



True Treasure Island

1: Don't Doubt!

By Deborah Wassenberg

Introduction:

This nautical-themed lesson introduces two characters—**Salty** and **Swashy**, both deckhands on the fishing trawler 'Wave Walker'. While Salty is confident, Swashy struggles with doubt. Children learn the importance of focusing on Jesus and calling out to Him for help.

Photo Booth:

Set up a photo booth using props:

- Surfboards or body boards (firmly secured)
- Goggles, sunglasses
- Towels and hats
- Inflatables: beach balls and rings
- Pool toys

Bible Lesson: Jesus Walks on the Water

Bible References: Matthew 14:22-33; Mark 6:45-51

Visuals You Will Need:

1. Feeding of the 5000/disciples board a boat
2. Jesus praying on the mountain
3. Disciples in the boat in a storm
4. Jesus walking on the water
5. Disciples terrified of the 'ghost'
6. Jesus tells Peter to come
7. Peter walks on water to Jesus
8. Peter sinks and is saved
9. Disciples worship Jesus in the calm conditions

Skit:

Setting: A tropical island resort where the children are the tourists!

Characters: Salty, a deckhand on the fishing trawler 'Wave Walker', moored in the marina at True Treasure Island. During the cooler months, when the 'fish aren't on', Salty works as an island tour guide.

Swashy is a deckhand, too. But he is filled with doubt and wavers over nearly every decision.

Salty enters.

Salty: Hello, and welcome to True Treasure Island!
My name is Salty.
I am your True Treasure Island guide.
My shipmate, Swashy, is here to help me.

Salty points offstage, but no one appears.

Salty: My shipmate, Swashy, is here to help me!

Still, no one appears.

Salty: *(Speaking from the side of his mouth)*
Swashy, come and meet the nice tourists.

Swashy: *(from offstage)*
I'm not sure about this, Salty.

Salty: *(Still speaking from the side of his mouth)*
Not sure about what?

Swashy: *(Still offstage)*
About meeting all these new people.
I could hide here and not meet anyone.
But that's not helping you.
I doubt I'd be much help, anyway.
I could come out and say hello.
But what if no one is friendly?
I doubt they'd like me.
What do I do?

Salty: Don't doubt Swashy!
(To the children)
We need to encourage Swashy to come out!
On the count of three, let's shout, 'Don't doubt Swashy!'

Salty gets the children to shout out several times, and when the Swashy character is satisfied that the children have done a good job, he appears onstage hesitantly.

Salty: *(To the children)*
Thanks for encouraging Swashy.
(To Swashy)
There's no doubt about it, Swashy.
Everyone is happy to see you.

Swashy: Thanks, Salty.
Thanks, everyone.
I don't know why I have all these doubts.
I feel so tossed around.

Salty: Before we start our tour of True Treasure Island, I'll tell you a true tale of the sea.
Then you'll understand what I mean...

Visual 1: Jesus had just had a picnic by the sea where he'd fed 5000 people with five loaves and two fish.

Jesus felt it was important to pray, so He told the crowd to go home and instructed His disciples to get into a boat and cross the Sea of Galilee.

Visual 2: Jesus went up on a mountain to pray by Himself.
He was still there when the evening came.

Visual 3: And the boat carrying the disciples was a long way out in the middle of the sea.

And a storm hit!

Waves beat the boat, and the wind was against them.

Visual 4: Now in the fourth watch of the night, somewhere between 3 am and 6 am, Jesus went to them, walking on the sea!

Visual 5: But when the disciples saw Jesus walking on the sea, they were terrified!

They said, 'It's a ghost!' and they cried out in fear.

Visual 6: But immediately Jesus spoke to them and said, 'Take heart, it's me. Do not be afraid.'

And Peter answered Him, 'Lord, if it is You, command me to come to You on the water.'

Jesus said, 'Come.'

Visual 7: So Peter got down out of the boat and walked on the water and came to Jesus.

Visual 8: But when Peter saw the wind, he was afraid, and, beginning to sink, he cried out, 'Lord, save me.'

Visual 9: Jesus immediately reached out his hand and took hold of Peter and said to him, 'O you of little faith, why did you doubt?'

They walked together to the boat on the sea.

When Jesus and Peter got into the boat, the wind ceased.

And those in the boat worshipped Jesus, saying, 'Truly, you are the Son of God.'

Swashy: Wow, that's an amazing true tale of the sea, Salty!

Salty: When Peter focused on Jesus with faith, he walked on the water.
But when he took his eyes off Jesus and focused on the wind and the waves, he began to sink.
But Peter knew who to cry out to when he was afraid.

Swashy: He cried out to Jesus for help.
Jesus grabbed him and held on tight.

Salty: That's right, Swashy.
All your wavering and doubting make you feel unsure and afraid.
You need to put your faith in Jesus.
Focus on Him.
And when you are unsure and afraid, call out to Him for help.
Help is at hand!
Believe He is holding you tightly.
Your faith in Jesus will keep you steady!

Ministry to the Children:

Did you know you can call out, 'Lord, save me?' The Bible says, 'Everyone who calls on the name of the Lord will be saved.' (*Romans 10:13*) To call on the name of the Lord means to confess Jesus as Lord and to believe in Him, and that is how you are saved. What are you being saved from? You'll be saved from your sins. You'll be rescued from the things you have done wrong. Those sins are what make God so upset that He cannot be close to you. So God sent Jesus to the rescue to die on the Cross. Jesus took your sins on Himself so that you could be blameless in God's eyes. God becomes your Father, and you become His child. You become family!

Memory Verse: James 1:6

But when you ask, you must believe and not doubt, because the one who doubts is like a wave of the sea, blown and tossed by the wind.

Jump through the Waves

Help children memorize James 1:6 by physically jumping through "waves" (skipping ropes) to reach each word of the verse, reinforcing the idea of standing firm in faith without doubting.

You will need:

- 2–3 long skipping ropes
- Word cards (each word of the verse written on a separate card)
- Tape or cones to mark "safe zones" for each word
- Volunteers: 2 rope turners per rope
1 leader to guide the verse and cheer kids on

What to do:

- Lay out the verse path: Place word cards in a line across the play area, spaced out.
- Between each word, set up a skipping rope being turned—these are the ‘waves of doubt’.
- One child at a time jumps through each rope to reach the next word. After each successful jump, they say the word aloud and move to the next. If they stumble or hesitate, encourage

Team version:

- Divide into teams. Each team sends one jumper at a time. The team recites the verse together as each word is reached.

Game: Sharks and Minnows

One child starts as the shark, and all others are minnows. (If the group is large, have two sharks.) Minnows stand in a straight line at one side of the play area, facing the shark that is in the centre. The shark shouts, ‘Minnows swim to me.’ All the minnows run to the other side of the play area. If they reach the other side, they are safe. If they are tagged, they also become a shark (or they can become seaweed on the ocean floor). The game continues with the leader shark saying, ‘Minnows swim to me,’ and the minnows try to get to the other side.

Craft: Jesus Walks on the Ocean Waves

You Will Need:

- Coloured paper (ocean colours)
- A4 card per child
- Scissors
- Glue
- Picture or outline of Jesus photocopied onto card

What to do:

- Tear or cut the coloured paper into strips
- Curl the paper strips (roll them up)
- Glue the paper strips onto the A4 card, but not flat so as to create waves
- Cut out the picture of Jesus and glue on the waves

Illustration courtesy of Freepik



Name _____

Date _____

DON'T DOUBT

Jesus Walks on Water
Matthew 14:22-33
Mark 6:45-51

Draw a picture of Jesus walking on the water and Peter crying out for help!

MEMORY VERSE

James 1:6
But when you ask, you must believe and not doubt, because the one who doubts is like a wave of the sea, blown and tossed by the wind.

