praise with Paul and Silas

Acts 16:16-40

Castle Callout

Armor Up with Salvation!

Materials

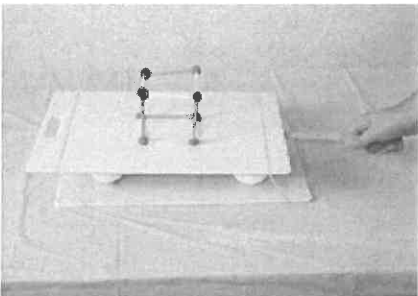
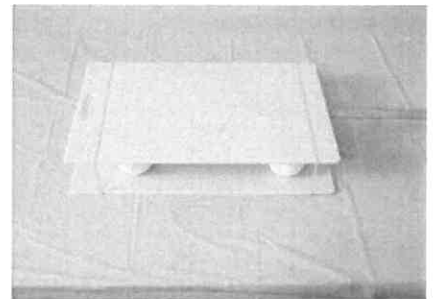
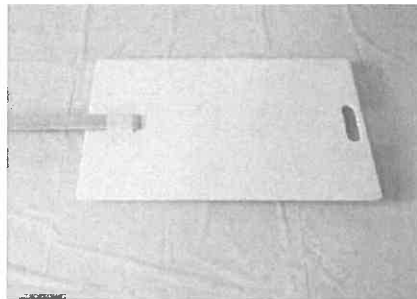
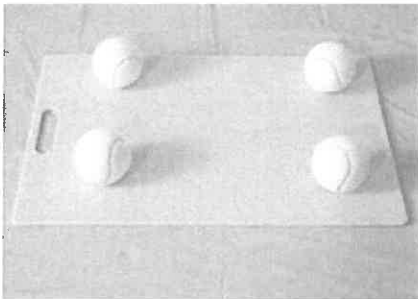
-  2 flat, firm surfaces of the same size, at least 12" x 12" (options include thin wooden boards, plastic cutting boards, cookie sheets, or the covers from an unwanted hardback book, etc.)
-  4 bouncy balls or tennis balls
-  a ruler or paint stirrer
-  2 large rubber bands
-  2 large binder clips
-  tape
-  nondrying modeling clay
-  paper straws cut in half or coffee stirrers
-  sheets of cardstock
-  scissors

IV. How does it work?

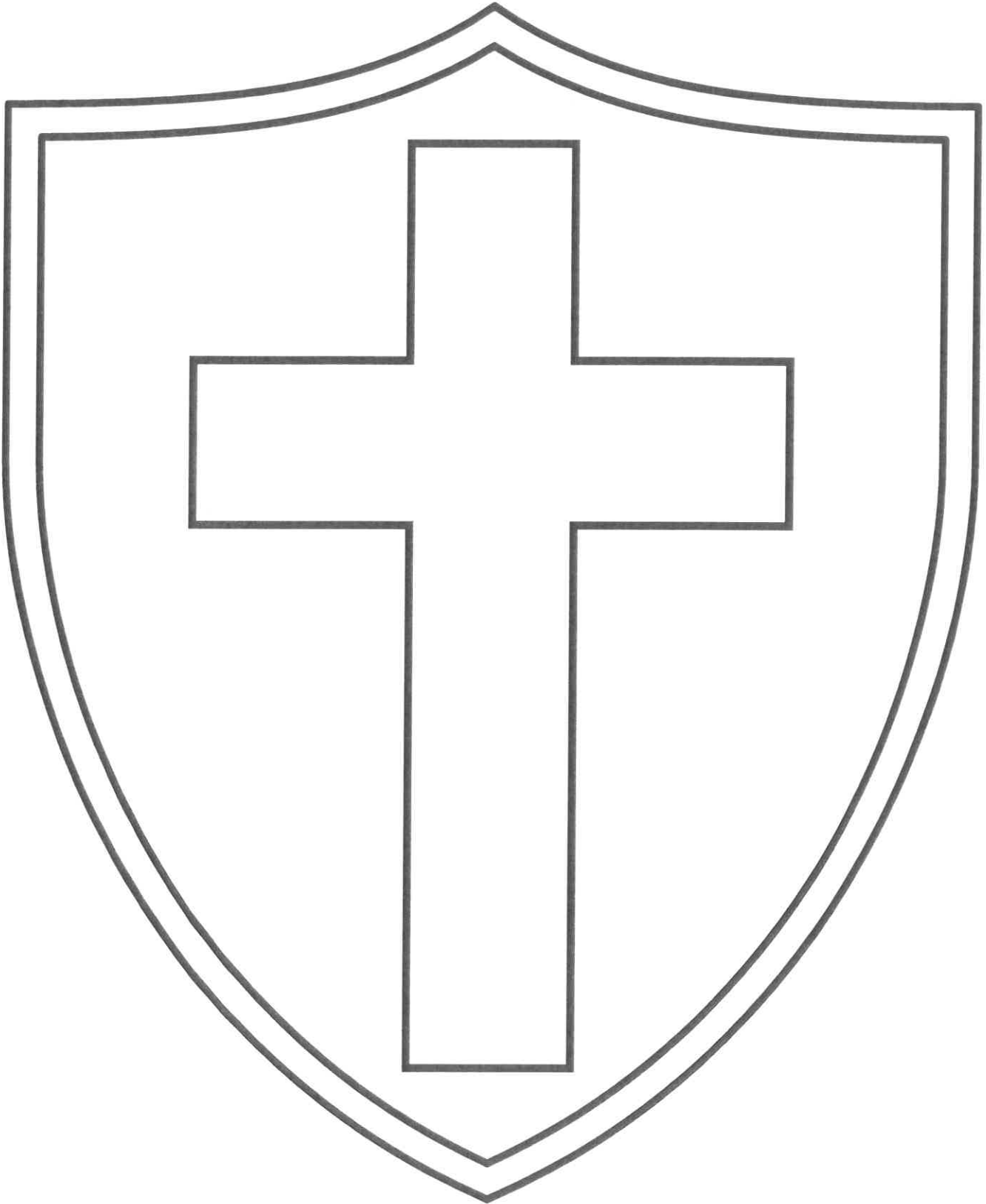
The outer layer of the Earth is broken into large tectonic plates that move slowly around the surface of the Earth. As those plates move, they push and rub against one another. Earthquakes result from the friction and collisions between the plates. Engineers have found that including triangle shapes in building structures helps them stay strong during earthquakes. This is because force is distributed more evenly over a triangle. Engineers use more sophisticated versions of shake plates to test new ideas for designs before they build.

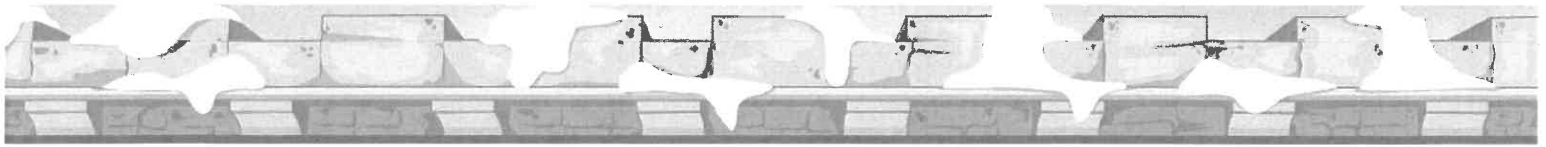
V. Bible Tie-in

Paul and Silas didn't run away after the earthquake because they knew the guard or jailer would get in trouble if they escaped. But they also knew that the guard's deepest need wasn't physical safety, just like our deepest need isn't physical safety, even during an earthquake. God wants us to know that we are known and loved and that we are invited into a relationship with this God who loves us.



**ARMOR UP WITH TRUTH!, JUSTICE,
PEACE, FAITH, AND SALVATION!**





Bible Story





Midnight Praise with Paul and Silas

Acts 16:16-40

Castle Callout

Armor Up with Salvation!

Materials

-  long rope (optional)
-  several empty food/ beverage containers (for example, metal coffee cans with lids)
-  medium-sized rocks
-  plastic toy knight's helmet

High Intensity Earthquake Jailbreak

Object

Knights will be reminded of the Bible story as they play a game of tag.

Preparation

Designate a space in the play area to be a "jail." If necessary, use a long rope to mark out a "wall" for the jail. Put rocks into empty food or beverage containers, and give them a shake to make the earthquake sound.

Let's Play!

SAY: Paul and Silas were put in prison. "Around midnight Paul and Silas were praying and singing hymns to God, and the other prisoners were listening to them. All at once there was such a violent earthquake that it shook the prison's foundations. The doors flew open and everyone's chains came loose" (Acts 16:25-26).

1. Invite Knights to imagine Paul and Silas in prison when the earthquake came.

SAY: We're going to play a game of tag. In this game, if you are tagged, you must go to the jail. The only way to get out of jail is if there's an earthquake!

2. Demonstrate how the shakers you made will simulate an earthquake sound.
3. Play a game of tag with one Knight as "it."
4. Knights who are tagged must go

to the jail. When Knights in jail hear the earthquake sound, they all may leave the jail. Have Castle Guides work together to make the earthquake sound on your signal.

5. Make the earthquake sound as often as you choose. If the Knight who is "it" rounds up every player before there is an earthquake, choose someone new to be "it." Otherwise, choose new Knights to be "it" at your discretion.

Bible Tie-in

ASK: In our game, what did it feel like when an earthquake came?

SAY: Just imagine Paul and Silas. They were in jail and suddenly an earthquake came and freed all the prisoners! But you know what's amazing? Paul and Silas didn't run away. They stayed because they didn't want the jailer to get in trouble. Think of a time you thought of others first. How did it make you feel?

Hold up the plastic toy knight's helmet.

SAY: The Bible calls this piece of armor the "helmet of salvation." For Paul and Silas, salvation wasn't about escaping from jail. It meant finding freedom by experiencing God as followers of Jesus.

Say a closing prayer, then repeat our Castle Callout together!

Medium Intensity Chain Challenge

Knights will be reminded of the Bible story as they participate in this activity.

Preparation

Make sure the recreation area is safe and ready for play. Gather the necessary supplies.

Let's Play!

Play one of the songs from the Knights of North Castle **Complete Music CD** during this game.

SAY: In our Bible story we discovered that Paul and Silas had to wear chains on their arms and legs while they were in prison. We are going to work together in small groups for this quest. Our goal is to create the longest paper chain!

Before the start of this activity, make sure all Knights know how to create paper chains.

1. Divide Knights into groups of two to three.
2. Hand Knights safety scissors, a piece of construction paper, and tape.
3. Knights work together to figure out the best width to cut the paper in order to create the longest paper chain.
4. Have groups measure their chains.
5. Once each group has completed this quest, compare the length of the chains.

Bible Tie-in

ASK: As your group completed the challenge to create the longest chain, what part did you think was the most difficult? What width of paper worked best to create the longest chain? Why?

SAY: Paul and Silas were put in prison because they told the good news about Jesus with the people in their community. In our Bible story, we also heard how Paul and Silas told the jailer the good news of Jesus.

Because God gives us strength, we can remember that we have salvation through Jesus! We can be strong in the Lord and tell others the good news of Jesus.

Say a closing prayer, then repeat our Castle Callout together!



Bible Story

Midnight Praise with Paul and Silas

Acts 16:16-40

Castle Callout

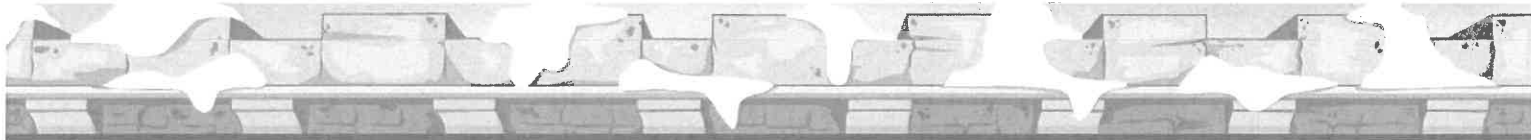
Armor Up with Salvation!

Materials

- Complete Music CD
- device for playing music
- safety scissors
- construction paper
- tape
- rulers

Teacher Tip

This recreation option is a STEM team building activity.



Bible Story

Midnight Praise with Paul and Silas

Acts 16:16-40

Castle Callout

Armor Up with Salvation!

Materials

- ▣ three small rubber balls of different colors
- ▣ three opaque plastic bowls (big enough to hide the balls under them)
- ▣ table

Low Intensity Kings, Knights, and Squires

Object

Knights will be reminded of the Bible story as they play a game with kings, knights, and squires.

Preparation

Ahead of time, choose one ball to represent "king." Choose a ball of another color to represent "knight." The last color will represent "squire."

Let's Play!

Place the three rubber balls on the table along with the three bowls.

Explain what each ball represents: king, knight, or squire.

SAY: In this game, you'll have to pay attention and watch carefully.

Have Knights sit on the floor in front of the table. Demonstrate how the game will work. Place the rubber balls on the table, and put a bowl over each ball. Like in the classic shell game, move the bowls around on the table to mix up the balls.

1. The leader points to one bowl and Knights guess which ball is underneath, but not out loud. Instead, Knights who think it's the king ball will jump up and put their hands on their head. Knights who think it's the knight ball will jump up and put their hands on their hips. Knights who think it's the squire ball will stay seated.

2. Uncover the ball to reveal the winning guess.
3. Play multiple rounds of the game.
4. Before each round, move the bowls around the table to mix up the positions of the balls underneath.
5. If you wish, wrong guesses could mean Knights are "out." Play until there is a winner.

Bible Tie-in

SAY: In the time of knights, kings were at the top, knights were below them, then squires, and so on until you got all the way down to regular people who were called "peasants."

ASK: Would you want to be a king or a peasant?

SAY: In our game, the "king," "knight," and "squire" were all mixed up. That's a bit like the message that Paul and Silas brought to the people they met. It doesn't matter if you were a king, knight, squire, or peasant; you matter to God!

Say a closing prayer, then repeat our Castle Callout together!