

# GUARDIANS OF ANCORA



**HOLIDAY CLUB  
PROGRAMME  
FOR 5- TO 11-YEAR OLDS**



# QUEST I

# JESUS CALLS THE FISHERMEN

## KEY PASSAGE

Luke 5:1 – 11

## KEY STORYLINES

- ⊕ The Guardians find a pile of fishing nets, which open up the story of the call of the fishermen.
- ⊕ By listening to Jesus the fishermen are able to catch very large numbers of fish, when without him they had worked hard, but caught nothing.
- ⊕ Jesus asks the fishermen to leave their homes and fish for people instead of fish. He calls them to follow him.

## KEY AIMS

- ⊕ To welcome each child to the club, setting the tone for the next few days.
- ⊕ To find out that, just as Jesus called the fishermen to follow him, he calls us too.
- ⊕ To understand that following Jesus is sometimes costly, but always brings blessing.
- ⊕ To regard and treat these stories as wonderful treasure.



## GUARDIANS BACKGROUND

### NO CHURCH BACKGROUND

There are several things that you may need to explain for children with little or no church background:

- ⊕ First, the phrase 'Word of God' – that Jesus was helping the crowd to understand their holy book (what Christians call the Old Testament).
- ⊕ In those days it was common for religious teachers to wander around with their followers.
- ⊕ Going out in the boat was a practical thing to stop the crowd from forcing him into the water!
- ⊕ In verse 5, Simon was being sarcastic, because a fisherman would not need a carpenter/builder to teach him how to fish.
- ⊕ That is why in verse 8 his reaction is so extreme. Although he doesn't know who Jesus is yet, he does know he is more than a teacher – so he does not think he is worthy to have Jesus stay on his boat, because he is far from perfect.
- ⊕ Sin is not doing God's will.
- ⊕ 'Fishing for men' is a metaphor for helping people to know God.

### CHURCH CHILDREN

These children will know that Jesus is 'the Son of God' and may assume that anyone who heard Jesus teach would accept what he said straight away. They will have heard about Peter and may know other stories about him. So, this early encounter is helpful to show that everyone has to make a journey of faith as they grow to know Jesus better. The amazing catch of fish is interpreted by Peter as a blessing from God, reinforcing the authority of what Jesus is teaching. Peter and the other disciples

are given the task of sharing God's good news to bring people to him – that is still true for followers of Jesus today.

### WITH OTHER FAITHS

Muslims accept Jesus (Isa in Arabic) as a prophet. It would be easy to interpret the miracle of the catch of fish as God (Allah) showing that Jesus is a prophet. Although not conclusive, the fact that Peter calls Jesus 'Lord' and thinks that his own sinful nature (lack of perfection) means Jesus should not stay with him opens up the question of Jesus being more than a prophet. This is also blasphemy for Jewish children, for whom God is one. Emphasising Jesus' Jewish background, and that 'the Word of God' Jesus taught was their Scriptures may be helpful, as is getting them to think about what the Old Testament says about the coming Messiah. Hindu, Sikh and Jain children may know stories of gods coming to visit the earth. They need to know that Jesus was born and lived as a human being, while still being God.

### WITH ADDITIONAL NEEDS

Some children with additional needs may take longer to settle in on the first day because everything is out of routine and strange. Because the programme is fast moving, give clear and repeated guidance. A visual diary with photos would help with this too. Fish will feature highly today, so why not have some tactile fish to hold during different parts of the programme, especially in the 'Bible Discovery' time. Choose one question from the 'With all Ages' section, and use a similar one every day. 'What have you learnt about Jesus from today's story?' would be a good one to use today.

# ELDER GUARDIANS GATHER

## SPIRITUAL PREPARATION

Read Luke 5:1–11 together.

Encourage the group to have a short time of reflection together, as you read the following:

Think about what it must have been like for the fishermen when they met Jesus. There was something about Jesus that the fishermen trusted; they'd only just met him, yet they dropped their nets and followed him. Ask yourself whether you would respond the same way, and what emotions you might feel as you obeyed. Jesus called the fishermen to follow him just as he calls us too. Think about the confidence that comes from knowing you are called.

*Pause*

Now think about the children who are coming – some with faith in God, others knowing nothing about him. Think about how your speech and actions will show whether they are welcome or not. What message will they receive about God if you do not make them feel accepted as they are?

After a few minutes, invite anyone who wants to share their thoughts.

Finish with a time of prayer, praying for the children, even if you do not know who is coming; God does, so ask him to bless them and show himself to them by his Spirit and through the team.

## PRACTICAL PREPARATION

Talk through the programme. Remind people of the key learning aims and who is doing what, making sure everyone knows their role and has everything they need. Check that younger team members or those who have not been involved before are OK. Encourage them during the session too. The overall leader could do this or it could be assigned to another member of the team, or member of the church whose sole role is to encourage the team. It is important that people feel able to ask about anything they are not 100 per cent clear about.

Make sure each Elder Guardian has a backpack, tools, firebugs and a lantern to share with their Company during the 'Treasure hunt'.

Set up the different areas of the club, making sure everything is in place in plenty of time, so you are ready as the first children come from the registration area. You will probably need extra help as it is the first day. Leaders should be especially welcoming to parents and children who have not been before or any adults accompanying children who look uncomfortable being in a church setting.

Listen to any last-minute information or instructions from the Guildmaster, Keeper or Kal, or from the drama, music or refreshment team. Remind the team to set an example of joining in and responding to prompts from the upfront presenters: this will encourage the children to get more involved.

As this is the first day of the club, make sure the registration team with extra helpers are ready to greet and register the children, so that any new children and parents don't have to wait long. Have a welcome team on hand to take the children to their Companies.

## WHAT-YOU-NEED CHECKLIST

- Registration:** registration forms, badges, labels, pens, team lists, paper firebugs
- Company duties:** materials for your chosen opening and closing activities, including materials to make a name-plate
- Ancora Herald:** today's news; small trifle; copies of the map of Ancora for each Company
- Treasure hunt:** backpacks, tools, firebugs, fishing nets
- Music:** Firebugs band or backing tracks
- Story of the Saga:** fishing nets from 'Treasure hunt'; story script and visual aids; **GUARDIANS OF ANCORA** multimedia story downloads
- Guardians' guidelines:** verse cards, time chart, timer
- Victuals:** drinks and snacks
- Treasure map:** Bibles, *Guardian's Journals* or *Guardian's Stories*, paper, pens, pencils
- Orison:** fishing nets, ribbons
- Construction:** materials for your chosen craft option(s)
- Games:** equipment for your chosen game option(s)
- Treasure Chest:** for jokes, messages, questions and pictures
- Drama:** script from page 89, costumes and props
- Keeper's questions:** quiz questions
- Benison:** paper fish shapes and felt-tip pens

## THE FIRST QUEST

### COMPANY DUTIES

🕒 10 MINUTES

Leaders should be familiar with the names of expected children, and use the name of each child as much as they can. Introduce unknown children to one another.

Every Guardian will have a 'special Guardian skill'. Chat with the children to work out what this might be: discover something that each child is good at (not necessarily academic) and designate this as their skill – the more fun, the better. (For example: kind to animals; jumping; video gaming.)

On this first day of the club, invent a name for your small group: the Company of —s. Involve the children in choosing the name, to give them an extra sense of belonging and ownership. Work together to make a large nameplate to put at the entrance to your Company space.

Reinforce this sense of belonging with a Company motto: something short, crisp and easy to remember. Decide on a motto and then use it as a password, each time the Company meets.

Design a company badge together and encourage the children to draw it on the title page of *Guardian's Stories* or *Guardian's Journal*.

In any time remaining, begin to decorate your Company space, making it unique to your group of children. Each child will have received a firebug at registration (they'll get a different coloured one each day). Use these as part of your decoration.

### GUARDIANS ASSEMBLE

🕒 45 MINUTES ALL TOGETHER

Once all the children are settled, the Keeper of the Keys and Kal introduce themselves and then introduce Fabula and the Shiner (if you are featuring them). The upfront presenters set an enthusiastic and adventurous tone to the programme and welcome the children to the Hall of Memory in the city of Ancora.

The Keeper is idealistic. She tells the children that they are Guardians in the city of Ancora and emphasises what an honour it is to be part of the city Guild – and for the Guild to have such eager recruits. She explains why Ancora needs them so much: many of the story-treasures from the Hall of Memory have been lost – and with them, the stories of the Saga. Will the Guardians aid the city, in this time of need, find the missing treasures and restore them to the Hall? (YES!!)

Kal is practical. He establishes three ground rules for your club which might be:

- ⊕ what to do if the fire or smoke alarm goes off;
- ⊕ where the toilets are and whether you need to ask before you go;
- ⊕ your slogan or action to indicate 'stop' and that the children should pay attention.

Kal and the Keeper are about to tell the Guardians about today's Quest when they are interrupted by the Shiner. (If you are not using this character, have the 'news' arrive as a message for one of the presenters to read out.)



### ANCORA HERALD

The Shiner announces his presence with some sort of sound: bells round his knees, castanets – the more peculiar, the better. Each day he brings news of the city, which he reads from a large sheet of paper. He is likely to have mislaid this, among his layers of clothing, gadgets and lanterns: he may need someone 'sensible', like Kal, to help him find it.

*The Shiner performs this script:*

**Heed the headlines from the Herald,  
Whether you're called Bernice or Gerald!  
Listen or you'll get an eye full  
Of my lovely cabbage trifle!**

*He produces a small trifle from his robes and gives it to the Keeper. As he reads the headlines, he shouts the words in capitals, as if he were a newspaper vendor on the street.*

### GUILDMASTER WELCOMES NEW GUARDIANS!

Today, the Guildmaster welcomed [insert the number of children in your club] new Guardians to Ancora. 'They all look very talented,' he said. 'And I'm looking forward to the stories they're going to find this week.'

### BANANAS, ONIONS, JAM AND GRAVY NOW AVAILABLE IN THE GUILD DINING ROOM!

The Head of Feeding Faces is pleased to announce new dishes in the Guild Dining Room. Bananas, onions, raspberry jam and beef gravy are all now available. A special dessert has been created – bananas and onions covered with a layer of jam, all topped off with some delightful gravy. Delicious!

## REPORTS OF LOTS OF NEW STORY-TREASURES

News is coming in of the locations of lots of new Ancoran story-treasures. It is hoped that Guardians will be able to find them and unlock some great new stories to add to the Saga. Which reminds me, I must find my spare robes. The last time I saw them, they were being used to strain vegetables in the Dining Room!

To start to equip the Guardians, the Shiner gives out a copy of the map of Ancora to each Company. (See the Treasure Store, page 96.) He checks that everyone has received at least one firebug, and explains that they are vital friends for Guardians: they light the way in dark places and a wise Guardian is never without a good supply. He boasts that his special Guardian skill is 'firebug whispering': he always has lanterns and firebugs galore – so he must be the wisest Guardian ever!

The Keeper and Kal say that now they will tell everyone about today's Quest.



### TREASURE HUNT

As part of their training, on this first Quest, all the Guardians will get to go on the treasure hunt. Kal checks that each Company is equipped with backpacks, tools, firebugs and lanterns. The Elder Guardians should share out their lanterns and equipment with their Company. Kal leads the treasure hunt while the Keeper goes to the back, to make sure no one gets lost.

The hunt is based on the traditional 'Bear Hunt' game but has been adapted to follow the map of Ancora. Depending on your venue and the number of children, you may be able to move around while you go hunting or stay in one place and march on the spot. (Pre-empt any 11-year-olds thinking this is babyish by extra enthusiasm and exaggerating the words and actions.)

Kal leads, with everyone joining in as much as possible:

*We're going on a treasure hunt,  
We're gonna find a fine one.  
What a beautiful day, we're not  
scared.*

*Uh-oh, grass! Long, wavy grass of  
Sabana.*

*We can't go over it, we can't go  
under it.*

*Oh, no! We've gotta go through it.  
Swish-swash, swish-swash, swish-  
swash.*

*We're going...*

*Uh-oh, a waterfall! The high, high  
waterfall of Cascada.*

*We can't go over it, we can't go  
under it.*

*Oh, no! We've gotta go through it.  
Splash-splash, splash-splash, splash-  
splish.*

*We're going...*

*Uh-oh, sand! The hot dunes of  
Anmos.*

*We can't go over it, we can't go  
under it.*

*Oh, no! We've gotta go through it.  
Whiff-whafft, whiff-whafft, whiff-  
whafft.*

*We're going...*

*Uh-oh, a forest! A big, frozen forest.  
We can't go over it, we can't go  
under it.*

*Oh, no! We've gotta go through it.  
Shiver-slip, shiver-slip, shiver-slip.  
We're going...*

*Uh-oh, a snowstorm!  
A swirling, whirling snowstorm on  
the ice plains.*

*We can't go over it, we can't go  
under it.*

*Oh, no! We've gotta go through it.  
Hoo-woo, hoo-woo, hoo-woo.  
We're going...*

*Uh-oh, a cave! A chilly, freezing  
ice cave.*

*We can't go over it, we can't go  
under it.*

*Oh, no! We've gotta go through it.  
Tiptoe, tiptoe, tiptoe... WHAT'S  
THAT?*

*Kal reaches behind a door or barrier  
(into the cave) and feels around in the  
'darkness', he says:*

**It's all stringy... There's lots of it.**

**It doesn't seem to be moving.**

**If I lean in, I can just reach it...**

*Kal topples behind the barrier and  
then passes out a pile of fishing nets,  
while trying to disentangle himself from  
them in the process. He reappears and  
declares:*

**IT'S THE TREASURE!**

*Then he realises the hunt has taken a long  
time and shouts, 'Time to go home.' Kal  
picks up the nets. Everyone turns round to  
hurry back to the Hall of Memory so now  
the Keeper takes over the lead:*

**QUICK! Before the firebugs fade!**

*Back through the ice cave, tiptoe,  
tiptoe.*

*Back through the snowstorm, over*

*the ice plains, hoo-woo, hoo-woo.  
Back through the frozen forest,  
shiver-slip, shiver-slip, shiver-slip.  
Back through the hot sand dunes,  
whiff-whafft, whiff-whafft, whiff-  
whafft.  
Back through the waterfall, splash-  
splish, splash-splish.  
Back through the long grass, swish-  
swash, swish-swash.  
Up through the city, step-step, step-  
step, step-step.  
Get to the Great Door, creeeeak-  
creeeeak, creeeeak-creeeeak,  
thud.  
Into the Hall of Memory, pad-pad,  
pad-pad, pad-pad.  
Sit in our Companies.  
We'll go on another treasure hunt  
next time!*

Kal and the Keeper meet up; Kal gives her the treasure which she takes to her workstation. Kal explains that it is her job to check that the treasure is the real thing and to validate that it is the key to one of the stories of the Saga.



### GUARDIANS SINGING

Introduce the Firebugs, the band (if you have one) and invite them to teach the **GUARDIANS OF ANCORA** holiday club theme song and any actions, if you've come up with some. Sing it a couple of times so that the Guardians begin to get the hang of it, rather than singing other songs at this point. Say that you'll sing it again later!



### STORY OF THE SAGA

Fabula appears on stage alone and introduces herself. She explains she is the chief storyteller of Ancora and it is her job to make sure the stories of the Saga (the Bible) are told every day. The power of storytelling fuels the light of the Spire and shines throughout Ancora. Fabula is sad because many of the story-treasures are missing. The people of Ancora are determined to get them back so they can, once again, tell the stories that have been lost. More help is needed, and Fabula fears it will not be possible to find enough new Guardian recruits – which would mean the stories were lost for ever...

The Keeper appears, bringing the pile of fishing nets. Immediately, Fabula's mood changes and she becomes more animated as the Keeper explains that not only have all these new Guardians signed up (indicating the children) but they will be here throughout the club and seeking for lost Ancoran treasures

every day. Fabula is eager to unlock the treasure hidden within the story-treasure and tell today's Story of the Saga...

### Storytelling options

Each day, there are three options suggested for telling the Bible story: you can use the same approach each time, mix and match how you tell the story, or combine two or more approaches. Choose which will be most helpful for your team, your children and the style of your club.

- I Fabula or another storyteller tells the story based on Luke 5:1 – 11 using their own words and personal storytelling style, if possible. You can use the section headings and ideas from the scripted version (see option III) as memory joggers and to vary your story presentation each time, if you wish.
- II Introduce today's video storytelling episode available to download from the **GUARDIANS OF ANCORA** multimedia downloads page. (If you are telling the story and using the video, tell the story first, then show the video so the children already have the outline of the events before seeing the episode.)
- III Or the storyteller may prefer to follow the fully scripted retold Bible story for Quest 1 on page 76.

## GUARDIANS' GUIDELINES

**'Jesus said: Love the Lord your God with all your heart, soul and mind.'**

Matthew 22:37

Before the day, prepare a set of large cards, with one word of the verse on each card. Also prepare a large chart with the days of the club down one side and space to record a daily time for each day. Be ready with a timer or stopwatch.

Invite children up to the front to take the daily *Learn and remember* challenge: you will need 14 children. They will each be given a card to hold and have to get themselves into the right order for the words of the verse. Before they start, explain that you will be timing how long it takes to sort out the words.

Give out the cards, face down, and with a three, two, one countdown, start the timer. See how long it takes for the children to line up in verse order. (The Firebugs could play an urgent rhythm to speed them along.) Involve everyone in encouraging them, making suggestions, cheering and so on. Stop the timer, announce the result and record it on the chart.

Read the words aloud. List a few things that love is not. For example, fluffy candyfloss, Valentine's cards, just being nice etc. Say that love is so much more – it requires everything that we are and all that we have. This verse is saying that when we love God we have to love him with all that we are and have. We'll be finding out how God will help us to love him and why he is worth loving in the first place.

All read the verse together. Then ask one or two children to turn their cards down and re-read the verse, filling in the gaps from memory. Repeat a few times, until about half the words are hidden. (Don't go on too long, for this first learning time.)

Use the *Learn and remember* verse song, 'God is Love', making your own actions to emphasise certain words such as 'love', 'heart', 'soul', 'strength'.



### GUARDIANS' GOLD

Say that Jesus had a job for the fishermen to do, he called them to follow him and 'catch people' instead of fish. On the one hand it must have been very hard for the fishermen to drop everything and follow Jesus, but on the other hand there was obviously something about Jesus that the fishermen want to go with him.

Interview one of the Elder Guardians about a time when they were aware that Jesus called them to do something and how they responded. Was it easy? How did they know it was Jesus, and not just an idea they were making up? What does the story of the call of the fishermen and their willingness to follow Jesus mean to them? What is the 'treasure' in their relationship with Jesus?

## UNLOCK THE TREASURE

 45 MINUTES IN SMALL GROUPS



### VICTUALS

Make sure the children are comfortable in their Companies, as they settle for their refreshments. With younger children who can take longer over this, you may want to begin talking about the story as they drink their drinks.



### TREASURE MAP: BIBLE DISCOVERY

#### With older children (8 to 11 s)

Give the children a few minutes to complete the personal details on pages 1, 4 and 5 of *Guardian's Journal*. (Finish these pages in any Company time, if necessary.)

Ask whether anyone has ever had something really hard to do. How did they get on? Have a (lighthearted) personal example to share, if the children are reluctant to chat, at this early stage of the club. Say that today's **Story of the Saga** was about a group of men who faced lots of different challenges. Encourage the children to remember who the men were and what challenges they faced. Explain that they're going to look at these challenges a bit more, now. Read Luke 5:1 – 11 from *Guardian's Journal* page 7 or from a Bible. Pick out the words where Jesus tells Simon what to do (v 4); then find words where Jesus tells Simon not be afraid and calls him to follow him (v 10). Ask the children what they think it would have been like for Simon and the other fishermen when they heard Jesus speaking to them.

From the **Story of the Saga**, the children will know that after catching an enormous haul of fish the fishermen dropped their nets and followed Jesus. Look in a Bible atlas or *Guardian's Journal* page 9 to see where this story took place (Lake Galilee). Ask the children why they think the fishermen hadn't found any fish all night. What difference did listening to Jesus' directions make? Encourage the children to think about times when they don't know what to do, or feel like their plans have gone wrong. How might they be able to listen out for Jesus' voice guiding them in these times? Ask them how they feel about the idea that listening to Jesus' words brings blessing. (This idea will be picked up again in 'Benison'.)

Turn to Luke 5:1 – 11 (*Guardian's Journal* pages 7 and 8). In twos and threes, challenge the children to read the verses and see if they can find Simon Peter's response to Jesus. Ask why they think he responds the way he does. How would they have reacted? Encourage the children to say whether they would have dropped their nets and followed Jesus. Why, or why not?

Invite the children to read verse 10b (*Guardian's Journal* page 10) and write the words in the fish in the correct order or copy out the verse as a reminder that Jesus called the fishermen to follow him, and he calls us to follow him too.

Encourage everyone to think back to the personal examples you started with. What was hard for the fishermen and what was easy? Ask whether the children think they would have trusted Jesus as the fishermen did – and offer



your own answer. Encourage them to say how they feel about the idea that Jesus is calling them to follow him too.

### With younger children (5 to 8s)

Give the children a few minutes to complete the personal details on page 4 of *Guardian's Stories*. (Finish these pages in any Company time, if necessary.)

Ask who the **Story of the Saga** was about today. Find out whether the children realise that the story of Jesus calling the fishermen is from the Bible. Find Luke 5:1 - 11 in a Bible or on page 6 of *Guardian's Stories* and read it aloud. Ask: 'What did Jesus ask the fishermen to do? Is that a surprising request? How would you have reacted?'

Invite a confident reader to read verses 4, 5 and 6, with everyone following the words in their Bible or booklets. Chat about the instructions that Jesus gave to Simon. Make sure the children notice that when Simon follows Jesus' instructions he is 'blessed' or receives good things. Say that they have already heard that when Jesus calls the fishermen to follow him they drop their nets and go with him, but how do they think the fishermen felt about leaving everything behind? What does Jesus say to the fishermen about this? Encourage them to look for the answer in verse 10 or sort out the puzzle on *Guardian's Stories* page 7.

Ask the children whether they are ever afraid of things. Perhaps some might be afraid of the dark, or afraid of spiders. Say that Jesus wants us to trust him when we are afraid and he wants to help us be less scared. Explain that there are some things that are dangerous and it is right to be 'afraid' of those things as it helps us to stay

safe. But there are other things that we are afraid of that won't actually hurt us. Invite the children to draw a simple picture of the thing(s) they are afraid of (that won't actually hurt them) and then invite them to write the name of 'Jesus' over their picture. If there are children in your group who are not confident writers allocate a colour to represent Jesus and invite them colour over their drawing with the 'Jesus' colour. Remind the children that Jesus wants us to trust him and that he is always with us when we are afraid.

Invite the children to sketch quick scenes of fishermen pulling very full nets out of the water into their boats; or complete the picture in *Guardian's Stories*. Ask why this happened. Because the fishermen did as Jesus told them!

Give an opportunity for spontaneous prayer by asking: 'What do you want to say to God?', and suggesting the children tell him now.

### With all ages

Adapt these questions to suit your group, sharing your own feelings, opinions and experiences as appropriate (some are also in *Guardian's Journal* but are open-ended, with no right or wrong answer, so can be answered at any age):

- ⊕ What have you discovered that you didn't know before?
- ⊕ Has this story reminded you of anything you already knew?
- ⊕ What do you want to think about some more?
- ⊕ What are the fishermen like in this story? Can you think of three words to describe them?
- ⊕ How are the characters in this story like you or someone you know?
- ⊕ What's your favourite part of the story?
- ⊕ What have you learnt about Jesus

from today's story?



### ORISON

Bring along a large piece of fishing net and enough pieces of ribbon for one per child in your Company.

Say that, just as Jesus called the fishermen to follow him, he calls us to follow him too. Explain to the children that if they would like to find out more about following Jesus then they can choose a ribbon and tie it on to the net. Remember that the children in your group will all be at a different stage in their faith journey. Pass the ribbons around the group; invite each child either to choose a ribbon and tie it to the net, as a symbol of their desire to find out more about Jesus, or simply pass the ribbons to the next person. Some younger children may need some gentle help to affix their ribbons to the net. Pray for all the children in your group, asking God's blessing upon them.



### CONSTRUCTION

Choose a construction activity from the **Treasure Store** pages 80 to 83. There are craft ideas based on the **GUARDIANS OF ANCHORA** theme and on the Bible teaching. Today's Bible construction is 'Fishing nets' on page 80.

For extra craft ideas, see *Ultimate Craft* (SU 978 1 84427 364 5).



### GAMES

Help the Guardians shape up by choosing suitable games from pages 84 to 86. There are extra themed games at the **GUARDIANS OF ANCHORA** multimedia downloads area. For even more games ideas see *Ultimate Games* (SU 978 1 84427 365 2).

## GUARDIANS' GATHERING

🕒 25 MINUTES ALL TOGETHER



### TREASURE CHEST

Welcome everyone back together by playing the **GUARDIANS OF ANCHORA** theme song. If there are any messages in the **Treasure Chest**, read one or two out. As this is the first Quest, there may not be many jokes, messages, pictures and questions, apart from those the team has produced in advance or the children have written or drawn during the session, so you might want to have a couple up your sleeve. Encourage children to bring their contributions, jokes and pictures tomorrow.

**COMPANY SHOWCASE**

Choose a Company and invite the Elder Guardian and two or three of the children to come to the front to show everyone something they have been doing in their **Company duties**. It might be an item they have made to decorate their space, an emblem or flag they have devised or a motto to say. Admire what they have shown and thank them for being enthusiastic Guardians.

**THE SEARCH FOR THE GOLDEN SHIELD**

Introduce the drama, set in the world of Ancora. For children who were not at Service 1, give a brief recap (the drama is designed to work for children who have not seen the Service 1 episode).

Today, the new Guardians receive their first quest, but where will it send them? Like the fishermen, they're about to embark on a long journey and they don't know exactly where they will end up – but they have a **Treasure Map** to guide them! The super-confident and heroic Swift launches her career as a Guardian, knowing she will be the best ever. But there are signs that there may be trouble ahead and that perhaps being sure of herself and saying she is brave may not be enough...

**KEEPER'S QUESTIONS**

Divide the children into evenly-matched teams and devise a quiz that relates to all that has happened so far. This can include facts about Ancora, as well as facts from the stories and the *Learn and remember* verse.

Alternatively, you can use the quiz from page 100 or from the **GUARDIANS OF ANCORA** multimedia downloads area based on the Bible story from Quest 1.

**BENISON**

Ask if anyone noticed what happened when the fishermen in the Bible story today lowered their nets where Jesus told them to. They caught a huge number of fish, even though they had spent hours fishing earlier and caught nothing. When we do as Jesus asks us he will give us good things.

Give each child a fish shape and invite them to decorate it using felt-tip pens. Encourage them to write on the reverse of the fish one or two words (or draw a simple picture or symbol) about the good things in their lives.

Play the melody of a worship song and encourage the children to say thank you to God for the things on their fish.

**REVIVE!**

The Firebugs lead the children in a couple of lively songs.

Round off **Guardians' gathering** by asking two children to say in one sentence what one thing they will share when they get home. Children are used to doing this in school. Elder Guardians can ask a similar question when the children are back in their Companies.

Kal reminds everyone about the collection procedure, and assures them that he is looking forward to seeing them at the next Quest. Where will the treasure be hidden and what will it be? What story will be unlocked by the treasure map? How will Swift get on in the drama tomorrow?

Sing the **GUARDIANS OF ANCORA** holiday club theme song one more time and then send the children back to their Companies.

**SIGNING OFF**

🕒 10 MINUTES IN SMALL GROUPS

Chat with the children about the 'special Guardian skills' that you identified earlier in the day during **Company duties** (or work out what they are, now). If feasible, have each child demonstrate or mime their skill to the others.

**RESTORATION: CLEARING UP AND A QUICK DEBRIEF**

Once the children have gone, tidy up and do any necessary preparation for the following day. As many as possible in the team should meet to debrief on how the first day has gone, and identify any hitches that could be put right or any children who have been unhappy. Report back on how children and leaders in each Company have settled and pray together.

Remember to acknowledge and affirm team members' contributions to the session. If possible, share a meal together (although you may only wish to do that on the last day).


**USING THE  
GUARDIANS  
OF ANCORA  
APP WITH THIS  
QUEST**

If you have access to a tablet and are able to download the **GUARDIANS OF ANCORA** app there are several ways you could use this to enhance today's quest.

- ⊕ If you are able to connect your tablet to a projector, you could play through relevant parts of 'Jesus and the fishermen' as a way of introducing the story to the children.
- ⊕ If you have enough tablets to have one per company you could encourage children to take it turns playing through 'Jesus and the fishermen' at appropriate points in your programme. You might like to set a time limit to make sure everyone gets a turn.

If you have enough tablets for one company to have one each, you could incorporate time during construction or games for companies to rotate and play through 'Jesus and the fishermen' in a dedicated 'tablet zone' under supervision. You could suggest the following to the children:

- ⊕ As a new Guardian, listen to Fabula the storyteller who will show you what to do.
- ⊕ Find your way to the shore of the lake and see what is going on.
- ⊕ See if you can follow the fishermen, even though you don't have a boat.

If you don't have access to a tablet, and aren't able to download the **GUARDIANS OF ANCORA** app yourself, don't worry, there are still plenty of exciting ways to engage with **GUARDIANS OF ANCORA**. You can start by visiting [www.guardiansofancora.com](http://www.guardiansofancora.com) to find out more!

Remember to encourage the children who attend your group to download the app for themselves if they have access to a tablet at home.