

## Storytelling in Sand Jonah

### You will need

a large, shallow tray  
play sand

### What to do

Gather the group around you as you tell the story making sure everyone can see the sand tray.

This is Jonah. *[Draw a large person in the sand.]*

Jonah is God's prophet. A prophet is someone chosen by God to tell people His messages.

*[Draw a large speech bubble in the sky]*

*Wipe out the picture*

Today Jonah is running away from God. *[Draw a man running]*

He jumps on board a ship. *[Draw a boat outline underneath Jonah]*

While Jonah is on the boat there is a huge storm. *[Draw lightning flashes and waves under the boat]*

The sailors ask Jonah for help *[Draw some worried faces]*

Jonah tells them to throw him overboard. *[draw an arrow from Jonah pointing to over the side of the boat]*

Suddenly all at once the sea is calm. *[Wipe away the picture and reset the sand]*

Jonah sinks deep into the sea. *[Draw a man shape]*

God sends a large fish to save Jonah. The fish swallows Jonah whole. *Draw the outline of a fish around Jonah]*

It swims to the shore *[Draw some land with a tree on it]* and spits Jonah out. *[Draw an arrow from Jonah pointing out of the fish's mouth]*

Jonah decides to follow God's instructions and goes to Nineveh. *[Draw man shape and sign pointing for Nineveh]*

Jonah tells the people of Nineveh that God will punish them if they don't change their evil ways. *[Add more people to the picture.]*

The people are sorry, and they weep. *[Draw some sad faces with tears]*

They change their evil ways from the King down to the poorest man. *[Draw a crown]*

God sees this and he changes his mind. He doesn't send the punishment. *[Wipe away the picture and draw a heart in the sand]*