

# Lesson 5: Lost Sheep

## Activities

- Cooking Project: Cinnamon Roll Sheep
- Craft Project: Make a Shepherd's Rod and Staff
- Craft Project: Build a Sheepfold (with Sheep!)
- Game Activity: Find the Lost Sheep
- Coloring Page: The Shepherd Finds His Lost Sheep

## Cooking Project

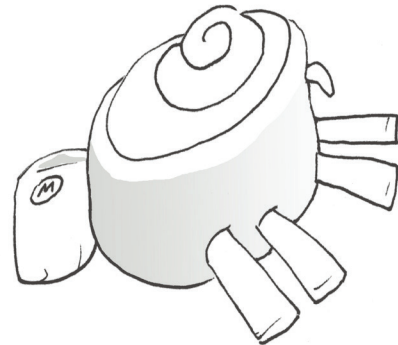
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### Cinnamon Roll Sheep

*This easy recipe makes 4 sheep.*

#### Ingredients

- 1 can (12 oz.) refrigerated cinnamon rolls (regular size, not grands) with icing
- Plastic knife
- 1 egg, beaten
- Pastry brush
- Miniature marshmallows or grated coconut
- 4 raisins or mini M&Ms
- Cookie sheet



#### Directions

- 1 Preheat the oven to 400 degrees F. Have the student grease the cookie sheet or line it with parchment paper. Open the cinnamon roll can and set the icing packet aside. *Note: Assist the student to make the first sheep. Once she has the hang of it, she can make the remaining three herself.*
- 2 Take 1 cinnamon roll and squeeze it a bit to turn it into an oval. This will be the sheep's body. Place the roll on a cookie sheet, cinnamon side up.
- 3 Unwind another cinnamon roll to get a long strand of dough. Cut off two small pieces (2 legs) and one piece double that size (the head). You can even cut off a tiny piece for a tail if you wish.

- 4 Dip the pastry brush in the beaten egg and brush on the top of each leg and the underside of the sheep. Attach each leg to the sheep.
- 5 Fold the head piece in half to create a small oval. Brush the egg on the edge of the head and on the “neck” of the sheep. Attach the head to the sheep (so you have a sheep in profile). Do the same for the tail if you made one.
- 6 Make three more sheep with the remaining rolls.
- 7 The instructor should put the cookie sheet in the oven and bake the rolls for 8–10 minutes (until lightly browned).
- 8 Remove the sheep from the oven and let cool for a few minutes.
- 9 The student can spread the icing on the body of each sheep. Sprinkle with coconut flakes or add mini marshmallows.
- 10 Dab a bit of icing on the raisin or M&M and attach it to the head to make an eye.

## Craft Project

### Make a Shepherd’s Rod and Staff

#### Materials

- 3 empty wrapping paper tubes
- Masking tape (wider is better)
- Newspaper
- Tissue paper (any color)
- Brown craft paper or paper grocery bags

Read the following to the student:

Today we’re going to make a shepherd’s rod and staff. A shepherd stayed with his sheep. Since sheep were constantly on the move looking for fresh pasture, the shepherd had to travel light. But there were two things he was never without—his rod and staff.

A rod was a shepherd’s club. He used it primarily to defend his sheep against wolves or other predators. He could strike with it or throw it. The rod was also used to count the sheep as they entered the sheepfold each night and again as they left in the morning.

A staff was a shepherd’s walking stick. It had a hook at one end which he could use to grab a wayward sheep (to pluck it out of a thorny bush, for example). The shepherd could also touch a sheep with the end of his staff to gently guide it back into the fold.

#### Directions for the Staff

- 1 Let the student help you tape two wrapping paper tubes together to create one long tube.
- 2 Twist the newspaper into a cylindrical shape, and bend to form a hook or C shape, about 5 or 6 inches from top to bottom, leaving a straight tail at one end to insert into the cardboard tube.
- 3 Insert the tail of the newspaper hook into the wrapping paper tube.
- 4 Using masking tape, cover the hook, attaching it firmly to the tube.
- 5 Have the student help you cover the staff with the brown paper and secure with tape.

## Directions for the Rod

- 1 Ball up a piece of tissue paper and tape it to the end of a paper tube.
- 2 Cut a square of brown paper and place it over the tissue ball (so the ball is wrapped in brown). Secure the paper to the neck of the paper tube.
- 3 Cover the rest of the tube with brown paper and secure with tape.

## Craft Project

### Build a Sheepfold (with Sheep!)

#### Materials

- Play dough (Use Play-Doh or help the student make the salt-dough recipe below.)
- Large disposable plastic dinner plate (like Solo brand)
- Sheep cut-outs (Student Page 51)
- Scissors
- Tape
- OPTIONAL: Sand, pebbles, dirt, grass clippings, tiny twigs, moss

#### SALT-DOUGH RECIPE

##### INGREDIENTS

- 1 c. salt
- 1¼ c. warm water
- 3 c. flour
- Plastic bag

##### Directions

- 1 In a large bowl, mix the salt with the warm water.
- 2 Gradually add the flour. Knead into a ball.
- 3 The dough can be stored overnight in a plastic bag in the refrigerator.

#### Sheepfold Directions

- 1 Say to the student, “A shepherd would let his sheep wander during the day, but at night he would lead them into a secure enclosure called a sheepfold. The sheepfold could be a cave, or a stone wall built by the shepherd. The sheepfold kept the sheep from wandering off at night and protected them from predator attacks.”
- 2 Have the student roll the play dough into small balls (like stones that are about ½” in diameter). The student should stack the play-dough stones to make a wall that is “C” shaped. (A sheepfold always had an opening [the gate] for the sheep to come in at night and go out in the morning. The shepherd would pile branches at the opening to close in the sheep, or he himself would sleep in the gate to protect the sheep. Jesus says in John 10, “I am the gate for the sheep.”)

- 3 If you have the optional materials (sand, pebbles, dirt, grass clippings, tiny twigs, moss), the student can embed them into the wall to make it look more realistic.
- 4 Have the student cut out the sheep on Student Page 51. Fold along the dashed lines, and crease along the dotted line, then tape the two halves together at the top to make standing sheep. Put them in the pen.

## Game Activity

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### Find the Lost Sheep

*This is a game of observation and visual tracking.*

#### Materials

- 3 identical, opaque plastic cups
- 1 mini marshmallow

#### Directions

- 1 On a clean table, arrange the three cups in a row. Place the mini marshmallow under the center cup and tell the student that the marshmallow is the “sheep.”
- 2 Tell the student to watch the cup with the marshmallow closely. The student is the “shepherd,” and she must keep an eye on her sheep.
- 3 Now it is time for the sheep to get lost. Start moving the cups, swapping the outside cups to the center position. Start by moving the cups slowly for 10 seconds. Stop moving the cups. The student should lift up the cup she believes has the marshmallow inside. Was she right? If so, move the cups longer or faster the next time.

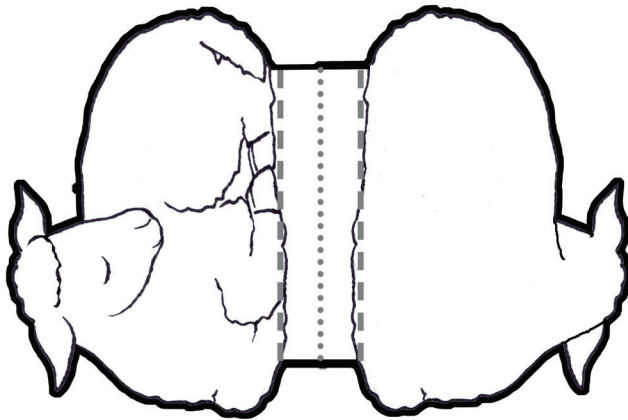
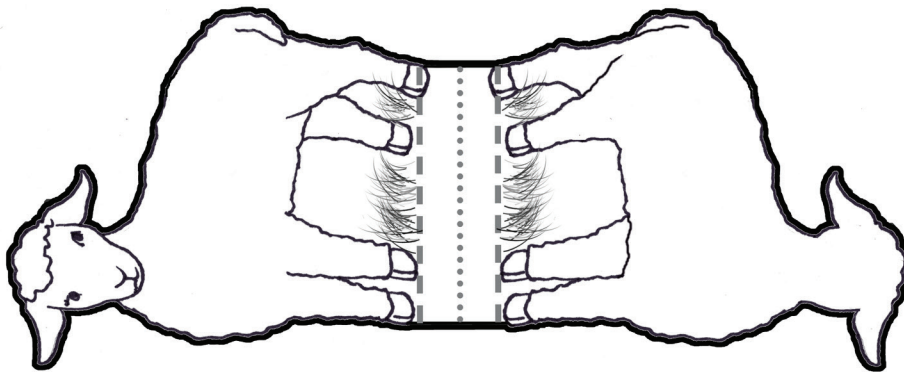
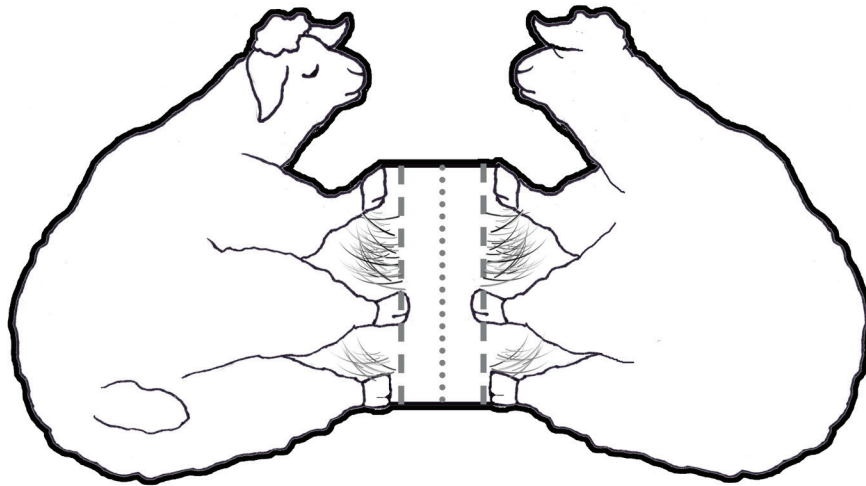
## Coloring Page

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### The Shepherd Finds His Lost Sheep

Jesus told a story about how happy a shepherd was when he found the sheep who had wandered away from the flock. In the same way, God kindly brings us back when we wander away.

# Sheep Cut-Outs







**Matthew 18:12-14**