

## SEA STORM SUDDENLY STOPS!

*(On the Sea of Galilee)* — Jesus and his disciples (followers) had an exciting boat ride on this lake. They were sailing across the lake to help some people on the other side. But on the way the sky turned very dark. The wind began to blow. The rain began to fall. The waves began to rise on the lake. The boat began to bounce around and start to fill up with water.

Jesus slept through everything! But his disciples didn't. They were busy trying to throw the water out of the boat. Pretty soon they decided they might sink. They cried to Jesus to help them. Jesus woke up, looked around, and suddenly commanded the storm to stop.

Everything became still.

The disciples didn't know what to say. They realized that Jesus was stronger even than the storm.

Mark 4:35-41

B44

# GOSPEL GRAMS

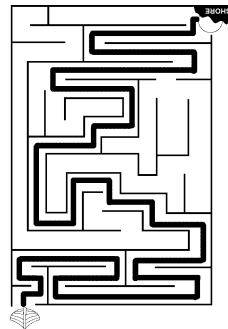


## SUNDAY ACTIVITIES FOR CHILDREN



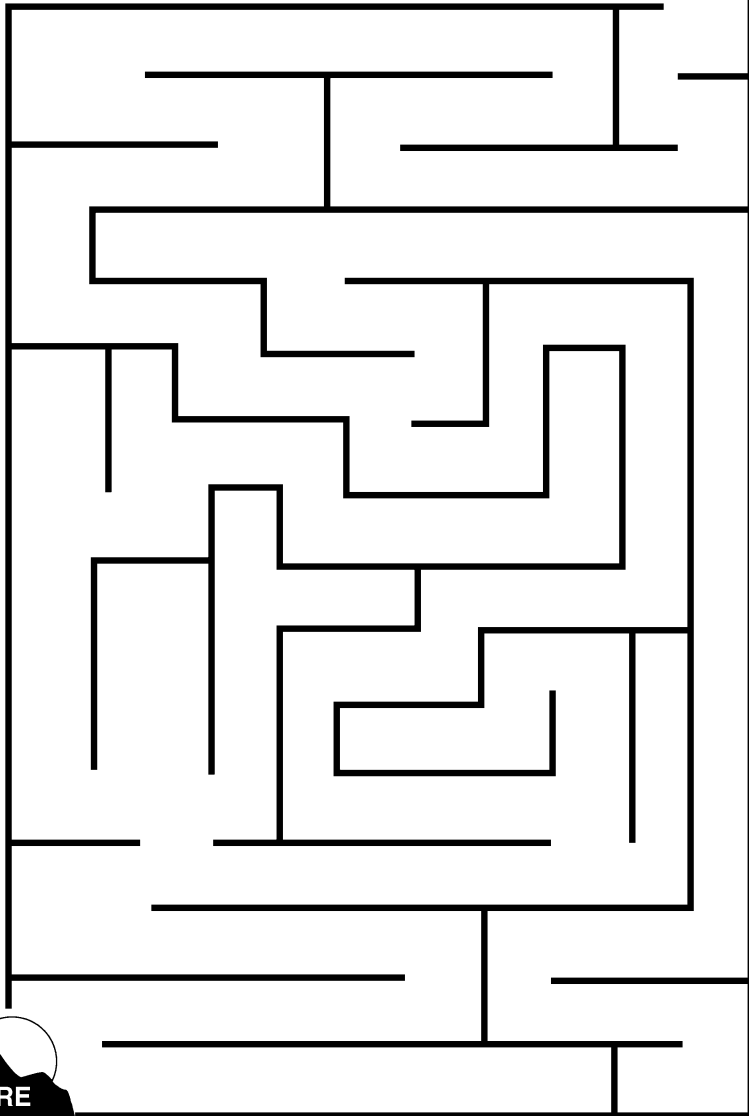
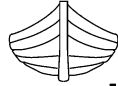
HIDDEN MESSAGE:  
JESUS CALMED THE STORM.

SCRAMBLED WORDS:  
1. WAVES  
2. BOAT  
"Jesus saved his friends from a  
terrible **STORM**."  
3. ACROSS  
4. TURNED  
5. COMMAND



ANSWERS

**Follow The Path.** Jesus saved his disciples from sinking in a storm on the Sea of Galilee. Afterward they were so amazed, they forgot how to get back to shore. You can help them. Draw a line from the boat to the shore. Don't bump into any deadends.



SHORE

**Scrambled Words.** Today's Gospel story tells us about something really scary that happened once to Jesus' friends. To discover what it was, begin by unscrambling the words below. Fill them in on the blanks. Then take the circled letters and spell the word to finish the mystery sentence.

1. AWEVS

\_\_\_\_ \_

2. ABOT

\_\_\_\_ \_

3. ARCSOS

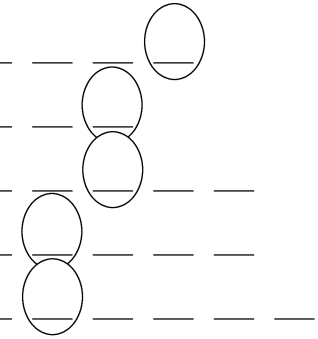
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4. UNTRDE

\_\_\_\_ \_

5. OCNMAMD

\_\_\_\_ \_



MYSTERY SENTENCE: "Jesus saved his friends from a terrible

\_\_\_\_\_ " \_\_\_\_\_  
 1 2 3 4 5

**Hidden Message.** Use the code below to fill in the letters on the blanks and spell a sentence about today's Gospel story. First find all the letters numbered "1." Then look for letters numbered "2," and so on.

CODE

3 1 4 2 1 4 3 2 4 1 2 4 3 2 1 4 2 1 2  
 T J S C E T H A O S L R E M U M E S D

1 1 1 1 1 2 2 2 2 2 2

3 3 3 4 4 4 4 4