

Follow the Leader

The Story of Jonah

This activity is a fun version of the game Follow the Leader. The leader will retell the story of Jonah. Here are optional ways to tell the story. Read through each phrase and act out the text in bold.

- Who remembers what Jonah did when God told him to go to Nineveh? He ran away! **Let's run in place as fast as we can.**
- Jonah ended up on a ship. **Now we are going to pretend like we are on a boat and row. Let's row!**
- After a while a crazy scary storm came. **Crash and stomp like thunder and lightning.**
- All the sailors were scared. **Show me your best scared face.** But Jonah was sleeping! **Quickly lay down and pretend to be asleep.**
- Jonah woke up and told the sailors to throw him into the sea. **Let's all jump into the sea together. Jump forward on three. 1,2,3!**
- After being thrown into the sea, a big fish swam toward Jonah. **Make a fish face. Now swim as fast as you can away from the fish.** But the fish swallowed Jonah!
- Jonah was in the belly of the fish for three days and three nights. **Everyone sit down as still as you can while I count to three. On three jump up as high as you can. 1,2,3!**
- Jonah prayed and asked God to save him. **Sit back down and pretend that you are praying.**
- God heard Jonah's prayers and the fish spit him out. **Jump back up on to dry land!**
- Jonah was saved! **Clap and cheer because God is good!**
- God again told Jonah to go to Nineveh and this time he listened and obeyed! **Let's start walking to Nineveh because it's a long journey!**

Scripture quotations marked (NLT) are taken from the Holy Bible, New Living Translation, copyright ©1996, 2004, 2015 by Tyndale House Foundation. Used by permission of Tyndale House Publishers, Inc., Carol Stream, Illinois 60188. All rights reserved.

© 2020 by The General Council of the Assemblies of God, 1445 N. Boonville Ave., Springfield, Missouri 65802. All rights reserved.
Permission to copy for local church use only.