



## Scripture Union's 2020 Outreach Program

In this program, children will discover who Jesus is and the power of putting your faith in Christ.



Travel to the city of Ancora that used to glow with the light of a thousand stories. Now these tales are gone and the Spire grows dim. Become a Guardian and search for stories to relight the Spire.

### THE PROGRAM INCLUDES:

Through ten stories from the New Testament, children seek the story-treasure and are encouraged to seek and find their own place in God's big, ongoing, forever story.



This program is based on the award winning Guardians of Ancora app. Encourage children to download and play the game before your program. The app is free and available for download on the App Store, Google Play and Amazon Appstore.

**Leaders Guide and Curriculum**

**Bible Stories & Challenges**

**Daily Drama Scripts**

**Bible Diggers Small Group Activities**

**Quizzes, Crafts, & Games**

**Photocopy-ready Materials**

**Publicity and T-shirt Designs**

**Theme Song MP3**

**Multi-media Links to Videos & Music**



Go to the Scripture Union website for more information about how you can purchase the Guardians of Ancora curriculum download or USB.





## CORE CURRICULUM

THE CORE CURRICULUM AND LEADERS GUIDE INCLUDES:

- Program Aims
- Team Roles & Tasks
- Planning the Program
- Setting up the Venue
- Leaders's Guide & Team Devotionals

## BIBLE CURRICULUM

- Quest 1:** Messages from Angels (Luke 1:26–38; Matthew 1:18–25)
- Quest 2:** Angels and Shepherds (Luke 2:1–21)
- Quest 3:** Jesus Calls the Fishermen (Luke 5:1–11)
- Quest 4:** Jesus Heals the Roman Officer's Servant (Luke 7:1–10)
- Quest 5:** Jesus Heals a Woman and a Girl (Luke 8:40–56)
- Quest 6:** How to Talk with God (Luke 11:1–4)
- Quest 7:** Jesus Heals a Man Who Came through a Roof (Luke 5:17–26)
- Quest 8:** Jesus Feeds 5,000 (John 6:1–15, 25–35)
- Quest 9:** The Way to the Cross (Luke 23:13–56)
- Quest 10:** Jesus Is Alive! (John 20:1–18)

## DAILY DRAMAS

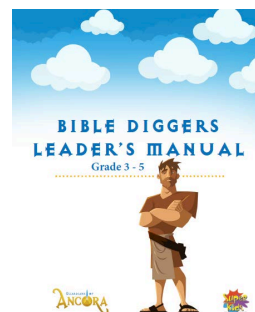


Each day's Drama welcomes the children into Ancora and takes them along a journey to discover treasures that will unlock the Stories of the Saga. Each drama serves to pique the children's curiosity about the coming story.

# PROGRAM SAMPLER

## BIBLE DIGGERS LEADER'S MANUALS AND ANCORA CHRONICLES FOR PREK-K, K-GR2, GR3-5, GR6-8

During Bible Diggers, children will explore the day's Bible passage in depth. The leaders manuals have detailed instructions for these small group sessions including prayer, Bible reading, discussion, and application. The take-home Ancora Chronicle has the Bible reading, memory verse and an activity to reinforce the teaching.



### ANCORA CHRONICLE

#### JESUS HEALS A MAN WHO CAME THROUGH A ROOF!

Read Luke 5:17–26.

One day some Pharisees and experts in the Law of Moses sat listening to Jesus teach. They had come from every village in Galilee and Judea and from Jerusalem.

God had given Jesus the power to heal the sick, and some people came carrying a crippled man on a mat. They tried to take him inside the house and put him in front of Jesus. But because of the crowd, they could not get him to Jesus. So they went up on the roof, where they removed some tiles and let the mat down in the middle of the room.

When Jesus saw how much faith they had, he said to the crippled man, "My friend, your sins are forgiven."

The Pharisees and the experts began arguing, "Jesus must think he is God! Only God can forgive sins."

Jesus knew what they were thinking, and he said, "Why are you thinking that? It is easier for me to tell this crippled man that his sins are forgiven or to tell him to get up and walk! But now you will see that the Son of Man has the right to forgive sins here on earth." Jesus then said to the man, "Get up! Pick up your mat and walk home."

At once the man stood up in front of everyone. He picked up his mat and went home, giving thanks to God.

Everyone was amazed and praised God. What they saw surprised them, and they said, "We have seen a great miracle today!"

**MEMORY VERSE:**

He said to the crippled man, "My friend, your sins are forgiven." Luke 5:26b

### ACTIVITY 1

#### JESUS HEALS A MAN WHO CAME THROUGH A ROOF!

The man in today's story needed to be friends with God again and he couldn't do that unless his sins were forgiven.

T	h	a	n	s	o	n
o	f	a	n	a	m	a
h	o	a	n	t	h	a
i	g	h	i	t	i	e
a	f	i	g	i	v	e
s	i	n	s	a	r	e
e	r	a	r	e	f	o
r	e	a	r	i	n	e

Color in the squares with "x" and "e" to discover why Jesus could help him.

**QUEST SUMMARY**

A paralyzed man is brought to Jesus, but because there is no space for the man carrying him to get through the crowds they climbed onto the roof of the building where Jesus was teaching and lowered the man through the ceiling. On seeing the faith of these men Jesus heals the paralyzed man.

## STORY OF THE SAGA AND GUARDIANS GUILD CHALLENGE

Each day the Ancora characters tell the day's Bible story using scripts or a video available on the Guardians of Ancora multimedia links page. This is reinforced by the Guardian's Guild Challenge, a creative presentation and teaching of the memory verse.

## QUIZZES, CRAFTS, GAMES AND ACTIVITIES

The program is packed with daily quiz questions, challenges, crafts, and games. Each has instructions for leaders and templates for crafts and games.



## PROGRAM EXTRAS

Photocopy-ready materials, theme song lyrics, music and MP3, Ancora character profiles, gospel leaflets, nametag designs, forms for registration, attendance, aims & evaluation, child safe guidelines