

Jailhouse Rock holiday club focuses on incidents from the book of Acts and draws lessons from the lives of the disciples. The incidents chosen have a common jail or prisoner theme and allow many opportunities to tell the good news about Jesus, as well as teaching on a variety of spiritual themes.

Each day of the club has a number of common elements which can put in varying orders bearing in mind that the quiz must always be after the teaching session! Only the main themes are given for the teaching sessions as it is left to you to decide how best to approach the subjects and what lessons you wish to draw from the Bible passages. The elements below are sufficient for a two - two and a half hour holiday club.

Quiz: Each day the quiz takes the same format. Each of the teams (wings) can choose one of their leaders to represent them in the quiz. As the teams answer questions correctly they may choose one of the leaders to move *forwards or backwards* along a grid (taped out on the floor - about 10 rows is sufficient). At the end of the quiz, the leader who has moved the most spaces forwards, goes into the 'stocks' at which point suitably prepared 'rewards' can be administered. The children will quickly catch on to the idea that 'favourite' leaders can be moved forwards to receive the punishment in the stocks!



Singing time, jokes, awards for crafts, take home sheets returned completed & decorated etc, competition results and Team points on scoreboard etc.

Learn, sing and jive to the **Jailhouse Rock song**

Challenge: Each day the 'wings' are given a set time to complete a challenge - the result of the competition adds personal points to each team member AND/OR the team can be awarded a 'Key' worth 50 points to be added to the teams total score at the end of the week. This introduces a nice random aspect to the overall team competition.

Refreshments: Allow ten minutes of each morning for the kids to have drinks etc and chat amongst themselves - you will need to ensure they are safe and properly supervised.

Craft: The craft each day is strongly linked to the theme of the teaching and is a useful time for team leaders to work with, help and talk to the children.

Teaching Time: Even the youngest children will stand 20 - 25 minutes of vivid storytelling, coupled with some drama, PowerPoint and imaginative use of scenery. We bought several 8' X 4' sheets of 50mm polystyrene floor insulation and painted them to look like cell walls. Throw straw on the floor and add a few blood spatters to the walls and the kids will be right there with you!



Memory Verse: This can be taught in a variety of ways and used as a refresher or primer for the story.

Game: Each day a game should be devised based (loosely!) on the theme. You will find suggestions for most days but you will no doubt be able to come up with ideas based on your team and the resources you have available

Use the sheet on page four to allocate tasks - give everyone a copy so everybody knows who is responsible for which aspect of the morning.

Scenery: We were able to construct a simple prison scene using flooring insulation which is available from builder's merchants at about £15.00 per sheet depending on thickness - see the photo below for ideas as to how to make the entrance to your 'prison' using these materials.



Day One

Acts 3 & 4 - Peter & John heal the lame beggar and are thrown into prison.

Key themes/memory verse:

John said We must obey God rather than men - Acts 5:29

Craft: Prisoner Record - see sheet

Challenge: Give each 'wing' some poster tubes/kitchen roll middles, cereal packets, string, paper plates, plastic cups and sellotape and allow them ten minutes to make a 'lame man' who can be made to walk and leap by string stuck to the top of his head. The best lame man can be judged and awarded points.

Game: Devise a game based around the theme - we used an obstacle course relay race to remind the children of the complete healing of the lame man - perhaps the race can be started from a lying down position.

Day Two

Acts 6 & 7 - The stoning of Steven

Key themes:

Steven's death because of his witness

Introducing Saul

Memory verse: Stephen said 'Lord do not hold this sin against them' - Acts 7:60

Craft: Cereal Box scene - see separate sheet

Challenge: Each team selects a leader who stands at far end of hall with a receptacle such as a waste paper basket. The team then throws plastic balls (available from Early Learning Centre/Tesco's etc at about £5.00 per 100 balls) towards the leader who has to catch as many as they can. The winning team can be allocated points.

Day Three

Acts 9 - Saul's conversion

Key themes/verses:

Saul began to tell everyone that Jesus is the Son of God - Acts 9:20

Craft: Sunglasses - using template provided, together with coloured acetate, have the children design and make sunglasses.

Challenge: Mark out a walkway about 4' wide and the length of the hall. Set out a series of cones or kitchen roll middles stood on end or some other small obstacles (which can't be tripped over) along the route. Place some prizes (sweets/keys/balls which carry points etc) along the route. One team member is then blindfolded and another has to guide them along the route to the prizes by talking to them. There needs to be a time limit and each team should take one turn (or more if you have time)

Day Four

Acts 12 - Peter's miraculous escape from prison

Key themes/verses:

Prayer

Peter said 'I know that the Lord sent his angel and rescued me'. - Acts 12:11

Craft: Make an angel pencil holder from kitchen roll cardboard middles, paper doilies, pipe cleaners and coloured paper etc.

Game: Make sets of prison costumes - one for each team - hats, trousers, tops etc and use them in a relay race where each member of the team has to run, change - complete a course and return ready for the next member of the team to take over. The costumes could be made of cardboard and painted - or of material if you've someone clever enough!

Day five

Acts 16 - The Philippian Jailer

Key themes/verses:

The jailer said 'What must I do to be saved?' - Acts 16:30

Craft: Make a simple door hanger with the text on one side - and the answer (believe in the Lord Jesus) on the other. Leave a big gap where the 'I' of the text should be and the child should either write their name in (ie 'what must Sarah do to be saved?') or a small photo could be stuck there if available. The children should decorate the door hangers and then they should be laminated before the children take them home - see the template provided.

	Talk	Quiz	Memory verse	Craft ideas	Game	Challenge
Monday			John said 'We must obey God rather than men' Acts 5:29	Jail photo frame		
Tuesday			Stephen said 'Lord do not hold this sin against them' Acts 7:60	Heaven opening scene		
Wednesday			Saul began to tell everyone that Jesus is the Son of God Acts 9:20	Sunglasses		
Thursday			Peter said 'I know that the Lord sent his angel and rescued me'. Acts 12:11	Pen holder and angel		
Friday			The jailer said 'What must I do to be saved?' Acts 16:30	Door hanger		