

The Parable of the Good Shepherd

Today in Church School, we explored the Parable of the Good Shepherd, based on Luke 15:3-7, Matthew 18:12-14 and John 10:1-18.

1) Make a sheep craft!

Cotton Ball Sheep:

Supplies:

Black paper (or any colour you wish your sheep to be!)

Cotton balls

Glue

Paint brush or popsicle stick to spread glue

Googly eyes or marker to draw eyes



Directions:

- Draw the shape of a sheep on a piece of construction paper! Feel free to use the template on the following page or design your own.
- Add white glue to the body and top of the head. Attach cotton balls to the glue.
- Add googly eyes (if you have them) or draw eyes with marker.
- Decorate your sheep with extra colours, glitter glue, sequins or whatever you have on hand.



Finger paint sheep craft!

Supplies:

Paper or card stock

White paint or variety of colours

Markers

Googly eyes (or could use markers to draw eyes)

Directions:

- Draw the shape of a sheep on green paper (or any colour of your choice!) See template on next page.
- Add details such as grass, flowers, trees, sun, clouds.
- Colour in head and legs of the sheep.
- Dip your finger in white paint and add sheep's fleece.
- Add googly eyes (if you have them) or draw eyes with marker.



OR



2) Follow The Good Shepherd Game

In this Parable, Jesus says the sheep know the sound of The Good Shepherd's voice and follow when he calls them.

Here is a game to play with your family members and social bubble!

How to play:

- Pair everyone up.
- Blindfold one person from each pair and have them stand in the middle of the room (these are the sheep).
- Scatter up the others and have them stand at the edge of the room (these are the shepherds)
- Ask all the sheep to turn 3 rounds on the spot.
- On "Go", the shepherds will call out to their respective sheep, to give them instructions to walk towards them.
- The first pair of sheep and shepherd to reunite wins.
- Switch roles and repeat.

3) Activity sheets and colouring pages

On the following pages are some colouring sheets and a maze activity.



"I AM" THE GOOD SHEPHERD

Protect the sheep before the enemy reaches them.





