

SPLASH!

JONAH'S AMAZING JOURNEY

A musical holiday club for children aged 7 - 12



Youth and
Children's
Ministries



Music and
Creative Arts

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All other materials and resources can be found on the attached DVD.



INTRO TO SPLASH!

Welcome to **SPLASH! JONAH'S AMAZING JOURNEY** - a holiday club and musical for children aged 7 - 12. This resource brings together elements of craft, singing, acting, games and Bible teaching to help children explore the story of Jonah in a new and exciting way.

In this pack you will find all the resources you need.

For the musical:

Lyric & lead sheets, backing tracks, demonstration tracks, lyric videos and a full script.

For the holiday club:

Activities with printable templates, instructions for games, readings for reflection times;

As well as adaptable posters and programmes for the final performance

The experienced children's work teams may choose to use this resource more flexibly, but everything is laid out in **SPLASH!** in such a way that there is little preparation for you - giving you more of an opportunity to build meaningful relationships with the children and their families.

SPLASH! is designed to be used as an outreach resource - so it is important to remember that, when taking time to reflect together and leading the Bible teaching you are working with young people who may never have been to church before. Consider how you use religious language and ensure that children are not asked to participate in activities they don't understand. Instead, explain how and why we do these things and be confident in sharing your faith!

AUDITIONS

With any show it is important to cast capable performers in lead roles. Auditions are a necessary part of putting on a musical, but they can be something that children find difficult or off-putting.

One way to do this in a non-threatening way is to make it into a fun part of the first day. As part of registration have each of the children say the 'password' for the day - this password can be a short line from the script displayed on the wall or a piece of paper. From the way that children read their line (expressively, confidently, quietly, mumbling, clearly) you will learn a lot about their willingness and ability to speak in front of people.

Another way could be to ask the children to tell you a joke at registration. Have a few simple jokes printed out for those who can't think of one for themselves. Again, the way that they tell you their joke will demonstrate their willingness and ability to perform.



INTRO TO SPLASH!

SINGING

Teaching the songs in **SPLASH!** shouldn't be a long and laborious process. Once children have signed up to your holiday club, make sure that they can access the songs in advance - all of the demonstration recordings for **SPLASH!** can be found on YouTube - make sure you share these links on the appropriate social media pages etc.

It is probably best to teach the songs by rote - you sing a line and they sing it back. It might not be the most sophisticated method of learning songs and won't necessarily create independent musicians, but it will mean that the songs are learnt to a decent standard in a short space of time. The key factor to performing songs in this style is attitude - make sure you convey the enthusiasm and energy that the children need to find in their performance. Remember you are trying to make the songs fun and engaging.

All of the songs in **SPLASH!** can be sung by your whole cast as a choir. However once your group have started learning the songs you will be able to identify some of the more capable singers. If you want to it's possible to make parts of songs into solos or for small groups. A verse of a song, or even one or two lines can feel like a real moment to shine for some children. One such example is the rap sections of '*Storm*' - you will find these work better as solos or as 2s and 3s than a whole group performing together. Ideally the rappers should be the sailors, but you may wish to be adaptable in this respect. If your Jonah is a strong singer it would be great to hear them perform the verses of '*Then You Spoke*' as a solo.

ARMOGRAPHY

Some 'armography' has been provided as part of the **SPLASH!** resource. These actions can be learnt from the demonstration videos (you could either use the videos to learn them and then teach the children yourself - or even play the videos to the children) and used to help both keep the songs fun and engaging, as well as to help the children remember the lyrics. Again, the key to this aspect of the performance is energy - as the leader you need to engage in the armography fully if you expect the children to.

DRAMA

Much of the action in **SPLASH!** takes place with Jonah and God outlining the story. There are a few other speaking parts, such as the king, captain and sailors. If you have other children who want a speaking part, or if you are looking to include more children in on-stage action, there are optional scenes in Nineveh that can be used - or you could give small groups of Ninevites (children who are not in the main cast) short vignettes to devise or still images to create.

A 5-day programme doesn't give you much room for learning lines. Don't be afraid to find a way of giving key players something to read from. If God is remembering the story of Jonah, could he have his script inside a large Bible? If Jonah is going to make a decree in Nineveh would he be reading from a scroll? Could the captain and sailors be consulting a map?



DAY 1 - GOD CALLS, JONAH RUNS

The first day will provide opportunities to meet the children, audition them, find out what they know about the Jonah story, and introduce the first part of that story: God's call and Jonah's flight.

TO DO LIST

- Put a large sheet of paper up for the welcome activity
- Print and copy lyric sheets
- Print and copy maps, place names, footsteps, whale tails and ships
- Prepare paper (for posters), pens, glue and scissors for craft
- Print and copy colouring sheets

WELCOME ACTIVITY

Put up a large sheet of paper up on a wall or the floor. During the registration time ask the children to draw or write what they know about Jonah already. When you do your initial welcome to all the children together draw on some of their comments or pictures as a starting place for the journey you will be going on together.

GAMES

Game 1 - God Says: The same as the popular children's game 'Simon Says'.

Give the children instructions - when preceded by the phrase 'God says' the children are to follow the instruction. If this phrase is not used the children should ignore the instruction.

Eliminate children from the game if they mistakenly follow an incorrect instruction, or if they fail to do what 'God Says'!

Game 2 - Run Jonah, Run! One person (Jonah) stands at the end of the room with their back turned whilst the other children are at the other end.

The other children have to creep up on Jonah whenever his back is turned. The aim for these children is to catch up with Jonah. At any point in the game Jonah can shout 'Run Jonah, Run!' Jonah must try to tag one of the other children who then becomes Jonah and the game starts again.

CRAFT

Craft 1 - Jonah's journey was significant. He fled a great distance to avoid God's plan for him. You will create a map of Jonah's journey to demonstrate this. Ask the children to think what may have caused Jonah to make such a significant journey to get away from Nineveh.

Use the map and resources provided on the DVD and copies of the place names, footsteps, whale tails and ships.

Children should stick the place names, footsteps, whale tail and ship onto their map in the appropriate places.

Stain the maps with a wet tea bag and singe the edges to create a 'treasure map' feel.

Craft 2 - Ask the children why they thought Jonah ran away from God's task. This will most likely result in the idea that Jonah felt overwhelmed or scared of what God wanted him to do.

Create a poster of things that scare us. You could write or cut and stick an appropriate Bible verse.



SONGS

In today's singing sessions aim to teach:

- *In Nineveh*
- *Hey There Jonah*

If you feel children are picking up the songs well, start to add armography for one or both of these songs.

Your aim for the end of the sessions is that you should be able to sing through these songs with the backing track.



TIME TO REFLECT

Jonah was asked to go to Nineveh and tell the people that God was fed up with their evil ways. He wanted Jonah to go and stand up to the people and tell them to repent and to turn back to God.

At that time Nineveh was renowned for its violent and cruel ways and the last thing Jonah wanted to do was to go to the city of Nineveh! He was pretty certain that telling the people of Nineveh that God was angry with them would mean certain death for him.

So instead of doing what God asked, Jonah runs in the opposite direction to get on a boat to go as far away as possible from Nineveh, as we saw in our craft time. Jonah was just too scared to do what God asked of him.

In our craft time we thought about times in our lives when we get scared or frightened. What has caused us to feel that way? What can we do about it?

Sometimes our scariest situations can be the times when God comes really close, so instead of running away, we can turn to God and ask him for help.

Use the Bible verses below to talk about how God can help us when we feel afraid.

Deuteronomy 31:6

John 14:27

Matthew 6:34

Joshua 1:9

If you want to, you could use the colouring sheets provided and some calming music to give the children time to think about what scares them and how God can help them face their fears.

SCENES

Hopefully, you will have carried out informal auditioning during registration (see Intro to Splash! - page 3). Make sure that you give children a chance to put themselves forward for having a speaking role, but explain that these parts are limited in number.

For some of the craft time take out your Jonah and God and start looking at Act 1 of the script. Your aim should be that by the afternoon's 'Get Your Act Together!' session Jonah and God should be able to read this in front of the rest of the group.

GET YOUR ACT TOGETHER!

Now is the time to turn your learning into a performance. In today's session you should aim to run Act 1 with songs and script.

If you manage to do this with time to spare, group the non-speaking children into 'Nineveh Scenes' (see script - page 16) and have them 'improvise' mimes based on the given themes - these should each begin and end in a freeze frame.

Whilst you are doing this, split the children with scripted speaking parts off to rehearse their parts of the script.

WORD OF THE DAY

Make sure you explain the word 'heathens' to the children.

DAY 2 - STORMY SEAS

Day 2 gives you a chance to think about Jonah's interactions with the sailors during the storm. When life was difficult Jonah still told the sailors about God - even though it could cost him his life.

You will also learn another song, and move on to Act 2 of the script.

WELCOME ACTIVITY

Using the pictures of the sea you have printed, ask the children to make a collage to represent stormy seas.

TO DO LIST

- Find or print pictures of the sea
- Make boats (or prepare materials to make them) for the boat racing and water to race them on
- Collect junk with which to make 'sea-worthy' junk boats. The children will also need sticky-tape and scissors for this activity.
- Prepare pens, glue and scissors for welcome activity
- Collect empty water bottles, blue food colouring, cooking oil, and glitter for the storm in a bottle

GAMES

Game 1 - Climb the Rigging: In this classic children's game you will start off with the children in a line in front of you. You will give them a series of 'nautical' instructions which they must follow to join your crew. The last child to complete the instruction is eliminated from the game.

Extensive instructions are listed in the resources section of your DVD. We suggest using a small number of instructions the first time you play the game, and adding more in each time.

Game 2 - Boat races: Make and race boats across water. If possible this is a good activity to go outdoors! If not plenty of tarpaulin or plastic sheets may be needed! There are plenty of ways that boats can be powered over water - balloons, blowing with straws or boats on strings! Take a look in the appendix for pictures or google a few more ideas! YouTube has some good videos to help out.

CRAFT

Craft 1 - Jonah found himself in a storm when he tried to run from God.

Create your own 'storm in a bottle' by half filling a water bottle with blue food-coloured water and topping up with cooking oil and glitter. You might want to add plastic beads or sea shells.

Glue the lid closed (we suggest a glue gun) and then shake to create a storm!

Craft 2 - The storm nearly sank the ship that Jonah sailed on. Using the junk you have collected, put the children in teams to create a 'sea-worthy' (floating) boat of their own. Judge the best based on its ability to float and boat-like appearance.

You could tie this activity into the boat race game. Children have to consider how to propel their boat.



SONGS

Today's song to learn is *Storm*. The verses of this song should be 'rapped' by a small group (preferably your sailors and captain) with the choruses being sung by the whole cast. You may want to take out your sailors to learn their rap sections during the craft time.

Additionally you will need to recap yesterday's songs and look to add more armography if desired.



TIME TO REFLECT SCENES

Read chapter 1 from the book of Jonah. It's good to get the children finding the passage and reading out of the bible. Ask the children to read aloud a few verses each, if they are confident to do so.

When the storm started, Jonah was asleep and the sailors were really, really afraid of what was going on. The sailors used a bit of a strange method to find out why the gods were so angry that there was such a huge storm. They worked out that Jonah was the person who had angered the gods.

Jonah was brave enough to speak out and explain that he was running away from his God. At this point the sailors didn't know much about Jonah's God. They tried to help Jonah but it was no use. Jonah had to go overboard!

As soon as Jonah was in the sea, the storm stopped! The sailors were amazed and they knelt and worshipped God! They believed.

Sometimes in life, it takes extra-ordinary events for people to see God, and sometimes we need to speak up and show God to others. In Jonah's story both happened.

Have you ever seen God at work in your life? Can you think of specific examples? Maybe you have told someone else about God or maybe someone has told you about God. How does it feel?

Take a time to share your experiences in groups - some children may benefit from hearing some examples. Discuss the word challenge from yesterday.

Pray together and ask to see God's work in our world or for God to help you be his witness to others.

SCENES

Today is the day when you can really start to get to grips with Act 2 and there is lots of fun to be had with the sailors. By now you should have assigned roles (and if not, pick out some of your real 'characters' to be sailors).

Encourage accents, funny voices and really hamming it up, you should be aiming for panto-type acting.

God and Jonah may also need to spend time recapping yesterday's work and the Nineveh scenes may need some polishing.

GET YOUR ACT TOGETHER!

Today's aim should be to get both Act 1 and 2 to a point where you can run them on stage.

As a large part of the story in Act 2 takes place at sea, and the song is all about a storm try to think of a way to represent the waves.

Long strips of blue fabric held across the back of the scene and moved in waving patterns would make an effective storm especially if this was coupled with some flashing lights.

There is a suggestion in the script to arm the choir with water pistols to squirt the sailors with. This may not be practical for your space, and you may need to limit this to 3 or 4 children otherwise it could get messy!

WORD OF THE DAY

Make sure you explain the word 'witness' to the children.

DAY 3 - IN THE BELLY OF A FISH

On day 3 you look at the role of the whale in the story and Jonah's prayer to God. You'll think about how God is everywhere, even in the most unlikely places, and how we can respond when we find ourselves in difficult situations.

You also have 2 songs to learn and will move on to Act 3 of the script.

WELCOME ACTIVITY

Children should be given a sheet to cut out and stick the internal organs of a whale in the correct place. Have the example picture on the screen or wall, or have a few copies on the tables where children will be working.

If the children have time they could draw Jonah in the stomach of their whale.

GAMES

Game 1 - Tunnels and Tents Challenge: Make a series of tunnels and dark spaces for the children to explore. These can be made with boxes, chairs, blankets, children's garden tunnels and tents.

Hide things for the children to find (sweets or tokens) inside the tunnels and tents. You could even make this a race between two teams. Think about how it felt in the tunnels - how would Jonah have felt inside the belly of the fish?

Game 2 - Parachute Game: One person (Jonah) goes under the parachute, and another (the fish) goes on top. All other children hold on to the sides of the parachute.

The fish has to try to catch (swallow) Jonah whilst the other children billow the parachute to replicate waves.

Take turns so that many children get to take part.

TO DO LIST

- Print and copy Whale Anatomy sheets
- Collect balloons, large milk bottles and card for the craft
- Find boxes, chairs, blankets, garden play tunnels and tents
- Create a tunnel run and hide sweets or tokens inside for the game
- Find a parachute
- Prepare card, pens, glue and scissors for craft

CRAFT

The whale that swallowed Jonah plays a significant part in the story. Make your own whales - there are two methods listed. You could try either, or both.

Craft 1 - Balloon whales. Make a small person to represent Jonah. Push them into a balloon (use a small cylinder such as the casing from a biro).

Blow up the balloon and draw on the eyes and mouth. Cut paper plates into fins and stick these to the whale.

Craft 2 - Milk bottle whales. Cut a mouth shape from the bottom of a large milk bottle. Draw on the eyes and other features. Cut out a tail shape from some card and stick to the bottle top.

You may want to make your own little Jonah to go inside this whale as well.



SONGS

Today you have two songs to learn - *Great Big Fish* and *Then You Spoke*. As *Great Big Fish* is a variant of the kids song 'Baby Shark' you will probably find that the children learn this very quickly. It might be worth saving this for a point in the day where you need to pick up the kids energy again! *Then You Spoke* is a bit more tricky and will require more teaching.

You may need to recap the previous songs (one that they know well would serve as a good warm up!)



TIME TO REFLECT

Read Chapter 2 from the bible – Jonah's prayer. Just like yesterday, it is good to encourage the children to find and read the bible passage.

So today we find Jonah inside the whale! For 3 days, Jonah was inside the belly of a stinking fish! Can you imagine the smell? What's the worst smell you can think of? (Share a few ideas!)

Jonah must by now think that God has given up on him and he's about to die! He cries out to God with this long prayer that we have just read. I wonder what Jonah really meant with these words? In your groups re-read the prayer and think about what it means.

In groups, have a go at re-writing this prayer in more modern day language.

Jonah was pretty desperate, but he wanted God to save his life and he asked God to give him a second chance. God hadn't given up on Jonah and even though life was pretty tough just at this moment, God was still there for him. He hadn't turned his back on Jonah.

In life sometimes, we get things wrong. Sometimes things go wrong for us and we feel far away from God. The amazing truth is that God is never far away. All we need to do is to call out to God and he will give us another chance! He will be there for us! How amazing is that! God is never far away from us!

Use the beads and a cross shaped bead to make a bracelet to remind you that God is never very far away from you. (Beads and resources can be bought from Amazon, Baker Ross or Hobbycraft etc.)

SCENES

Today you will move on to Act 3. This is very light on script and much more focused on songs, so today most of the scene work should be spent learning and improving the previous scenes.

It also might be advisable to go over the rap sections of *Storm* with the sailors - they could do this in scene work time, or in singing time whilst the other children are learning *Great Big Fish*.

GET YOUR ACT TOGETHER!

Act 3 is largely singing, so this might be a good time to focus on armography. Recap the previous two acts, and start encouraging the non-speaking children to react to what the main characters are saying (this can be used to great comic effect).

Remember that the best way to get children engaged is by engaging enthusiastically yourself, both with armography and acting. Your energy will be mirrored by the children (equally your discomfort or apathy will also be mirrored!).

WORD OF THE DAY

Make sure you explain the word 'salvation' to the children.

DAY 4 - SAVING NINEVEH

Day 4 provides time to think about how Jonah fulfilled God's mission in Nineveh - by being bold and unashamedly spreading the word of God.

You have two songs left to learn and the final act of the play to work through.

WELCOME ACTIVITY

Make the Jonah puzzle sheets available for children upon their arrival. Maybe offer a prize to the person who completes the most puzzles in the time available.

GAMES

Game 1 - Get to Nineveh: Separate the children into two teams. The aim is to get from one side of the room (the beach) to the other (Nineveh).

One team of children starts on the beach and have to get across to Nineveh. The other team has to stop them by tagging them (lightly!). Once tagged the children must stand still with their arms outstretched. They can be released by another child from their team by running under their arms.

Continue to go back and forth across the room for an allocated number of turns, then swap the teams over. The winners are the team who managed to get the most people to Nineveh after the allotted number of turns.

Game 2 - Jonah Ran Away: This is a variant on the well-known game 'Duck, duck, goose'. Sit the children in a circle. One child is selected to be 'Jonah'.

They walk around the outside of the circle whilst everyone chants 'Jonah, Jonah ran away, but God forgave him anyway!'. Once the rhyme is complete Jonah taps the next child they pass on the head, then must run around the circle and return to the vacant place.

The tapped child has to try to catch Jonah before he can get to their place. The child who is left standing then becomes Jonah and you start again.

TO DO LIST

- Print and copy Jonah puzzle sheets
- Collect plastic spoons

- Prepare card, pens, glue, scissors, stick on jewels, feathers and fabric scraps for craft

CRAFT

Jonah persuaded the King of Nineveh to humble himself before God. As a sign that the King acknowledged God as Lord of all he removed his crown and wore sack-cloth.

Craft 1 - Spoon puppets. Using pens, sticky tape, glue, paper and fabric scraps children decorate plastic spoons to appear as Ninevites who wore sack-cloth to humble themselves before God.

Craft 2 - Crowns. Using card, paints, pens, stick-on jewels, sequins, feathers make elaborate crowns to signify the excessiveness of the people of Nineveh before Jonah delivered God's message to them.

If you have older children who find these activities too childish and you have IT equipment available for use, perhaps they could make a short video of the story of Jonah or find an appropriate video to share with others.



SONGS

The final new song is *I Believe* - which is Jonah's message to the King of Nineveh. This is a catchy and simple tune so the children should pick it up quickly. Split the children into two groups for the middle section of the song. The first is Jonah's group persuading the King to follow God; the Kings group should become gradually convinced before responding with 'My God is mighty'. Try to get the children to act this as they sing.

Today will also be the time to learn the *Megamix* using fragments of *Hey There Jonah* and *Then You Spoke* both with new lyrics to recap the whole Jonah story. The song concludes with a recap of the chorus of *I Believe*.



TIME TO REFLECT

Read chapter 3 from the Bible. Again ask children to read out verses.

Finally, Jonah is doing what God asked him to do at the very beginning of our story! Jonah must have approached Nineveh with fear and trepidation. If we think about what we discussed on our first day about what kind of place Nineveh was, then we must realise that Jonah is not looking forward to this job. But all is ok! As Jonah approaches the town he starts telling the people that God wants them to repent from their bad ways and turn back to God. In fact he doesn't just say it, he shouts it, loudly!

He throws himself right into the job! Amazingly, people listen! Even the king steps down from his throne and changes his ways! God showed his great love for the people of Nineveh. He didn't want to destroy the city because he loved the people; he really wanted people to turn back to him. Jonah simply passed on God's message and the people listened.

You see, when we do what God asks of us, he takes over and does the rest! He needs us to step out and do his work and when we do, he simply uses the opportunity to do what needs to be done.

Can you think of any times when God has used you to tell others about him? Has anybody ever shared the news about God with you? Take some time to talk about this just now in your groups.

There are other times in the Bible when people did what God asked of them. When they listened to God, great things happened. Here are a few examples:

Abraham Genesis 12: 1- 4 Mary Luke 1 27 - 38
Paul Acts 9 3 - 22

Spend some time looking at these verses and see how these people obeyed God.

How can you do what God asks of you? Brainstorm some ideas of how you can do what God wants you to do and in your group pray that God will give you strength to do what is right.

SCENES

Act 4 is another opportunity to include all of the cast in the action. The scene depicting Jonah bringing God's word to Nineveh provides an ideal opportunity to have all of the Ninevites reacting both to Jonah's revelations and the King's response.

If you have time you might want to encourage some of the more confident Ninevites to improvise verbal responses or dialogue about what is happening in the story.

GET YOUR ACT TOGETHER!

Getting all of Act 4 up to scratch should be your main focus. Tomorrow you will put all of the action together for the full performance so ensure that you are familiar with the newer material today.

The armography, cast reactions and enthusiasm conveyed in the later songs are crucial in making them come to life.

WORD OF THE DAY

Make sure you explain the word 'repentance' to the children.

DAY 5 - GETTING THE SHOW ON THE ROAD

Day 5 is a day to recap and prepare both in terms of the teaching elements and the show. Today you are likely to deviate the most from the suggested timetable.

Get ready - it's show time!

WELCOME ACTIVITY

Hand children 2 cards each on which they can write their questions and thoughts on the Jonah story. Are there things they don't understand? Do they need to recap and aspects of the story? Some children may want to ask questions about faith, or what the Salvation Army is or does. Some children may have a thought about the character or actions of Jonah they want to share.

Create a questions box where children can post their queries throughout the morning. Don't forget to keep a few spare cards for extra questions.

GAMES

There are no new games for day 5, as today is focused on preparing the show.

However you may well find that recapping previously popular games between other activities will help to re-energise weary actors and singers. They will also break up the periods of hard work and concentration that you are likely to need from the cast today.

TO DO LIST

- Make a large cardboard whale shape, and prepare tissue or coloured paper, scissors and glue to create a collage of scales
- Make a questions postbox and cards for children to write their questions on
- Prepare card, pens, glue, scissors, stick on jewels, feathers, fabric scraps etc for craft
- Make a large cardboard boat shape to be painted.
- Collect as many large cardboard boxes as possible for creating props/scenery

CRAFT

Today will be a day for show prep - so the crafts are likely to be making the props for the performance. You may choose to set aside time for this, or have a craft station where children who are not occupied at any given time can go and work on the props.

Below are some suggested props you could make:

The great big fish - Make a large cardboard whale shape. Have tissue or coloured paper for the children to cut or tear into 'scales' and stick these to the fish shape.

The kings throne - Make box frames which could be attached to an existing chair. Paint these and stick jewels etc on to make it really glamorous.

The boat - If you have enough large pieces of cardboard available you could make a large cardboard boat for the sailors to 'sail in' (hold in front of them). This could be painted by the children.



GET YOUR ACT TOGETHER



Today is the last day, and as such you shouldn't be looking to learn new material, but to get all aspects of the show into one seamless performance. Try to keep the energy up and keep the children focussed and excited about what they will present to the audience.

Rehearsals may be interspersed with games and crafts, especially when you need to rehearse a specific part of the show with a small group. You will also need to make time to reflect on your week and make sure that the children leave the holiday club with a clear message: That God loves us all, no matter what we do, and he never leaves us, even when we choose to run away.

TIME TO REFLECT

Begin with the questions and thoughts that children shared in the questions box. As a leader it can be difficult to give over the direction of your reflection time to others, but trust the children in your care to be ready to engage in discussion about what faith means to them.

Before the session read through the questions and thoughts to ensure that you only present to the whole cohort of children what is appropriate to do so. Don't shy away from tough questions, but remove anything that could be irrelevant or silly.

Where possible encourage the children to offer answers to the questions, or feedback their own reflections on each other's thoughts. Be prepared to offer your own answers - try to do so in a positive 'I believe' or 'in The Salvation Army we believe' and not a blanket 'we believe' as some children in your cohort may be exploring faith for the first time.

Today provides an opportunity to for children to connect with God.

One suggested way of doing this would be through Godly Play. The following questions would be suitable for Godly Play wondering time, or simply as discussion starters for the children. Recap the story briefly in your own words and ask the children to contribute to this. Then ask some wondering questions:

I wonder which part of the story you liked the best?

I wonder which person in the story you liked the best?

I wonder which part of the story is most important for you?

I wonder where you are in the story? What part of the story is about you?

Give children the freedom to discuss the story without giving them any answers. Just listen and let them respond and talk with each other.

After the children have wondered together, offer them the chance to talk to an adult 1-1 and to spend some quiet time with God. Play some reflective music whilst you sit in contemplation.

SPLASH! - THE SCRIPT

CHARACTERS

| | |
|----------|----------------------------------------------------------------------------------------------------|
| God | Maybe choose someone unexpected for the role. They must be confident and loving in their delivery. |
| Jonah | Grumpy and moody, Jonah is stubborn and thinks he knows best. |
| Captain | Wheeler-dealer, like a market trader. |
| Sailor 1 | Is obsessed about money, and is very excited! |
| Sailor 2 | Well educated and shouldn't really be a sailor. Has a superb vocabulary and talks rather posh! |
| Sailor 3 | Worried about how dangerous Jonah is, and is always amazed at Sailor 2's lines. |
| Sailor 4 | Like a pirate, with a pirate accent! |
| King | King of Nineveh who has seen the error of their ways. |

CHOIR

Split the choir in two and have them on stage at the back. Whilst scenes are taking place have the choir sit and be interactive with what is going on. As soon as the intro for each song starts get your choir to stands and go for it! Whilst many of the choir won't be principle actors they still need to engage with and react to the action taking place. The more they engage with the show the more the audience will.

COSTUMES

These can be as simple or as elaborate as you would like. Have the choir wear solid colours, maybe blues to represent the ocean. The Nineveh scenes can have modern looking clothing, hoodies and caps. Sailors can be scruffy. The King can wear royal clothing, a crown and jewellery, which they remove as they deliver their line. Have the servants in rags/sackcloth.

SET & PROPS

Use screens to project the scene rather than having to create all the sets. Feel free to add features:

Boat
Armbands
Umbrellas

Water pistols
Fish belly material
Ocean material/umbrellas



SPLASH!

ACT 1

God *(Enter to stage centre looking at audience.)*
So there you are! I knew I'd be seeing you all today, although I'm sure it's a bit of a shock for you...you see I'm God! Not what you were expecting, eh?! Well do I have a tale to tell you. It's all about a guy called Jonah, and a place called Nineveh, and if I'm honest (and I always am 'cos I'm God) they kind of deserved each other. Here's what Nineveh was really like. They were doing all of the things that hurt ME!

(Walk past each of the scenes of Nineveh)

Look... idol worship... fighting... drunk and disorderly... gambling, to name just a few!

Nineveh Scenes *(Have each of the scenes frozen until God gets to them and then freeze again when God moves to the next one. Exit stage and join choir when intro starts.)*

(Intro starts) Nineveh needed my help, or it was going to be in big, big trouble...

SONG - IN NINEVEH

1
There's a place you wanna go
If you're looking for a show;
It's Nineveh, woah woah.
There's a place that you should run
If you're looking for some fun;
It's Nineveh, yeah, yeah.

A life of excess, a life of scandal,
Far too much for you to handle
In Nineveh, in Nineveh.
Pagan rituals and every kind of
Prayer and worship of false idols
In Nineveh, in Nineveh.

2
If you only care 'bout yourself,
You don't care 'bout no-one else,
Go to Nineveh, woah.
Land of violence and of pain,
Where your enemies get slain,
It's Nineveh, yeah, yeah.

A life of excess, a life of scandal,
Far too much for you to handle
In Nineveh, in Nineveh.
Pagan rituals and every kind of
Prayer and worship of false idols
In Nineveh, in Nineveh.

x2

Nineveh!

God *(Jonah enters stage worried, pacing around and wringing his hands.)*
So you can see that Nineveh wasn't a very nice place, and I needed a messenger to go and tell them they were in trouble. But I couldn't use just anyone, it had to be someone unique who Nineveh would listen to, and like in many of my stories the person I chose didn't think they were right or ready. Like they would know better than me!



SPLASH!

- Jonah -** God, you've got the wrong person! I'm far too busy, Nineveh is an AWFUL place full of AWFUL people who in all honesty deserve your anger! You're far better off just sending a big flood (although I know you promised you wouldn't do that again), or a raging fire... that would do the trick! Just don't ask me, they won't listen to me. I'm not in a good place to take a big 'prophet' trip right now and, yes, if you must know... I'm scared!
- God -** *(Intro Starts)* So you can see I had my work cut out with Jonah. He was grumpy, judgmental, stubborn and scared; and yet I knew he was the one to send to Nineveh... but what did Jonah think?

SONG - HEY THERE JONAH

1

Let me tell you 'bout Jonah;
He's a man of God
And he worships him daily
Yes he loves the Lord.
Tries to live his life right,
Tries to keep the law,
Follows rules to the letter;
What else are they for?

Hey there, Jonah, what you gonna do?
What you gonna do when your God calls you?
Hey there, Jonah, will you go that far,
When your God tells you "Go to Nineveh"

2

Let me tell you 'bout Jonah
He's a grumpy bloke.
Thinks that everyone should behave
Or go up in smoke.
Ain't got time for unbelievers
If they don't wanna hear.
He won't waste his time on heathens,
He'd rather stay here.

Hey there, Jonah, what you gonna do?
What you gonna do when your God calls you?
Hey there, Jonah, will you go that far,
When your God tells you "Go to Nineveh"
x2

ACT 2

- God** *(Sailors set up beside the boat, working and talking amongst themselves silently as Jonah enters the stage. God is watching the scene take place from the side of the stage.)*
Jonah knew what I had asked him to do, but like I said earlier he was stubborn and thought he knew better! *(Laughing!)* And even better than that, he thought he could hide from me! So off he ran to Tarshish.
- Jonah** If I can just get as far away from here as possible, I can escape this terrible plan. I know God never makes mistakes... but he made a big one when he thought I could change a whole city's evil ways. I'm sure there's a boat I can catch; Joppa is full of boats going everywhere. This one will do! Excuse me Captain, where is your vessel headed?



SPLASH!

- Captain** Vessel?! Vessel?! Oh aren't we a posh one! This 'vessel' is a class 3 cargo ship if you must know! We're headed to Tarshish, maybe I could interest you in a sneaky investment eh?! We'll be picking up a bunch of stuff we'll be looking to make an absolute killing on. Me and the crew might cut you in for the right price! We've got a batch of the latest Manna Munchies that are going to sell like hot cakes... or is it unleavened lovelies?
- Jonah** I'm not interested in any of that, I just want to get as far away from here as I can, and I will pay.
- Captain** Well, Tarshish is as good a starting point as any for getting away. What do you think crew, do we have space for a littl'un?
- Sailor 1** *(Rubbing his fingers greedily)* If the price is right!
- Sailor 2** *(Intelligently)* I wonder what circumstances would necessitate such a rapid deployment?
- Sailor 3** *(Skeptically)* Yeah... are you dangerous?!
- Sailor 4** *(Like a pirate!)* The seas are dangerous enough without any scallywags on board!
- Jonah** Scallywag? What's a scallywag?
- Sailor 4** You be a scallywag, me hearty!
- Jonah** I have not been wagging scallies! *(Grumpily, and bit embarrassed)* Look, if you must know I'm trying to run away from... God!
- Sailor 2** I have always found it an impossible eventuality to escape ones divine pre-destination.
- Sailor 1** *(In amazement at Sailor 2's words)* Yeah! But can you pay?
- Sailor 3** He doesn't look that dangerous. Just a bit... grumpy!
- Sailor 4** Shiver me timbers! A grumpy scallywag! We be cursed!!!
- Captain** Calm down folks! We've got a berth he can have, but let's get a move on so we can make the tide.
- God** So Jonah did his best to run away, but you have to remember that I'm God and it was never going to be that easy to escape, and Jonah needed to be taught a lesson. So I threw one of my famous storms at them as they were out on the high seas!



SPLASH!

SONG - STORM

1

(rap)

Woah! There's a storm coming!
Batten down the hatches, there's a storm coming!
Hold on tight, and get strapped in
And pray to your gods for your life;
There's a storm coming

Woah! There's a storm coming!
Waves are roaring, there's a storm coming!
A howling wind, and a terrible din
So pray to your gods for your life.

(sing)

Look at Jonah sleeping down below,
Not a worry from his head to toe.
While the ship he's in gets tossed around,
Here's old Jonah lying safe and sound.

2

(rap)

Woah! It's a tsunami!
Do the gods hate you or is it me?
One of us is cursed, better find out who,
He can pray to his god for his life;
There's a storm coming!

Hey! What 'bout the Israelite?
While we're panicking here, he's sleeping tight!
Go wake him up and bring him here,
He can pray to his god for our lives.

(sing)

Wake up Jonah, captain's calling your name,
Pray to your god to come and calm the waves
Come on Jonah, please get out of bed,
We need to do something or (shout) we'll be
dead!

3

(rap)

Hey! We think this storm's cos of you!
You told us your god's angry, now we think its true.
Better say your prayers, I hope you can swim.
Put you're best foot forward.
You're going...in!

God

(Centre stage, everyone is in the boat and pretending there's a big storm, sailors are rowing)

Those sailors were good people. They did everything they could to spare Jonah,
and yet Jonah knew that it was all his fault.

(Choir squirting water pistols at the cast)

Sailor 4

We be CURSED!

Sailor 1

I knew I should have gone to the bank!

Captain

Row crew! Pull us to safety!

Jonah

It's no good Captain, God knows I'm here!



SPLASH!

- God Of course I did.
- Jonah Throw me overboard and you will all be saved.
- Sailor 2 It is my conclusion, Captain, that the ejection of our new shipmate would both expedite the end of the storm as well as Jonah's existence!
- Sailor 4 We be CURSED! We be CURSED!
- Sailor 3 This is dangerous, I can't even swim! Someone help me blow up my armbands!

(As God is speaking the sailors are taking Jonah and are preparing to throw him overboard)

- God All the sailors in the boat that day came to know and serve me, and they would never forget Jonah, and the sacrifice he made to save them. My power was on full display, and yet the peace and calm that followed Jonah's departure showed off my love for all.

But I wasn't done with Jonah yet, that guy still had a job to do! He wasn't going to drown and I needed to get him to Nineveh, *(cheesy jokes!)* so I called on the *Catfish Express!* Jonah would have a WHALE OF A TIME! Nope, a 'baby shark' wouldn't do the job...I sent a great big fish!

ACT 3

SONG - GREAT BIG FISH

- | | |
|------------------------------------|------------------|
| 1 | 3 |
| Baby shark. Doo-doo do-doo do-doo. | Daddy shark... |
| Baby shark. Doo-doo do-doo do-doo. | |
| Baby shark. Doo-doo do-doo do-doo. | 4 |
| Baby shark. | Grandma shark... |
| 2 | 5 |
| Mummy shark... | Grandpa shark... |

Great big, great big, great big fish.
Great big, great big, great big fish.
Great big, great big, great big fish.
A great big fish!
x4

(1st time whispering – a few voices, 2nd time still whispering – adding more voices, 3rd time speaking – adding even more voices, 4th time shouting – all voices)



SPLASH!

SONG - GREAT BIG FISH *(continued)*

6
Great big fish. Doo-doo do-doo do-doo.
Great big fish. Doo-doo do-doo do-doo.
Great big fish. Doo-doo do-doo do-doo.
Great big fish.
X2

7
Swallowed up... x2

8
Spit him out... x2

Great big fish!

God You have to understand that I always have a plan. Jonah had done all he could to escape the job I had for him to do. He now needed time alone to work it all out; 3 days and 3 nights would do! What better place than in the belly of that fish that had saved him, all alone, in the weirdest place to pray ever!

Jonah Lord, you saved me when I was about to drown. Nineveh deserves the same chance as I have had, a second chance.
(Intro Starts) I will go and do what you have asked of me, I will proclaim in grateful praise Salvation comes from the Lord!

SONG - THEN YOU SPOKE

1
When I thought about my path,
The way that I would choose,
There were certain things that I
Never thought that I would do.
How could I change the minds
Of people that are sure
That the God in whom I trust
Doesn't matter anymore?

But then you spoke into my life
And I knew your love was real.
I thought the job you gave to me
Was far too big a deal.
And so I turned and ran away,
Well what else could I do?
Because for just a moment there
I thought I knew better than you.

2
When the grey clouds filled the sky
I thought you might just go away.
When the rains began to pour
I thought your mind might change.
When they threw me overboard
I thought that I could swim.
But I've found you're everywhere
So there's no use hiding.

But then you spoke into my life
And I knew your love was real.
I thought the job you gave to me
Was far too big a deal.
But when I turned to face the facts
That when I choose your way
Even a hopeless place like Nineveh
With your love can be saved.



SPLASH!

SONG - THEN YOU SPOKE *(continued)*

Send me Lord and I will go
Through the waves and winds that blow,
Through the storm, and through the sea,
Through the fish that swallowed me,
Through the times of fear and doubt,
When my energy runs out.
Send me Lord and I will go,
That through my life your love will flow.

And then you spoke into my life
And I knew your love was real.
I thought the job you gave to me
Was far too big a deal.
But when I turned to face the facts
That when I choose your way
Even a hopeless place like Nineveh
With your love can be saved.

ACT 4

(Nineveh scenes come back; as Jonah walks past each of them they stop and listen looking confused but interested.)

God Now the hard part was still ahead of Jonah. Nineveh was a huge city and it would take great courage to share the message that if they didn't turn from their wicked ways they would be destroyed. It was going to take a tidal wave rather than a little splash! This is where Jonah's stubbornness became an asset! Jonah walked through the entire city of Nineveh sharing his warning.

(Jonah walks through the city past each scene shouting...)

Jonah In forty more days, Nineveh will be overthrown!

(Nineveh scenes exit and King and servants enter)

God He stood before their king and spoke with my power!

Jonah In forty more days, Nineveh will be overthrown!
Oh King of Nineveh, hear God's message to you and your people. God is giving you a second chance!

King *(As the King speaks, he removes his crown and royal robes, handing them to his servants)*

Let everyone call urgently upon God! Give up your evil ways and your violence. Who knows? God may show compassion and forgive us of our sins.

(Servants help king remove crown, jewellery, robe and put on a sackcloth. Exit stage when intro starts.)

Jonah *(Intro starts)* Believe in the one true God, only he can save you!



SPLASH!

SONG - I BELIEVE

1

There's an army approaching,
Gonna bring you down,
They're coming for your wives and
children,
Coming for your crown.
Now you stand here alone
Behind your flimsy walls,
But I know who can save you
And he's called the Lord.

I believe in the one true God,
He can save you.
I believe in the one true God,
Who stands above all things.
He will protect you
From all your enemies.
I believe in the one true God.

(1st Jonah's Group)
Bow down, give a call,
Humble yourself before the Lord.
Trust him, forever more
Know that he is Lord of all

2

You can put your trust in rituals,
Or false magic tricks,
You can make sacrifices,
But it just won't stick
If the gods you believe in
Are just stories passed down,
But if you trust in my God
He won't let you down.

I believe in the one true God,
He can save you.
I believe in the one true God,
Who stands above all things.
He will protect you
From all your enemies.
I believe in the one true God.

(2nd King's Group)
My God is mighty,
My God is mighty,
My God is mighty,
Mighty to save.

(Together)

(Jonah's Group)
Bow down, give a call,
Humble yourself before the Lord.
Trust him, forever more
Know that he is Lord of all

(King's Group)
My God is mighty,
My God is mighty,
My God is mighty,
Mighty to save.

I believe in the one true God,
He can save you.
I believe in the one true God,
Who stands above all things.
He will protect you
From all your enemies.
I believe in the one true God.

(shout) I believe!



SPLASH!

- God** So Jonah did as he was asked. He was still grumpy, stubborn and a bit scared. He was angry that I made him go all of that way to be my messenger. But he had been faithful and the city of Nineveh had been saved. The *splash* that he made ended up making all the difference.
- Jonah** God, had you planned on saving Nineveh all along? And why did you need me?!
- God** I still cared for Nineveh, even though they were wicked, and I still loved you, even when you ran away. You aren't that different Jonah, you and Nineveh. You have both been saved from yourselves. Just trust in me and make the most of your second chance.
- Jonah** *(Intro starts)* Thank you God for speaking into my life when I needed you most. I was angry when you asked me to do your will, I was scared when I was thrown over board with a *splash*! I was sorry in the belly of the fish. Thank you for teaching me to believe in the one true God! Oh, and I suppose for sending that great big fish!

SONG - MEGAMIX

- 1**
Well, looking back, Jonah,
Things here really did change.
I bet the goings on around you
Must have seemed real strange!
You ran from God
All the way to Tarshish,
But ended up in the belly
Of a great big fish!
- Hey there, Jonah, what did you do?
When God speaks what he says is true.
Hey there, Jonah, you put him to the test
But following God really was for the best!
- 2**
In the belly of a fish, at last you saw the way
For the first time in our story, you didn't run away
- And then God spoke into your life
And you knew his love was real!
Although the job he gave to you
Seemed like far too big a deal.
But when you chose to walk his path
You found his pow'r was true.
You see that our God can save Nineveh
And he can save us too!
- 3**
I believe in the one true God
He can save you.
I believe in the one true God
Who stands above all things.
He will protect you
From all your enemies.
I believe in the one true God!
x2

(Shout) I Believe!



IN NINEVEH

*Cue – God: Nineveh needed my help,
or it was going to be in big, big trouble...*

♩ = 148

4 Saxophone

NOTES

You may wish to use some of the lines as solos Eg. the first line, with the full chorus singing 'In Nineveh' etc.

0.14
10 VERSE 1

There's a place you wan-na go,___ If you're

15

look-ing for___ a show:___ it's Ni-ne-veh, Woah._____

20

There's a place where you should run,___ If you're look-ing for___some fun;

0.35
24 CHORUS

___ It's Ni-ne-veh, yeah,___ yeah.___ A life of ex-cess, a

30

life of scan-dal, Far too much for you___ to hand-le In Ni-ne-veh, in

35

Ni-ne-veh.. Pa-gan rit-u-als and ev-'ry kind of Prayer and wor-ship to-

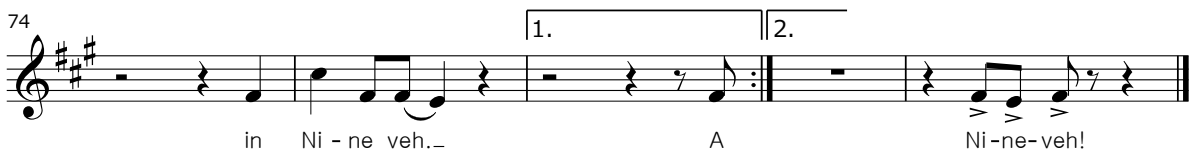
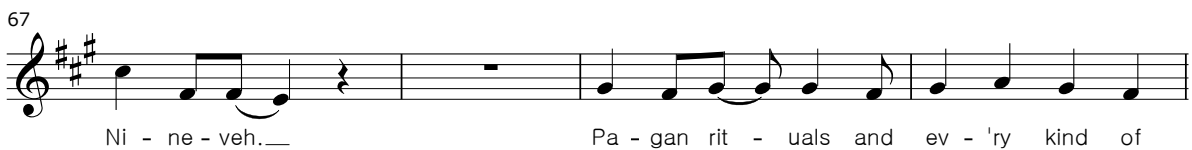
1.11
40 VERSE 2

Drum clicks

___ false i-dols In Ni-ne-veh___ In Ni-ne-veh.___ If you



IN NINEVAH CONTINUED



HEY THERE JONAH


Cue – God: ...and yet I knew he was the one to send to Nineveh...but what did Jonah think?

♩ = 60 ♩ = 112 0.35
4 10 VERSE 1



Let me tell you 'bout_ Jo-nah; He's a man of God And he

18



wor-ships him-dai-ly, Yes, he loves the Lord. Tries to live his life-right, Tries to keep the law, Fol-lows

0.53
22 CHORUS



rules_ to the let-ter; What else are they for? Hey there, _ Jo-nah, what you gon-na do?

26



What you gon-na do _when your God calls you? Hey there, Jo-nah, will you go that far


1.19
30 VERSE 2

3



When your God_ tells you 'Go to Ni-ne - veh'? Let me tell you 'bout_ Jo-nah, He's a

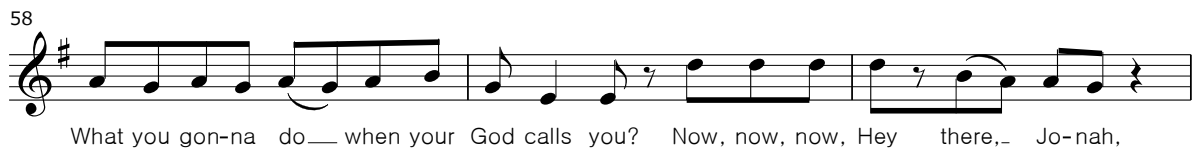
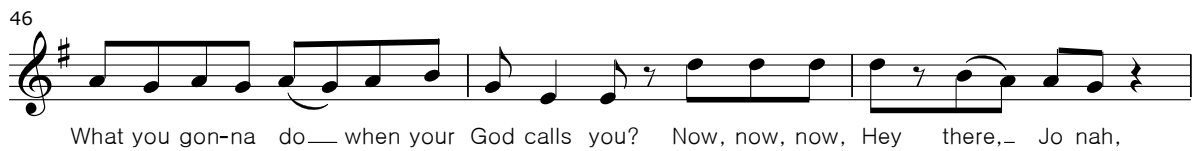
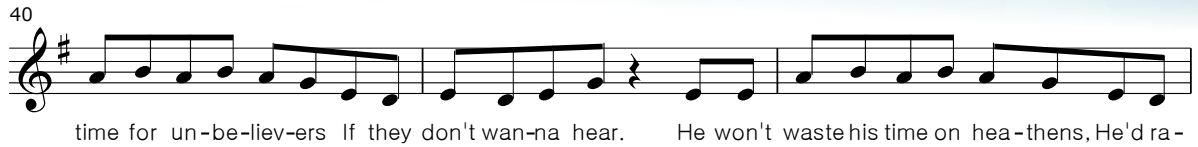
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grum-py bloke. Thinks that ev - 'ry - one should be-have Or go up in smoke. Ain't got



HEY THERE JONAH CONTINUED



STORM

Cue – God: So I threw one of my famous storms at them as they were out on the high seas!

♩ = 88

0.05

VERSE 1

(Spoken)

NOTES

The Verses are to be performed as a rap by the Sailors.
The Choruses should be sung by the full chorus.

2

Woah! There's a storm com-ing! Bat-ten down the hatch-es, there's a storm com-ing!

5

Hold on tight, and get strapped in And pray to your gods for your life; There's a storm com-ing.

7

Woah! There's a storm com-ing! Waves are roar - ing, there's a storm com-ing! A

9

howl-ing wind and a ter - ri - ble din So pray to your gods for your life.

0.27

CHORUS

11

Look at Jo-nah sleep-ing down be - low, Not a wor-ry from his

14

head to__ toe!__ While the ship he's in gets tossed a - round,__

0.49

VERSE 2

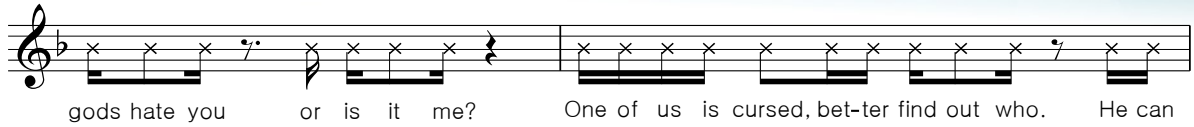
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Here's old Jo-nah ly-ing safe and_ sound._ Woah! It's a tsu-na-mi! Do the



STORM CONTINUED

20



22



24



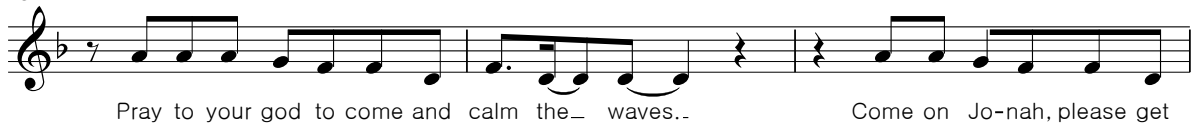
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CHORUS

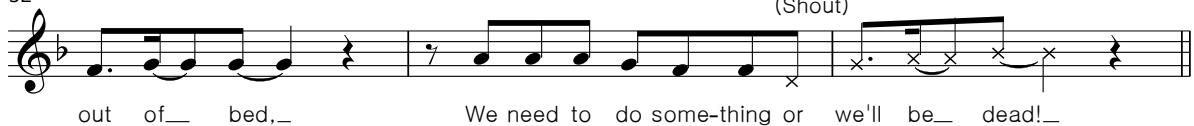
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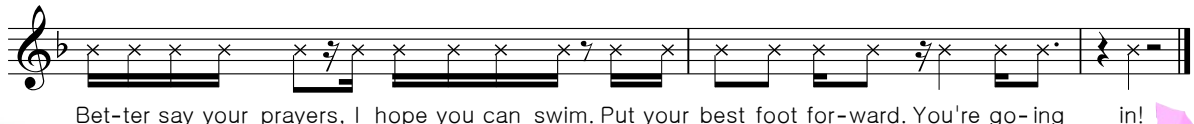
1.32

VERSE 3

35



37



GREAT BIG FISH

Cue – God: Nope, a 'baby shark' wouldn't do the job...I sent a great big fish!

♩ = 112

Organ

0.10 CHORUS

Ba - by

5

shark. Doo-doo do - doo_ do-doo. Ba - by shark. Doo-doo do - doo_ do-doo. Ba - by

Mum - my Mum - my

Dad - dy Dad - dy

Grand - ma Grand - ma

Grand - pa Grand - pa

7

1.,2.,3.&4. 5.

DRUM BREAK

Clap

shark. Doo-doo do-doo do-doo. Ba - by shark. Mum-my shark.

Mum - my Dad-dy

Dad - dy Grand-ma

Grand - ma Grand-pa

Grand - pa

11

1.03

Whispering at first, gradually becoming louder and shouting the last bar.

Great big, great big, great big fish._

15

Great big, great big, great big fish._ Great big, great big, great big fish._ A

17

1.,2.&3. 4. Shout

1.37

great big fish. great big fish! Great big fish. Doo-doo do-doo_ do-doo. Great big

up. Swal-lowed

out. Spit him



GREAT BIG FISH CONTINUED

20



fish. Doo-doo do-doo. do-doo. Great big fish. Doo-doo do-doo. do-doo. Great big fish! Great big
up. Swal-lowd up. Swal-lowd up. Swal-lowd
out. Spit him out. Spit him

23



fish. Doo-doo do - doo_ do-doo. Great big fish. Doo-doo do - doo_ do-doo. Great big
up. Swal-lowd up. Swal-lowd
out. Spit him out. Spit him

25



fish. Doo-doo do doo. do-doo. Great big fish! Swal-lowd out! Great big fish!
up. Swal-lowd up. Spit him
out. Spit him



THEN YOU SPOKE

Cue - Jonah: I will go and do what you have asked of me, I will proclaim in grateful praise 'Salvation comes from the Lord!'

$\text{♩} = 112$
7
0.15
VERSE 1



When I thought a-bout_ my path,___ the way that I___ would choose,

12



___ There were cer-tain things_ that I___ Ne - ver thought___ that I___ would do._

16



___ How could I change_ the minds___ Of peo-ple that_ are sure_

20



___ That the God in whom_ I trust___ Does - n't mat - ter an - y-more?_

0.49
24 CHORUS



___ But then you spoke in-to___ my life___ And I knew your love_ was_ real._

28



___ I thought the job you gave_ to me,___ Was far too big_ a_ deal._

32

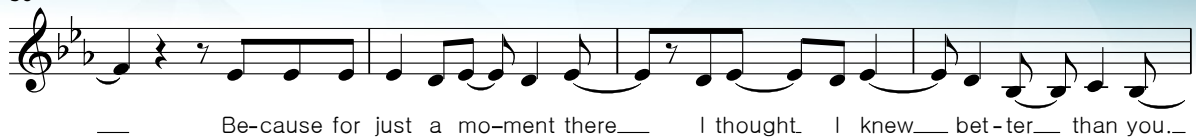


___ And so I turned and ran_ a - way,___ Well what else could_ I do?_



THEN YOU SPOKE CONTINUED 1

36



1.25
VERSE 2

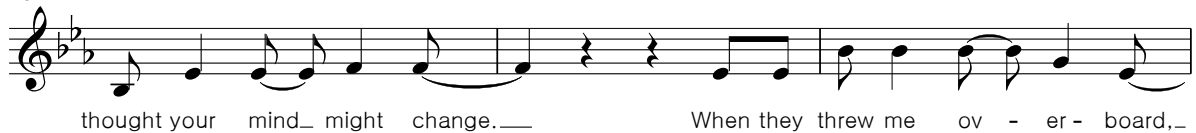
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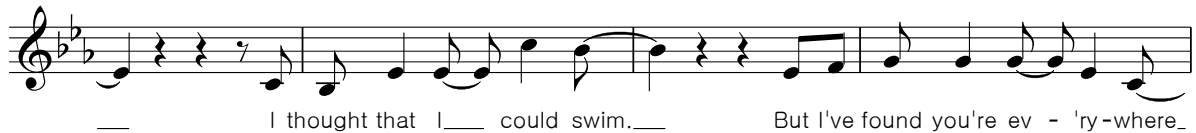
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48



51



1.59
CHORUS

55



59



63



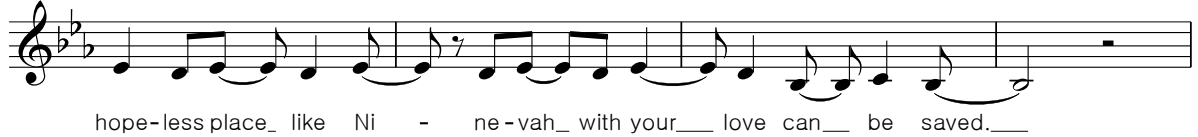
THEN YOU SPOKE CONTINUED 2

To CODA 2nd time

67



71



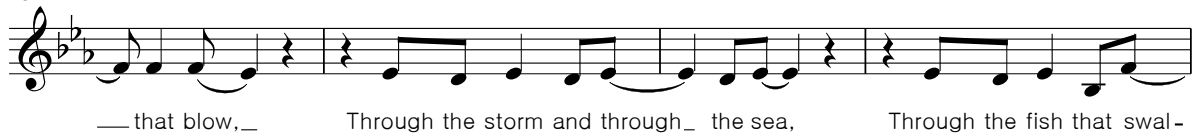
2.35

BRIDGE

75



79



83



87

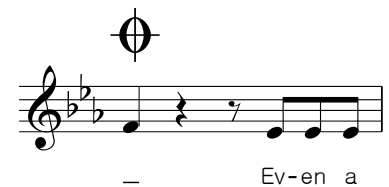


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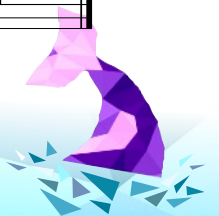
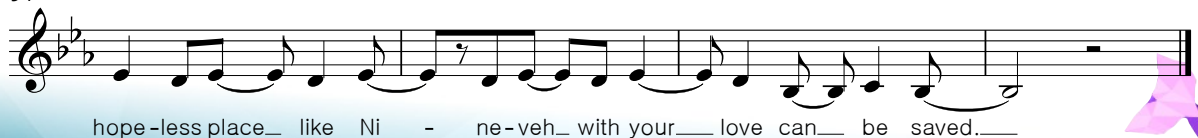
91

3.09

CHORUS



94

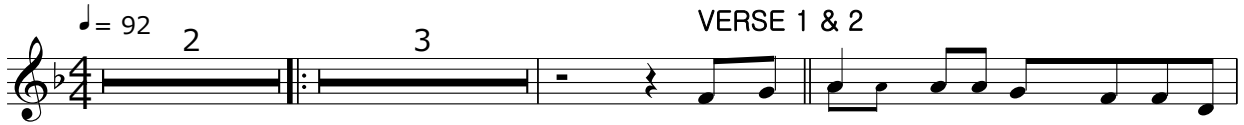


I BELIEVE

Cue – Jonah: Believe in the one true God, only he can save you!

0.14

VERSE 1 & 2



There's an ar - my ap-proach-ing, Gon-na
You can put your trust in rit - uals, Or false



bring you_ down They're com-ing for your wives and child-ren, com ing for your_crown. Now you
ma - gic_ tricks, 7 You can make sa - cri - fic - es but it just won't_ stick If the



stand here a-lone Be hind these flim - sy_ walls, But_ I know who can save you, and he's
gods you be lieve in are just sto riespassed_ down, But if you trust_ in my God_ he won't

0.35

CHORUS



called the_ Lord! I be-lieve in the one true God, He can save_ you.
let you_ down.



I be-lieve in the one true God Who stands a-bove all_ things. He will pro - tect_ you



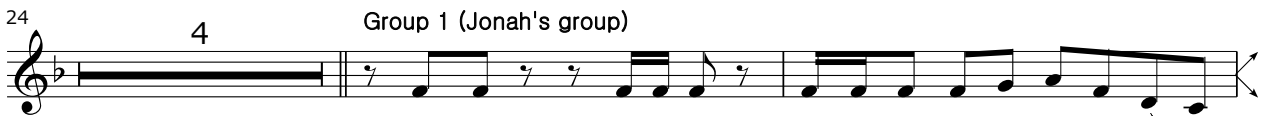
From all your en - e - mies. I be-lieve in the one true God._____

Continue 2nd time

1.57

BREAK

Group 1 (Jonah's group)



Bow down give a call, hum-ble your-self be-fore the Lord..



I BELIEVE CONTINUED

30

Trust him, for-ev-er-more Know that he__ is Lord of all.

Group 2 (King's group)

My God is might - y,

33

Bow down give a call,

My God is might - y, My God is might - y, Might-y__ to save. My God is might - y,

37

hum-ble your-self be-fore the Lord. Trust him for-ev-er-more Know that he__ is Lord of all.

My God is might - y, My God is might - y, Know that he__ is Lord of all.

2.28

40

CHORUS 2 & 3

I be-lieve in the one true God He can save__ you. I be-lieve in the one true God

43

Who stands a-bove all__ things. He will pro-tect__ you from all your en - e - mies.

46

I be-lieve in the one true God. 1. 2. (Shout) I be-lieve!



MEGAMIX

Cue – Jonah: Thank you God for speaking into my life when I needed you most, and for teaching me to believe in the one true God! Oh, and I suppose for sending that great big fish!

Hey There, Jonah 0.35

♩ = 112 4 **VERSE**

Well, look-ing back, Jo-nah, things here real-ly did change. I bet the

8

go ings on a-round you must have seemed real strange! You ran from God All the

11 0.15 **CHORUS**

way to Tar-shish, But end-ed up in the bel-ly of a great big fish! Hey there, Jo-nah,

15

what. did you do? When God speaks what he says is true. Hey there, Jo-nah, you

19

put him to the test, But fol-low-ing God real-ly was for the best!

Then You Spoke 1.07

22 6 3 **VERSE**

In the bel-ly of a fish at

34

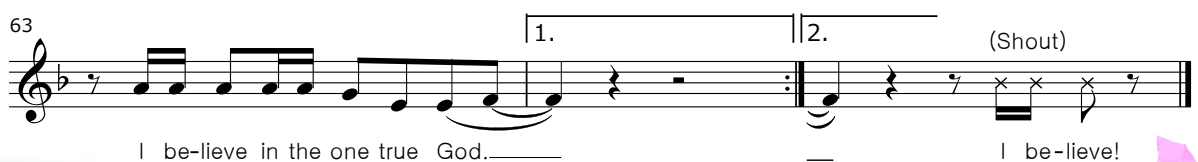
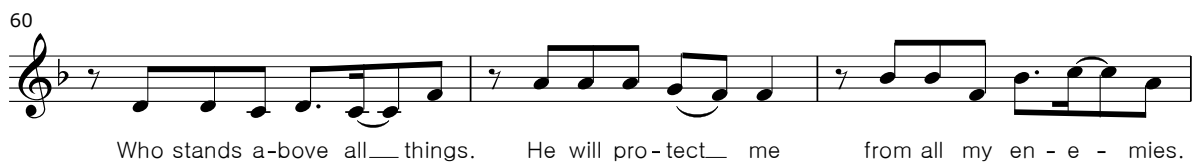
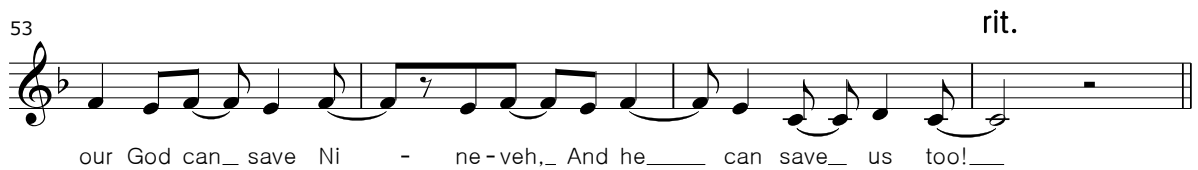
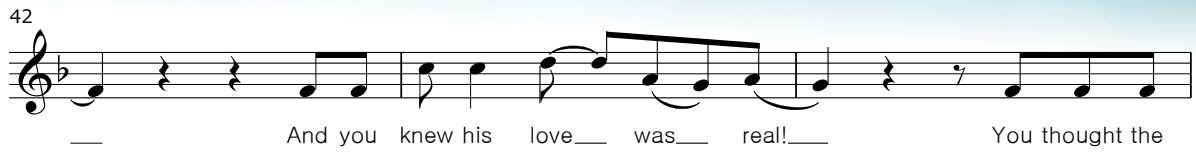
last you saw the way, For the first time in our sto-ry you

38 1.26 **CHORUS**

did-n't run a-way. And then God spoke in-to your life



MEGAMIX CONTINUED



SPLASH! is a Salvation Army resource, created and published in the United Kingdom and Ireland Territory.

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Music: Daniel Elson

Script: Stephen Burn

Teaching Resources: Julia Anyon

Demonstration singers: Liverpool Walton Salvation Army Singing Company

Recording Engineer: Sam Davidson

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