



Junior Church

LESSON PLANS: 15-11-20

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Family Fun

(All Ages)

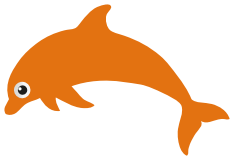
Action game

Activity time: 5–10 minutes

Aim: to realise that God helps his people know how he wants them to live

You will need: n/a

1. Explain that, in this game, the children should NOT obey you. Stand up facing the group and give instructions to the children while mimicking the action yourself (for example, fold your arms, sit down, touch your toes, or reach to the right).
2. Challenge the children to do the opposite of what you say.
3. Give the actions in rapid succession and see how much of a muddle you all get in. Any child who obeys you is out! Offer the children the chance to be the leader.



Dolphins

(Age 3, F1 & F2)

Rules from God

Activity time: 10–15 minutes

Aim: to realise that God helps his people know how he wants them to live

You will need: Bubbles Sheet 10 from page 76 (attached)

1. What sort of rules do you have in your group? Do you have to wear your shoes on your hands? Or put your coats on to sing? Of course not! We have rules to help us and keep us safe. And God's rules are the best.
2. Look at the busy scene of God's people living together in the desert on Bubbles Sheet 10. Can the children find Moses? What is he carrying? Things were going wrong for God's people and God wanted them to have rules to show them how to live.
3. Study the picture carefully and discuss what the people are doing. When the people kept God's rules, things were a lot better for everyone. Can you find people who are keeping God's rules:
 - Worship me.
 - Think about what I want first.
 - Smile when you say my name.
 - Have one special day every week. Make your parents happy.
 - Be kind to other people.
 - Look after your family.
 - Ask before you take anything that's not yours.
 - Always tell the truth.
 - Be glad for what God has given you.
4. Let the children examine the scene and decide who they think is doing what: there are not specific 'right answers'.
5. What about the other people? What are they doing? How could they start to follow God's rules?

Talk about

What are the people doing?
Are they living God's way?



God gave his people rules so they knew how he wanted them to live.



How many rules did God give?

Bubbles 10

Rules from God

Today's aim is to realise that God helps us to know how he wants us to live.
Exodus 19:16 – 20:17

How do we know how to live God's way? By following his rules.

Young children cannot make the jump from a negative to understand what the positive alternative is – they do not yet have the experience of life to fill in the missing information – so **Bubbles** presents "do" rules, rather than "don't's".

Developmentally, 5s and under are naturally self-centred and conceive of God only in terms of the people they see and know around them. Some of the ten rules will not make much sense to them – but they can examine the overall meaning and see that God wants us to have good relationships with him and with other people.

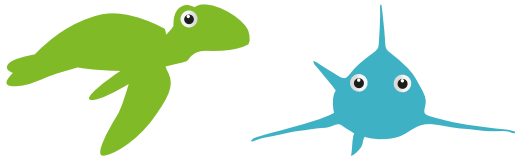
The Bible story is on **Bonus Sheet C**

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Enjoy this Bible story again in **The Bible Storybook**, available from SPCK as a hardback, paperback or audio book. It is full of great Bible stories, told especially for young children, and features all your favourite **Bible Friends**.

Photocopiable resource



Turtles Sharks

(Year 1 & 2)

(Year 3 & 4)

Make and show

Activity time: 10–20 minutes

Aim: to see how God's rules show the best way of living

You will need: copies of the Splash! sheet from page 80 (attached), a hole punch, split pins

1. Give each child a copy of the Splash! sheet from page 80. Help the children to cut out the commandment triangles and arrange them in the right order. Make holes in the tops and invite the children to join them with a split pin. (You could cut and punch them out before the session to save time.)
2. Demonstrate how the cards can be fanned out and find rule 10 together ('Don't envy people').
3. Ask the children why they think God gave us this rule. What difference would it make if everyone obeyed it?
4. Explore the other commandments, asking questions to help the children understand their meaning, such as: 'Which commandment says that I should tell the truth?'

Splash!

If you can, ask a grown-up to laminate this page for you before you start.



1 Cut out the triangles.

2 Use a hole punch to make a hole at the top of each triangle.

3 Stack them in order, with number 1 at the top and number 10 at the bottom.

4 Put a split pin or another type of fastener through the hole to keep them together.

1

1. You need just one God and that's me.

2. Don't worship things.



3. Love my name.



4. One day's made for me.



5. Obey Mum and Dad.



6. Don't murder people.



7. Be faithful in marriage.



8. Don't steal from others.

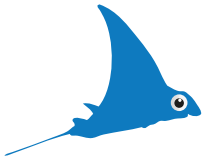


9. Do not tell lies.



10. Don't envy people.





Commandment reminder

Activity time: 10–15 minutes

Aim: to help remember the Ten Commandments

You will need: a stapler, a large glove (optional)

1. Before the session, make a template by drawing round a glove or a big hand.
2. Give each child a template and two sheets of paper. Invite them to draw round the template on both sheets and to cut them out.
3. Staple the two paper hands together for the children, so that they can then wear them like a glove.
4. Challenge the children to put words, symbols or drawings on each finger to represent each of the Ten Commandments. They could write them out if they wished, or draw things such as a speech bubble with 'True' in it or two people hugging. Encourage them to talk about their ideas beforehand.
5. Invite each child to wear their glove and to explain any symbols or pictures they have drawn.