



Meeting

2

Lost and Found



Here are some fun activities that encourage Little Lambs to play and explore while learning about Jesus the Good Shepherd. Adapt the activities to meet the needs of your Little Lambs or create your own activities.



MEETING LENGTH

60-80 MINUTES

- Gather the Flock (5 minutes)
- Lamb Tales (10 minutes)
- Activities (40-60 minutes)
- Good-baa Little Lambs (5 minutes)

REQUIREMENTS COMPLETED

MY GOD



Gather the Flock

5

MINUTES

Using a lamb puppet or toy lamb, greet each of the children by name and welcome them all to Little Lambs. Have the children sit in a circle.



Listen to a story about Jesus.

Lamb Tales

10

MINUTES

THE GOOD SHEPHERD

Using the lamb puppet, ask the children what they remember about lambs from the last Little Lamb meeting. Then show them a picture of a shepherd and tell them that a shepherd feeds the lambs, cuts their hair (wool), and finds them if they get lost. Next, read *The Good Shepherd and the Little Lost Lamb*. After reading the story, show the children a picture of Jesus surrounded by sheep or children. Explain that sometimes Jesus is called the Good Shepherd because He watches over little children just like the good shepherd in the story watched over the little lost lamb. Then ask the children three specific questions about what they learned about Jesus from the story.

MATERIALS NEEDED

- Lamb puppet
- *The Good Shepherd and the Little Lost Lamb* by Allia Zobel Nolan (Standard, 2006) or a book of your choice





The following activities fulfill the requirements for My God I.

Shepherd Dress-up

15
MINUTES

WHAT YOU DO

Ahead of time: Set up tents or make tents out of sheets/blankets. Have pillows and blankets inside of the tents and toy sheep outside around the tents. Create a pretend campfire out of sticks and provide bowls, spoons, pans, and other cooking utensils. Make robes from large t-shirts and head scarves from pillowcases using jute or ribbon to hold the scarves onto the children's heads.

Explain to the children that when Jesus lived on Earth, shepherds lived in tents, cooked over a fire, dressed in robes, and went barefoot or wore sandals. Then encourage the children to take off their shoes and socks, dress up in the clothes, and pretend to cook or watch over the sheep.

1 ACTIVITY

MATERIALS NEEDED

- Tents or blankets/sheets
- Pillows
- Blankets
- Toy sheep (plastic or stuffed animals, any size)
- Sticks
- Cooking utensils
- Large t-shirts
- Pillow cases
- Jute or ribbon





ACTIVITY

2

The Shepherd Says

15

MINUTES

MATERIALS NEEDED

- Chalk or masking tape
- Lamb puppet or toy

WHAT YOU DO

This game is *Simon Says* renamed *The Shepherd Says*. The object of this game is to be a good listener and be the first to reach the little lamb. Begin by using the lamb puppet to explain to the children that the little lamb is lost and they are going to help the shepherd find it. Then have the children stand behind a line that you have drawn with chalk or masking tape. (To keep the children from crowding each other, have them reach both arms out straight from their sides and tell them that they shouldn't be able to touch the boy or girl standing on either side of them.) Now take the lamb puppet and stand several feet in front of the children and tell the children the rules of the game.

The Shepherd Says Rules

An adult calls out a child's name and tells him or her how many and what kind of steps to take. For example, "Zachary, the shepherd says, take two giant steps." Zachary would then take two big steps toward the adult holding the lamb puppet. However, if the adult says, "Zachary, take two giant steps," but doesn't say the shepherd says, Zachary shouldn't take any steps. If he does, he goes back and stands behind the line. (Demonstrating the game first with a couple of adults is helpful.) Commands might include giant steps, baby steps, backward steps, or hops.



Lost Lamb Painting

10
MINUTES

WHAT YOU DO

Ahead of time: Using a white crayon, draw or trace a lamb onto white construction paper. Then use the white crayon to color in the lamb outline. Use water to thin the tempera paint. (It should be the consistency of milk.) Place the paint in small dishes. Additionally, you may want to cover the surface where the children will be painting with newspaper.

Ask the children what a shepherd does if a lamb is lost. Then tell them that a lamb is lost and they are going to help find it. Give each child a sheet of white construction paper with a lamb crayon drawing on it. Then with a paintbrush, have them cover the paper with the paint.

Once the paint has dried (use a hair dryer to speed up the drying time), give each child a picture of a shepherd to glue onto their picture and crayons to decorate the picture any way they wish.

3 ACTIVITY

MATERIALS NEEDED

- White crayon
- Lamb Pattern (see p. 171 or Pinterest)
- White construction paper
- 1 in (2.5 cm) paintbrushes
- Light colored tempera paint such as pale yellow or blue
- Small containers
- Cups of water
- Pictures of shepherds
- Glue
- Crayons
- Hair dryer
- Newspaper
- Smocks



Find the **Lamb Pattern** at
[Pinterest.com/AdventSource](https://www.pinterest.com/AdventSource)



ACTIVITY

4

MATERIALS NEEDED

- Baby bottle
- Lamb puppet or toy

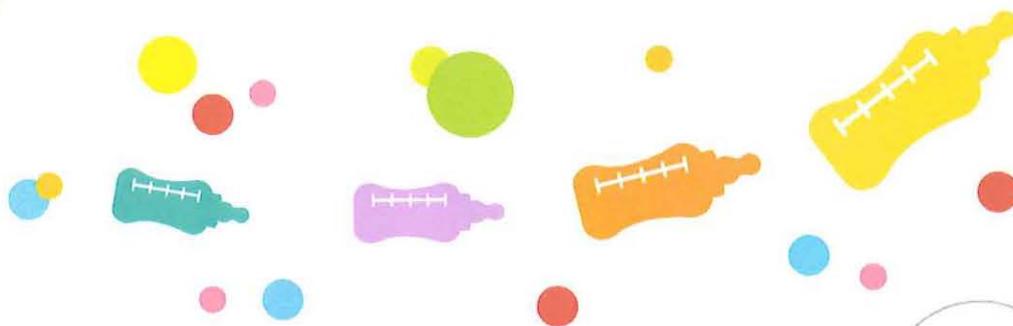


Little Lamb, Little Lamb, Who's Got Your Bottle?

10
MINUTES

WHAT YOU DO

If you've ever played *Doggy, Doggy, Who's Got Your Bone*, you'll recognize this game. Have the children sit on the floor in a semi-circle. Then pretend to feed the lamb puppet with a baby bottle and explain that sometimes a lamb's mother can't feed (nurse) her lambs. If this happens, the shepherd helps out by feeding the lambs with baby bottles. Select one child to be the shepherd sitting at the open end of the circle with her back to the other children and place a baby bottle behind her back. Then point to one of the children in the semicircle and have him quietly get the bottle, return to his spot in the semicircle, and place it behind his back. Once one of the children has hidden the bottle, have all of the children in the semicircle bleat (baa, baa, baa). Now tell the selected child to be the shepherd, and when she or he hears the lambs crying for their bottle, to turn around and guess who took the bottle. Repeat until all of the children have had a turn to be the shepherd.



Good-baa Little Lambs

5
MINUTES

Gather the children into a circle and ask them a specific question about what they learned during Little Lambs. Example: Ask them what a shepherd does and why we sometimes call Jesus the Good Shepherd. Sing "Jesus Is My Shepherd" (p. 175) and then rejoin the rest of the Adventurers for your closing program.



Requirement: My God I