

Junior Christian Endeavour

MOSSES



**Six Bible
knowledge
studies**

The Weekly Devotional Meeting

Christian Endeavour aims to encourage and mentor young people to actively take part in their Christian meeting.

The following six Bible studies on the life of **Moses** offer many opportunities for Junior participation.



The Plan

The 'CHAIRPERSON'S PLAN' need not be adhered to rigidly as you, the leader, may feel your Juniors need a lighter programme with some more active games or art work etc., or the activity needs adapting to their needs. The time allowed has also to be considered and perhaps you will need to cut out some of the items. The order of items, however, does have a progression and should be used in the given sequence.

Programme Contents

Refer to the 'Programme Contents', on the following the page, for guidance on Chain Prayer, Sword Drill and Drama.

Award Scheme



The programme content of the **Moses** series is to teach and reinforce the learning of the Bible passages as there is an exam which may be sat at the end of the series. Enquiries about this to Scottish Christian Endeavour Headquarters. The completed effort would then be sent to the Junior Convener who marks it and awards the "Bible Knowledge" Award certificate. The Bible Knowledge certificate is only one of the Awards which may be worked on during the weekly devotional meeting. Details of 'Games/ quiz Master', 'Public Bible Reading', 'Book Keeping', 'Chairperson', 'Faithful Attender', 'Instrumentalist', 'Singer', 'Meeting Room Attendant', 'Speaker', and 'Drama' are all explained in the Award Scheme Details.

Acknowledgements

Bible version - quotes for Bible texts are acknowledged to be from the Good News Bible, or the New International Version, unless otherwise stated.

Music -

MP = Mission Praise, compiled by Peter Horrobin and Greg Leavers, published by Collins

JP = Junior Praise, compiled by Peter Horrobin and Greg Leavers, published by Collins

Clipart -

Serif Art Gallery, www.serif.com

"Instant Art for Bible Worksheets" from "Palm Trees" series by Kevin Mayhew, published by Kevin Mayhew Ltd.

Authentic Software '*Instant art Resources for Schools and Churches*', images copyright: Kevin Mayhew Ltd, Buxhall, Stowmarket, Suffolk, IP14 3BW

'Quick Art Collection 1 & 2', Sunrise software, www.sunrise-software.com

'How to cheat at visual aids, OT', artwork by Pauline Adams, published by Scripture Union

'Acetate masters for Palm Tree Bible Stories, Book 2', published by Kevin Mayhew Ltd

Programme Contents

In the Christian Endeavour meetings, there is opportunity to gain confidence in



- Public prayer through **Chain Prayer**
- Finding one's way around the Bible through **Sword Drill**
- Understanding Biblical stories through **Drama**
- Participating competitively and socially in **Games**
- Learning through **Quiz activities**

Chain Prayer

A chain is made by joining many links and so with Chain Prayer, many small prayers from the Juniors are linked into a chain of prayer.

Organisation:

- Sit in an inward facing circle of 6-8 Juniors, with a Leader. If the same group members are kept weekly, this can help the child's understanding of each other and their needs. It also leads to continuity and so there can be continued prayer for an item or thanks for answered prayer.
- Pass round an object e.g. a 'Prayer Bear' or frog (Fully Relying On God) so that each child will know their turn. If a child does not wish to participate s/he passes the object to the next person.
- OR use a Prayer Notebook. Each week a Junior writes in it, in advance, three items for prayer. This gives ideas to the other children and can be an excellent reference for answers to prayer.
- Take time to discuss items of need or praise in the group before beginning.

Drama

This is a way of learning names, places and actions and understanding feelings and the manner in which people react to situations. There are three ways of doing this:

- The children mime to the Bible passage as it is read. Use a modern translation of the Bible and read slowly where there is more action or pause for an action.
- Have a narrator and the characters learn some of the spoken words and speak these at the appropriate part.
- Update and rewrite the story in a modern context. You will be surprised what the Juniors will come up with! Do not underestimate them.

Sword Drill

Use the poster of **Ephesians 6: 17**. Here the Bible is called the "Sword of the Spirit" because we use it to fight the Devil. A sword is kept in a sheath hung from a belt at hip level. These



Sheath swords: hold your closed Bible at hip level

Draw swords: lift closed Bibles high above your head

Charge: Bibles are lowered for use

Now have a competition to see who can find a Bible verse first.

Give the commands 'sheath swords' and 'draw swords' and then tell the Juniors the verse to find. The Juniors repeat this several times before the "charge" command is given. (Confine the verses to the Gospels until the order of the Bible books is familiar then gradually learn more of the New Testament order.) When a Junior finds a verse, s/he stands up. When several, or all, are standing, ask a Junior to read out the verse clearly. Help those with most need and encourage the more able to help others too. Comment briefly on the verse meaning if required.

'MOSES THEME' GAMES

Games should be fun! **Games** provide an opportunity to form team spirit and bonding. **Games** teach about following rules, as no-one likes a cheat. **Games** are a social activity which may also help to increase a greater understanding of some physical attribute. **Games** can be organised and lead by the Juniors and help them to achieve a **Quiz/ Games Master Certificate** for the **Scottish Junior Christian Endeavour Award Scheme**. **Games** are opportunities to improve social, physical and mental skills making the participants confident individuals, responsible citizens, successful learners and effective contributors. **Games are fun!**

Moses 2

Working for Pharaoh: Juniors stand in a circle facing inwards. Use the tune of 'Here we go round the Mulberry Bush' and sing "Here we go to work for Pharaoh" while skipping round. The verse can be "This is the way we dig for clay", "This is the way we mould the bricks", "This is the way we build a wall", etc.

Groans: Before the game, place clothes-pegs all over the room in easily seen and not so easily seen places. Divide the Juniors into equal teams, each with a leader. The teams are then given their sound to use for attracting attention e.g. Ouch, aah, grumble, moan. Each team tries to collect as many clothes-pegs as possible but *only the leader* is allowed to pick them up; the Juniors drawing attention to their leader by making the noise assigned to their team when they find a clothes-peg. The winning team is the one whose leader has the most pegs.

Mummies: In pairs, the selected players stand back to back and each pair is given a toilet roll. On the word 'Go' they try and wrap each other together into a single mummy. The audience volume of applause can judge the winner.

Moses 3

Listen Up: Juniors work in pairs or teams. The Leader goes behind a screen and produces noises which the Juniors guess and write down on paper. The ones with the most correct win. Ideas are: shuffling a pack of cards, tearing a piece of paper, jangling a bunch of keys, mobile phone ringtone, pouring water from a bottle into cup, crumple a sheet of paper, blow up a balloon, place a teaspoon in a glass, click a retractable pen, blow into a glass of water with a straw, clean teeth with a toothbrush, snap your fingers, kiss the palm of your hand, shake a packet of crisps, crunch a crisp apple.

Moses 4

Spelling Relay: Divide the Group into two or more teams. Each team stands in a line about 15 feet from a table or part of the floor on which is placed the set of letter cards. The Leader tells how many letters are in the word to be spelled and then says the word. The first few players from each team (one player for every letter) run to pick up their letter-cards and arrange themselves facing their team, holding a card so that together they spell the word. The first team to spell the word correctly receives a point. The players who have just spelt the word go to the end of their team. Repeat with other words from the list.

Graphic Memory : Display the pictures of the plagues. Tell the name of each plague. Cover with a cloth or paper/ remove ppt slide. Give paper and pencil to each team / pair and ask them to list as many of the pictures as they can remember. Award points for the longest correct list.

Pull me up: Juniors work in pairs and sit on the floor facing each other with the soles of their shoes touching. They grasp hands and attempt to pull each other into a standing position. Legs may be bent or kept straight. Try to pull the other person up while remaining seated oneself. The winner will be the stronger of the two. Now try it using only one hand!

Plague Charades: A Junior mimes one of the plagues and others have to guess which one is being portrayed.

Moses 6

Crossing the Red Sea: Draw two parallel lines on the floor to represent the Red Sea. Each Junior steps across the lines without touching them. The lines are then widened. Again the Juniors step across. Continue until they fall or step into the Red Sea. They must step across, not jump. The last one left in the game is the winner.

Stepping Stone Relay: Juniors line up in teams in relay fashion one behind the other. Mark finishing line. The first player puts a mat/ newspaper /magazine on the ground in front of him/ her and steps onto it. S/he now places the other some distance ahead and jumps onto it. Keeping his/ her feet on the second, s/he reaches behind for the first mat which is placed in front of him /her again. Player continues in this manner until the finishing line is reached when s/he picks up both mats and runs back to the team and gives them to the second player. Repeat until all have had a turn.

Piggy Back Relay: Juniors line up, in pairs, in teams in relay fashion one behind the other. Mark finishing line. The lighter and smaller of each pair is carried on the back of the other. The first two players then run as fast as they can to the finishing line and back again to the second pair of players. Repeat until all players have had a turn.

'MOSES THEME' QUIZZES

Memory Texts and Quizzes encourage Juniors to memorise Bible verses.

Memory Texts and Quizzes provide an opportunity to embed God's word in the minds of the Juniors.

Do not forget my teaching, but keep my commands in your heart, for they will prolong your life for many years and bring you prosperity. Proverbs 3: 1 and 2.

Memory Texts must be understood. Always explain the meaning and give personal examples where appropriate, making the **Bible Texts** relevant. All scripture is inspired by God and is useful for teaching the truth, rebuking error, correcting faults, and giving instruction for right living. 2 Timothy 3:16 **Memory Texts** when they are internalised can be used to fight temptations. When the evil day comes, you will be able to resist the enemy's attacks, and after fighting to the end, you will still hold your ground. Ephesians 6: 17 Always remember that The Word of God is alive and active, sharper than any double edged sword. Hebrews 4: 12

These ideas for **Memory Texts and Quizzes** can be used in any meeting and can be organised and lead by the Juniors. The memorising of the texts will help them to achieve a **Bible Memorisation Certificate** for the **Junior Christian Endeavour Award Scheme**.

Memory Text : Display the poster and read it over together making sure the Juniors understand the meaning. Give commands for varied repetitions to help remember it. e.g. boys only, girls only, whisper, shout, in a high voice, in a deep voice, standing on one leg, with your eyes shut, facing the door etc.

Moses 2

Win a word' Quiz: Each numbered brick on the poster represents a word of the memory text.

1..Remember, 2.the, 3.Lord, 4.in, 5.everything, 6.you, 7.do 8.and, 9.He, 10.will, 11.show, 12.you, 13.the, 14.right, 15.way

Divide the group into teams. Ask each team a question in turn. If the team member answers correctly, s/he earns a point and is allowed to choose which brick of the Bible text (Proverbs 3:6 as above) s/he wants to have filled in on the blank wall. An extra point is awarded by correctly guessing the text, but a point is deducted if there is a wrong guess. The game could be repeated.

Moses 3

Burning Bush' Quiz : several 2p coins, or beanbags if you enlarge the bush to A3, list of questions (Use list supplied or ask a Junior to prepare a quiz.), picture of burning bush with numbered flames.

Divide the Juniors into teams and they sit in a circle around the 'Bush'. One at a time they aim the coin / bean bag at a leaf. If it lands on a leaf, the Junior is asked a question and if the answer is correct, the score on the leaf is added to the points of their team. Keep the game fast by appointing a question master and a person to supply objects for aiming.

Who's speaking ?: Juniors work individually, in pairs or in teams. Leader uses the quiz sheet. On their answer sheet the Juniors write the numbers 1-10 down the left side of the page. The Leader reads the quotations and the Juniors write "God" or put a cross at the relevant number. Juniors must be listening carefully and identify whether they think the words come from God through the Bible or not. Mark the answers with the Juniors and explain any misunderstandings.

Moses 6

'Step by Step' Quiz : Mark the starting and the finishing line. Juniors all stand behind the starting line. Take a card from each pile and read the question. If the Junior answers correctly, s/he may take the number of steps indicated on the card. The first child to reach the finishing line wins the game.

'Draw the answer' : Ask the Juniors the questions provided and the answer must be drawn on the board/ acetate. A representative from each team could draw the answer and the Juniors judge the best drawn answer.

'Guess the Event': Cards with ideas are provided. A representative/ representatives come/s to the front and mimes what is on the card. The Juniors have to guess which part of the Moses story they are portraying.