

## Age-Level Overview

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### Lower Elementary

**WORKSHOP FOCUS:** We can tell God's story.

**LOST IN WHALE CITY:** Kids play an active game and remember details from the story.

**MOUTH MATCHING:** Kids play a matching game and use the cards to tell the story of Jonah and the Big Fish.

### Open the Bible

**SPARK RESOURCES:** Spark Story Bibles

**SUPPLIES:** None

### Activate Faith

**SPARK RESOURCES:** Spark Story Bibles

**SUPPLIES:** Mouth Matching Word Cards (pages 47-48)

### Upper Elementary

**WORKSHOP FOCUS:** God's story always gets told.

**WHALE BLABBER:** Kids play a Bible verse scavenger hunt game.

**SPARK BIBLE BALL BALANCING BONANZA:** Kids are presented with a physical challenge that is solved by opening the Bible.

**SPARK RESOURCES:** Spark Bibles, Spark Bible Stickers

**SUPPLIES:** None

**SPARK RESOURCES:** Spark Bibles

**SUPPLIES:** Whale Blabber sheets (pages 49-51), ping-pong balls

### All Kids

**WORKSHOP FOCUS:** God makes sure good things happen.

**PICTURE TAG:** Kids work as a group to illustrate the story of Jonah and the Big Fish.

**CATCH AND RELEASE:** Kids work as a team to solve a hard challenge.

**SPARK RESOURCES:** Spark Story Bibles, Spark Bibles, Spark Bible Stickers

**SUPPLIES:** None

**SPARK RESOURCES:** Spark Bibles

**SUPPLIES:** Paper, markers

Looking for additional Spark content to further engage kids? Visit [wearesparkhouse.org/kids/SHOSS](http://wearesparkhouse.org/kids/SHOSS) to learn more about these options for purchase.



- The Bonus CD contains Activity Pages, Coloring Pages, Family Pages, Large Group Openings, and two additional in-class activities for each lesson.
- A Spark Online annual subscription gives you access to all content contained in the Bonus CD and the Spark Leader Guides, plus administrative tools and other extras.



**Workshop Focus:** We can tell God's story.

Keep these tips in mind as you welcome kids to the workshop and explore the story together.

- Each week, remember to welcome kids to the rotation. Keep in mind that for some kids it may be the first time they are visiting your workshop!
- If kids have heard the story several times during previous weeks, read it again! Kids learn through repetition, and every workshop will explore the Bible story in a slightly different way.
- Remember that the Shepherds are there to support you as they accompany kids each week.

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## Open the Bible (10 minutes)

### Jonah and the Big Fish Storytelling

Welcome the kids as they arrive. **Welcome. Today we're going to play some great games while we learn about Jonah and the Big Fish. In this story, God asks Jonah to tell some people all about how great God is. At first, Jonah doesn't want to do it. And that gets him in trouble. No matter what, though, God makes sure Jonah gets his chance to tell the story. Who here has ever caught a fish? Does anyone have a fish story? Tell us.** Allow time for kids to respond. If no one has a story, tell one of your own, or tell the one below.

**I once heard about a boy who went fishing with his dad a lot. His dad had all the fancy and expensive gear. The boy had a toy pole. Now, the dad had fished for years for this big fish called a muskie. Muskies can get as big as 60 pounds and up to 6 feet long! But, guess what? The dad had never caught a muskie in 30 years of fishing. Well, you can guess what happened. The boy and his dad were standing on the dock one day getting ready to go fishing. While the dad loaded the boat, the boy was practicing casting off the dock. And he caught something. The dad was thinking, "Oh, great, now he got his line tangled." But there really was a fish on the other end of the line from his toy reel. When the dad looked in**

Spark Resources  
Spark Story Bibles

Supplies  
None

the water, he saw the fish. It was a muskie. A *muskie!* Together they reeled it in, and when the dad held it up, it was taller than the boy. That was a few years ago, and the dad still hasn't caught his own muskie.

In our Bible story today, Jonah tries to run away from the job God wants him to do. A fish ends up being one of God's helpers. How do you think an animal can help God? What things do animals do to help people? Allow time for kids to respond. Let's hear the story.

Hand out the Spark Story Bibles. Open your Bibles and turn to the story of Jonah and the Big Fish on page 190. Who has ever been around a place where fish are being cleaned? Or who can tell us what fish smell like? Accept thoughtful answers. Okay, while you listen to the story, imagine the smells and sounds, especially when the fish comes into the story. Read the story with excitement, pointing out the pictures and talking about the emotions of the scenes.

What did Jonah do when God asked him to go to Nineveh? (He started toward it, then went the other way and hopped on a boat.) What happened when Jonah took a nap on the boat? (God made the wind rock the boat, and Jonah thought it was his fault.) What do you think it was like inside the fish? What did Jonah do about food and sleep? Allow time for kids to respond. In the end, Jonah told the people of Nineveh about God. The people changed their ways, and God was happy. When Jonah remembered this story later, how do you think he felt about what he did? Accept thoughtful answers.

Tear here for easy use!

## Activate Faith (25 minutes)

### Lost in Whale City

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**Set Up:** Make sure you have a clear, open, safe place to play.

Spark Resources  
Spark Story Bibles

#### Activity Instructions

Any one of us can tell God's story to someone else. In today's story, Jonah made his own problems. But, sometimes it might seem like it's hard to talk about God. We're going to play a game where you need to get out of a whale so you can tell me one thing you remember about this story. It's called Lost in Whale City.

Supplies  
None

#### Get ready to play

1. Choose one person to start. Stand her or him in the middle of the room. **You are Jonah.** Have the rest of the group surround her or him. **The rest of you are the whale.** You need to get as close together as you can, but you can't link arms. Your hands need to be at your sides or in your pockets.
2. **When I say go, Jonah will try to get out of the whale to tell me one thing about the story. Any questions? Go!**

Tear here for easy use!

### Play the game

If the game is too easy, have kids link arms. If it's too hard, you can be "God" and help Jonah out of the whale, or have them spread out a little and tell them to keep their feet in the same place. Give several kids a chance to be Jonah. Have your Spark Story Bible open in case they need a reminder from the pictures. Play as long as time allows.

## Mouth Matching

### Set Up:

Make copies of the Mouth Matching Word Cards found on pages 47-48 of this guide. Make enough "decks" for small groups to play a matching game together in a circle.

Cut and shuffle the word cards into decks.

### Activity Instructions

**In our story today, Jonah needed to match his actions with his words. God needed Jonah to tell the Ninevites about God. Jonah told God he would do what God asked, but then he didn't do it. When have you said you would do something you were supposed to do, but then you didn't do it? What made you change your mind and finally do it?** Allow time for kids to respond. **Each of us will have a chance to tell someone about God. If you could tell someone one thing about knowing God, what would you say?** Allow time for kids to respond. **Let's play a game called Mouth Matching. It will help us know how to tell the story of Jonah to someone else.**

### Get ready to play

1. Divide into groups small enough to take turns matching cards.
2. Hand out the decks of Mouth Matching cards.
3. Explain the game. **Most of you probably know how to play. First, lay out all the cards on the table with the words facing down. Don't look. Then, starting with the youngest, turn over two cards, and try to get a match. If the cards match, pick them up and keep them. If they don't match, turn them back over where they are. Then the next player gets a turn. Play until all the cards are matched. Then, if there's still time, mix up the cards and start again.**

### Play the game

Be aware that kids might pick up the cards and put them back in different places. This will make the game much harder. Monitor each group so this doesn't happen. Help them say the words out loud, if necessary. Play as long as time allows.

After the game, take time to discuss. **Can anyone use your deck of cards to tell the story of Jonah and the Big Fish?** Let someone try, or have the whole group do it as one person puts the words in the proper order. **I hope you all understand that you are now one of God's storytellers—just like Jonah. We can all tell God's story,**

Spark Resources  
Spark Story Bible

Supplies  
Mouth Matching Word Cards  
(pages 47-48)

especially after we play games like this one. I challenge you to come up with your own game this week for remembering another story from your Spark Story Bible. And, if you're really brave, tell that story to someone else.

## Send (5 minutes)

### Wrap Up

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Remind the Shepherds to distribute the Family Page for this story if the kids haven't already received it, and come together for Wrap Up.

**Thanks for all your energy and fun today. I hope you'll know forever that you can tell God's story. You might already have learned that God will give you the words. That's pretty cool. Try it sometime, and let me know what happens.**

### Spark Resources

Family Pages



### Supplies

Mouth Matching Word Cards  
from Activate Faith

### Prayer Time

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Hand out one of each word from the Mouth Matching game. **In closing today, let's say thanks for our ability to tell God's story. We'll all say "Thank you, God . . ." and the people with the cards will say the word on their card, starting with (select one of the kids with the cards). Let's pray. Thank you, God . . .** Lead the prayer through all the cards then have everyone say, **AMEN!**

Tear here for easy use!

**Workshop Focus:** God's story always gets told.

Keep these tips in mind as you welcome kids to the workshop and explore the story together.

- Each week, remember to welcome kids to the rotation. Keep in mind that for some kids it may be the first time they are visiting your workshop!
- If kids have heard the story several times during previous weeks, read it again! Kids learn through repetition, and every workshop will explore the Bible story in a slightly different way.
- Remember that the Shepherds are there to support you as they accompany kids each week.

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BIBLE SKILLS & GAMES

## Open the Bible (10 minutes)

### Jonah and the Big Fish Storytelling

**Set Up:** Make sure you know where Nineveh is in the Spark Bible at C-1 on Map M9.

Welcome kids as they arrive. **Who has traveled somewhere, sometime? Where? What was it like? What was the best part? What were some tough parts?** Allow a few kids to fill in some details. **Today we're going to talk about the story of Jonah and the Big Fish. Jonah was supposed to tell God's story to the people of Nineveh, but he decided he didn't really want to go there. Let's read the story.**

Ask for kids to volunteer to read. Remind them that they will have read an entire book of the Bible by the time they are done. When finished, turn to the map M9 and have kids choose a sticker to mark where Nineveh is at C-1.

**Even though it looked like God's story wasn't going to be told, God made sure it was. What's it like when you have a great story but you have to wait to tell people?** Allow time for kids to respond. **What would you do if God told you to tell a story? Would you wait, or tell it right away?** Allow kids time to respond.

**Spark Resources**  
Spark Bibles  
Spark Bible Stickers

**Supplies**  
None

It may have seemed like Jonah could hide from his responsibility. He thought he could just run away and ignore God's command. In the end, however, God's story always gets told. Pay attention to thoughts you have about God in your life. It may just be God asking you to tell a story that will be helpful for others. If you're wondering, ask a pastor or a trusted friend or adult to see what they think about your story. And remember, God's story will always get told.

## Activate Faith (25 minutes)

### Whale Blabber

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**Set Up:** Cut up the Bible verse strips from Whale Blabber sheets.

#### Activity Instructions

**Do you remember how God made sure the story would get told? How?** Allow time for kids to answer. **Let's play a game to have fun with this. It's called Whale Blabber.**

#### Get ready to play

1. Scatter kids all around the room. Have them bring their Spark Bibles with them.
2. Explain the game. **I'm going to hand out a strip of paper with a Bible verse from Jonah on it. Don't let anyone see it. The kid who gets the strip should get ready to speak whale. When it's your turn, read the verse like a whale** Someone will surely have seen *Finding Nemo*. Ask that kid to demonstrate. **The rest of the group will listen and try to find the verse in Jonah. When you find it, call out "Whale Blabber!" Good luck!**

#### Play the game

1. Mix up the Bible verse strips and distribute them.
2. Pick a random kid to start. Remind them that the slower and more exaggerated they talk, the better.
3. Allow time for kids to find the verse, encourage them to do it quietly on their own or in small groups.
4. Try to do as many verses as possible, and play as long as time allows. If you have extra time, shuffle the verses and start over.

After the game, gather the kids in a central location. **That was pretty funny and kind of hard sometimes. What made it hard to find the verses? What things seemed easy?** Allow time for kids to respond. **When have you tried to explain something to someone but they had a hard time understanding you? What was that like?** Allow kids time to respond. **We worked hard to make sure the story was told in this game. Like God did with Jonah, we pushed until people heard the**

#### Spark Resources

Spark Bibles

#### Supplies

Whale Blabber sheets (pages 49-51)

Tear here for easy use!



**story. Name two things you can do this week to make sure someone hears God's story.** Accept thoughtful responses.

## Spark Bible Ball Balancing Bonanza

**Set Up:** Make sure you have a clear space to play this game.

Spark Resources

Spark Bibles

### Activity Instructions

**In today's story, God used Jonah to encourage people to change from bad behavior to good. Sometimes the things God asks us to do are difficult, like telling someone they have to stop doing bad things. Other times it's easy, like telling people that God loves them. What's one thing about the story of Jonah and the Big Fish that you could tell someone this week?** Allow time for kids to respond.

Supplies

Ping-pong balls, one per team

### Get ready to play.

1. Divide the group into three teams. Each team will need one Spark Bible.
2. Explain the game. **We're going to play a game that might be easy for some people and really hard for others. But, remember, all of us just want to have fun. We're going to race from one end of the room to the other as if we're stuck in the whale with nothing better to do. We need to keep our spirits up while we're stuck in here for three days. To make the race interesting, you will need to balance a ball on a Spark Bible while holding it with only one hand. Your other hand must be behind your back. If you drop the ball you must go back to the beginning and start over. The first team to get back and forth with every member wins. Any questions?**

### Play the game

1. Make sure each team has a Spark Bible.
2. Give the second person the ball and have him or her hold it on the Bible while the first person puts his or her other hand behind his or her back. **Remember, you have to keep the ball on the Bible all the way down and back. Ready. Go.**
3. Let kids try the game.
4. Play as long as time allows. For an additional lesson, wait as long as you can, but if a kid is struggling, show him or her the trick of opening the Bible and putting the ball in the opening. Talk about the difference between the two ways of balancing the ball in the Bible.

After the game, gather in a circle. **Wow, that was pretty hard, wasn't it? What made it easier?** (*opening the Bible*) **The Bible is filled with stories, isn't it?** (*yes*) **God's story is always there to help us, and it always gets told, no matter what.**

# Send (5 minutes)

## Wrap Up

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Remind the Shepherds to distribute the Family Page for this story if the kids haven't already received it, and come together for Wrap Up.

**Thanks for all your energy and excitement today. Now you know the story of Jonah and the Big Fish, and you know that God's story always gets told. And, someday, you'll get your chance to tell a story for God.**

**Spark Resources**  
Family Pages



**Supplies**  
None

## Prayer Time

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**Let's pray together in a way that helps us remember that God will use us as storytellers. Instead of saying, "Our Father," or "Dear God," we'll use a familiar storytelling line. Repeat each line after me.**

**Once upon a time,**

**God told a story.**

**Lots of stories!**

**God changes lives.**

**Thank you, God!**

**Amen.**

*Tear here for easy use!*

**Workshop Focus:** God makes sure good things happen.

Keep these tips in mind as you welcome kids to the workshop and explore the story together.

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BIBLE SKILLS & GAMES

## Open the Bible (10 minutes)

### Jonah and the Big Fish Storytelling

Welcome kids as they arrive. **Today we're going to play some games and talk about the story of Jonah and the Big Fish. After you hear the story, you'll be excited to know that God makes sure good things happen. Since it's a fish story, I have a little test for you. Stand up. I'm going to say some words. If you think it's a fish, stay standing. If not, sit down.**

**Walleye** (fish)

**Perch** (fish)

**Pixar** (not a fish)

**Wide Mouth Mosh** (not a fish)

**Eelpout** (fish)

**Leviathan** (fish)

**Platypus** (not a fish)

**Guppy** (fish)

**The fish in the Jonah story is usually called a Leviathan in the Bible. But sometimes people say it was a whale. The best answer is that it was a big fish. Let's hear the story.**

**Spark Resources**

Spark Story Bibles

Spark Bibles

Spark Bible Stickers

**Supplies**

None

Read the story from the Spark Story Bible, making sure to show the illustrations to the class. Have kids follow along in their Spark Bibles and Spark Story Bibles. While you're asking questions, have the older kids pick a sticker to mark the story in their Spark Bibles.

**What's the strangest thing about this story? What surprises you?** Allow time for kids to answer. **Why do you think Jonah decided not to tell God's story? Was he scared? Bored?** Accept thoughtful responses. **In the end, God makes sure good things happen in Nineveh. What do you do to celebrate the good things in your life? How would you tell someone you know the best story ever heard?** Allow kids time to respond. **You'll probably get the chance someday. When you do, God will make sure good things happen.**

Tear here for easy use!

## Activate Faith (25 minutes)

### Picture Tag

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#### Activity Instructions

**We're going to play a game called "Picture Tag." It's a sit-down game, so find four other people and sit in a circle with your backs in and your feet out.**

#### Get ready to play

1. Help kids get organized in groups.
2. Give each kid a marker and each group a large piece of paper.
3. Explain the game. **I'm going to read a small part of the Jonah story. The first person will start to draw a picture. You have to keep your pen on the paper at all times. When you lift your pen up, you're done, and you must pass the paper to the person on your right. The next person adds to the drawing, and we'll see what we get. Have fun drawing. Every time I start reading a new part a different person will start the drawings. We'll do this enough times so everyone will have a chance to start the drawing. Any questions?**

#### Play the game

1. Hand out the paper and markers
2. Read a short part of Jonah and the Big Fish. You can use one of the sentences below or choose your own.
  - God said, "Jonah, I want you to go to Nineveh."
  - Jonah paid to get onto a boat to take him even farther away.
  - "I'm going to take a nap."
  - WHOOSH! God sent a strong wind.

#### Spark Resources

None

#### Supplies

One large piece of paper per small group  
Markers

- Jonah said, "So throw me overboard!" And they did.
- Gulp, gulp, gulp. The fish swallowed Jonah.
- Trudge, trudge, trudge. Jonah went to Nineveh.
- They believed him and changed the way they were living.
- God was happy.

Play as long as time allows. Remember to switch who starts with each new sentence.

When you're done, gather the group together. **Good job. You made some interesting and incredible art today! Art is a way of telling the story. And some day, God will probably ask you to tell this story to someone, now that you know it so well. Don't worry. God will make good things happen when you do!**

## Catch and Release

**Set Up:** Make sure you have lots of room for this game. If you have kids that don't like to get in the middle of things, have them be the referees and keep the group safe.

Spark Resources

None

### Activity Instructions

Supplies

None

**Jonah went the wrong direction in today's story. God made sure good things happened by gathering up Jonah in the fish and spitting him out near Nineveh. Let's play a game called Catch and Release. We'll see how well we can go the right direction.**

### Get ready to play.

1. Gather the group in a circle in the middle of the room. (This would be a great game to play outside, weather permitting.)
2. Explain the game. **This game is like link tag. One person will be Jonah. The rest of you will link arms to be the big fish. The big fish has to catch Jonah and swallow him. But, the only way he can be considered swallowed is if the first person in line *and* the last person in line are both touching Jonah. You'll have to work together to catch Jonah. Everyone in the line needs to have arms linked at all times. And you'll need to be careful so no one gets hurt. Any questions? Go!**

### Play the game

1. Make sure everyone is linked together.
2. Set up boundaries if outside or in a really big space.
3. Remind kids to be careful and not pull each other over.
4. If the game is too hard, divide the whale into more "fish" and have the groups continue to work together to swallow Jonah.

5. Play as long as time allows.

After the game, gather everyone together. **What made that game hard? What made (or would have made) it easy?** Allow time for kids to respond. **It was hard for Jonah to be in the whale for three days. But even after that, it was hard for him to tell God's story. If you were with Jonah, how would you encourage him?** Allow thoughtful responses. **It's fun to pretend to be a fish or Jonah. And in the end, Jonah did the right thing. He told God's story.**

## Send (5 minutes)

### Wrap Up

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Remind the Shepherds to distribute the Family Page for this story if the kids haven't already received it, and come together for Wrap Up.

**Thanks for all your energy today. I hope you know that God always makes good things happen. God did it through Jonah. God will do it through us.**

Spark Resources  
Family Pages



Supplies  
None

### Prayer Time

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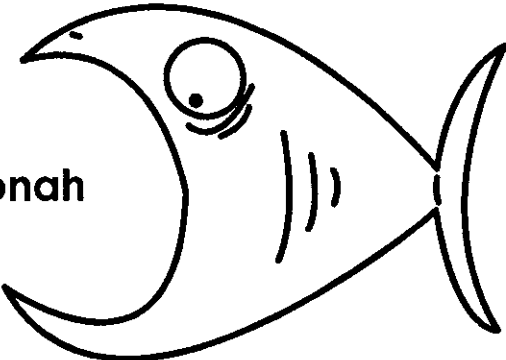
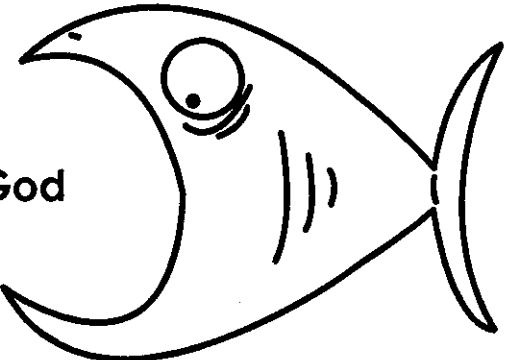
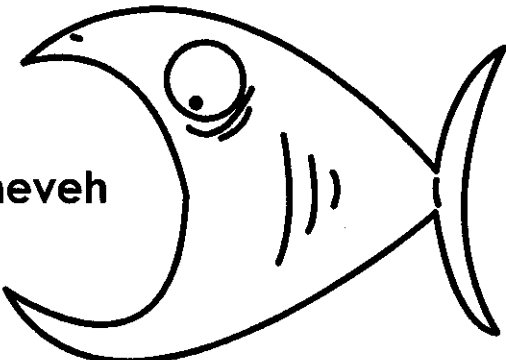
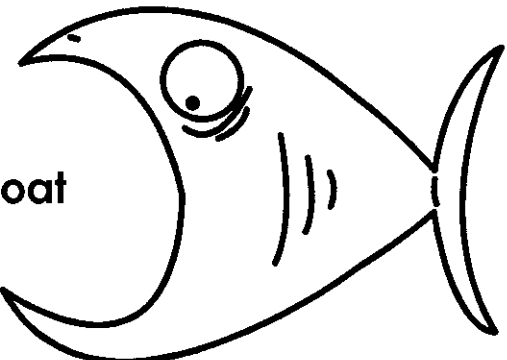
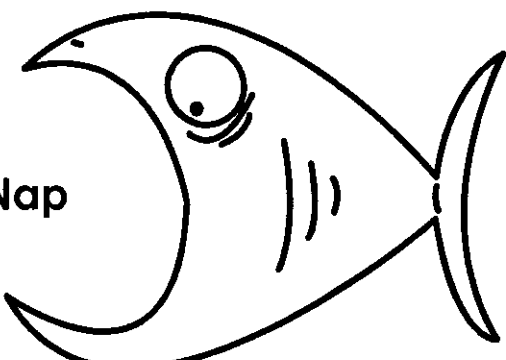
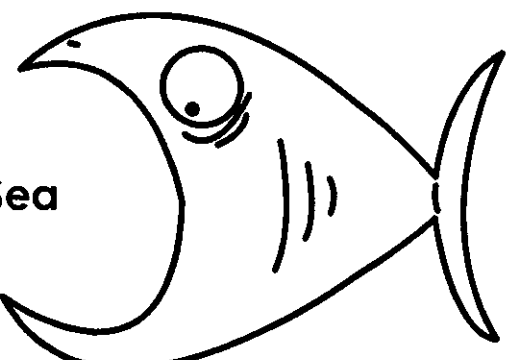
Gather the kids in the middle of the room. Have everyone sit in a circle. **Knowing Jonah's story is good for all of us. When we tell the story to someone else, God will make good things happen. Let's pray in a way that ensures we'll remember that.** Show kids how to clap the following pattern. Twice on their knees. Twice hands together. Twice on the knees again. Twice in high fives to their neighbors.

**Now let's add words. With the first knee claps, we'll say "Tell the" and then with the two hand claps we'll say "story." Practice this once. Good job! With the second claps, we'll say, "good things." And then high five our neighbors twice and say, "happen." Let's practice this part, too. We'll start soft and repeat this pattern getting louder and louder. Just before someone is about to come in and tell us to be quiet, we'll stop and shout, "AMEN!"**

Tear here for easy use!

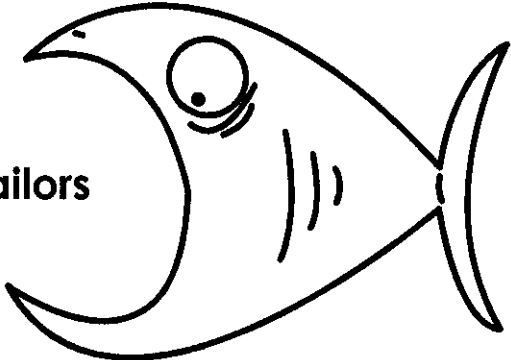
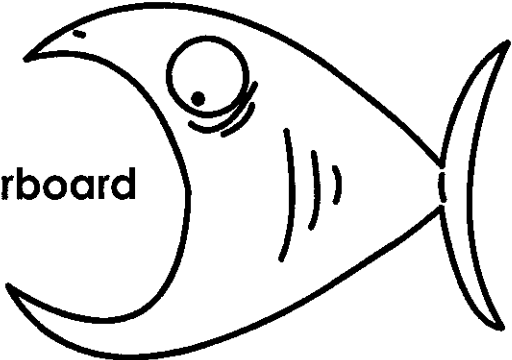
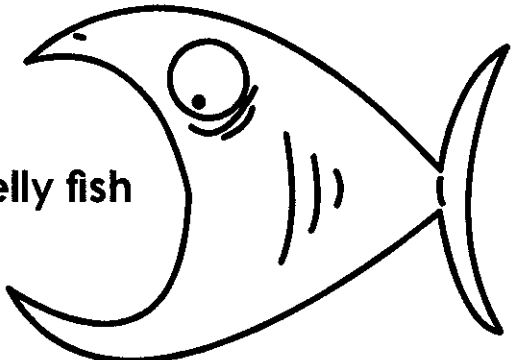
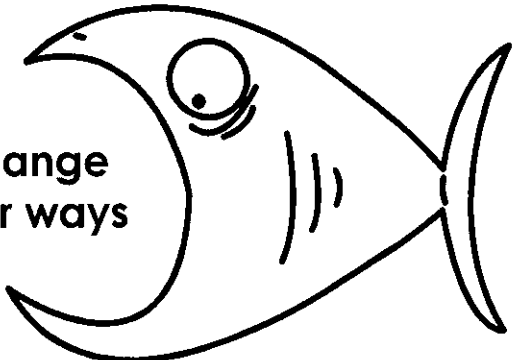
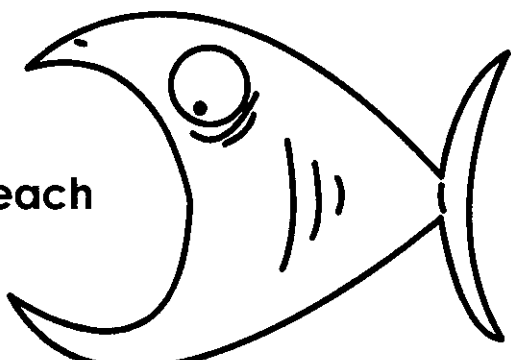
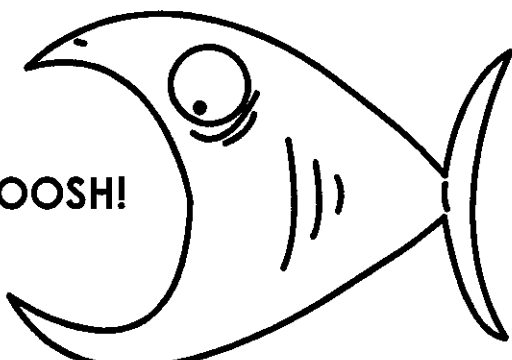
# Mouth Matching Word Cards

Tear here for easy use!

 <p>Jonah</p>	 <p>God</p>
 <p>Nineveh</p>	 <p>Boat</p>
 <p>Nap</p>	 <p>Sea</p>

# Mouth Matching Word Cards

Tear here for easy use!

 <p>Sailors</p>	 <p>Overboard</p>
 <p>Smelly fish</p>	 <p>Change their ways</p>
 <p>Beach</p>	 <p>WHOOSH!</p>



# Whale Blabber

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**Jonah 1:1-2** Now the word of the LORD came to Jonah son of Amittai, saying, "Go at once to Nineveh, that great city, and cry out against it; for their wickedness has come up before me."

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**Jonah 1:2-3** But Jonah set out to flee to Tarshish from the presence of the LORD. He went down to Joppa and found a ship going to Tarshish; so he paid his fare and went on board, to go with them to Tarshish, away from the presence of the LORD.

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**Jonah 1:4-5** But the LORD hurled a great wind upon the sea, and such a mighty storm came upon the sea that the ship threatened to break up. Then the mariners were afraid, and each cried to his god. They threw the cargo that was in the ship into the sea, to lighten it for them. Jonah, meanwhile, had gone down into the hold of the ship and had lain down, and was fast asleep.

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**Jonah 1:6** The captain came and said to him, "What are you doing sound asleep? Get up, call on your god! Perhaps the god will spare us a thought so that we do not perish."

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**Jonah 1:7-9** The sailors said to one another, "Come, let us cast lots, so that we may know on whose account this calamity has come upon us." So they cast lots, and the lot fell on Jonah. Then they said to him, "Tell us why this calamity has come upon us. What is your occupation? Where do you come from? What is your country? And of what people are you?" "I am a Hebrew," he replied. "I worship the LORD, the God of heaven, who made the sea and the dry land."

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**Jonah 1:10** Then the men were even more afraid, and said to him, "What is this that you have done!" For the men knew that he was fleeing from the presence of the LORD, because he had told them so.

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**Jonah 1:11-12** Then they said to him, "What shall we do to you, that the sea may quieten down for us?" For the sea was growing more and more tempestuous. He said to them, "Pick me up and throw me into the sea; then the sea will quieten down for you; for I know it is because of me that this great storm has come upon you."

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Tear here for easy use!

# Whale Blabber

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**Jonah 1:15-16** So they picked Jonah up and threw him into the sea; and the sea ceased from its raging. Then the men feared the LORD even more, and they offered a sacrifice to the LORD and made vows.

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**Jonah 1:17** But the LORD provided a large fish to swallow up Jonah; and Jonah was in the belly of the fish for three days and three nights.

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**Jonah 2:1-3** Then Jonah prayed to the LORD his God from the belly of the fish, saying, "I called to the LORD out of my distress, and he answered me; out of the belly of Sheol I cried, and you heard my voice. You cast me into the deep, into the heart of the seas, and the flood surrounded me; all your waves and your billows passed over me.

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**Jonah 2:4-6** Then I said, "I am driven away from your sight; how shall I look again upon your holy temple?" The waters closed in over me; the deep surrounded me; weeds were wrapped around my head at the roots of the mountains. I went down to the land whose bars closed upon me for ever; yet you brought up my life from the Pit, O LORD my God.

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**Jonah 2:7** As my life was ebbing away, I remembered the LORD; and my prayer came to you, into your holy temple.

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**Jonah 2:8-9** Those who worship vain idols forsake their true loyalty. But I with the voice of thanksgiving will sacrifice to you; what I have vowed I will pay. Deliverance belongs to the LORD!"

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**Jonah 2:10** Then the LORD spoke to the fish, and it spewed Jonah out upon the dry land.

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*Tear here for easy use!*

# Whale Blabber

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**Jonah 3:1-5** The word of the LORD came to Jonah a second time, saying, "Get up, go to Nineveh, that great city, and proclaim to it the message that I tell you." So Jonah set out and went to Nineveh, according to the word of the LORD. Now Nineveh was an exceedingly large city, a three days' walk across. Jonah began to go into the city, going a day's walk. And he cried out, "Forty days more, and Nineveh shall be overthrown!" And the people of Nineveh believed God; they proclaimed a fast, and everyone, great and small, put on sackcloth.

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**Jonah 3:10** When God saw what they did, how they turned from their evil ways, God changed his mind about the calamity that he had said he would bring upon them; and he did not do it.

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**Jonah 4:1** But this was very displeasing to Jonah, and he became angry. He prayed to the LORD and said, "O LORD! Is not this what I said while I was still in my own country? That is why I fled to Tarshish at the beginning; for I knew that you are a gracious God and merciful, slow to anger, and abounding in steadfast love, and ready to relent from punishing. And now, O LORD, please take my life from me, for it is better for me to die than to live."

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**Jonah 4:4-5** And the LORD said, "Is it right for you to be angry?" Then Jonah went out of the city and sat down east of the city, and made a booth for himself there. He sat under it in the shade, waiting to see what would become of the city.

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**Jonah 4:6-8** The LORD God appointed a bush, and made it come up over Jonah, to give shade over his head, to save him from his discomfort; so Jonah was very happy about the bush. But when dawn came up the next day, God appointed a worm that attacked the bush, so that it withered. When the sun rose, God prepared a sultry east wind, and the sun beat down on the head of Jonah so that he was faint and asked that he might die. He said, "It is better for me to die than to live."

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**Jonah 4:9-11** But God said to Jonah, "Is it right for you to be angry about the bush?" And he said, "Yes, angry enough to die." Then the LORD said, "You are concerned about the bush, for which you did not labor and which you did not grow; it came into being in a night and perished in a night. And should I not be concerned about Nineveh, that great city, in which there are more than a hundred and twenty thousand people who do not know their right hand from their left, and also many animals?"

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