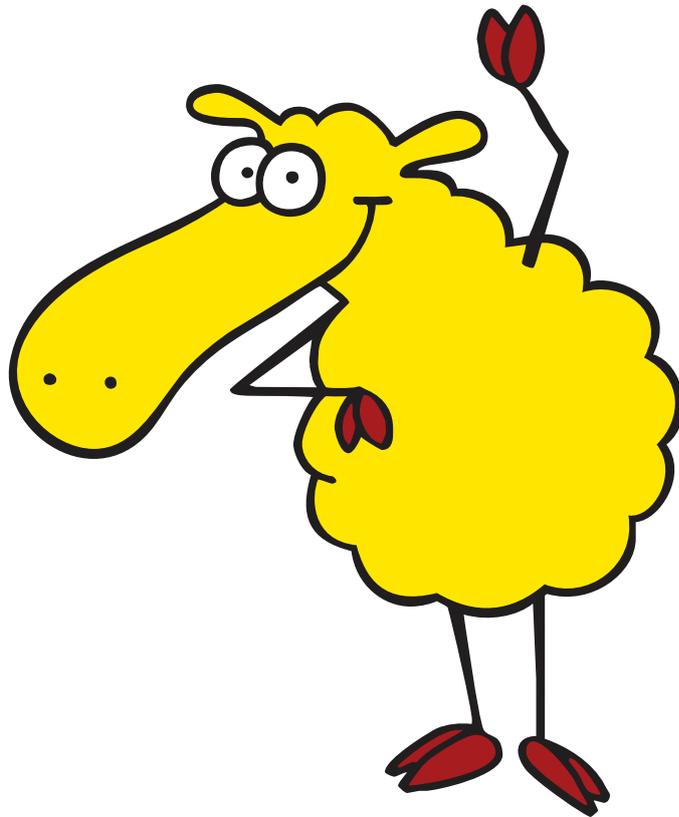




STORYTELLING KIT™

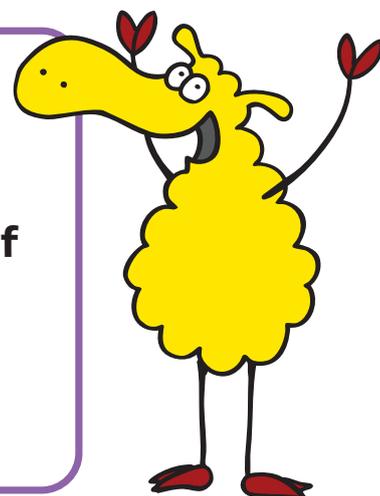
Cecil

The Lost Sheep™



Andrew McDonough

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This book is available from all good bookstores (and a few dodgy ones). For activity books and Sheepdog School resources visit www.lostsheep.com.au.

Storytelling Tips!

READY!

1 Know your story.

Run through the story in the prompt booklet a few times reading aloud – yes, aloud. Do this until you feel comfortable with the rhythm and direction of the story.

2 Practise your introduction and application.

This is where most people struggle with children's talks. In 'The Front Page' section we have provided simple 'Before the story' and 'After the story' ideas. Use these ideas to develop an introduction and application for your story. If you practise these, your story time will begin well and end with strength and clarity. You will notice that each story begins and ends with the Lost Sheep logo slide. Make sure this is on the screen during your introduction and application. If you have a picture on the screen the kids will be looking at it rather than listening to you.

STEADY!

3 Have a helper.

Having someone else click through the pictures frees you up to tell the story. Print off a prompt booklet for the operator. Here is an important tip: Practise together beforehand and make sure the operator clicks to the next picture before you start telling that bit of the story. If the picture is on the screen before you begin speaking to it, the story will flow smoothly. Timing is everything, so practise until you and your operator are a seamless story telling team.

4 The computer stuff.

Computers and data projectors are wonderful tools but they are not as fool-proof as books. With a book you never have to worry about whether you will be able to open it or not. Before people enter the room, make sure the Lost Sheep logo is on screen and the operator can easily click through the pictures backwards and forwards.

GO!

5 Tell the story!

Reading the story is fine, telling the story is better. Use the prompt booklet but remember that eye contact and interaction with the children is more important than being word perfect. You're the story teller, you don't have to stick to the script! Enjoy yourself!

Operator Tips!

Just quietly, we know you're the brains behind this whole operation. You've got two important jobs. The first is to get the story up and running. The second is to click through the pictures during the story.

1 Starting up.

Which Version should I use?

For the best quality pictures and smoothest ride use the 'flash' file with the 'Play' icon. There is a Windows and MAC version. Just follow the instructions below. We've also included a Powerpoint version. This is handy if you want to drop the story into another presentation, use a data projector clicker. You know how to drive a powerpoint, so we won't bore you with instructions.

Click the 'Play' icon and the story will open. The copyright screen will appear then fade out after 10 seconds. The Lost Sheep logo marks the beginning of the story.



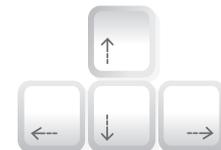
2 Driving this thing.

It's a breeze. There are three easy ways to click through the story.



Click anywhere on the screen using your mouse to go to the next picture.

Move your mouse to the bottom right of your screen and a toolbar will appear. Click these buttons to go backwards, forwards or to exit the story.



Press the right arrow to go to the next picture. Press the left arrow to go back to the previous picture.

3 Tricky stuff.



Press the 'F' key to toggle 'Full-Screen' mode. This may be useful if your projector is set up as a second monitor. Pressing 'F' will

minimise the window, and allow you to drag it across the screen. Press 'F' again, and the window will appear 'Full-Screen' again.



Press the 'Q' key to quit.

4 During the story.

No pressure, but you must have the right picture on the screen at the right time. Practise with the storyteller beforehand. Follow your prompt booklet closely—timing is everything. Make sure the Lost Sheep logo slide is on the screen while the Storyteller introduces and applies the story. Have fun!

The Front Page

Cecil the Lost Sheep is based on Jesus' parable in Luke 15:1–7. This is a great story for teaching kids and oldies (anyone over twelve) about God's love for them.

Before the Story

Begin by asking:

"Do you have a pet? How much do you love your pet?

This much?" (Hold up your finger and thumb with a small gap between them.)

"This much?" (Hold up your hands with a bigger gap between them.)

"This much?" (Stretch your arms out wide.)

Then say, "Let me tell you a story Jesus once told about how much God loves us."

Tell the Story

After the Story

Say something like, "How much do you think the shepherd loved Cecil? This much? This much? This much? (repeat the actions – trust us, it works!) "OK, if God is the shepherd and we are the sheep, how much do you think God loves you? This much? This much? This much?"

You may want to relate this back to their pets. Say something like, "When you get home today give your pet a great big hug (be careful if it's a goldfish). When you do this remember how much God loves you."

Other Stuff

We've discovered that whether the audience are teenagers or church leaders they relate to Cecil sitting on his rock, 'boring, boring, boring' and Cecil on the edge of the ledge, 'What will happen if the shepherd finds me?' This is a good time to remind them of the shepherd's great love.

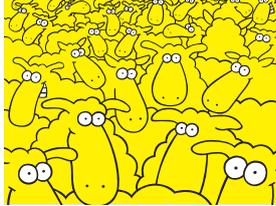


What sort of animals does this man have?

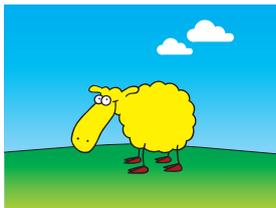
Rabbits? No, he doesn't have rabbits.

Giraffes? Well, he might have giraffes, but they don't get a mention in this story.

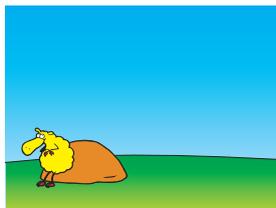
Sheep? Yes, he has sheep.



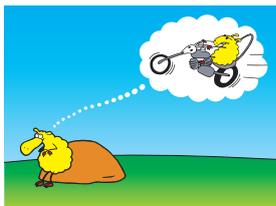
One hundred sheep.



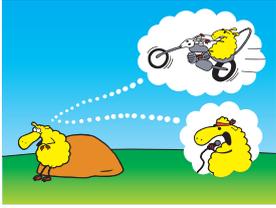
Including Cecil.



One day Cecil was daydreaming. "Boring, boring, boring. All I do is hang around with sheep, eat grass, wander down to the river for a bit of a drink and eat more grass. Maybe I could run away and, and . . .



get a bike . . .



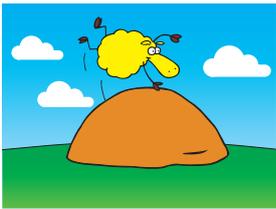
or join a band!"



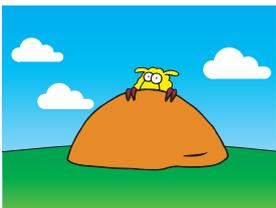
Cecil looked right.



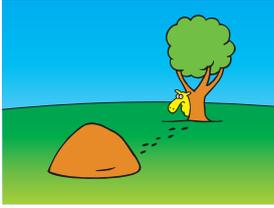
Cecil looked left.



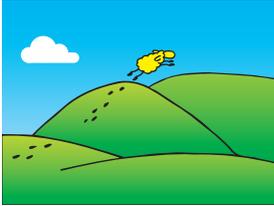
He jumped over his rock . . .



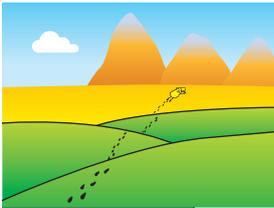
and hid.



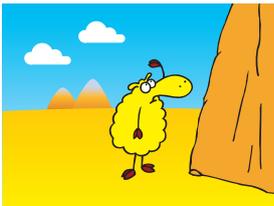
From behind the rock
he snuck behind the tree,



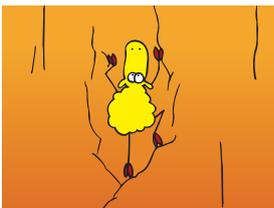
and from behind the tree
he ran over the hills . . .



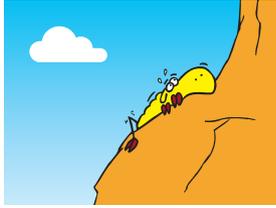
to the mountains!
YES, THE MOUNTAINS!



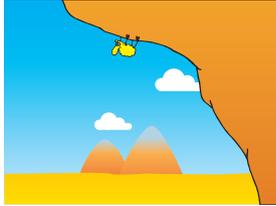
He reached the mountains and discovered they were
high and steep.



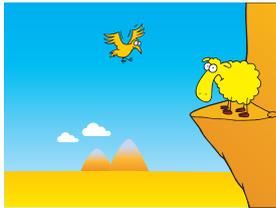
Cecil was not deterred.
He began climbing
higher and higher



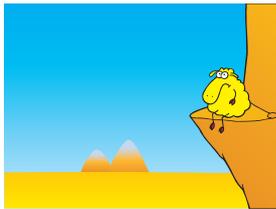
and it got steeper
and steeper . . .



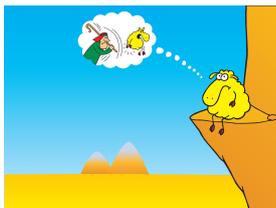
and steeper.
He climbed and climbed until he couldn't climb up and he
couldn't climb down.



Cecil was stuck!



He sat on the edge of the ledge and started thinking.
"I could shout for help, but what will happen
if the shepherd finds me?"



He might whack me with a big stick (CRACK!),



then grab me by the leg and drag me home
(BUMP! BUMP! BUMP!)



and tie me to a tree without any dinner."



Back home the shepherd was counting his sheep.
"One, Terry. Two, Kevin. Three, Bronwyn. Four, Lucinda . . .
Ninety-six, Meredith. Ninety-seven, the other Meredith.
Ninety-eight, Amir. Ninety-nine, Amelie . . .
1, 2, 3, 4 . . . 96, 97, 98, 99 . . .



Cecil is missing!"



The shepherd ran to the rock
and found hoof prints leading behind the tree.



He ran behind the tree and found hoof prints leading over the hills . . .



to the mountains!
YES, THE MOUNTAINS!



The mountains were high and steep.



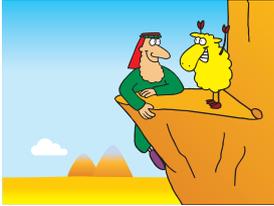
The shepherd climbed higher and higher and it got steeper and steeper.



When he thought he couldn't climb any further and wasn't sure if he could climb back down, he heard a noise.



BAAAAAHHHH!



Cecil was saved!



What did the shepherd do?

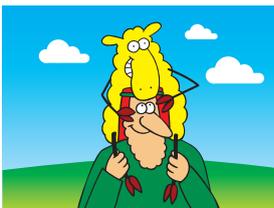
Did he whack Cecil with his stick (CRACK!)?

No.



Did he grab Cecil by the leg and drag him down the mountain (BUMP! BUMP! BUMP!)?

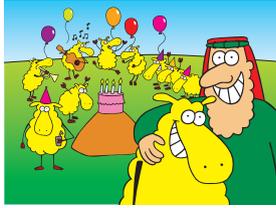
No.



He was so glad that he'd found his lost sheep that he put Cecil on his shoulders and carried him home.

When they got home, did the shepherd tie Cecil to a tree without any dinner?

No. Instead he . . .



threw a huge party, and everyone stayed up way past their bedtime.

Cecil, the lost sheep, had been found!