Let Down Your Nets!



A fishing game about the great catch in Luke 5

2–4 players or crews · **Ages 4 and up** · **15 minutes** · **Flip a coin and sail**

In this pack

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2. How to play
3. The story and talk-about questions
4. Leader's guide
5. 5–14 · Cards: fronts and backs, 5 sheets
6. 15 · Net tokens and crew boats
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Printing

- Print at **100% / Actual size**, not "Fit to page".
- Pages 5–14 double-sided, on card (160–250 gsm) if you can. Either flip works.
- No double-sided printer? Print a fronts page, put it back in the tray and print its backs page.
- Short on ink? Use the low-ink version. Big cards for a hall: the jumbo PDF.

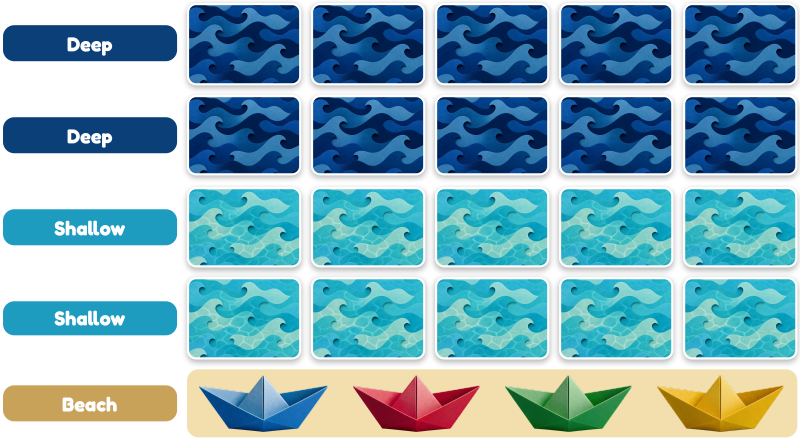
You also need: a coin (or cut out the fishing coins on page 16), scissors, and a pencil.

How to play

Simon Peter fished all night and caught nothing. Then Jesus said, "Let down your nets." Where will you cast yours?

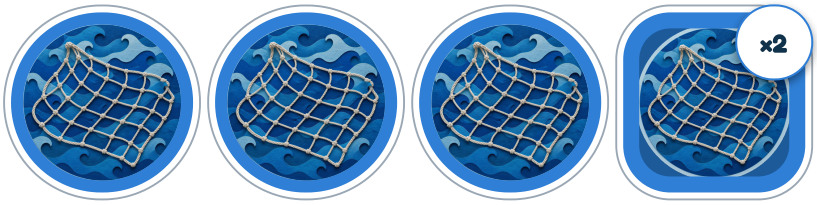
Set up the lake

Sort the cards by their backs into **deep water** (dark blue) and **shallow water** (light blue). Shuffle each pile on its own. Deal 10 of each, face down, like this:



The other 20 cards stay in the box. Every game is a different lake!

Each crew takes



3 small nets, **1 big net ×2** and a **boat** in their colour. Put all the boats on the beach, below the shallow rows.

Sail and cast your nets

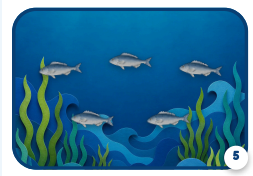
1. The youngest crew goes first. **Flip the coin:** net side = sail **1**, fish side = sail **2**.
2. Sail your boat exactly that many cards **up, down, left or right** (not corner to corner). You can sail over nets and boats.
3. Drop **one net** on the card where you stop. It must have no net and no boat on it. Don't peek! Your boat stays there for your next turn.
4. Can't stop on a free card? Stop closer, or on the nearest free card. Each crew has 4 turns; use the big net on any of them.

Haul in at sunrise

5. When every net is down, turn over the cards with **small nets** first, one at a time.
6. Then turn over the cards with **big nets**. A big net catches **double**!
7. Count your fish. The crew with the biggest catch wins. Ties share the win.

Shallow or deep?

Shallow water nearly always has a fish or two: 1 card with none, then 1, 2 or 3 fish. **Deep water** is a gamble: 6 of the 20 cards are empty, but 5 cards hold **5 fish**. Where will you throw your big net?



× 2 = 10 fish!

Little ones

Play in pairs or with a grown-up crew. Let them choose 1 or 2 instead of flipping, and count the fish together.

Want more?

Race harder: nets block the way, so sail around them. Or play three lakes and add up the scores.

The great catch

Read the whole story in Luke 5:1–11.

Simon Peter and his friends James and John were fishermen on the Sea of Galilee. One night they worked hard, throwing out their nets again and again, and caught nothing at all.

In the morning, crowds came to the shore to hear Jesus. He got into Simon's boat and taught the people from the water. Then He said to Simon, "Put out into deep water and let down your nets for a catch."

Simon said, "Master, we worked hard all night and caught nothing. But because You say so, I will let down the nets." He did what Jesus said, and the nets filled with so many fish that they began to tear! His partners came to help, and both boats were so full they began to sink.

Simon fell at Jesus' knees. Jesus said, "Don't be afraid. From now on you will catch people." So they pulled their boats up on the shore, left everything and followed Him.

> **"Put out into deep water and let down your nets for a catch."**
>
> Luke 5:4 (BSB)

Talk about it

- How did you feel when your net came up empty? How did you feel when it was full?
- Simon was tired and had caught nothing. Why do you think he let down his nets again?
- "Because You say so." When is it hard to do what God says?
- The catch was so big that Simon needed his partners. Who helps you?
- Jesus said Simon would "catch people". What do you think He meant?

Verse card

Cut it out and keep it with the cards, or give one to each child.

"Put out into deep water and let down your nets for a catch."

Luke 5:4

"Because You say so, I will let down the nets."

Luke 5:5

The game is imaginative: the shallow and deep cards and the numbers of fish are made up for play, not facts about fishing on Galilee.

Leader's guide

Using Let Down Your Nets! with a class, club or family.

Before you start

- **One set** plays 2–4 crews. A crew can be one child or a small team.
- Print the **jumbo cards** for a hall: lay the lake on the floor, flip a big coin, and let children walk their boats across the water.
- Talk about the race: "Deep water is far out. Will you sail for it, or take the fish close by?"
- Each crew folds a **paper boat** (page 17) in its colour. It's a great craft while you tell the story.
- Keep the 20 spare cards face down in the box, so nobody knows what's in the lake.

A 30-minute session

1. **5 min:** tell the story (page 3). Stop at "we caught nothing".
2. **15 min:** play one game. Let the youngest crew start.
3. **5 min:** finish the story. Simon let down his nets because Jesus said so.
4. **5 min:** talk about it, and give out verse cards.

Helping everyone join in

- Younger children: count the fish out loud together, touching each one.
- Older children: keep score on the scoreboard and work out the big-net doubles.
- Talk about choices: "Shallow is safe. Deep might be empty, or it might be five fish!"
- Empty nets happen to everyone. Cheer the crew that tries again, like Simon.

Play online too

The web game plays the same lake on a tablet or a big screen, with the sun rising as the nets come in. Find it at **truewaygames.com**.

Talk-about questions

On page 3. Pick one or two; you don't need them all.

The cards in the box

Shallow water (20 cards, 37 fish): no fish ×1, 1 fish ×5, 2 fish ×10, 3 fish ×4

Deep water (20 cards, 45 fish): no fish ×6, 1 fish ×2, 2 fish ×3, 3 fish ×4, 5 fish ×5

Plus 5 quick-rules cards. Lost a card? Reprint just that sheet: the card list is the same in every pack.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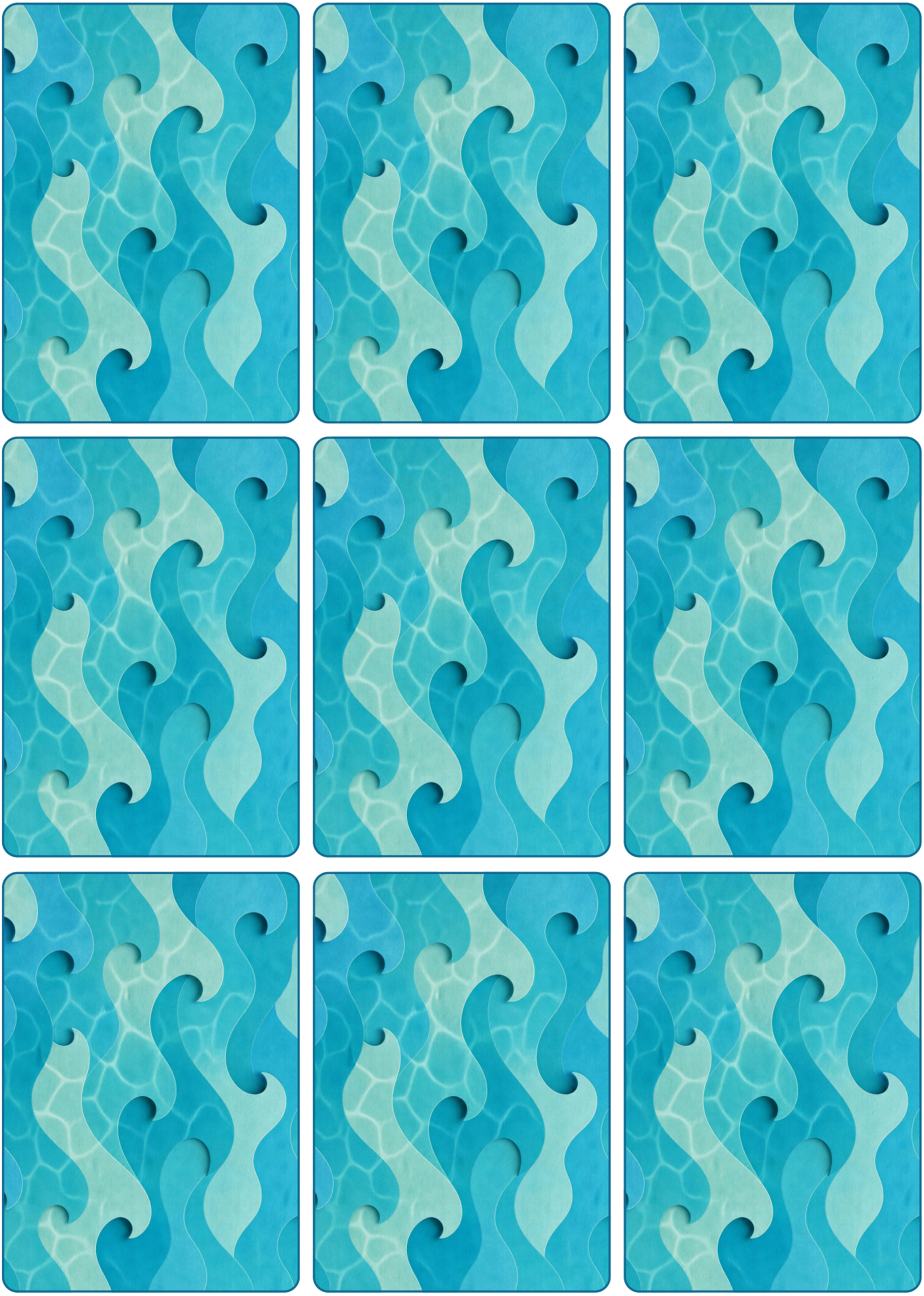


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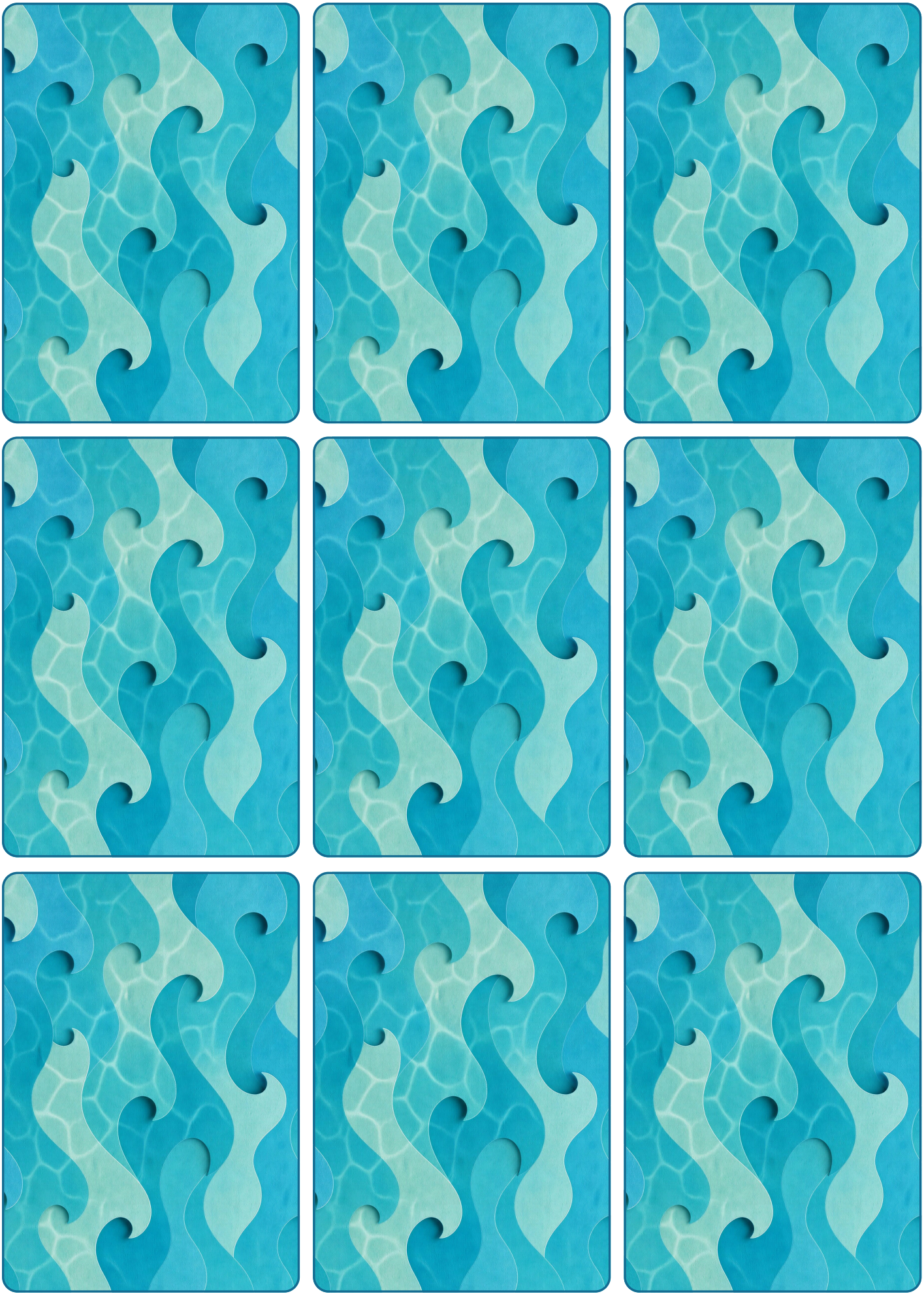


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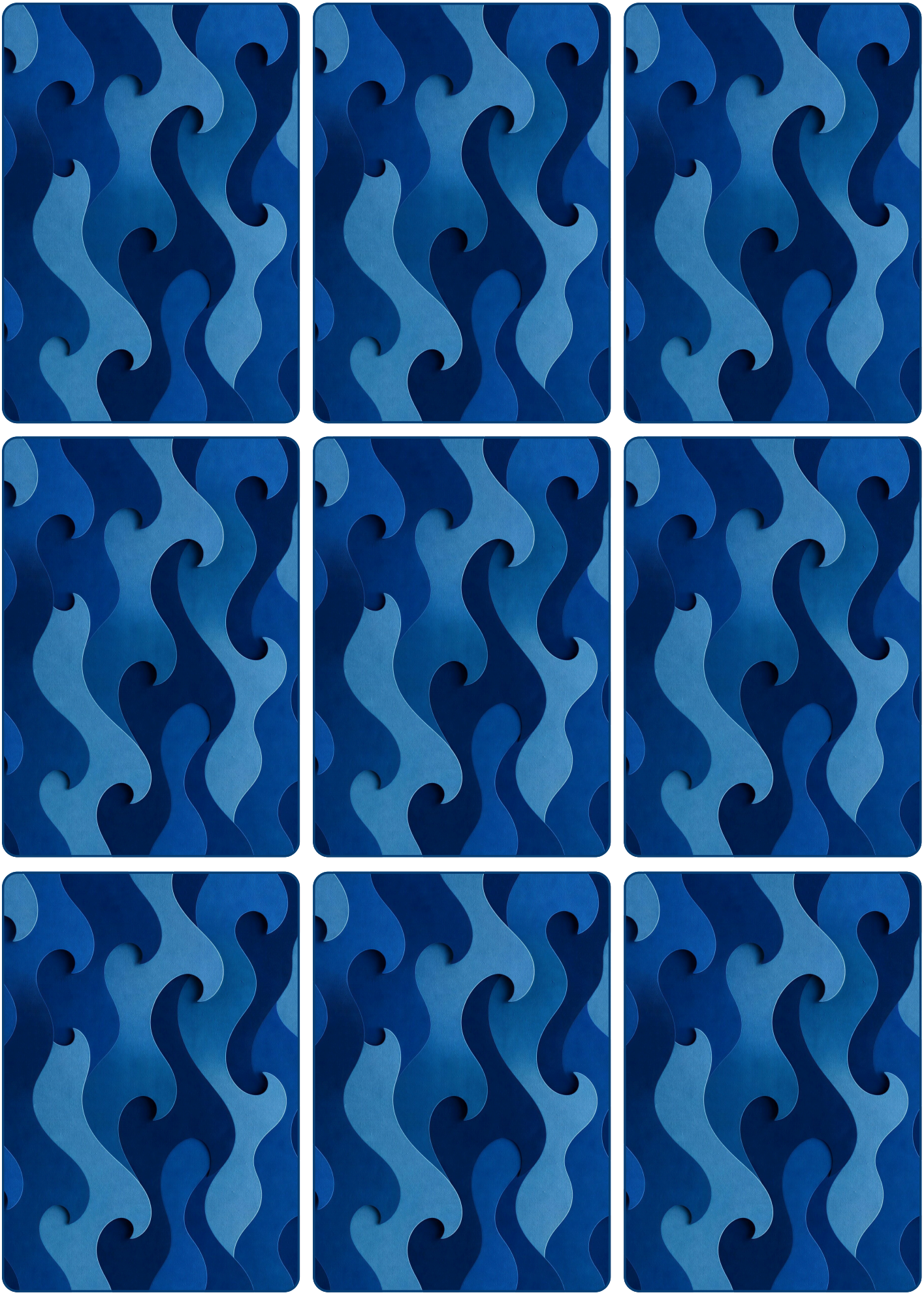


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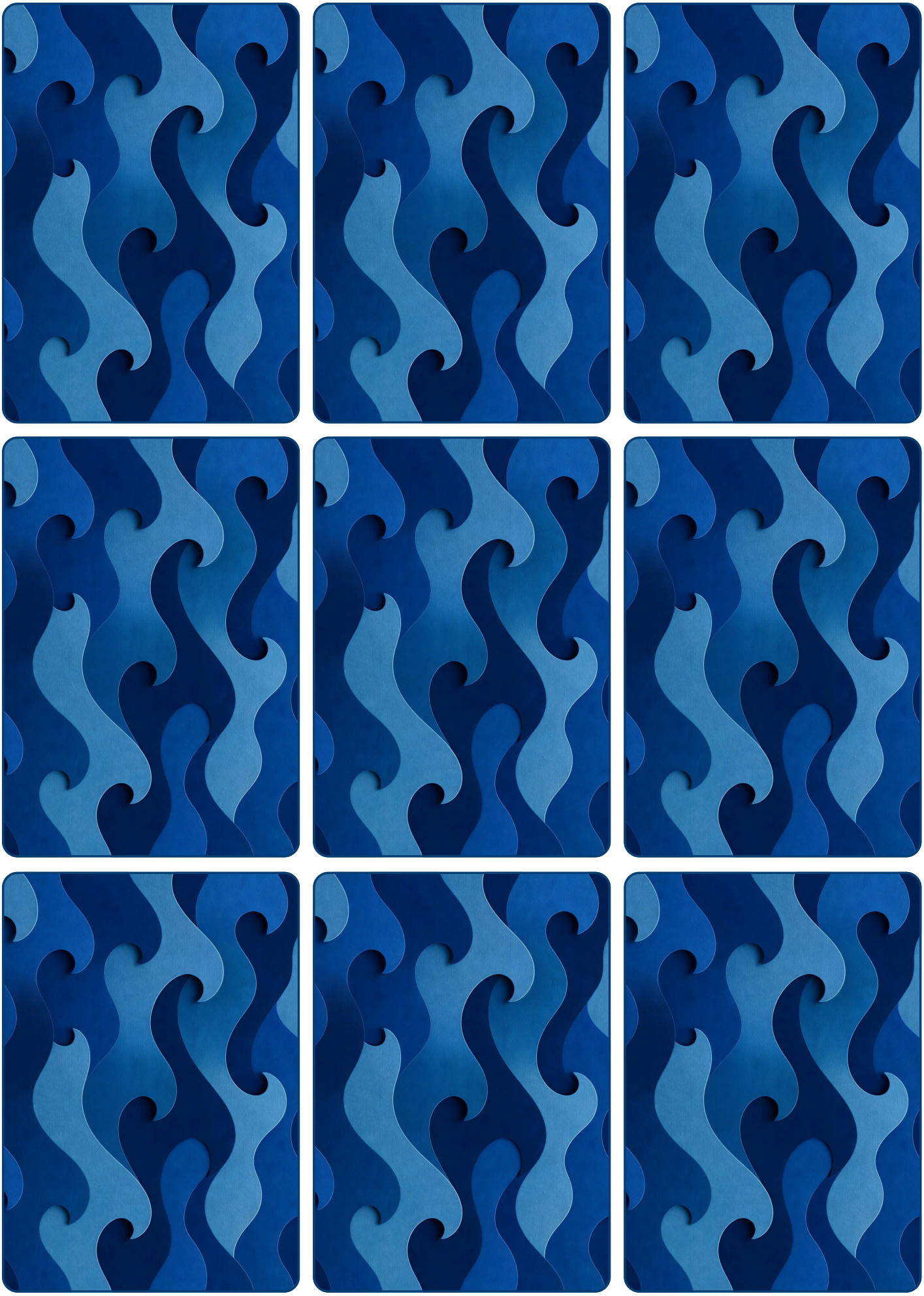

Quick rules

1. Deal 2 rows of deep cards, then 2 rows of shallow cards nearest the beach.
2. Boats start on the beach. Each crew: 3 small nets, 1 big net ×2.
3. Flip a coin: net = sail 1, fish = sail 2, up, down, left or right. Drop a net where you stop (not on a net or boat).
4. When all nets are down, haul in: small nets first, big nets last.
5. Count your fish. Big net = double. Most fish wins!



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Let Down Your Nets!

Nets and crew boats

Cut out one row for each crew: 3 small nets, 1 big net ×2 and a boat that sails across the lake. Print on card, or glue onto card before cutting.



Scoreboard

Write the fish from each net. Remember to double the big net! An empty net scores 0.

Game 1

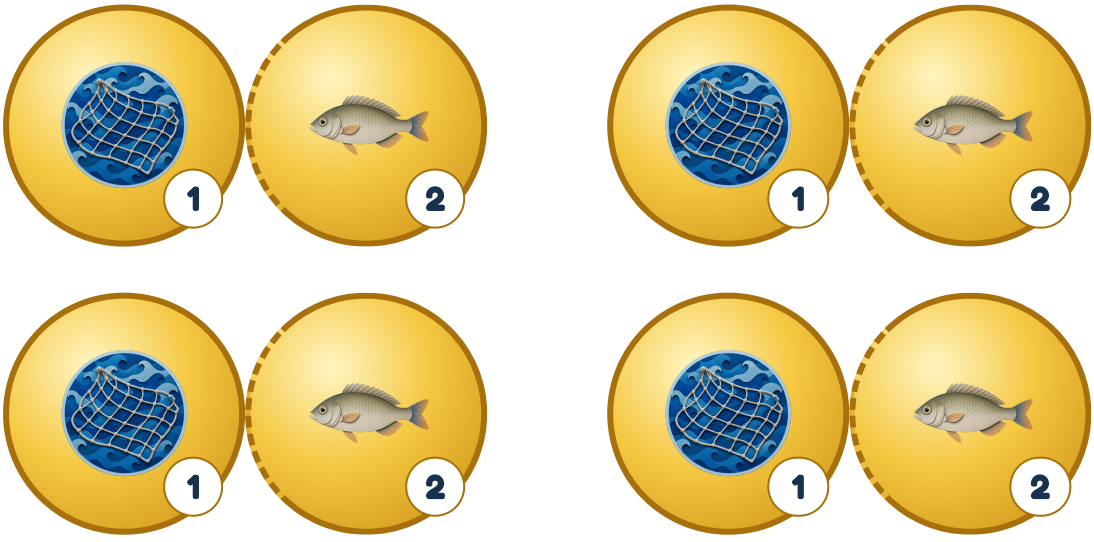
Crew	Small net	Small net	Small net	Big net ×2	Total
name					
name					
name					
name					

Game 2

Crew	Small net	Small net	Small net	Big net ×2	Total
name					
name					
name					
name					

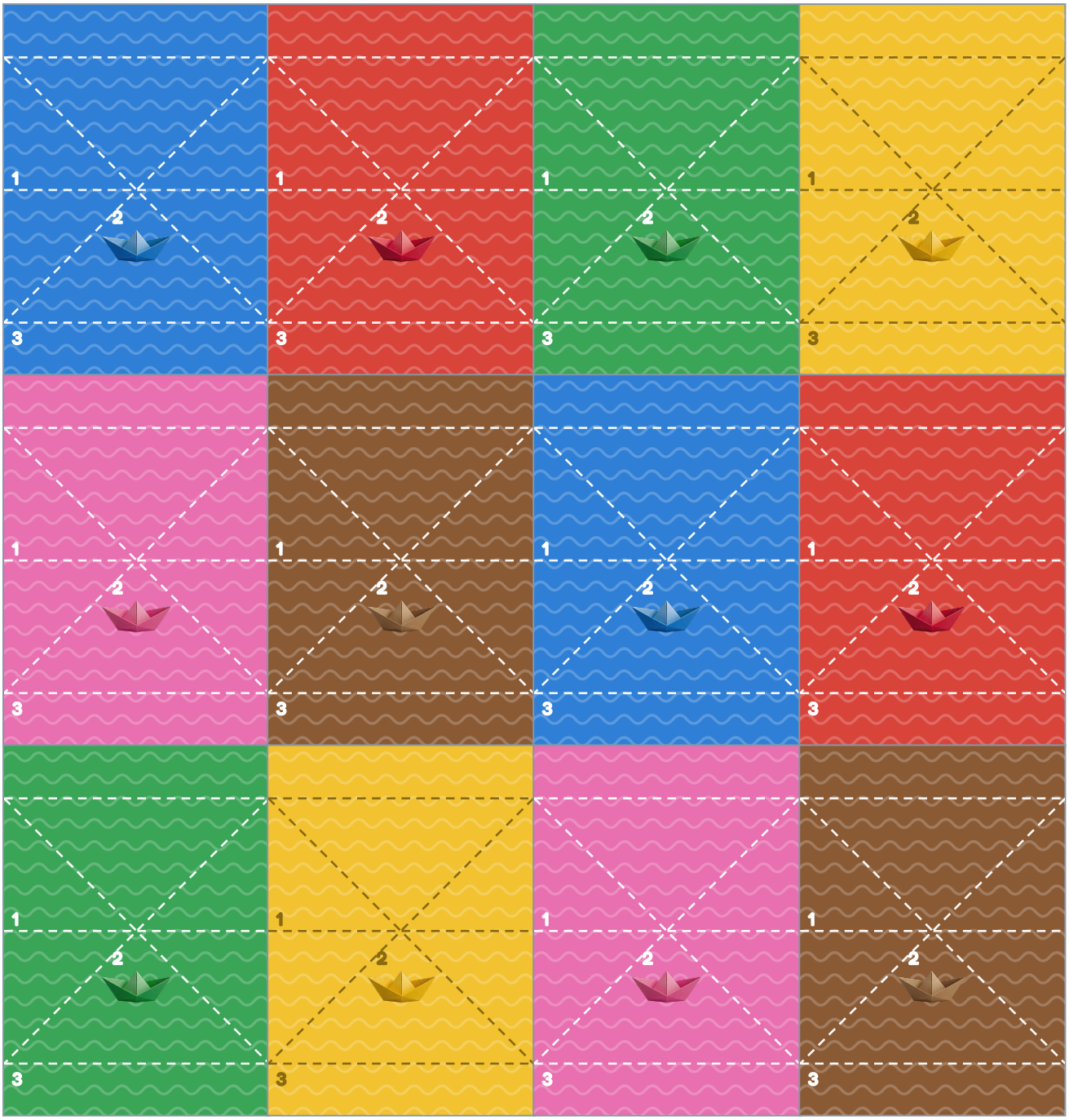
Fishing coins

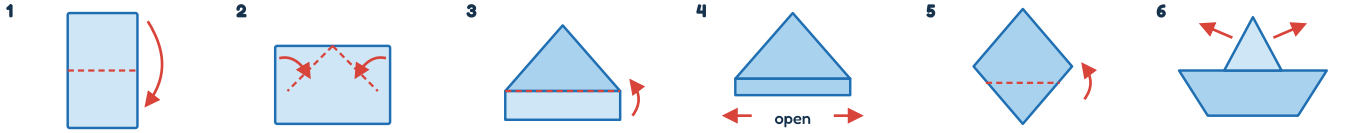
No coin? Cut out a pair, fold on the dashed line and glue them back to back, on card if you can. Net side = sail 1, fish side = sail 2.



Fold your own paper boat

Each crew folds a boat in its colour to sit beside the lake. Cut out a sheet and follow the numbered folds.





1. Fold in half, top to bottom, on line 1.
2. Fold the top corners down to the middle (line 2).
3. Fold the strip up on line 3. Turn over and fold the other strip up.
4. Open the hat from the bottom...
5. ...and press it flat into a diamond. Fold the bottom point up, both sides.
6. Open into a diamond again, pull the top points apart... and it's a boat!

Want a big boat? Any A4 sheet folds the same way. Leaders: print the low-ink version and let children colour their own sheet first.