




Training Session **13** Peter Walks on Water

Know This

Power Words: Hebrews 12:1b-2a, “Let us run with endurance the race that is set before us, looking to Jesus, the founder and perfecter of our faith.”

Historical Narrative: When the disciples see Jesus walking on water, Peter asks to go to him. He steps out in faith, but gets distracted by the waves and begins to sink. Jesus saves him and asks why he doubted.

One Main Truth: We should live by faith with our eyes fixed on Jesus, regardless of distractions.

		
Game Zone	Discovery Zone	Life Zone
Students will experience needing to focus on a goal in front of them rather than a distraction behind them. Supplies: 24 cones, 1 beach ball, 50 clothespins	Students will discover how Peter could focus on Jesus in faith or look at the wind and waves in fear and doubt. Bible Passage: Matthew 14:22-33	Questions will focus on how students can keep their eyes on Jesus as they live by faith rather than allowing distractions or doubts to pull their attention away from him.

Do This

- Read through this overview to gain a general idea of this week’s experience.
- Seek God’s forgiveness for your sins, so that God can work through a clean vessel.
- Pray that each student will understand and apply the one main truth.

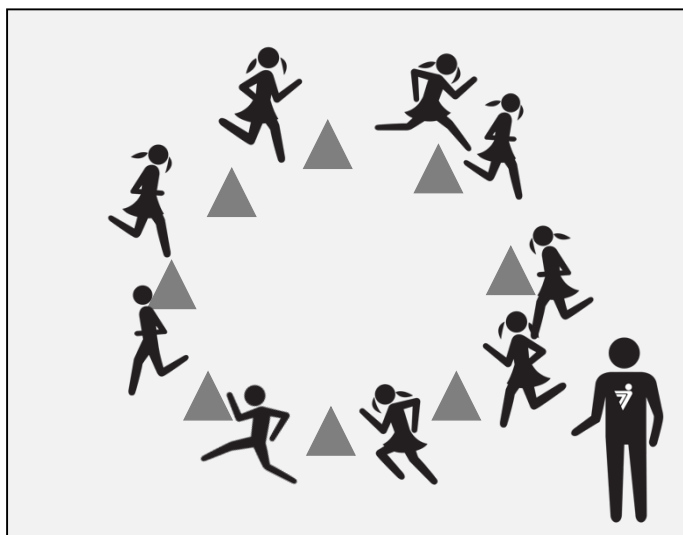
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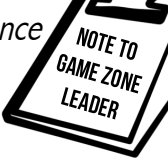
Schedule for Coaches and Players	
10 min	Pray and Prepare to Greet
30 min	Game Zone: All play Warm-up Game and Experiential Game
30 min	Discovery Zone: Coaches take their usual students to tables
20 min	Life Zone: Regroup for Group Connection Questions and Worship
10 min	Life Zone: Coaches take their usual students for Huddle Up Questions
10 min	Check Out and Clean Up



Pre-game Preparation

- ✓ Warm-Up Game: Make 2 6x6 foot squares sharing 1 side with 6 cones and have 1 beach ball.
- ✓ Experiential Game: Make 4 circles with 6 cones each and have 50 clothespins ready.



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1. **Essence:** Players will *experience* the One Main Truth that just like players could choose to focus on the goal ahead or on their clothespin behind them, in our lives, our focus and faith should be set on following Jesus not on distractions or difficulties.
 2. **Emphasize** but do not give away the One Main Truth by making statements like “Hurry! You’re catching up to the player!” and “Oh no! Someone is closing in on your clothespin!”

Warm-up Game: Speed Volleyball

1. Divide players into two teams, each lined behind one square made of cones.
2. Team 1 starts by having the first in line step into their square and toss the ball into Team 2’s square. The first in line on Team 2 steps into the square to volley the ball back. Explain that players cannot catch the ball, only hit it back.
3. Players are allowed one hit before they must run to the end of their line (tell players to run to the left to avoid collisions). When a player misses or hits the ball out, they are out until the game is over and must step to the side and watch. The last team with a player wins!

Experiential Game: Closing In

1. Instruct all players to take a clothespin and clip it onto the back of their shirts/dresses.
2. Break players into groups of 10.
3. Have players spread out around the outside of the circle of cones.
4. Tell players that they must run clockwise, they will be chasing the player in front of them, while trying to run fast enough to stay away from the player behind them.
5. Instruct players that when you call out “Go!”, they are to try to take the clothespin off the player in front of them. If they do, they toss it aside and keep running to get the clothespin of the next player ahead. Once a player loses his/her clothespin they must carefully move to the inside of the cones and sit down. Play until one player is left with a clothespin (or declare top two as winners).
6. Play several rounds.

Transition

- ✓ Have coaches gather their usual 6-8 students at tables with pencils.
- ✓ Have them start with prayer that God would reveal his word to them.

Answers to Players' Discovery Guide (Grades 1-2)**A. The Disciples Go Before Jesus:** Read Matthew 14:22-24

1. After Jesus sent the disciples off in a boat, he went up on a mountain
by himself to pray. (Matthew 14:23)
2. At sea, the boat that the disciples were in was beaten by the waves
and the wind was against them. (Matthew 14:24)

B. Jesus Walks on Water: Read Matthew 14:25-33

1. To get to the disciples in the boat, Jesus walked on the sea. (Matthew 14:25)
2. The disciples thought it was a ghost! (Matthew 14:26)
3. Jesus said, "Take heart; it is I. Do not be afraid. (Matthew 14:27)
4. Peter answered by saying, "Command me to come to you on the water"
and Jesus did. (Matthew 14:28)
7. After Peter walked out onto the water, he saw the wind and became afraid, saying,
"Lord, save me". (Matthew 14:30)
6. Jesus saved him and asked: "O you of little faith, why did you
doubt?" (Matthew 14:31)

Matthew 14:22-33 (Older Students)**Transition**

- ✓ Have coaches gather their usual 6-8 students at tables with pencils.
- ✓ Have them start with prayer that God would reveal his word to them.

Answers to Players' Discovery Guide (Grades 3-5)**A. The Disciples Go Before Jesus:** Read Matthew 14:22-24

1. Where did Jesus go after he sent the disciples off in a boat? Matthew 14:23
 He went up on the mountain to pray

2. What conditions were the disciples encountering on the sea? Matthew 14:24
 The boat was being beaten by the waves for the wind was against them

B. Jesus Walks on Water: Read Matthew 14:25-33

1. How did Jesus get to the disciples in the boat? Matthew 14:25
 Jesus walked on the sea

2. When Jesus said do not be afraid, what did Peter ask Jesus to do? Matthew 14:28
 Command him to go out to him on the water

3. When Jesus said, "Come", what did Peter do? Matthew 14:29
 Peter got out of the boat and walked on the water

4. What did Peter see that caused him to become afraid? Matthew 14:30
 The wind and waves

5. What did Peter say when he began to sink into the sea? Matthew 14:30
 "Lord, save me"

6. What question did Jesus ask Peter? Matthew 14:31
 "O you of little faith, why did you doubt?"



Group Connection Questions

Transition

- ✓ Gather students back from their small groups into one large group.
- ✓ Start with worship through music and prayer before asking the following questions.

Game Questions

1. It looks like you were running in circles all Game Zone long! What game was it? (Closing In) Can someone explain how a player won or how a player got out? (if we kept our clothespin, we won, if someone grabbed ours, we were out) Time to vote: thumbs up if you focused on the clothespin in front of you and down if you focused on your own clothespin. For thumbs down: "Why did you focus on your own?" (answers will vary) For thumbs up: "How did you keep focused on the clothespin ahead of you?" (answers will vary)
2. Is it possible to focus/look in two different directions at the same time? Wait, before you answer, let's try it. Look towards the front of the room. Can you see what's happening behind you? (no) Now, everyone turn and look at the back of the room. Can you see what is happening at the front? (no) Can you look in two directions at the same time? (no)

Discovery Questions

1. That sounds a lot like a problem that one of Jesus' disciples had. Where did Jesus send his disciples in the passage that you read in your Discovery Zone? (towards the other side of the sea in a boat) What was Jesus doing at that time? (he went up on the mountain by himself to pray) What kind of weather did the disciples face at sea? (very stormy weather) Who did they see as the wind and waves crashed against their boat? (Jesus coming towards them, walking on water) That's amazing! Can any of you do that? (no) Nobody can, but Jesus is God, and he can do anything. How did the disciples feel when they saw him? (they were terrified, they thought he was a ghost, they cried out in fear) What did Peter ask of Jesus? (Peter asked to walk on the water too) Was Peter able to walk on the water? (yes) Wow! Jesus gave him the power to do something amazing!
2. Did Peter walk all the way to Jesus? (no) Why not? (he saw the wind, became afraid, began to sink and cried out for Jesus to save him) So, when Peter focused on Jesus, what happened? (he walked on water) When Peter focused on the fearful wind and waves what happened? (he sank)

Truth-Life Connection

Just like players could either focus on the clothespin ahead or their own behind, we can either focus on distractions and difficulties in our lives or on Jesus, the founder and perfecter of our faith.



Huddle Up Questions

Transition

- ✓ Have coaches gather their usual 6-8 students.
- ✓ Have them prayerfully consider the questions and discuss how they apply to each student's life.

Life Questions

1. We are not called by Jesus to walk to him on water surrounded by wind and waves, but there are times he calls us to do difficult things. What are difficult things God may call students your age to do? (stand up for a bullied peer, tell the truth, etc.) How could we be distracted from doing the right thing? (worry about what other's may think, fear of the consequences, etc.) Why do you think that it is important to focus on Jesus instead? (he can help us do the right thing, he takes care of us, we know how powerful he is, etc.)
2. What did Jesus say was Peter's problem that made him sink? (not having enough faith) How should you obey when he does ask you to do something that seems impossible? (believe in him, focus on him, etc.) If you focus on how difficult the task is, you may "sink" or fail. If we keep our eyes on Jesus, he will empower us to finish the work! How can we fix our eyes on Jesus? (pray to him, look to him for help, follow what his word says, cast our cares on him, etc.)

Pray with me: "Jesus, help me keep my eyes on you. Help me trust you and not be worried about distractions or difficulties. I put my faith in you. Amen."

This Week's Power Words

Hebrews 12:1b-2a, "Let us run with endurance the race that is set before us, looking to Jesus, the founder and perfecter of our faith."

Closing Check-list (see Coaches' clipboard to record student scores)

- If a student's "God's Classroom" page is filled out, the student receives 1 talent.
- If a student has the Power Words from last week memorized, the student receives 1 talent: Ephesians 3:20b, "[God] is able to do far more abundantly than all that we ask or think, according to the power at work within us."
- If a student wears his/her GAMELIFE shirt, the student receives 1 talent
- If a student brings his/her Bible, the student receives 1 talent.
- If a student brings a friend, the student receives 5 talents.
- If a student attended church that week, the student receives 1 talent.
- If a student completed a challenge in his/her Challenge and Reward Journal, sign it off.