



# Faith Adventures for Children Together



*Committed to URC Children Together:  
enabling everyone to grow more like Jesus  
together in the home, church and beyond.*

For guidance on the purpose of the resource and how to use it as a launch pad for your engagement with children and families, please use this link:

<https://urc.org.uk/wp-content/uploads/2023/01/FACT-how-to-sheet.pdf>

## Luke 10: 30-37 – The Good Samaritan

Theme: What matters most to you on your journey?

### Contents:

<a href="#">Introduction</a> .....	1
<a href="#">Together</a> .....	2
<a href="#">Experience</a> .....	3
<a href="#">Explore</a> .....	4
<a href="#">Express</a> .....	6
<a href="#">Handouts</a> .....	10

### Introduction: What would be helpful to know in my planning?

#### The Good Samaritan

The Parable of The Good Samaritan is one of the most well-known, and retold, stories from the Gospels. Jesus tells the story in response to someone asking him a question. It's important to remember that this is a parable, a story told to illustrate a point, it didn't happen in real life. Jesus ends with a question: who was the good neighbour? Jesus often answered a question with questions!

Samaritans were not liked by the Jews – Jews thought Samaritans were lower class and unclean because they were allowed to marry pagans. Thinking that a Samaritan was a 'good' person would have been a strange thought to a first century Jew. Whereas priests and Levites were well respected members of the Jewish community.

In Jesus' time, the road to Jerusalem to Jericho (about 35 kilometres) was also known as 'The Bloody Pass' – it was well known that robbers often attacked people. Maybe this was why the priest and the Levite didn't stop? Maybe the robbers were still nearby, or they thought it was a trap?

There may be many reasons why we don't stop to help people – perhaps it might be dangerous, or we are late for something important. But we have to make a choice. This story invites us to think about what matters most to us on our journey.



# Together

How do I help my group to come together and get started with the theme?

## Gathering prayer

### Jesus, our friend

(use alternate index fingers to point and tap the middle of opposite palms)

### Be with us today

(two hands, palms up in front of you, move up and down twice)

### As we share together,

(two hands, palms up in front of you, move one forward and one back and alternate twice)

### Pray together,

(hands together, palm against palm, as though praying)

### Play together,

(hands to each side, palms up, make two small circles outwards)

### And get to know you better,

(point up with one hand)

### As children together in your family

(one hand out, palm down in front of you, move it sideways and up in three 'steps' as though to indicate children of three different heights)

### AMEN

(Two thumbs up, and bring fists slowly together to meet in front of you)

OR

**Thank you, God, for bringing us together today.**

**Help us to grow closer to you in all we do.**

**Help us to speak and to listen, to learn and to grow together,**

**Adventuring together with you wherever we may go.**

**Amen**

---

## In-person Game

Here are some suggested games to focus on the theme of a journey, getting from one place to another, especially with the help of another. If you have a large group, consider using all the game ideas and rotating small groups around the games like a carousel. Examples might be an obstacle course or a three-legged race. Another option is Island Hop, where the aim is to get across the floor space using either a set of resources provided or following a set of rules. i.e. you could have squares of carpet to get across but only 2 people allowed on a square at a time.

---

## Online game

### Laugh/Help/Avoid

Each member of the group will need to write 'Laugh', 'Help' and 'Avoid' on 3 separate pieces of scrap paper or card. Read the statements, one at a time, and ask the group to hold up their response – would they Laugh, Help or Avoid?

- Someone in your class has dropped their dinner tray. The whole room cheers and the person looks really upset. **Laugh, Help or Avoid?**



- When you are at the shops, you see a toddler who has lost their adult. **Laugh, Help or Avoid?**
- A homeless person is waiting outside the shops, asking for spare change. It's raining. **Laugh, Help or Avoid?**
- Whilst racing at lunchtime, someone in your class falls over just before they reach the finish line. **Laugh, Help, Avoid?**
- Your teacher drops their pile of books whilst they are trying to hand them out. **Laugh, Help or Avoid?**
- Someone who is always mean about your friend's clothes, forgets their PE kit. They might have to wear something from the lost property box. **Laugh, Help or Avoid?**
- Your small group leader is sitting on the floor with you to share a story but then can't get up. **Laugh, Help or Avoid?**

*If you have time, members of the group could take it in turns to create their own scenario for the group to respond to.*

## Experience

**For this story we recommend using the Children's International Bible**

<https://www.biblegateway.com/passage/?search=Luke%2010&version=ICB>

**Where can I find the story online?**

Under fives: The Good Samaritan <https://www.max7.org/en/resource/goodsamaritan>

Over fives: God's story – The Good Samaritan - <https://youtu.be/MLzdQtetedc>

**Songs to support the story**

Under fives: Jesus is my best friend by Grace Kids <https://youtu.be/tER4Jx6LyZk>

Over fives: I walk by faith – by WOW, performed by The Praise Band - <https://youtu.be/x0-eljXhRMM>



# Explore

Ideas and activities to explore this week's Bible passage together

## Good Samaritan Board Game

This story lends itself quite nicely to being retold as a game, similar to snakes and ladders or a simple roll and move board game. Plan out a simple board so that the group take it in turns to move along from Jericho to Jerusalem using the roll of a dice. Create different situations on the board squares that relate to the story and add a few of your own, include some question spaces.....for example:

You get beaten up along the road: miss 3 plays.

You are a Levite priest and can't stop: jump ahead 4 places

You are running late: jump ahead 4 places.

You are feeling kind: swap the first and last places on the board.

Divert to inn: miss a turn and move all other players 1 space forward

You run away from robbers – in the right direction: move forward 3 spaces

You hide from robbers: go back 2 spaces

You find some money in your pocket: move another player forward 2 spaces

Your donkey is tired miss a go

Give someone a helping hand and swap with someone behind you

**The idea of the game is NOT to be the first to finish but to help others to finish before you.**

Along the route there could be question cards to encourage the group to chat about the story, for example:

What are the things that stop you from helping someone?

How do you feel when someone helps you?

Can you give an example of when you helped someone?

Should you always help others?

Are there things that matter most when on a journey?

What do you most often need help with?

Why do you think the Good Samaritan stopped to help?

You could make one for the group to play to explore the story OR, if you have time, the group could fill in the blanks on a template board before playing the game. An example can be found in the creative section. (Express)

This could also be playing on a giant board game or using the whole room.



## Modern parables



The Way Back Home read by Story Time with Rocket

<https://youtu.be/xgGVJmPLNS4>

### Talking together: How might we talk about the story together?

- Who are the Samaritans today? Who are we helped by today?
- Who do we avoid? (Be aware that this may raise safeguarding issues depending on their answer)
- What matters to God in the choices we make?

### Wondering together: suggested questions to use during activities

- I wonder what matters most to you? I wonder what matters most to God?
- I wonder what helps you make a choice?

### What's in the box (for under fives)

Use the special box or bag and sing "what's in the box/bag? What's in the box/bag? Let's see, let's see, what's in the box/bag" (to the tune of The Farmer's in the Dell). You could tap the top of the box twice after the word 'box'. Pull out the things one by one and then let the children play with them, talking about the theme or the story in simple terms.

This week's box could include:

- Road Signs (think about journey and what gets in the way of our path).
- A bandage (think of the help that we can give to people who we see on the path, how can we help them).
- An arrow (how do we know we are going the best way, the way that matters to us).
- A group of people who are different from each other (we all are different and have different things that matter to us, how can we be a good Samaritan to those who need help).
- A set of play people to act out the story or random shapes/bits you can move around to make pictures from the story as you tell it (e.g. stones, felt, twigs etc) A
- tactile cross of wood or fabric (A cross shape reminds us of Jesus. Jesus/God loves us and it's always in the box because Jesus/God always loves us!)
- A set of play people to act out the story or random shapes/bits you can move around to make pictures from the story as you tell it (eg stones, felt, twigs etc)



# Express

Praying together: how can you involve the children actively in prayer?

## Road Sign Prayers

Use a selection of road sign images to help you pray, for the things what matters most to you on your journey, and the obstacles which get in the way.



It may be rocks on the road, or a steep hill, maybe the road is slippery. Pray that God will help you get around these things.



Think about people who cross our road and the things which maybe we need to watch out for.



When do we need to give way and when we should stop or do we need to go around things that matter to us.



Are there times when we need to overtake something or stay in the same lane. Pray for the things what matters most to you on your journey and help to know which way to go.

Use the symbols as a walking route around the room and pray as you go.

## Spoken prayer

Invite the children to join in with the prayer by saying the opening words in bold and doing the actions.

God – Raise hands to the sky

We pray – Bring hands together

Help – hands over heart

Amen – Thumbs up with both hands and bump knuckles gently together.

**God** of the stranger and outcast,  
**We pray** for those who feel left out,  
**Help** them to find love and acceptance.

**God** of those who are isolated,  
**We pray** for those who feel lost and lonely,  
**Help** them to find love and acceptance.

**God** of the sad and confused,  
**We pray** for those who feel nobody cares,  
**Help** them to find love and acceptance.

**God** of the angry and frustrated,



**We pray** for those who feel misunderstood,  
**Help** them to find love and acceptance.  
**Amen**

## Responding together

Here are some suggested crafts and activities, and there is a colouring sheet at the end of this resource. You could also use small play toys and/or have a basket of resources available so children can choose their own way to respond. See here for more ideas: <https://urc.org.uk/wp-content/uploads/2023/01/FACT-how-to-sheet.pdf>

With an online group, plan whether to deliver any resources in advance or how you will encourage them to use what they've got to hand in their response.

However you do it, it is good for the adults to engage in the response too, and all chat together.

## Suitcase

When preparing for their journey, the good Samaritan and the man that he helped would have thought about what mattered to them the most and packed their bag with this in mind. Use the suitcase template and draw and write in the things that matter the most to you in your life.



### You will need:

A cardboard box (e.g. empty cereal packet), tape, and a pipe cleaner  
 Alternatively, use the suitcase template at the end of this resource  
 Pens

### What you do:

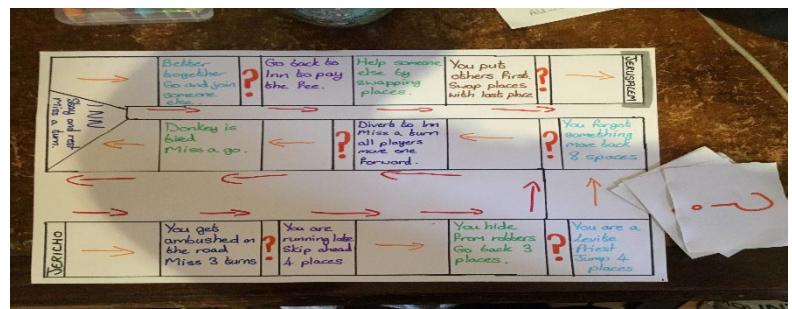
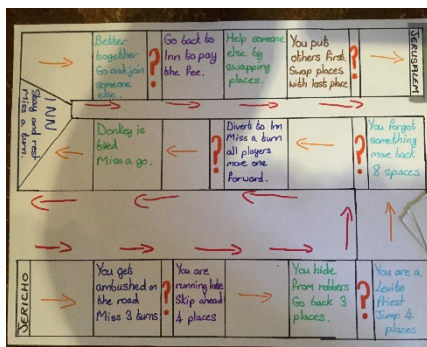
Use the cardboard box to make a suitcase, using the pipe cleaner or a strip of cardboard to make a handle and fastenings. Alternatively use the template to draw on.

Thinking about your life as a journey, write or draw into the suitcase the things that you think are important to you in life – maybe items that are important, or characteristics. What would you take with you on your way?

## Making a board game

Once the group have explored the story using the board game, they could make their own. It might be based on the story OR it could be based on another story of a journey such as the Hare and the Tortoise OR it could be based on the journey of life, exploring what matters most in people's lives.

Here is an example:







## Everyday with Jesus – Walking the Way

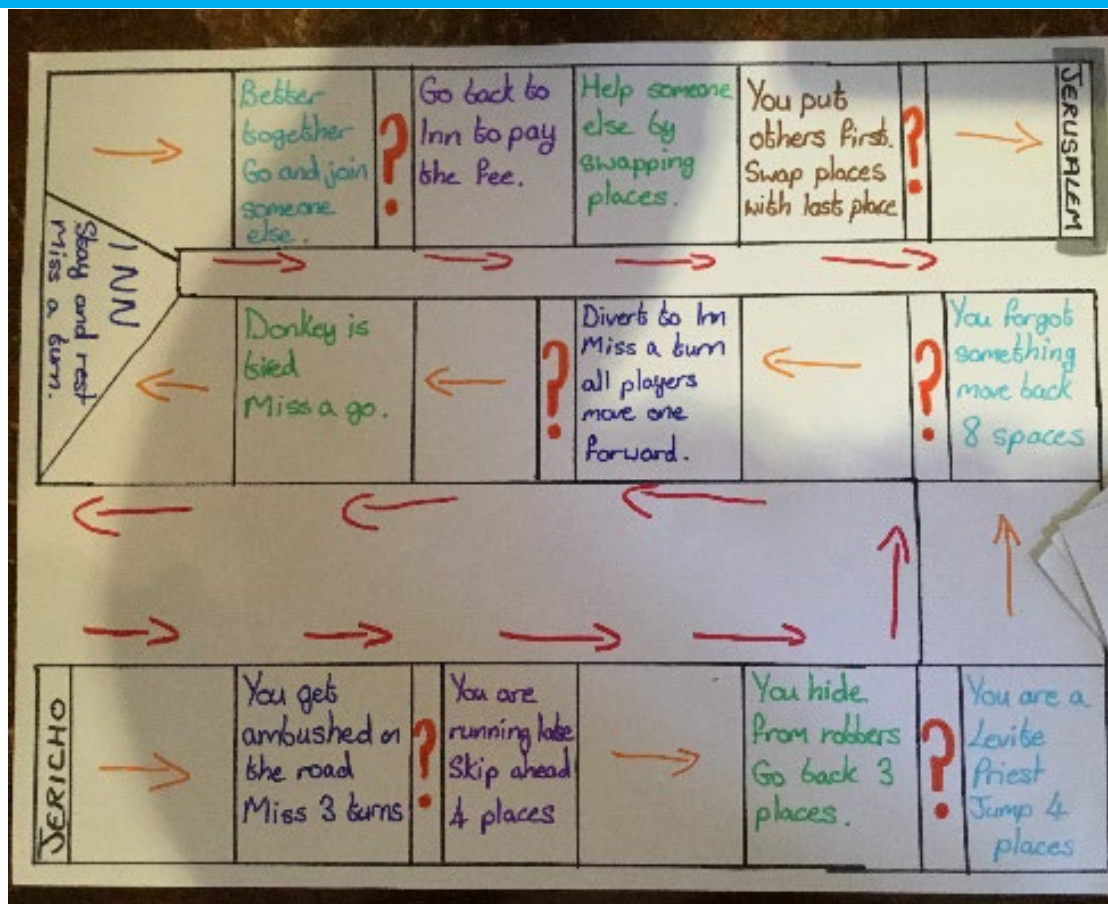
What could we do this week to carry on what we've learned? Maybe members of the group could come up with a suggestion. If not, get them to choose from these two challenges:

- Take a piece of paper and write your name in the middle. Around the edge, brainstorm all the things which matter to you in your life. Circle the ones that matter the most to you in **blue**...i.e. family, being kind, the ones that matter in **green** i.e. playing piano, using my phone and those that you wouldn't consider to be the most important things in your life i.e. eating chocolate, getting my own way in **red**. Reflect on how many are blue and think about whether you make these a priority in life.
- Chat to a friend or family member about what matters most to them and why? Share what matters to you and why.

We hope you enjoyed exploring **Luke 10, The Good Samaritan** with us.

Please let us know what you liked or what you would find useful by emailing [lorrainewebb@urc.org.uk](mailto:lorrainewebb@urc.org.uk)

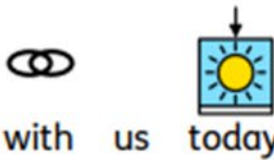
Why not have a look at next week's resource on **Barnabas' Journey**.



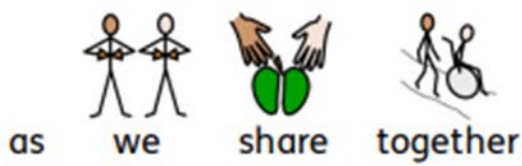




Jesus our friend,



be with us today



as we share together



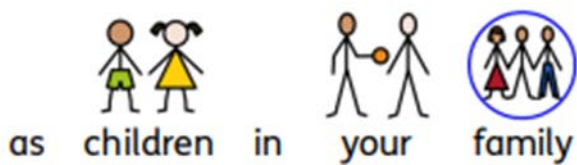
pray together



play together



and get to know you better



as children in your family



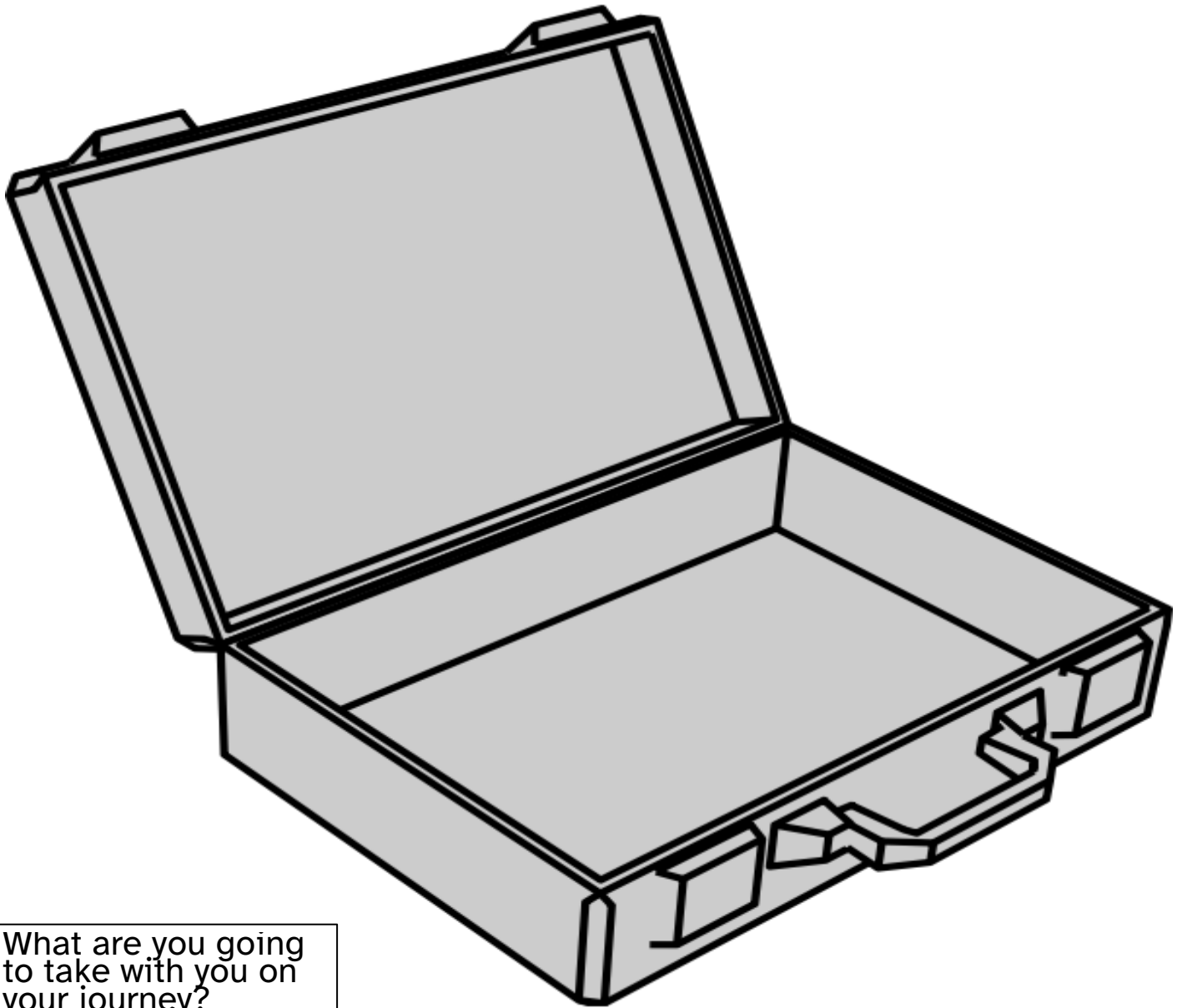
Amen





Illustration by Siku and Ed Chatelier of the Edge group and originally used in the 'Manga Bible – KJV version'.





What are you going to take with you on your journey?

What matters most to you in life?