

The  
**Adventure  
Cruise**

**Midweek & Holiday Club Programme**

A ready to roll five-day holiday club or 12-week midweek club plan

**John Hardwick**



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# Foreword



Captain Rob Watson

Hardwick's the name, hard working is the man. John has been gifted by God to attract children, hold their attention and, with joy, get them to be focused on the kingdom of heaven. There is always a theme around which John builds a story—brought to fullness by drama, craft activities, games, songs (both words and music put together by John), puppets and a little bit of clowning. But the power and strength of this delightful mix comes through the scriptures. God says, '[My words] don't return to me without doing everything I send them to do' (Isaiah 55:11), so potentially this work is of everlasting worth.

I have been actively involved with John's Adventure Cruise and I have been impressed with the way he inspires teams to use their imagination and produce backdrops that carry children enthusiastically through

each day. Having been at sea all my working life, I know the sea can look beautiful and inviting, yet it can be stormy and dangerous. There is adventure and there are new places to discover and explore, and there is the necessity to live and work together on a ship. John has used this theme in a wonderful way to draw all of us on our journey (or pilgrimage) to follow the Captain of Eternity, both in this world and the next.

Today, many children do not know the stories of the Bible and they know very little about Jesus. Churches seriously must consider employing a youth worker and then have a special event, such as the one John puts together with such enthusiasm. I thank God for him and I commend this tried and tested episode of his talent.

*Rob Watson*

*Children's evangelist and former Captain in the Merchant Navy*

# Introduction

Pull up the anchor and get ready to sail, as The Adventure Cruise launches into a programme of simple, fun-to-do activities. We'll be cruising the six 'C's, meeting people along the way who have had a life-changing encounter with Jesus. First of all there is the 'C' of Choice, then Courage, Call, Change, Commitment and Challenge. Just like the people we meet in the Bible stories about Jesus, we have choices to make, many of which will involve a great deal of courage. As Christians, we believe that God calls us to meet with Jesus and allow him to change our lives. God is committed to us and, when we choose to follow him, we too must be committed—to God and to one another. Often our choice challenges us to make a change which is well worth making, so don't miss out: step aboard as we sail away on The Adventure Cruise!

The Adventure Cruise contains all the essential ingredients for a successful, easy-to-run midweek or holiday club programme, including:

- Songs: Songs that we learn as children stay with us right through our lives. They are a wonderful way of planting biblical truths in a fun way. Children love helping with actions for songs, so why not ask for volunteers to join those who are leading the actions, to demonstrate them for the rest of the children.
- Opening talks: A short talk to introduce the theme.
- Theme illustrations and challenges: A fun way of getting children involved in the up-front times, plus a creative way to illustrate the theme.
- The Watt family serial drama: The Watt family find themselves battling against pirates on a modern cruise liner. Yes, pirates still exist—but they are not exciting heroes, just a bunch of crooks. The Watt family save the day on the adventure cruise of a lifetime. The daily instalments can be performed by a drama group, listened to on CD (visit [www.johnhardwick.org.uk](http://www.johnhardwick.org.uk)) or read as an adventure story. The Watt family serial drama helps set the scene and leaves the children on a cliff-hanger each time, ensuring that they are keen to return to hear the next episode.
- Crafts: A range of simple crafts ideas that fit with the theme of the programme.
- Games: Team games for the children to enjoy. Also good for spending excess energy.
- Puppet sketches: A fun way to introduce and reinforce the theme for the day.
- Quick quiz questions: An ideal way to recap and reinforce in a fun way what the children have learnt. Also a way of earning points for the teams or tokens to spend.
- Bible story narrations: Many children attending a holiday or midweek club know few stories from the Bible, so this is a wonderful opportunity to teach them. There are profound lessons to be learned from the amazing stories, so please never feel that we have outgrown them.
- Prayers: A quiet way to explore the theme (see pages 86–88 for ideas).
- Time fillers: Ideas for expanding the programme as required (see pages 93–94 for ideas).
- Templates: Simple ideas for creating the publicity and administration items for your club.
- Badges, invitation cards, registration form and presentation poster.

Photocopy permission is given on all scripts and music notation for the theme songs and memory verses, as well as the templates for the crafts, publicity and administration forms.

# Timetable

## Holiday clubs

For a holiday club, the themes run sequentially from day to day, with extra material supplied for a special event or all-age service.

<i>A two-and-a-half hour programme (adaptable to suit your situation)</i>	
30 minutes beforehand	Team meet together to pray
15 minutes beforehand	Last-minute preparation
00.00	Open doors for registration. Split the children into three teams, according to their ages. Children go to team leaders, who are waiting in the team areas.
00.15	Up-front presentation 1: <ul style="list-style-type: none"> <li>• Welcome and action words (see page 11 for action words)</li> <li>• Opening talk</li> <li>• Theme song (see page 19 for details)</li> <li>• Action song (see pages 20–21 for details)</li> <li>• Puppet sketch</li> <li>• Theme illustration</li> <li>• Bible-bopping time (learning the memory verse in an energetic and fun way)</li> <li>• The Watt family daily drama</li> <li>• Song or memory verse recap</li> </ul>
00.45	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: <ul style="list-style-type: none"> <li>• Game</li> <li>• Craft</li> <li>• Snack, chat and funsheet, plus optional prayer activity in small groups</li> </ul>
02.00	Up-front presentation 2: <ul style="list-style-type: none"> <li>• Song and memory verse recap</li> <li>• Quick quiz</li> <li>• Song and memory verse recap</li> <li>• Bible story</li> <li>• Round-up and final prayer</li> <li>• Theme song</li> </ul>
02.30	Children go back to small groups and wait to be collected. NB: It is important to work out a routine for collection, so that children cannot leave the premises without an accompanying parent or guardian.

# Timetable

## Midweek clubs

For a midweek club, each theme can be run over a two-week period as follows:

<i>Week 1</i>
Welcome and opening game
Opening talk to introduce the theme
Theme song
The Watt family serial drama, either acted out as an up-front presentation or read as an adventure story (suitable scripts are supplied for both applications)
Bible memory verse song
Quick quiz
Bible story
Rotated game and craft
Round-up and prayer activity
Action song
<i>Week 2</i>
Welcome and opening game
Recap of opening talk
Theme song
Quick quiz to recap Watt family serial drama
Recap of Bible memory verse song
Puppet sketch
Recap of Bible story, using hot-seating and so on
Rotated game and craft
Round-up and prayer activity
Song

# Teaching outlines

## Day 1 / Weeks 1 and 2: The 'C' of choice

### Jesus responds to a cry for help

- Bible story: Luke 5:12–16
- Key Bible verse: 'I will never turn away anyone who comes to me' (John 6:37, GNB).

When we choose to come to Jesus, he will not let us down. A man with leprosy does just that and Jesus reaches out to touch and heal him. Jesus won't hesitate to help us when we turn to him and he longs to make us whole.

## Day 2 / Weeks 3 and 4: The 'C' of courage

### A woman shows great courage when she honours Jesus

- Bible story: Luke 7:36–50
- Key Bible verse: 'Remember the Lord in everything you do' (Proverbs 3:6, GNB).

Simon the Pharisee and his friends were having a meal with Jesus, yet none of them treated him with the respect he deserved: no one washed his feet or made him feel welcome. Then a woman, remembering who Jesus was, honoured him.

## Day 3 / Weeks 5 and 6: The 'C' of call

### A blind man calls out for help

- Bible story: Luke 18:35–43
- Key Bible verse: 'All who call out to the Lord will be saved' (Romans 10:13, CEV).

The man who was blind was considered by the people around him to be unimportant. When he called out to Jesus for help, Jesus didn't ignore him but responded to his call. Each of us is equally important to God and God hears us when we call out to him for help.

## Day 4 / Weeks 7 and 8: The 'C' of change

### Zacchaeus' life-changing encounter with Jesus

- Bible story: Luke 19:1–10
- Key Bible verse: 'Anyone who belongs to Christ is a new person. The past is forgotten and everything is new' (2 Corinthians 5:17, CEV).

Zacchaeus was a very rich but also a very lonely man. When Jesus came along, he spent time with Zacchaeus and gave his life a new purpose. We, too, can change when we let Jesus into our lives.

## Day 5 / Weeks 9 and 10: The 'C' of commitment

### The paralysed man and his four committed friends

- Bible story: Luke 5:17–26
- Key Bible verse: 'Love God and love each other!' (1 John 4:21, CEV)

The four friends were committed to bringing their friend to Jesus. It wasn't easy but they persevered and saw their friend's life change as he encountered Jesus.

## Extra event / Weeks 11 and 12: The 'C' of challenge

### Two people take up the challenge to reach out for Jesus against all odds

- Bible story: Luke 8:40–56
- Key Bible verse: 'Believe in the Lord Jesus, and you will be saved' (Acts 16:31, NIV).

Luke records the stories of two people who were desperate for Jesus' help. One was a woman who had been ill for many years; the other was a father who wanted to save his daughter's life. In both incidents, the odds seem to be against them. It was a real challenge

just to meet with Jesus and they could have given up, but they persevered and were rewarded when Jesus made time for them both and changed their lives for the better.

## **Ideas for an extra event / Weeks 11 and 12: The 'C' of cost**

### **A rich young man finds the cost of Jesus too great and misses out**

- Bible story: Luke 18:18–30
- Key Bible verse: 'If anyone wants to come with me, he must forget self, carry his cross, and follow me' (Matthew 16:24, GNB).

See pages 83–85 for suggested ideas for this theme.



# Opening talks

Each day there is a short opening talk to help set the scene and introduce the theme. The maximum length should be five minutes.

If you wish to make the talk more visual, you should be able to find suitable images on the internet, such as photographs or pictures of the sea both calm and rough, boats and ships, fish, whales, dolphins, sharks and so on. These can be downloaded on to a PowerPoint. Equally, you could use visual aids as appropriate (see suggestions below).

You could read the talk with plenty of enthusiasm, learn it by heart, tell it in your own words or make up a crib sheet with the key points. Whichever method you choose, please feel free to adapt the talks to suit your situation.

## Day 1 / Weeks 1 and 2

### The 'C' of choice

Welcome to the Adventure Cruise!

Did you know nearly 71 per cent of the earth's surface is water? That's an awful lot of water!

Has anyone ever been on a boat? There are all kinds of small boats—rowing boats, fishing boats, motor boats, sailing boats and loads more. Then there are bigger ships—car ferries, tankers, warships and cruise liners.

Has anyone ever been to a harbour or port and watched the different ships going out to sea? Perhaps you wondered where they were going and which countries they would be visiting. What an adventure!

Would anyone choose to be a sailor and have a life at sea if they could? What an adventure that would be! But, even if you are more of a land lover, a life on land is also full of adventures.

This week we'll be having our own adventure, an

adventure not on the 'high seas' but with the five C's, as in the letter 'C'. Today we're going to sail the first 'C'—the 'C' of 'choice'. With every adventure there are choices that have to be made. Sometimes we make good choices and sometimes bad ones, but we'll find out more about those later.

Just imagine you were on a ship that got into trouble and you had to abandon it and jump into the water, clinging on to whatever you could find that would float. When a lifeboat came alongside to rescue you, would you say, 'Does this boat come in another colour? I don't like orange! Why are lifeboats orange? I think I'll catch the next boat'? Of course you wouldn't! You would make the choice to climb on board the rescue boat.

Christians believe that Jesus is a bit like a lifeboat. He wants to rescue us and be our guide in life, but many people say, 'No, thank you!' That's like choosing to stay in the water when the lifeboat comes along.

## Day 2 / Weeks 3 and 4

### The 'C' of courage

A tanker is a huge ship. If it is caught in a terrible storm, the tanker doesn't turn away and try to outrun the storm. It has to turn into the storm and face it head on. It takes a great deal of courage to face the storm as the huge waves toss the ship around. If the tanker is in shallow water, the people on board will lower the anchors to try to stop the ship from losing its cargo or even being swept away.

People who follow Jesus face many challenges in their lives and need a great deal of courage to keep on track. It could be easy to give up, but Jesus is like an anchor: he is steadfast and sure. In other words, he is with us in life's storms. He wants us to rely on him and not run away—and that takes courage.



# Theme illustrations and team challenges

## Day 1 / Weeks 1 and 2

### The 'C' of choice

#### *Theme illustration*

Make a jar of Grandma's Gunky Gunge. Either purchase 'gunge' from a website or toyshop or make your own by mixing cornflour with water to make a paste and then cooking it over a medium heat, stirring continuously until it thickens. Add food colouring and washing-up liquid as desired and allow the mixture to cool. Invite a volunteer on to the stage and explain that you are in a really generous mood and want to give them a coin. As you move to give the coin to the volunteer, 'accidentally' drop it into the gunge. Say, 'Oh no, what have I done? Well, if you want the coin, retrieve it from the gunge and it's yours!'

#### *Team challenge*

Ask for one member from each team to come and demonstrate press-ups. Tell the volunteers that there are four small jelly sweets for them to enjoy. However, the sweets have been dropped into a bowl of Angel Delight. They can choose either to do four press-ups and win four points for their team or to do the four press-ups and collect and eat the four jelly sweets. They must retrieve the sweets without using their hands. (They will still get the four points for their team: the sweets in the dessert are just an extra treat.)

Point out that we are more valuable than a coin or a sweet, and that Jesus chose to come into the world to tell us about God's great love for us. On our adventure cruise, we are going to hear about some of the people Jesus met and how their lives were changed.

## Day 2 / Weeks 3 and 4

### The 'C' of courage

#### *Theme illustration*

#### **You will need:**

A blindfold; a small plank of wood; two strong leaders

Blindfold a volunteer. Two strong leaders come in, carrying a plank of wood. Guide the blindfolded child to step on to the plank and ask them to imagine they have just stepped on to an aeroplane. Put the child's hand on your shoulder and tell them they will need courage as they are going to fly through the sky. The blindfolded volunteer won't understand what you mean. Tell them to brace themselves as the aeroplane takes off. As you say this, the two strong leaders lift the plank about an inch off the ground and gently sway it from side to side. As they are doing so, you slowly bend down with the child's hand still on your shoulder.

The child will feel as if they are rising high into the sky, even though they are still only an inch off the ground. Tell them to have courage and jump. This often proves very difficult as they are convinced they are high in the air, so tell them they can trust you. Finally, remove the blindfold.

Point out that it often takes a great deal of courage to honour Jesus. Later we are going to hear a story about someone who did something for Jesus that took a great deal of courage.



# The Adventure Cruise games

## Port and starboard

Mark out a rectangular boundary in your venue, which is big enough for the children to run around in. Designate one side of the rectangle as PORT and the other as STARBOARD. Demonstrate the following commands to the children.

- Climb the rigging: Pretend to climb
- Captain's coming: Stand to attention and salute
- Man overboard: Pretend to look (hand above eyes)
- Scrub the decks: On hands and knees, scrubbing the floor
- Freeze: Freeze whichever position you happen to be in
- Bombs overhead: Curl up in a ball on the floor
- Submarines: Lie on back with one leg in the air
- Galley: Line up down the centre of the deck
- Hammock: Go to sleep

When the children are familiar with the commands and know which side of the ship is 'port' and which is 'starboard', call out the commands in any order. When 'port' or 'starboard' is called, the children have to run to the correct side of the room. The last two children to carry out the command or reach port or starboard are out of the game. Designate an area of the room as the crow's nest, where the children who are out can sit and look out for the last two to carry out the commands among those still in the game.

## Sea object drawing game

Split the children into teams, with about eight in each team. Sit them down in their teams in a circle facing

inwards. Give each team a piece of paper and a pencil.

Explain that everyone must be able to see the piece of paper, so they need to sit close together. You have a list of objects, all to do with the sea, which the teams have to guess. Each team sends a person to you, to whom you whisper an item on the list. They then have to go back to their team and draw the item without giving any verbal clues. Once the team has guessed the object, the next team member comes to you and, when they have told you what the first object was, you whisper the next one to them, which they then have to draw for their team.

It is a good idea to split your list into two or three units so that the teams are not all trying to guess the same object at the same time. Otherwise, verbal cheating can be a problem! Make sure the teams send their members up to you fairly so that everyone has a go, not just the best artists.

Objects could include the following:

Rowing boat, beach ball, seagull, shark, sunset, eel, lighthouse, flippers, cockle shell, fishing net, beach towel, seahorse, sailor's hat, sandwich, crab, anchor, Jolly Roger, luxury liner, telescope, salute, lilo, yacht, wave, seaweed, whale, fishing rod, dogfish shell, sandcastle, lifebuoy, submarine, octopus, coral reef, ship's biscuit, bucket and spade, water wings, crow's nest.

## All the fish in the sea

Make a large circle of chairs, with the chairs facing outwards. Children sit on the chairs. Each child is given the name of a fish in rotation. For example, the first child is given 'cod', the next child 'haddock' and so on around the circle. Choose between four and six names (cod, haddock, plaice, swordfish, tuna, mackerel). When you call the name of a fish, all the children with that

name get up and move round the circle in a clockwise direction according to the following commands.

The ( <i>name of fish</i> ) went for a swim:	Those called by that name get up and move round the circle in a clockwise direction
All the fish in the sea:	Everyone gets up and moves round the circle in a clockwise direction

The sea is calm:	Walk
The sea is choppy:	Skip
The sea is rough:	Jump
The sea is stormy:	Run
The tide turns:	Change direction
The fisherman is coming:	The children run in the direction they are going, back to their own seat. The last child back to their seat is out and comes to sit in an area of the room designated as the fisherman's net.

When there is only one of each type of fish left, call out 'all the fish in the sea' until you have an overall winner.

## Sharks

Mark off a boundary in the room large enough for the children to run across. Ask all the children to go to one side of the room. Tell them that they are little fish and they have to swim (run) across the sea to the other side. The only problem is that there is a mean old shark out there who likes to catch little fish.

Choose someone to be the shark. When you shout 'Swim!' all the fish must try to get to the other side, but, if the shark touches them, they will be turned into pieces of seaweed. When they are caught by the shark, they have to stand on the spot with their feet together and wave their stretched-out arms from side to side.

Those who make it to the other side of the room

wait for you to give the command 'Swim!', when they have to swim back across the room, this time avoiding the seaweed as well as the shark. If they are caught by either the shark or a piece of seaweed, they too become seaweed. Remember that the children who are pieces of seaweed cannot move their feet.

The game is repeated until everyone is caught. The winner is the child who manages to avoid the shark and the seaweed the longest. The winner then becomes the shark for the next game.

## Net the fish

### You will need:

Bath sponges cut into fish shapes (about 1/3 fewer sponges than there are children); one tray per team

Split the children into equal teams of no more than ten per team. Sit the teams in different corners of the room.

Give each team member a number from 1 to 10, giving the youngest members the lower numbers and the older members the higher numbers. Give each team a tray and place the sponge fish shapes in the centre of the room.

When you call out a number, everyone with that number has to collect four fish for their team. They are only allowed to collect one fish at a time. They must first collect fish from the middle of the room, taking them back one at a time to their team's tray. Then, when the fish in the middle are gone, they can take a fish from someone else's tray and take it back to their own. The winning team is the one that manages to collect all four fish first.

It is important to have a leader in each team to spot when a team gets four fish, because the fourth fish may be taken away in a split second and no one will notice that they were the winners. The runners' team members are not allowed to help in any way; neither are they allowed to stop someone taking a fish off their team's tray. When you have a winner, call out another number and so on, until everyone has had a turn.

NB: to make the game easier, add more sponges.

## Who's captain?

Stand the children in a circle, facing inwards. Choose one child to go out of the room, and then another to be the ship's captain. Call the first child back in. The captain leads the others by miming an action. For example, they could salute, swim a stroke such as crawl or doggy paddle, fish, scrub the decks, climb the rigging and so on.

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