

Sabbath Teacher's Newsletter

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The Church Of God International

TEEN INSPIRATION

by Erica dela Cruz

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For every word meant to wound,

For every look meant to kill.

If every lethal thought we had came true

Would we all be here still?

For every secret you let out, For every rumour you helped create.

If everybody just ignored it Would this world be a better place?

For every person who was mean to you,

For every person who did

you wrong.

If everybody was nice do you think

We would have all learned to be strong?



When a man's ways are pleasing to the Lord; he makes even his enemies live at peace with him.

Proverbs 16:7

Anatomy of a Lesson by Lissa Palmatier, Ontario

the ther your lesson has been prepared by somebody else or you've prepared it yourself, there are several common elements that will make it successful.

It is always a good idea to begin with prayer, which brings the children together and helps them to focus on the task at hand. While you've got the children focused, why not get right to the nitty-gritty? Start with the main point of your lesson.

You may choose to have older children read from the bible or you may have another idea on how to share the biblical lesson you will be teaching that day. Sometimes a song or a skit can relate a message just as well as reading scripture.

Once you have had the opportunity to teach the moral of the story, be sure to show the children where to find it in the bible. I always bring my bible with me and make a point of indicating how to find the story that I will be reading that day.

Now that the children have heard the moral of the story, ask them for their input and ideas. When you give them the opportunity to participate, the lesson is more likely to remain in their memory!

Once you have completely dissected the lesson, you can really start to have fun. Crafts, games, songs and other pertinent activities will really reinforce what you have just taught. Children love to learn "hands-on". The more interesting you make it, the better.

I am a preschool teacher by trade, so I find it fairly easy to find or create activities to compliment my lessons. You may not be comfortable with that yet. There are many resources available at your local book store or bible book store and the internet is always helpful.

While the children are at the table completing their crafts, I usually just start talking about what we have learned, asking random questions to test their memories. When the children are able to answer every question, I know that I have succeeded.



| will instruct you and teach you in the way you should go; | will counsel you and watch over you. | Psalm 32: 8

2" x 3.5"

Project: Let's Participate Good Shepherd Bible Trivia

This is the most challenging of projects so far. If there is enough interest in this project it has the potential of being a fun teaching device and could be professionally printed and packaged for distribution.

Open to all ages!

Goal: Create a card game that is uniquely CGI. A trivia game that rewards the good shepherd with a flock, herding supplies and coins or flies.

Object of Game: Four player game. Be the first shepherd to collect all 6 supplies, a minimum of 2 sheep and a predetermined amount of coins or flies, by answering biblical trivia questions correctly.

Project PART ONE:

Create a minimum of 200 trivia questions to be reviewed by the CGI Board.

Trivia Instructions: Questions can be straight up or multiple choice (a, b, c). Each answer must include a scriptural reference. Rate each question as easy, intermediate or challenging (the age of your group may determine rating). Subjects should include Jesus' life, OT stories, holy days and laws, weights, measurements and numerology, geography, nature and wildlife, and praises, etc.

Project PART TWO:

- Create 4 good shepherd player token/cards
- 32 collection cards: 4 each of shepherd hook, water container, lamb's bell, sheep dog
- 16 sheep

Drawing Instructions: Drawings for cards above to fit a 2" wide x 3.5" high business card. Make drawings bold and bright.

Project PART THREE: Game Instructions, 32 Market cards and 34 Trivia cards with collection instructions, to be assembled by STN team and distributed to participating classes.

Teachers:

Please organize a few classes for research and encourage the children to work in groups to come up with some unique questions.

Provide reference books and materials for historical description and pictorials. Review and submit your best questions for approval (no limit on number of questions submitted).

Selected questions will be arranged on card by

Good Shepherd Bible Trivia

EASY What did Moses receive on Mount Sinai? Exodus 19,20

INMD How many of each animal was Noah instructed to take on board the ark?

- a) 2 of every kind
- b) 2 unclean + 7 each of clean animals and clean birds
- c) 2 unclean + 7 each of clean animals + 7 each of all birds *Genesis 7:2-3*

CHAL When Simon first met and accepted Jesus' invitation to become one of his disciples, Jesus renamed him "Peter". What does the name Peter mean?

- a) fisher of men
- b) rock
- c) apostle Matthew 16:16-18

EASY: ten commandments INMD: c CHAL: b COLLECT 1 LAMB

STN team as sample above.

Materials Required: blank business card stock or heavyweight paper cut to size, computer with cd player and printer (printed materials available at special request)

Teacher to Teacher Building a Lesson -by Lu Copeman

Creating your own lesson can be a challenging venture. Much thought must go into background research, activity and craft planning, classroom flow and optimal use of time. Most importantly, try to keep your lesson simple and always back it up with scripture.

1. Lay the foundation

When choosing a theme, decide if you want to tell a story or teach a life lesson. Then select the scriptural text you plan to use as reference. Historical facts, maps and pictorials are useful tools for explanations or reenactments.

2. Build and strengthen the frame

Review and streamline your research. Prepare your classroom presentation to fit into desired time schedule. Add fact sheets, maps, cut outs, puzzles,

mazes, crafts, games and songs to reinforce the lesson.

3. Add a roof to complete structure

End with a review of the days lesson. Further reinforce the lesson by assigning a memory verse or daily observation journal for review at the next **ROOF** class and sing songs Completes structure or play a game that **FRAME** is a further Reinforces Structure example of your theme.

Always set
a good example for others. Be sincere and serious when you teach.
Titus 2:7 (paraphrased)

Solid Biblical FOUNDATION

Have you got a story or some interesting tips to pass along to fellow teacher's? Email your ideas and stories to Lu at: ldcopeman@sympatico.ca or mail them to

Idcopeman@sympatico.ca or mail them to either address below and we will publish your article in the next issue.

We're on the web!

Get Teaching Materials

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