

# Lesson Plan: An Action Verse Adventure with Acts 2:38

## Materials Needed:

- A Bible
- Red and green construction paper
- Scissors and a black marker
- A paper plate or piece of cardboard
- Glue or a brass fastener
- Play-Doh in various colors
- A small whiteboard and dry-erase marker (or a Ziploc bag and dry-erase marker)
- An small, empty box (like a jewelry or shoe box)
- Wrapping paper, ribbon, tape, and markers for decorating
- Small slips of paper

## 1. Learning Objectives

By the end of this lesson, Mouse will be able to:

- Explain the four main actions in Acts 2:38 (repent, be baptized, receive forgiveness, receive the Holy Spirit) in their own words.
- Create tangible representations for each abstract concept in the verse.
- Connect the meaning of the verse to the idea of a new start or a change of direction in life.

## 2. The "Hook": Unpacking the Verse (5-10 minutes)

- **Teacher:** "Mouse, have you ever followed a recipe to bake something delicious or used a map to get to a new, exciting place? Some verses in the Bible are like a recipe or a map for our hearts. Today, we're going to explore one of the most famous 'action' verses: Acts 2:38."
- Read Acts 2:38 together aloud: "*And Peter said to them, 'Repent and be baptized every one of you in the name of Jesus Christ for the forgiveness of your sins, and you will receive the gift of the Holy Spirit.'*"
- **Teacher:** "Wow, there are a lot of big words and actions in that one sentence! Let's break it down into four parts and go on an adventure to figure out what each one really means."

## 3. Instructional Activities: The Four-Part Adventure (30-40 minutes)

This lesson is built around four creative stations, each focusing on a key part of the verse.

### Part 1: The "Repent" Spinner

- **Concept:** To repent means to have a change of heart and mind that results in a change of direction. It's like doing a U-turn—turning away from going our own way and turning toward God's way.
- **Activity:**
  1. Cut a large arrow from the red construction paper. With the marker, write words or draw simple pictures on it that represent going the "wrong way" (e.g., being selfish, telling a lie,

being unkind).

2. Cut an identical arrow from the green construction paper. Write or draw things that represent going "God's way" (e.g., being helpful, telling the truth, being loving).
3. Glue the arrows back-to-back.
4. Attach the center of the arrow to the paper plate using a brass fastener so it can spin.
5. Demonstrate spinning the arrow from the "red side" to the "green side." Discuss how repenting is an active choice to turn around.

## Part 2: The "Baptism" Sculpture

- **Concept:** Baptism is an outward picture of an inward change. It's a way to show the world that you have decided to follow Jesus.
- **Activity:**
  1. Using Play-Doh, create a 3D scene of a baptism. You can make a person, a blue "pool" of water, and someone helping them.
  2. As Mouse sculpts, discuss the symbolism. Talk about how going under the water can represent washing away the old life, and coming out of the water represents starting a brand new, clean life with Jesus.

## Part 3: The "Forgiveness" Wipe-Away

- **Concept:** Forgiveness of sins means that when God forgives us, He wipes our slate completely clean. He doesn't hold our mistakes against us anymore.
- **Activity:**
  1. On the small whiteboard (or Ziploc bag), use a dry-erase marker to write down some of the "wrong way" things from the red arrow (e.g., "selfishness," "anger").
  2. **Teacher:** "The Bible says Jesus's sacrifice makes forgiveness possible. When we ask for it, this is what God does with our sins."
  3. Hand Mouse the eraser (or a paper towel for the bag) and let them wipe the board completely clean.
  4. Emphasize how clean the board is. The words are gone, just like God removes our sins.

## Part 4: The "Gift of the Holy Spirit" Mystery Box

- **Concept:** The Holy Spirit is a wonderful gift from God that we don't have to earn. He is a Helper and a Guide who lives inside believers.
- **Activity:**
  1. Give Mouse the small box, wrapping paper, and decorations. Let them decorate it to look like the most special gift they can imagine.
  2. While they decorate, write these words on the small slips of paper: **Helper, Comforter, Guide, Teacher, Power, Peace.**
  3. When the box is ready, have Mouse put the slips of paper inside.
  4. **Teacher:** "This verse says we will receive a gift. It's not a toy or something we can see, but it's the best gift ever. Let's open it and see what this gift does."
  5. Open the box together and read each slip of paper, discussing what each word means (e.g., "A Helper is someone who is with you when things are hard," "A Guide helps you know the right way to go").

## 4. Assessment and Application (5-10 minutes)

- **Show and Tell:** Lay out all four creations: the Spinner, the Sculpture, the clean Whiteboard, and the Gift Box.

- **Teacher:** "Mouse, you did an amazing job creating all of this! Now, can you use your creations to tell me the story of Acts 2:38 in your own words?"
- Listen as Mouse explains the verse using their hands-on projects as prompts. This serves as a creative and low-pressure way to assess their understanding.
- **Closing Thought:** "Isn't it cool how this one verse is a whole adventure? It shows us a path for how to get close to God and have a new beginning."

## 5. Differentiation and Extension

- **For a Younger Learner:** Focus more on the physical actions. Spend more time playing with the spinner and Play-Doh. Keep the vocabulary simple (e.g., "turning around," "getting washed," "a clean heart," "a forever friend").
- **For an Older Learner:** Introduce deeper questions. "Why do you think baptism is a public act?" or "Can you think of a time the Holy Spirit might have acted as a Guide in a Bible story we've read?" They could also write their own short story or comic strip illustrating the verse's meaning.