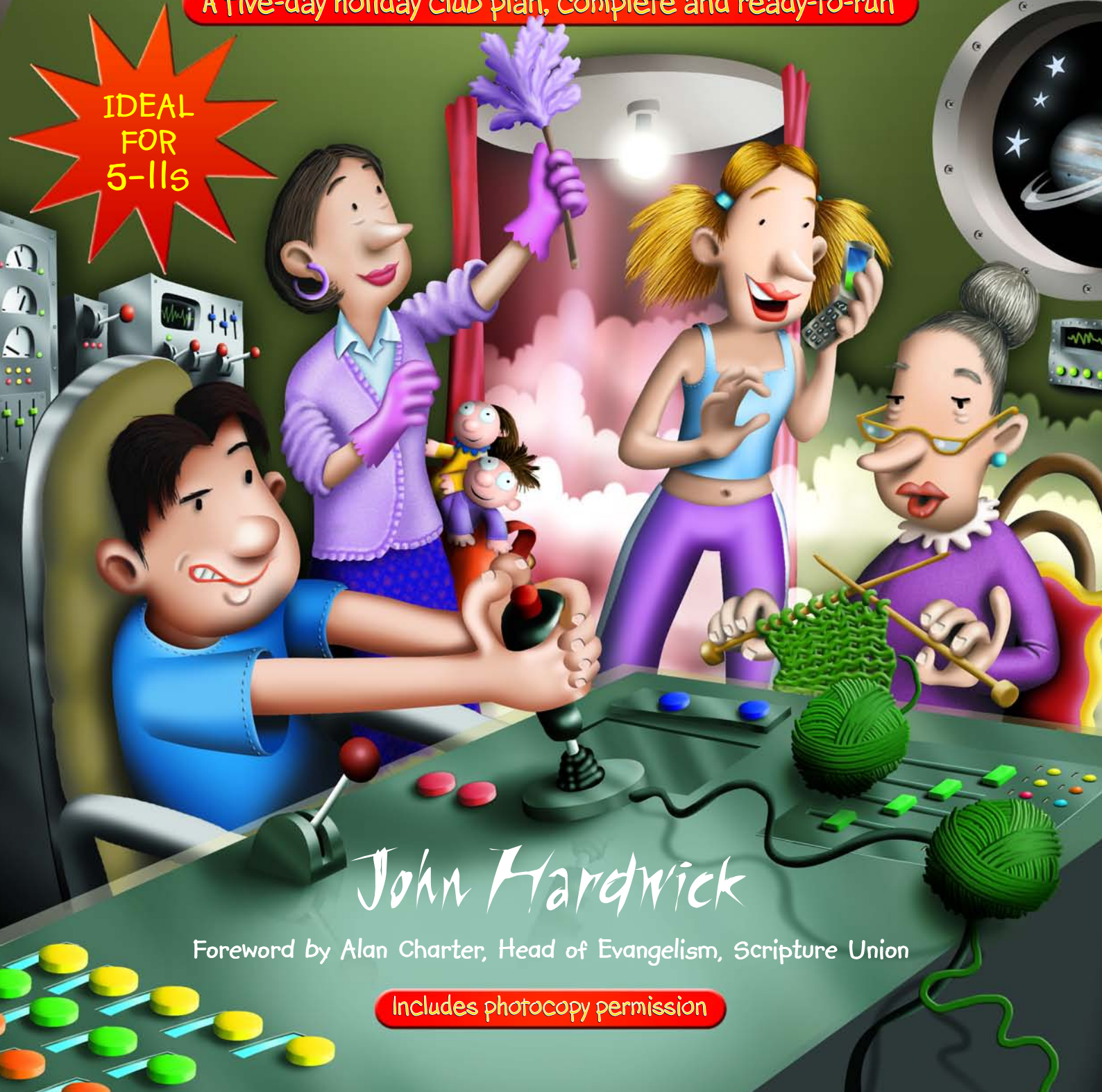


# The Starship Discovery Holiday Club!

A five-day holiday club plan, complete and ready-to-run

IDEAL  
FOR  
5-11s



John Hardwick

Foreword by Alan Charter, Head of Evangelism, Scripture Union

Includes photocopy permission

# Contents

Foreword.....	6
Introduction .....	7
Daily programmes: teaching outlines.....	11
Timetable for a two-and-a-half-hour programme .....	12
The <i>Starship Discovery!</i> theme song .....	13
The Watt Family theme song .....	14
Bible memory verse songs.....	15
Opening talks .....	20
Theme illustrations and challenges .....	22
The Watt Family daily dramas .....	26
<i>Starship Discovery!</i> crafts.....	33
<i>Starship Discovery!</i> games .....	36
Puppet sketches .....	39
Quick quiz questions .....	43
Bible story narrations.....	46
Differentiated funsheets .....	52
Appendix One: Material for a special service or evening event .....	62
Appendix Two: <i>Starship Discovery!</i> badges .....	65
<i>Starship Discovery!</i> invitation cards .....	66
<i>Starship Discovery!</i> registration form .....	67
<i>Starship Discovery!</i> presentation poster.....	68
<i>Starship Discovery!</i> memory verse templates .....	69
Appendix Three: Time fillers and extra games .....	70
Appendix Four: Further resources and training events .....	72

# Foreword

Having known John for more years than I care to mention, I am delighted to put fingers to keyboard to commend *The Starship Discovery Holiday Club!* to you. I would love to tell you how I had taught John everything he knows... but that would not be the case. What is the case is that I have learned a great deal from him over the years and have been encouraged by his passionate commitment to making the gospel of Jesus accessible to children.

*The Starship Discovery Holiday Club!* is a great tool to help you take children on that voyage of discovery for themselves. Journeying through the experience of Peter brings an unparalleled close encounter with the Master himself. The combination of a child's fascination for the wonder of space and the timeless truths of one man's life-transforming relationship with the creator of time and space itself gives you a wealth of creative possibilities. I hope that you will have as much fun preparing and running this programme as John and I did a few years back when we first worked on it.

Allow your imagination to run riot as you embark on this adventure together. The impression made on the life of a child can truly last for eternity. You will not always see all the fruit from the investment made by you, your church or a group of churches in your community, but be assured—there will be fruit. Never underestimate the

impact upon the life of a child by those who combine a love for Jesus and a love for children. When Jesus states, 'When you welcome even a child because of me, you welcome me' (Mark 9:37), we are reminded that there is an unfathomable 'kingdom thing' going on when we go the extra mile to welcome children. It really is worth all the effort.

One more thing... to make this a true voyage of discovery, make sure you have put some thought into your next steps. There is a tremendous investment needed to pull off a week like this, so make sure you steward that commitment wisely. Look beyond the holiday club to the continuing ways you can make disciples of the children and their families. It is a high calling to work with children, as the impact of our ministry with them in these formational years is potentially lifelong.

Pray hard, give it your all and push on to that final frontier!

*Alan Charter*

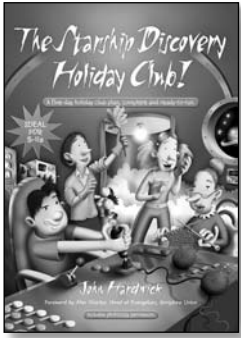
*Head of Evangelism, Scripture Union*

[www.scriptureunion.org.uk](http://www.scriptureunion.org.uk)

*Director, Children Matter!*

[www.childrenmatter.net](http://www.childrenmatter.net)

# Introduction



The shepherd boy, David, looked up at the stars in the sky and was awestruck by what he saw. The night sky was the inspiration behind much of his worship, giving rise to words of praise such as ‘I often think of the heavens your hands have made, and of the moon and stars you put in place’ (Psalm 8:3), ‘You spread out the sky like a tent...’ (Psalm 104:2b)

and ‘Sun and moon, and all you bright stars, come and offer praise’ (Psalm 148:3). Right from the beginning, after God had created the sun and the moon and flung stars into space, we humans have been fascinated by the vastness of God’s creation. As our awareness has grown, we have marvelled at the incredible beauty of the stars and planets that make up not just our own solar system, but also the galaxies beyond our own—far beyond the extremities of our knowledge and understanding. In the last hundred years, people have reached out into space in new ways: people have walked on the moon and probes have explored distant planets.

Movie makers have produced many great films reflecting our love of space, such as *Flash Gordon*, *Star Wars*, *Star Trek*, *Lost in Space* and many more. At the time of writing, the latest favourite children’s TV programme to hit the small screen is *Lunar Jim*. Jim follows in the footsteps of the classically popular series, *The Clangers*, and surely won’t be the last to enthrall the younger generation. With all this in mind, *The Starship Discovery Holiday Club!* is bang up to date and continues to be a perennially popular theme with children of all ages.

*trip*, the willingness to be *transformed* by Jesus and, finally, the willingness to *train* in our Christian faith, so that we are prepared for the journey ahead.

Using a mix of songs, warm-up activities, drama, crafts, games, puppet sketches, Bible narrations, quizzes and funsheets, the material offers five off-the-peg sessions, designed as a five-day holiday programme but equally suitable for midweek clubs and all-age worship. In addition, in Appendix One, you will find extra material that could be used for a special holiday club evening or a special all-age service as a conclusion to the holiday club itself.

**Day 1:** We first meet Peter when *he* first meets Jesus and chooses to give up everything to follow him. Choosing to follow Jesus is a big decision; it’s not a short-term choice, but one that affects the rest of our lives.

**Day 2:** We next encounter Peter when he learns an important lesson about trust. Peter’s trust took a big step when he tried to reach Jesus by walking on the water. When we keep our eyes on Jesus, he will hold us fast.

**Day 3:** Peter thought he would never let Jesus down, but circumstances proved differently. Peter shows us that we all make mistakes and, through him, we learn how Jesus dealt with the things Peter did (and we do) wrong.

**Day 4:** When Peter and the other disciples received the gift of God’s Holy Spirit, they were transformed by the power that changed their lives.

**Day 5:** Finally, we see how God prepared Peter to be strong in times of trouble and how the power of prayer released him from prison. Despite being in prison, Peter’s training stood him in good stead and he was prepared for the journey ahead.

## Overview

*The Starship Discovery Holiday Club!* takes the ever-popular space theme to explore five characteristics of one of Jesus’ closest friends—Peter, a fisherman and disciple. The framework for the material is five common spaceship images: ‘Blast off!’, ‘Beam me up!’, ‘Black hole!’, ‘Breakthrough!’ and ‘Battle Stations!’ At a second level, the material introduces five qualities common not just to Peter but also to Christians today. These five qualities are the willingness to *turn* towards Jesus, the willingness to *trust* Jesus, the humility to ask for forgiveness when we

## Setting up

To create an outer space atmosphere, set the scene by having pictures and backdrops of stars and planets around the room. For reference, look for images on the Internet by typing “space and planets” into the search engine. You should instantly have hundreds of images that you can download and display around the room, build into PowerPoint slideshows, use to make a space quiz, or use as inspiration for your own ideas.

Choose space names for the children's teams, such as Stars, Milky Way, Moon, Mars, Jupiter, Saturn, Neptune, Pluto, Earth, Sun and so on, and arrange appropriate dress for your leaders and assistants. You'll need additional leaders to oversee the crafts and games, and a team leader to supervise the sessions.

Decorate your venue in keeping with the theme. The stage area could be made to look like a control desk in a spaceship. This is easily achieved by spraying a variety of household junk with silver spray paint and sticking it on to your backdrop. The rest of the holiday club area can be transformed with aluminium baking foil, as many flashing lights as you can find and pictures of stars, planets and galaxies.

## Roles and responsibilities

Good teamwork is essential for good children's work. As well as an overall holiday club coordinator, you'll need people to fill all the following roles.

### Registration officer

This role would suit a well-organized person. If the children are registered before the start date of the holiday club, you will save time on the first day of the club. If you choose to register the children on the first day, you will need a good team of helpers to cope with the workload.

You need to register the following details for each child. (See page 67 for a photocopyable registration form.)

- Name and address
- Date of birth
- Contact phone number
- Medical details (such as asthma or allergies)
- Parent's or guardian's permission for child to attend the club

You will need to split children into groups according to their age bands, and possibly sub-section them into teams. It's advisable to issue each child with a colour-coded sticker or badge to identify him or her and the team to which they belong. Have a 'welcome' team available 15 minutes before the start to make the children feel at home when they arrive.

### Team leaders

Team leaders need to be able to deal with a high level of responsibility. Each team leader will be allocated to a particular group of children or age band. They will stay

with the children the whole time, sitting with them and leading them through various activities. They will befriend, enthuse and maintain a level of control. It's important that team leaders join in the songs, as children will look to their leaders as role models.

### Team helpers

These are people who can help the team leader. They need to be free to fetch things, accompany children to the toilet and so on. **NB:** Male leaders should not accompany female children to the toilet.

### Games leader

This needs to be someone with experience of sorting children quickly, and accustomed to organizing games. A powerful voice would be an asset. Keep the games in one location and bring the children to that area when it is their turn to play.

### Craft leader

This needs to be someone able to organize a simple craft activity. The craft leader will need to start collecting materials well in advance. Try to make the crafts theme-related. Once again, have a fixed location for crafts and bring the children to that area when it is their turn.

### Time keeper



This person watches the time and gives a five-minute warning to activity leaders that the session is about to end. He or she then rings a bell when it's time for the teams to move on to the next activity.

### Snack team

One person or team is needed to prepare drinks and biscuits for the children. Not all the children will need their drinks at the same time, as teams will take turns to have their refreshments. Please ensure that all the leaders, including the games leader and craft leader, also receive drinks.



## *First aider*

It is essential to have someone available who is a trained first aider, and to have a well-stocked first aid box. St John Ambulance may be able to offer advice if you are unsure about how to provide this facility.

## *Discipler*

Children may have questions about the Christian faith. Disciplers need to be able to talk in simple language and be good listeners. They should know what they believe and how to put it across without manipulation or forcing the children into making statements or promises that they cannot understand or keep.

You will need to think about how to follow up children who are seeking to know more about the Christian faith.

## *Publicity officer*

This person is needed to design and organize posters, leaflets and school visits, and to contact the local press.

## *Floater*

Floater are helpers who cannot commit themselves to attend the whole week's programme but are able to come for a day or two. They can help wherever there is a need.

## *Stage team or presenter*

Either one person or a team is needed to lead the up-front programme, leading the songs, theme illustration, quiz, Bible story and teaching, and introducing the drama and puppet sketches. You may wish to fill this role from your own team, or you may decide to give your regular children's leaders a rest and bring in someone from outside.

## **Dos and don'ts**

It's worth repeating that good children's work relies on good teamwork!

- Do sit with the children during upfront time.
- Do be prepared to join in the songs and interactive parts of the programme. Don't forget that children will



look to the team leaders as their role models.

- Do encourage, befriend and control your team of children.
- Do use your common sense.
- Do encourage children to go to the toilet during the activity times rather than the up-front/teaching times. Remember that children follow each other's lead: if you're not careful, all the young ones will decide at once that they need an outing to the toilet.
- Do expect to have fun yourself and be open to learn. The teaching aspect of the programme is not just for the kids—God may choose to speak to you, too.
- Don't loiter on the edge, chatting or distracting the children or presenter, as the programme is taking place.

## **Safety first**



Agreed guidelines should be observed by everyone involved, in order to maintain the safety of the children and members of the team. Any questions relating to safety should be raised with the organizers before problems arise.

- No team member should be alone with a child where their activity cannot be seen by others.
- Always treat the children with respect and dignity.
- Never use physical punishment.
- Ensure that more than one person is present if a child needs to be washed or helped in the toilet.
- Don't become overfriendly, with children sitting on your lap, hugging, or rough-and-tumbling.
- Don't play-fight with children or join in games where you could fall on a child.
- Don't run around with children on your shoulders.

- Do not go into a room alone with a child, arrange to meet a child alone or invite a child to your home alone.
- Avoid any inappropriate touching or any excessively rough or physical games.
- Do not engage in any scapegoating, ridicule or rejection of a child.
- Avoid giving lifts to children. If a car journey is necessary, the child should sit on a rear seat, using an appropriate seat belt, and a second adult leader should be present.
- If you need to contact a child at home during or after the holiday club, ensure that you identify yourself as a member of the holiday club team.
- If abuse is suspected, do not encourage the child to talk further. Report suspicions immediately to the holiday club co-ordinator and make written notes of anything you and the child said to each other. **NB:** See websites listed below for further information.

## Fire safety

- Do not use candles, matches or lighters on the premises.
- Familiarize yourself with the fire exits.
- Observe fire drills: they are for everybody's safety.

## Stay legal

- If your holiday club lasts for more than two hours and runs for six days or more in a year, you need to register with Social Services. If you are planning follow-up events, this rule might affect you.
- If under-8s are involved, write to inform Social Services of your plans.
- Have someone on security to stop strangers from wandering in or children from wandering out.

For further information about legal requirements for child protection, contact your local council, your diocese or church office, or:

The Criminal Records Bureau  
CRB Customer Services  
PO Box 110, Liverpool L69 3EF  
Tel: 0870 9090811  
Website: [www.crb.gov.uk](http://www.crb.gov.uk)

The Churches Child Protection Advisory Service  
Disclosure Service  
PO Box 133, Swanley, Kent BR8 7UQ  
Telephone: 0845 120 4549  
Fax: 0845 120 4552  
E-mail: [disclosure@ccpas.co.uk](mailto:disclosure@ccpas.co.uk)  
Website: [www.ccpas.co.uk](http://www.ccpas.co.uk)

## Incentives

Throughout our lives, we have incentives to help us achieve, or to keep up our enthusiasm and excitement for the job in hand. In schools, children have stars or house points and receive qualifications. In the workplace, there are company perks, plus the chance of promotion or a pay rise. Incentives can help with the boredom of routine. There is always a new target to reach.

At weekly children's clubs, incentives or a little competition can help to create and maintain enthusiasm, and there are many ways you can add them to the weekly programme. For example, with a personal achievement chart and/or team achievement score board, children can earn points that are visible on a card, scoring chart or token. They might earn points for:

- Attendance
- Answering a question in the quiz
- Being the coolest-behaved girl or boy
- Being outstanding at joining in activities
- Bringing along a friend

For your *Starship Discovery!* holiday club, the scoring chart could be based around the theme. For example:

- **Rocket launch:** Each child has their own rocket-shaped token, which they decorate and name. Create a 'launchpad' marked into divisions, like the rungs of a ladder. Each time a child wins a point, their rocket climbs up the launchpad ladder one rung at a time. (Stick the rockets to the chart with sticky tack.)
- **Shooting stars:** When a child wins a point, hand out a shooting star on which to write their name. (You can buy packs of card stars in fluorescent colours in stationery supply stores.) Using sticky tack, stick the named stars on a large backdrop. When a child reaches five stars, he or she receives a small prize—for example, a sweet. When a child reaches ten stars, he or she is given a bigger prize—for example, an item such as a pencil, yo-yo or badge.

You could continue the incentive by having a big prizegiving at the end of the holiday club and inviting parents along to it.

Equally, you could have a different chart or card for each day, or use tokens instead. If tokens are used, a child receives a token for the same reasons as before, which can be exchanged at the end of the day for a prize.

Try to avoid the 'tuck shop' idea where children can exchange their own money for sweets. Some children have plenty of money, while others have very little. It's far better to have a prize system where they all have an equal opportunity to earn a prize.

# Daily programmes

## Day 1: Blast off!

The theme for today is 'Turning'. Peter was just going about his daily life when he first met Jesus. In fact, in those days, his name wasn't even Peter—it was Simon. Jesus turned Simon Peter's life on its head and things were never the same again.

**Bible story:** Matthew 4:18–22; Mark 1:16–20 and Luke 5:1–11.

**Memory verse:** Choose yourself today whom you will serve; as for me, I will serve the Lord (based on Joshua 24:15, NIV).

## Day 2: Beam me up!

The theme for today is 'Trusting'. When we follow Jesus, we have to learn to trust him, even when we do not know or understand what will happen. When Peter stepped out of the boat, above all he was taking a step of faith in which he needed to trust Jesus above everything else.

**Bible story:** Matthew 14:22–32; Mark 6:45–52 and John 6:15–21.

**Memory verse:** Trust in the Lord with all your heart and lean not on your own understanding (Proverbs 3:5, NIV).

## Day 3: Black hole!

The theme for today is 'Tripping'. No matter how hard we try, none of us is perfect: we all make mistakes and do wrong things. Peter let Jesus down very badly, but his story helps us to understand how Jesus deals with the things we do to hurt him, others and ourselves.

**Bible story:** Matthew 26:69–75; Mark 14:66–72; Luke 22:56–62 and John 18:15–18, 25–27.

**Memory verse:** Christ Jesus came into the world to save sinners (1 Timothy 1:15).

## Day 4: Breakthrough!

God has the power to transform our lives. Sometimes this happens gradually and sometimes it happens all at once, but, however the transformation takes place, Jesus promised that his Holy Spirit would be with us to strengthen and encourage us.

**Bible story:** Acts 2:1–47.

**Memory verse:** I will always be with you; I will never abandon you (Joshua 1:5b, GNB).

## Day 5: Battle stations!

Whatever we do in life, we need to get into training if we want to do something well. We don't need to train to become Christians, but if we are serious about wanting to follow Jesus, we need to train to be prepared for the journey ahead. Prayer is our training ground and the means by which we can win battles for God.

**Bible story:** Acts 12:6–19.

**Memory verse:** We often suffer, but we are never crushed. Even when we don't know what to do, we never give up. In times of trouble, God is with us, and when we are knocked down, we get up again (2 Corinthians 4:8–9).

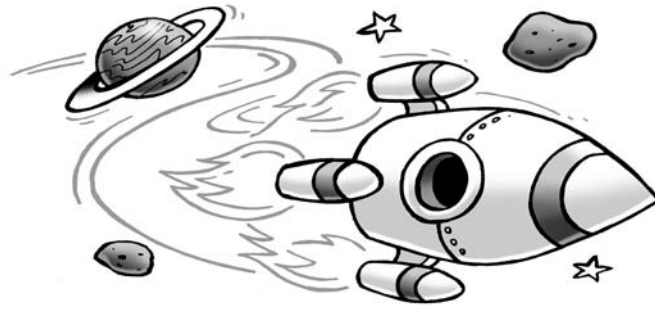
# Starship Discovery!

## timetable

### A two-and-a-half-hour programme (adaptable to suit your situation)

---

- 9.15am** Team meet together to pray.
- 9.35am** Last-minute preparation.
- 9.45am** Doors open for registration. Split the children into three teams according to their ages. Children go to team leaders/areas.
- 10.00am:** Stage-based presentation/up-front time 1 (30 minutes):
- Introduction and welcome
  - Opening talk to introduce the theme for the day
  - Theme song (see page 13 for details)
  - Action song
  - Theme illustration or theme team challenge
  - Memory verse song
  - Watt family daily drama
  - Song or Bible memory verse recap
- 10.30am:** Activity time: three activities, each lasting for 25 minutes. In their teams, the children rotate round the different activities so that all the children do each activity:
- Game
  - Craft
  - Snack, chat and funsheet
- 12.00pm:** Stage-based presentation/up-front time 2 (30 minutes):
- Songs
  - Puppet sketch
  - Bible memory verse recap
  - Quick quiz
  - Bible story
  - Round-up/prayer
  - Theme song
- 12.30pm:** Children go back to small groups and wait to be collected.



# Opening talks

Start each day of your holiday club with a short talk to help set the scene and introduce the theme. Use the Internet to find images to illustrate your talk: there are lots to choose from, including pictures of planets, rockets, space shuttles, aeroplanes, images of the world taken from space, and so on. You could build the images into a PowerPoint slideshow as a background to your talk, but do keep everything short—five minutes maximum.

## Day One: Blast off!

### Turning

Welcome to Starship Discovery! I wonder if you have ever been outside on a clear night and looked up at the night sky. On a clear night you can see the moon, thousands of stars and the vastness of space. There have been lots of films and TV programmes about space. (*Ask the children which ones they know about or have seen.*) Yes, *Lost in Space* and *The Clangers* were on TV when I was a kid, and so were *Star Trek* and *Dr Who*. There were also big films such as *Star Wars* and *ET*. Nowadays, characters such as *Lunar Jim* are very popular, and I'm sure you can think of loads more. All these are, of course, only made-up stories, and the spaceships are just models. But in our time we have real rockets and satellites, too—and even the space shuttle, a spacecraft that goes into space and back again.

I wonder if you have ever wished that you could travel into space. Once upon a time, space travel would have been just that—wishful thinking. But in 1969 the rocket spacecraft Apollo 11 took three astronauts to the moon, and Neil Armstrong and Edwin 'Buzz' Aldrin became the first people ever to walk on its surface. These guys actually *chose* to become astronauts and go to the moon, even though they didn't know what would happen there or even if they would make it back home. But, wow, what an

adventure it turned out to be when they decided to turn themselves towards the possibility of going to the moon! Life would never be the same again. Can you imagine how fantastic it would have been to walk on the moon and see the earth from outer space? But, even though it was the most exciting thing they would ever do, Buzz Aldrin was a Christian and he said that people walking on the moon was nowhere near as important as when God walked on the earth.

This week we're going to have our own outer space adventure. There's lots of fun on our journey ahead, with games, songs, crafts and puppets. We'll be meeting the Watt family and joining in their adventure in space, but, most of all, we'll be finding out why God walking on the earth is the most important event ever to happen in the history of the world. So let's start our journey of discovery! (*Follow the talk with the Starship Discovery! theme song.*)

## Day Two: Beam me up!

### Trusting

Put your hand up if you have ever been on an aeroplane. I can remember the first time I flew in an aeroplane. I remember sitting down and putting on my seat belt and listening to the safety instructions. I remember thinking, 'Can this huge chunk of metal really get into the air and stay there? Is it really possible?' Then the engines started roaring and the aeroplane was shaking and suddenly it sped off down the runway and somehow lifted up into the sky. I was flying!

In order to fly in an aeroplane, I have to trust a lot of people. I have to trust the person who invented the aeroplane, the engineers who designed it and the pilot at the controls. I have to trust that they know how an

aeroplane takes off, flies and lands safely. I don't really know about or understand any of these things—I just know that it works and that, apparently, flying is the safest way to travel.

In the same way, we may not understand everything about God. We may not understand how he created the world or designed us—but God wants us to trust him to be at the controls of our lives. All we need to know is that he is kind and loves us very much.

So let's start on a journey of trust today as we hear about how Simon Peter trusted Jesus in a very special way! *(Follow the talk with the Starship Discovery! theme song.)*

### Day Three: Black hole!

#### Tripping

Did you know that planet earth (that's our planet) is exactly the right distance from the sun for life to exist? Mercury and Venus are just too hot, whereas Uranus and the dwarf planet, Pluto, are just too cold. But planet earth is just right for life. Our world is beautiful, full of life and energy.

It says in the Bible that God wants us to take care of planet earth—the world he has given us to live in. But we haven't done a very good job of looking after God's fantastic world. Sometimes people hunt animals just for fun, every day we destroy more and more of the rainforests, which are so important to the life and health of our world, and sometimes we hurt each other. Each one of us lets God down in the way we think and behave, but God knows when we trip up and he wants to put it right. Today, we're going to hear a story about how Simon Peter let Jesus down big time, and see what Jesus did about that. So let's get started on our journey of discovery and find out how Jesus forgives us and loves us—even when we trip up! *(Follow the talk with the Starship Discovery! theme song.)*

### Day Four: Breakthrough!

#### Transforming

Did you know that your great-great-great-grandparents couldn't just drive to the airport, jump on an aeroplane and fly off to another country like many of us can today? Why not? Well, cars hadn't been invented, nor had aeroplanes, so there were no such things as airports!

People had been trying to fly for years. First of all, they built huge wings and strapped them to their bodies like the wings of a bird. Then they tried to fly by flapping their wings—but people aren't strong enough to lift their body

weight off the ground in the way that birds can. Many people were killed trying to fly like that.

Then, on 17 December 1903, there was a breakthrough. The Wright brothers had been trying to build a flying machine for years and years, and then, finally, they built a plane that stayed in the sky for 12 seconds and flew 36 metres! That may not seem very long, but they had done it—they had built the first flying machine. The world was transformed, and it has never been the same since.

Today's Bible story is the most exciting story ever in the history of the world. It's about how God can transform our lives with the gift of his Holy Spirit. It's a real breakthrough, and people's lives are still being transformed even today.

So let's get started on our journey of discovery and find out more about the amazing gift that God gives to everyone who wants to follow Jesus! *(Follow the talk with the Starship Discovery! theme song.)*

### Day Five: Battle stations!

#### Training

If you want to fly an aeroplane or a spaceship into outer space, you need to have training. Even if you think you'd be good at it, you still won't be able to do it if you don't train. Training prepares us for the journey ahead.

Lots of films about space adventures include battles in which people fight against alien forces. These are just made-up stories, but they remind us that there are forces in real life that stop us being the people God wants us to be. We need to prepare our battle stations and get into training so that we can fight for what is right when bad things come along.

In today's Bible story, we're going to hear how Peter and his friends kept going when things went very wrong. Peter and his friends had trained for the day when they would have to fight against enemy forces and we'll see from the story that when we are on God's side, we are on the victory side.

So let's get started on today's journey of discovery and find out how we can get into training for God! *(Follow the talk with the Starship Discovery! theme song.)*



Featuring the ever-popular Watt family daily dramas!

The *Starship Discovery Holiday Club!* contains all you need for an off-the-peg, easy-to-run holiday club for 5-11s with a great atmosphere and loads of fun. Inside you'll find all the ingredients for a five-day programme, including John's catchy songs, opening talks, theme illustrations, the Watt family daily dramas, Bert and Lucy's fun-filled but thought-provoking puppet sketches, easy-to-perform Bible story sketches, quizzes, crafts, games and separate funsheets for younger and older children.

This programme uses the ever-popular theme of outer space to explore another journey: the journey of a life with Jesus himself. Using the example of one of Jesus' closest friends, Peter the fisherman, the material explores five qualities common not just to Peter but also to Christians today. These five qualities are:

- ★ Turning towards Jesus and choosing to follow him
- ★ Trusting in Jesus
- ★ Asking for forgiveness when we trip
- ★ Being transformed by Jesus
- ★ Training in our Christian faith for the journey ahead

The material also includes a teaching outline for an extra day or special event. All the material can be adapted for all-age worship, junior church and after-school or midweek clubs.

John Hardwick is a key member of the Barnabas freelance team and author of the highly popular holiday club resources *We're going on a Jungle Jamboree!*, *Champions!* and *Junior Heroes!*, all published by Barnabas.

I have used John Hardwick's holiday club material previously on a number of occasions and heartily recommend it.

SARAH HILLMAN, CHURCH TIMES

Includes photocopy permission

barnabas

An imprint of brf  
978-1-84101-545-3  
UK £8.99



visit **barnabas** at [www.barnabasinchurches.org.uk](http://www.barnabasinchurches.org.uk)

Illustration: Simon Smith & Simon Emery Design: Louise Blackmore



To receive mailings about Barnabas resources and services, send your email address to [barnabas@brf.org.uk](mailto:barnabas@brf.org.uk)