

LESSON 2 - MARCH 8, 2020

Mark 5:21-43

Know Right:	Jesus raises a dead girl and heals a sick woman.
Think Right:	“Great is our Lord and mighty in power; His understanding has no limit.” Psalm 147:5
Do Right:	I will depend on God’s great power.
Feel Right:	I can feel encouraged when I depend on God’s great power.

How powerful is your God? How quick are you to call out to Him when you are in a time of crisis, and how much faith do you have that God will answer your call? As you prepare for this lesson, allow God to sharpen your awareness of His power before teaching or assisting this week.

Discover Time: Depend!

Goal: To experience what it means to really **depend** on something.

Discover Time Leader’s notes:

- If your students were asked what they did in their DT today, would they answer by using the word “**depend**”? Make sure you really emphasize the concept of “**depending**” on something today.
- Make sure you read and understand how this activity connects with the lesson.
- Sadly, many of our students have learned they cannot depend or rely on other people, even those they should be able to trust. Today, they will learn that they can depend on God’s great power all the time.
- “**Depend**” means to place your trust in or upon; to rely on it.

Kindergarten: Sand Station

Supplies:

- Small plastic disposable cups (approximately 40 per team)
- Four different colored cones (set one in each corner of the Sand Station)
- Portable whiteboard as the “record chart”
- Tracker Tickets

Setup instructions: Divide the Sand Station into four equal parts, and make sure the sand is damp.

Instructions for the DT Leader:

1. Divide the class into four teams.
2. Assign each team a color and have them go to their quarter of the Sand Station.
3. Challenge the teams to set a Discovery Land Sand Station record! Tell them they will compete to see which team can build the biggest pyramid with cups filled with sand. *Note: the sand stays in the cups for this activity.*
4. Tell them they will need to **depend** on the cups to hold the sand while they build.
5. Demonstrate by quickly building a small pyramid: point out how the cups will help make the tower stronger.
6. Begin the challenge with, "On your mark, get set, go!"
7. As the class works, remind them to work as a team and **depend** on the cups to make their sand pyramid. You can reinforce this by asking, "What if I took away the cups? Would you like that? No, because you're **depending** on them to build your pyramid!"
8. If a team's pyramid falls over, encourage them to start again.
9. As five minutes expire, do a ten second countdown and stop the challenge.
10. Count the cups in each team's pyramid and record it on the "record chart" along with the team color.
11. Do another five-minute round to see if a team can beat the earlier time. Record the new best time on the "record chart" along with their class and their team color so other classes (if you have multiple services) can compete with them.
12. Award two Tracker Tickets to each winning team member.
13. Tell your class they will find out next week which team set the overall record. Remember to give the results next week!
14. Before you return to class, have the teams dump the sand out of their cups and re-stack the cups for the next class to use (if you have multiple services).

1st Grade: Art Station

Supplies:

- 8.5" x 11" posters with "_____ will depend on God's great power!" (see appendix)
- 1"x1" tissue paper squares in multiple colors
- Glue
- Markers
- Pencils
- Sample poster

Instructions for the DT Leader:

1. Have students write their names on their posters.
2. Instruct students to glue tissue paper to cover the letters on the poster. To give the poster a 3-D effect, the tissue squares can be formed around the eraser-end of a pencil before gluing.
3. As students work, walk around and ask if they really think the glue will hold the tissue paper to the poster. Ask how they know. Do they **depend** on the glue to be powerful enough to make the tissue paper stick to the poster? You can reinforce this by asking, "What if I took away the glue? Would you like that? No, because you're **depending** on the glue to attach the tissue paper to your poster!"
4. Take posters back to class to dry **or** display for a few weeks by your Art Station on a clothesline.
5. Send the posters home with students.

2nd Grade: Food Station

Supplies:

- Pancake mix
- Water or milk (to make pancake batter)
- Portion cups
- Pancake add-ins like frozen berries, chocolate chips, etc.
- Syrup
- Electric griddles
- Small plastic spoons (to stir batter)
- Spatula (to flip the pancakes; one per group)
- Forks, plates, and napkins

Setup instructions: In advance, fill portion cups with individual portions of pancake mix. The griddles should be preheated and prepared with non-stick spray.

Instructions for the DT Leader:

1. Break class into groups of six students and assign a leader to each group.
2. Have students make individual cups of pancake batter by adding water/milk and stirring. Once mixed they can add their choice of add-ins to make their very own pancake creation.
3. Ask the class if they will **depend** on the griddle to cook their pancakes. You can reinforce this by asking, “What if I took away the griddle? Would you like that? No, because you’re **depending** on the griddle to cook your pancakes! Without the griddle you would have raw pancake batter.”
4. Allow students to watch as their group leader pours their mix onto the preheated griddle.
5. Leaders should cook the pancakes and allow students to eat them.
6. Ask the class if they are thankful that they could **depend** on the griddle.

3rd Grade: Play-Doh Station

Supplies:

- Play-Doh Challenge List with the following words: boat, lake, crowd of people, Jesus, man named Jairus, feet, daughter in bed, hand, sick woman, cloak/coat, house, tear drop, girl standing up, Peter, James, John (one for each team) (see appendix)
- Large boards 2 feet by 1 foot or plastic tub lids (one per team; should be something solid to place items on)
- Stopwatch or smart phone
- Scoreboard
- Judge (Shepherd, Lead Teacher, or parent)
- Table and chair for the judge
- Tracker Tickets



Instructions for the DT Leader:

1. Divide class into teams of three to six students.
2. Give each team a list of items to create and a board.
3. Challenge teams to create as many objects from the list as they can in eight minutes. Keep time with the stopwatch. Multiple objects can be created at the same time. This should be a fast-moving game.

4. When time is up, the team must transport all items to the judge's table. Students must **depend** on the board to transport items safely. You can reinforce this by asking, "What if I took away the board? Would you like that? No, because you're **depending** on the board to transport your items to the judge's table!"
5. The judge will compare each team's work and decide on the winner based on creativity, accuracy, and number of completed objects. Winners will get two Tracker Tickets each.
6. The winning team should bring their Play-Doh objects to class on their team board to be used as visual aids for the lesson. Note: You need to **depend** on the board to get your visuals to class.

4th Grade: Water Station / Open space

Supplies:

- Green and red balloons (students on one team will each have one green balloon and students on the other team will each have one red balloon)
- Two timing devices - a smartphone or stopwatch for the Teacher and a toy clock or timer (it should work, but it shouldn't look dependable) for the Shepherd
- Two stools
- Clipboard to record scores for each team
- Tracker Tickets



Setup instructions: Create a large square area with flags or blue painter's tape. The Teacher and the Shepherd should carefully read over this DT so they know their roles.

Instructions for the DT Leader:

1. Divide class into two equal teams as they check-in during the Pre-Game / Worship (mark hands with red or green).
2. As students arrive at Discover Time, have them stand around the large square.
3. Inform students that the team with the last balloon in the air will win the heat. You will play many heats for this game, so to determine the ultimate winner of the day, you will time each heat to see which team can keep their balloons up in the air the longest. Timing will be critical and will be announced periodically throughout each heat and the final time will be recorded on the clipboard.
4. Inform students that when the game begins, each student will get one balloon matching their team's color. They are responsible for their balloon. If their balloon drops or goes out of bounds, they are out and should sit outside the line. Note: Students can play offense and defense with balloons. They can also help a teammate by keeping their balloon up if needed.
5. The ultimate prize will be five Tracker Tickets for each student on the winning team.
6. Tell students you will need one official timekeeper who is super **dependable** to make sure this game is fair. Once you announce this, you (the DT Leader), the Teacher, and the preschooler should do the following:
 - The teacher should instantly pull out their smartphone or stopwatch and the Shepherd should hold up their toy/undependable clock. Both should act like they are eager and ready to be the official timekeeper.
 - The teacher should be confident and highlight that their phone is fully charged (or the batteries are ready to go in the stopwatch), they are focused, they will be quick to start and stop the timer, they have reviewed the rules of the game, and they are ready to roll.

- The Shepherd should hold up the toy clock and ask the DT Leader to review the rules one more time because they are unsure of when to start and stop the timer. They should look confused as they sit on their timer stool.
 - The DT Leader should ask the students: Kids, you can make the call, who do you think should be the official timekeeper of this event? Who is the most **dependable** to make sure the times are recorded accurately?
 - Students should pick the teacher and the game should begin.
 - The Shepherd should act like they are surprised they were not picked...they had a clock, they had a timer stool, etc. (Students may shout out why the Shepherd wasn't picked. Note: The DT Leader should NOT jump in with a lecture on why the Shepherd is not dependable.) The Shepherd should continue to act undependable during the DT, possibly by walking away for a while, getting confused on the rules, or start daydreaming while sitting on the stool.
 - The teacher needs to be super **dependable**, so the students can experience what this word actually means. They should role model how careful and **dependable** they are by accurately recording the scores and announcing the correct winner at the end of the event.
7. Continue to emphasize how **dependable** the teacher is throughout the DT. You can reinforce this by asking, "What if I took away the timer? Would you like that? No, because you're **depending** on the timer to make sure the right team wins!"
 8. Award five Tracker Tickets to the students on the winning team.

5th Grade: LEGO Station

Supplies:

- Two bins (set upside down, just short of four feet apart from each other) or a plastic swimming pool
- 2 foot x 4 foot board (set the board to the side out of sight)
- Stopwatch
- Tracker Tickets

Instructions for the DT Leader:

1. Challenge the class to work together to build a LEGO bridge to connect the two bins or the swimming pool. For larger classes, form two teams and have a competition. If you form two teams, you will need two sets of the above supplies.
2. Give students a time limit.
3. Start the challenge and allow enough time for students to become frustrated with the difficulty of the challenge.
4. Stop the timer and ask students if they would like a 2 x 4 board to support their bridge.
5. Ask them if they can **depend** on the board to solve their problem with building the bridge. Ask them to explain how.
6. Give them the board and allow them to finish the bridge.
7. Ask the class if they are thankful that they had the board to **depend** on.
8. If two teams competed, award students on the winning team with two Tracker Tickets each.



Preparation for the Classroom

Pray: Pray that as you teach, God will reveal Himself to your students so they can know how stable, rock-solid, and dependable He is. Pray for students by name that they will truly seek to know truth this week.

Read: Mark 5:21-43

Know Right: Jesus raises a dead girl and heals a sick woman

Jesus began to show His power on earth at the wedding where He turned water into wine. This power was displayed again when He healed both the man who had been blind from birth and the paralyzed man brought by his friends. Jesus healed many others as well. Word about Him continued to spread, and crowds of people flocked to Him. Although most of the Jewish leaders refused to believe that Jesus' miracles proved He was God's Son, one leader named Jairus, when his daughter was sick and dying, came to Jesus to plead for her life. While Jesus was on His way to the little girl, a woman who had bled for twelve long years touched Jesus' cloak to be cured. When Jesus stopped to identify her, messengers came to tell Jairus it was too late, his daughter was already dead. Jesus encouraged Jairus not to be afraid, but to believe. Jairus's faith was rewarded when his dead daughter returned to life. The sick woman and Jairus are powerful examples of how we should depend on God's great power.

Lead Teacher's Notes:

- Please refer to the Children's Ministry Resource Bible: page 1251 (Lesson: The Raising of Jairus's Daughter); page 1351 (Lesson: The Raising of Lazarus from the Dead).
- How do you pronounce Jairus? (jay-EYE-ruhs)
- This lesson covers a short passage of Scripture that may be dramatically read in full, with additional teacher commentary, questions, and answers added in between verse passages.
- Spiritual death and life wraps around the concept of the soul. The body (the flesh) is temporary while the soul is forever. One of the best ways to explain this to a child is a wrapper on a candy bar. The wrapper represents our body, while the candy bar on the inside represents the soul. When a person dies, the wrapper (body) is left behind, but your soul - everything else that makes you who you are - goes to heaven. The soul is what is forgiven and will be able to spend eternity in heaven. Once in heaven, we will all receive a perfect body that will last for eternity. We can depend on this truth both now and into eternity.

Creative Ideas for the Lesson:

1. This is a great lesson to incorporate drama into the classroom. Select leaders or students to act out the lesson, with your assistance, as you teach.
2. Create a blank comic strip bookmark for your students. As you teach, have students sketch out the main points. Challenge students to put the bookmark in their Bibles to remember what they've learned during the week.
3. Show a map and explain where this event took place. Highlight that this location still exists today!

Lesson Introduction for the Classroom

Lead Teachers ~ Connecting the DT to the Lesson:

Today, you had to depend on _____ (*fill in the blank with your DT activity*) to help you. Did it help? How? Have you ever truly depended on a person or object to help you through a difficult situation? What does the word “depend” really mean? (It means to place your trust in or upon; to rely on it) Is it easy or hard to depend on a person or an object?

When we talk about depending on God’s power, what does that mean? (Believing that God is all-powerful, and calling on His power to help you) Do you understand that we can confidently depend on God’s power? You can depend on God a lot more than you depended on _____ in your Discover Time activity!

Pray: *Have a student open your class in prayer. Remind students it is an honor and privilege to lead a group of people in prayer. Also teach those who are praying silently along with the person to remain focused. At the end of the prayer, teach students that the word “Amen” means “to agree with”.*

Find It: Today our lesson is found in the book of Mark, chapter 5, verses 21-43. Where is the book of Mark found in the Bible, the Old or the New Testament? (NT)

Timeline: Where on the timeline can you find when Jesus lived here on earth? *Point to the timeline.*

Introduction to the Bible Lesson:

Last week, we learned about some men who brought their friend to see Jesus. Was it easy or hard to get to Jesus? (Hard because of the crowds of people and because the man could not walk) Jesus healed the man’s body **and** healed (took away) his sins. Our lesson challenged us to bring people to Jesus, even when it’s hard. Did you have an opportunity to tell another person about Jesus this past week or bring them to church? *Allow students to share.* Today, we’re going to learn about two people who had some very big problems. They needed to depend on God’s power to get through these difficult challenges.

Scripture Outline for the Classroom

Mark 5:21-43

Jairus comes to Jesus with a huge problem

Read Mark 5:21-23

Recap: Jesus had been showing His great power by doing a lot of miracles, so people could see He really was God. What are some of Jesus’ miracles that we’ve learned about recently? (He turned water into wine, healed the man who had been blind from birth, and healed the paralyzed man) What do these things teach us about God? *List character traits.*

Did the Jewish leaders and teachers believe in Jesus? (No, most did not)
Let me tell you about one Jewish leader named Jairus (jay-EYE-ruhs) who had a huge problem. His little girl was sick and about to die. This made Jairus sad and very scared. Who had the power to help Jairus? (Jesus) Because Jairus had heard that Jesus could heal people, he went to Jesus and begged Him for help. Remember, Jairus was a Jewish leader and most of the Jewish leaders wanted to kill Jesus! What do you think Jesus did?

Jesus goes to help Jairus

Read Mark 5:24

Recap: Jesus went with Jairus. Jesus wasn't worried, was He? (No) Do you think Jairus wanted Jesus to hurry? (Yes, his daughter was about to die) But something happened when they were on the way to Jairus' house!

A woman comes to Jesus with another big problem

Read Mark 5:25-29

Recap: This poor woman. She had a problem, too. She had been sick for twelve years! That's a long time to be sick, isn't it? And she had spent **all** her money depending on the doctors to make her well, but they couldn't help her. God gives us doctors to help us when we're sick, but sometimes they just can't help us. But who did have the power to help this woman? (Jesus) Did the woman go to Jesus and beg Him to heal her? (No) What did she do? (She sneaked up behind Jesus to touch His clothes) Why did she do that? (She depended on Jesus so much, she believed if she touched Jesus' clothes, His great power would heal her) Was she right? (Yes) What do you think Jesus did?

Jesus stops to talk to the woman

Read Mark 5:30-34

Recap: What did Jesus say healed the woman? (Her faith in Jesus) The woman depended on Jesus' great power to heal her. Jesus even called her "daughter." What about Jairus? How do you think he felt waiting around because of this woman's problem when his daughter was dying? Do you think he was getting fearful that his daughter was getting worse?

Do you ever have a problem you want God to help you with, but it doesn't seem like He's helping you? Do you get impatient? Do you get frustrated or scared or maybe even angry? Our Think Right verse is Psalm 147:5. *Read it to students.* If you have trusted Jesus as your Savior, you can depend on God's power. He gave us this verse so we can think about it and use it when we have problems. Let's see what happened next with Jairus.

Jairus hears that his daughter is dead

Read Mark 5:35

Recap: Oh no! What happened? (Jairus' daughter died) How do you think Jairus felt now? (Probably hopeless) And the men from his house told him to give up. But, let's listen closely to what Jesus said to Jairus.

Jesus encourages Jairus

Read Mark 5:36

Recap: Jesus encouraged Jairus by saying, “Don’t be afraid; just believe.” Think about it. Jairus could have been really mad at Jesus for not getting to his daughter before she died. He could have given up and stopped depending on Jesus and gone home to bury his dead daughter. But what did Jairus need to do in this horrible situation? He needed to **depend** on Jesus’s great power, just like we need to. How often do you feel afraid and hopeless about something, but instead, you need to stand firm and depend on God’s great power?

Ask students to think of and share a brief example of a difficult or scary situation in their life. It could be their own or a family member’s sickness, moving, losing a friend, their parents’ divorce, a storm, the dark, etc. You can also briefly share a situation from your own life; just make sure it’s age-appropriate for your class. Ask your Discovery Land Leader if you have any questions about appropriateness.

Let’s get back to God’s Word to see what Jesus did.

People laugh at Jesus

Read Mark 5:37-40a dramatically

Recap: Why do you think these people laughed at Jesus? Have you ever had people laugh at you when you were depending on God or talking about Him? It isn’t easy to be laughed at. At times like this, we need to “Think Right” and “Do Right.” Do you think Jesus meant that the girl had just fallen asleep like we do every night? Or do you think Jesus knew something these people didn’t know? Let’s find out!

Note: John 11, the account of Lazarus, contains another example of Jesus using the sleep/dead terminology (vs. 11-14).

Jesus raises Jairus’ daughter from the dead

Read Mark 5:40b-43

Recap: Wow! Jesus raised this little girl from the dead! Aren’t you amazed at His great power? Isn’t it awesome that Jairus chose to depend on God’s great power?

Conclusion:

Jairus came to Jesus because he wanted Jesus to heal his sick daughter. But, as Jesus stopped to heal a woman, Jairus found out his daughter had died. Jairus could have given up, but instead, Jairus depended on God’s great power. Because Jairus had faith, Jesus raised his precious little girl from the dead. Isn’t Jesus amazing?

Do Right and Feel Right:

K – 2nd Grade: Do you depend on God's power? Will you this week? I challenge you to memorize Psalm 147:5 this week. It's written in your Tracker's Treasures take-home paper. If you already know the verse and you are a Christian, I want you to say it every day and really think about totally depending on God's power every day of your life. If you have not trusted in Jesus to save you from your sin and made Him the leader of your life, but you want to get to know Him, I have a special booklet for you. *Give them a Believe It or Not booklet. Have a classroom leader take students and go through the booklet as the rest of class plays the review game.*

3rd – 5th Grade: *Use the Wordless Book.* Do you depend on Jesus' great power? Has He raised you from the dead? Do you know what that means? First, we have to understand what it means to have a soul (*explain the soul using the information that is in the teacher's notes*). Before we trust in Jesus, even though our bodies are alive, we are spiritually dead and separated from God because of our sin (*show dark page*). That means when our bodies die, we would not go to heaven (*show gold page*) where everything is perfect and there is no sin. **But**, if we choose to have faith in Jesus to save us from our sin (*show red page*), He washes them away (*show white page*). That means He has raised us from being spiritually dead to being spiritually alive forever! That means when our bodies die, our souls will go to heaven (*show gold page*) and will live with God forever, and we will be given new bodies! But until we get to heaven, we need to be like Jairus and depend on Jesus and keep learning about His great and mighty power (*show green page*). If you've never trusted in Jesus to save you from your sin, would you like to learn how to do it right now? *Opportunity to share the Gospel through the Wordless Book.*

Review Questions: What did you discover today?

1. Who was Jairus? (A Jewish leader)
2. Why did Jairus come to Jesus? (He wanted Jesus to heal his dying daughter)
3. What happened when Jesus was on the way to heal Jairus' daughter? (Jesus stopped to talk to a woman; because of her faith, Jesus used His great power to heal her from her sickness)
4. How did Jesus encourage Jairus after his daughter died? (He said, "Don't be afraid; just believe")
5. What did people at Jairus' house do when Jesus said the little girl wasn't dead but asleep? (They laughed)
6. What did Jesus do for Jairus' dead daughter? (He told her to get up; she stood up and walked around)
7. Did Jairus depend on Jesus' great power? (Yes)
8. Name some ways you can depend on Jesus' great power.