



Date: _____

Series: God's Top Ten
Winter Year 1, Lesson 43

Ten Commandments —Conclusion

Take Home Point: *Keeping the Commandments – it's good for God and it's good for us. *Repeat this phrase throughout the lesson.

Bible Event: Matthew 22:34-40

Key Verses: Matthew 22:37-39, "...‘Love the Lord your God with all your heart, with all your soul, and with all your mind.’ This is the greatest and most important commandment. The second is like it: ‘Love your neighbor as you love yourself.’"

We will help kids know:

- Recall from memory the Ten Commandments.
- The summary of the Law is to love God and to love others.
- Three uses of the law: (1) a dam to hold back societal evil, (2) a mirror to see one's sin and need of a Savior, and (3) a map—a guideline to follow in response to Christ's love.

We will help kids feel:

- Excitement over their knowledge of the Ten Commandments.
- Renewed dedication to try and keep the Ten Commandments.
- Comfort in having a Savior for forgiveness and strength to keep these commandments.

We will help kids do:

- Play games that review the Ten Commandments.
- Complete their craft project.
- Identify any special commandments they feel they will have to work harder in obeying.

Kingdom Quest Year 1 - Lesson 43 - 1

THIS LESSON'S ROADMAP

[illegible]

Small Group Warm-Up: 15 minutes



Purpose: *Get pointed in the right direction!* Build relationships and help guests feel at ease. Do the learning readiness activity that will point your group in the right direction for the lesson.

As kids gather: Listen to memory verses from last week and give coupons for memory verses, for remembering to bring Bibles, and for bringing a guest.

Supplies: appendix page to review bizarre story

Kids, today we are going to review the Ten Commandments. Do you remember the bizarre story we used as a memory game? It helped us remember the Ten Commandments. Who can tell it?

Let as many who'd like to tell the story, try it.

From that story, who can remember what the commandments are – in order?

Let as many as want to recite the Ten Commandments.

We are going to have a contest with the boys against the girls about the Ten Commandments in large group, so it will be helpful if you can remember what the Ten Commandments are, in order. But I also have other questions.

What commandment is the most important?

Just listen to the kids and accept all answers.

Today we will read in the Bible how a religious expert on the commandments asked Jesus which one was the most important. I wonder what Jesus said. We'll find out today.

There is another question I'd like to ask you. Why do you think God gave us the Ten Commandments? We talked about that earlier. (*It's good for God and good for us.*)

Can you give me an example of how the commandments are good for God and good for us? (*Take whatever examples.*) We are going to find out more about how they are good for us and the purposes of the commandments. We will hear again how **Keeping God's Top Ten Commandments is good for God and it's good for us.*

Begin large group a little early to leave more time for games.

Large Group Overview: 20-30 minutes



Purpose: *Help kids observe what the Bible says. Present the Bible event in creative fashion. Help kids begin to interpret what it means.*

Review: Kids play games to review the Ten Commandments and the purposes for these guidelines.

Small Group Application: 20-25 minutes



Purpose: *Help kids map out the meaning of the Bible event in their lives. Use the questions to stimulate discussion, but don't feel tied to them. Allow the Holy Spirit to guide you. Include personal examples from your own faith journey. The example of Christ at work in your life will leave lasting impressions of how Christ can work in the children's lives.*

Use your Bibles! Children need to learn how to look up references and follow along when scripture is read aloud. Allow for quality time of prayer at the close of the lesson.

Observation Questions: What happened?

What are the three objects that symbolize the uses or purposes of the Ten Commandments? *(A dam, a mirror, and a map.)*

How does a dam show us a purpose for God's laws? *(The commandments hold back evil in our society like a dam holds back water.)*

How does a mirror show us a purpose for God's laws? *(Like we see our reflection in a mirror, God's law shows us that we have sin because we cannot obey the commandments perfectly. Therefore, we need a Savior.)*

How does a map show us a purpose for God's laws? *(The Law or Commandments help us find our way so that we can better serve God and show his love to others.)*

Interpretation Questions: What does this mean?

Read Matthew 22:34-40.

Then hold up a completed Ten Commandments art project from the previous weeks and continue.

Looking at your commandment tablets, which of God's Ten Commandments help us to *"Love the Lord your God with all your heart, soul, and mind?"* (Augustine numbering: 1-3, Orthodox numbering 1-4.)

Which of God's Commandments help us to *"Love your neighbor as you love yourself?"* (Augustine numbering 4-10, Orthodox numbering 5-10.)

What are some examples of showing love to God and to others by keeping the commandments? (*Honoring God above everything else, going to church and Sunday school regularly, not gossiping, helping others protect their property, etc.*)

Application Questions: What does this mean to me?

What are the hardest commandments for you to keep?

What are the easiest commandments for you to keep?

Because Jesus kept the Ten Commandments perfectly and took the punishment for our failing to keep them, he gives us the power and incentive to keep on trying.

The commandments are all about love rather than rule following. God gives us these guidelines to show how much he loves us and to express the reason he sent Jesus for us. The commandments give us guidelines to show God how we love him and how he wants us to love others. They are also for our protection.

****Keeping the Commandments – it's good for God and it's good for us.***

Closing Prayer:

Pray for forgiveness and belief in Christ. Ask for his power to better serve him and show his love to others in keeping these commandments.

Safety and Security: Safety and security procedures are important for each church to carefully define and implement according to their unique needs. The security, safety, illness and accident procedures described in this curriculum are provided for example purposes only and may not be appropriate, applicable or adequate for every situation. Each church is responsible for determining whether any security, safety, illness and accident procedures contained in the curriculum are appropriate, applicable or adequate for its unique situation. The activities described in this curriculum require adult supervision and may not be suitable for each child and each situation. Each church is responsible for ensuring that adequate adult supervision is provided for all activities and for determining whether an activity is appropriate for each child and each situation. Kids Kount Publishing disclaims all liability for the implementation of any procedures or the performance of any activities described in this curriculum.

Large Group Presentation: 20-30 minutes

Hunkel Doobergood Talk Show Dramatic Presentation

The series, God's Top Ten, will use a spin-off from a television talk show format to present the topic. For our purposes, we are calling it the Hunkel Doobergood Talk Show, but feel free to rename it to better suit your setting (e.g. Sunday Morning Live, Early Morning with Hunkel, etc...). If a lady is the talk show host, it would be the Harriet Doobergood Talk Show.

The set for this may be elaborate or as simple as you desire. It would be helpful to have a title sign, an interview desk and some chairs for guests. We would recommend that you have someone slightly off the set who could hold up the cue cards that say, "laugh," "applause" or "moan." These cue cards will be necessary to enhance the jokes. You may need to warm up the audience by practicing the signs. You might even have someone video record it as if it were a TV studio. The video clips could then be shown elsewhere to promote your 5th-6th grade program.

Opening Jokes:

Let it be noted that, in the Bible, it never says, "Thou shalt not tell bad jokes." I've been proving that from week to week with my jokes and today, I want you to know I don't have a joke. Lift applause signs. However, I will challenge anyone in the audience to tell us a joke. And, we'll even award a piece of candy to the teller of the joke that will make this tough crowd laugh.

Let a volunteer or two each tell a joke.

Review the Ten Commandments Game

Today we will review the Ten Commandments. I would like all the girls to move to one side of the room and all the boys move to the other side. We will have a contest, boys against girls. Each question is worth ten points.

Keep track of the score on a white board or chalk board.

The game will consist of:

- *round one – speed memory*
- *round two – fill in the blank*
- *round three – commandment pictionary*
- *round four – create a sculpture*
- *round five – read my mind*

Round one:

The first round is a speed contest for memory. I need one girl and one boy to compete for speed in reciting the Ten Commandments. May I have a volunteer from each team come up front. I will give a bonus to whichever team sends a contestant first. A bonus is awarded to_____ (The first team that sends a contestant).

To win this contest, you must recite all Ten Commandments correctly and in order, though perhaps, not word for word. You can use the words that you put on your art project. Boys first. I will time you from the beginning until the end. On your mark, get set, go.

After completing, invite the girl to recite the commandments. Time her as you did the boy. The winning time receives ten points for his/her team.

Address the team that lost.

The second part of the speed memory game has a challenge. This is a challenge to any individual on the opposing team that can beat the winner's time. If the challenger can beat the best time, his/her team will win ten points as well. However, if the person does not beat the winner's time or gets the commandments wrong, then the winning team gets an additional ten points. Do you want to take this challenge?

Offer the challenge to the opposing team.

Round Two:

Round two is "fill in the blank." May I have a contestant from each side? Whoever sends a contestant first gets a point.

Girls, the first question for fill in the blank goes to you. Why did God give us the Ten Commandments? Because they're good for _____and good for _____. (God, us.)

Boys, the next question is yours. According to Matthew 22, beginning in verse 34, the question was asked about what commandment was the most important. Here is what happened. *"When the Pharisees heard that Jesus had silenced the Sadducees, they gathered together. One of them, an expert in Moses' Teachings, tested Jesus by asking, 'Teacher, which commandment is the greatest in Moses' Teachings?' Jesus answered him, '_____ the Lord your God with all your heart, with all soul, and with all your mind.'*"

Contestant, what word fills in the blank? (*Love.*) That is correct for the first blank. But to get all the points you must answer the second part as well. *“This is the greatest and most important commandment. The second is like it: _____your neighbor as you do yourself.”*

Contestant, what word goes in that blank? (*Love.*) Jesus concluded with this, *“All of Moses’ Teachings and the Prophets depend on these two commandments.”* The summary of the commandments is love. Ten points for the winner. These two contestants may be seated.

I need one new contestant from each team. This part of the game is called “Mystery Blanks.” Both contestants will be able to guess, for each one of these blanks, as much as they want and as often as they want even while I am giving the clues.

Here is the question: What are the three main uses of the Law or the Ten Commandments? The three answers are objects that symbolize how the law can be used. You will have to use your imagination.

1. The first use of the Law or Ten Commandments is to hold back evil in our society. This use of the Law is the reason God gave law to government. The law holds back people from acting completely evil with no regard for consequences. An object that reminds us that the law’s power to hold back an evil world is the same thing that holds back water. They make huge lakes behind them. Sometimes they block up rivers to make those lakes. One of the largest of these in the country is called the Hoover _____. (By now the students should have guessed “dam.”)

Right, “dam.” Just like a dam holds back water, God’s law is part of society’s way to hold back evil.

2. The second use of the Law or Commandments is that it shows our sin so that we know that we are sinful and in need of a Savior. The object that reminds us of this is something that we look into. With it we can see our reflection. You often have one of these in your bathroom and look at it when you comb your hair.

Right, mirror. The law acts as a mirror to show us our sin. We see how we have failed and how we need God’s forgiveness.

3. After we know Jesus as our Savior, we need to know what to do so that we can better follow him. What can we do to better

show our love for God and for others? The object that reminds us of this is something that we use that gives us directions when we are lost. Sometimes you keep them in the glove compartment of your car. It helps you find the way to your destination.

Right. A map. Like a map helps us find our way, the Law or Commandments help us find our way so that we can better serve God and show his love to others.

Team getting two of three gets the ten points.

Round Three:

Needed:

- *two large easels or paper taped to the wall*
- *two markers*
- *three small cards each with one of the following phrases:*
 1. *Have no other gods.*
 2. *Honor God's worship.*
 3. *Never murder.*

This round will be like the game Pictionary. I need two people ready to draw one person from each team. I'll show the contestants a commandment. Their job is to illustrate the commandment so, their team can guess the commandment. As they do, let's see what team can first identify the commandment.

After a team answers correctly, continue with the other phrases. Give ten points to the team that answers two of three.

Round Four:

For this round, I need two boys and two girls. Each pair will become a statue demonstrating a commandment. Then each team will have one chance to guess what that commandment is. Girls will not guess for the boys and boys will not guess for the girls. Each will have a different commandment to guess. I will give both teams 30 seconds to figure out what pose they will present to demonstrate their commandment.

Girls get "never gossip" and boys get "never steal." After 30 seconds, both teams strike a pose and freeze in that pose. Their teammates have one chance to guess the commandment indicated. Ten points to the winning team.

Round Five:

"Read my mind," is the title of this round.

Have one boy and one girl come forward to try to guess what the rest of their teammates will answer. After you read a question, have the student record his/her answer on a piece of paper.

Boys, here is your question. “What are the top two ways that people take the Lord’s name in vain?” Meet amongst yourselves and come up with two answers while our mind reader will write down two of his answers. If you can get either one of them the same, you will win points.

Girls, here is your question. All the other commandments other than coveting deal primarily with what to do and not do. Coveting is different. This commandment isn’t about actions. It is a sin of what? (*Desire of the mind.*) Girls, consider your answer. We’ll see if you can come up with the right answer and our mind reader can read your thoughts.

Tally up the scores and award candy to the both teams.

Hunkel’s Conclusion

I have sure enjoyed having you on my show these last few weeks. I hope you have found the Ten Commandments to be **good for God and good for you.*

One thing is for sure, none of us has ever kept the Ten Commandments perfectly. Because of that fact, we need someone who could do that for us. That someone is God’s only Son Jesus. He kept the Ten Commandments perfectly and was the only person who did not deserve to die or be punished for sins. But, he died on the cross, anyway. He was punished for sin in our behalf. All of us have failed to keep the commandments. But Jesus died for our sin so that we could receive forgiveness. Because he did, we are free to have a friendship with God forever and to love God and love others.

Let’s pray.

Heavenly Father, thank you for giving us what is good for us, and that is your Law, your Ten Commandments. We are sorry for the times we have failed to keep these commandments and know that it is serious when we do. It can hurt us and other people.

We ask forgiveness, Jesus, and for your power to take these commandments seriously. Help us to do that. In Jesus’ name, Amen.

Phrases for Game:

Have no other gods.

Honor God's worship.

Never murder.

Appendix A

The Ten Commandments – Augustine Numbering

(Used by Roman Catholics and Lutherans)

Number	Commandment	For the memory game, picture...
1st	"You shall have no other gods before me. You shall not make for yourself a graven image."	...a big, fat, stone idol. Out of it's mouth flows the ...
2nd	"You shall not take the name of the LORD your God in vain."	large block letters, N-A-M-E. They float down and land on a long, wooden church bench.
3rd	"Remember the Sabbath day, to keep it holy."	The church bench begins to move.
4th	"Honor your father and your mother."	Your parents are pulling it! Where is it going?
5th	"You shall not kill."	They are pulling it across a very large knife!
6th	"You shall not commit adultery."	The knife falls and stabs through a Playboy magazine.
7th	"You shall not steal."	A huge fist grabs the magazine! Then...
8th	"You shall not bear false witness against your neighbor."	two very red ears come out of each side of the fist .
9th	"You shall not covet your neighbor's household."	Pop, one arm comes out and reaches for a lady driving a sports car, then, pop...
10th	"You shall not desire anything that is your neighbor's."	the other arm reaches for her house.

Narration

For the memory game, picture a big, fat, stone idol. Out of it's mouth flows huge block letters... N-A-M-E. That spells "name." The letters now float down and land on a long, wooden church bench. The church bench begins to move! Your parents are pulling it! Where is it going? They're pulling it across a very large knife. The knife falls and stabs through a Playboy magazine. A huge fist grabs the magazine. Then, two very red ears come out of each side of the fist. POP! One arm comes out and reaches for a lady driving a sports car, then, POP, the other arm comes out and reaches for her house.

Appendix A1 – Augustine Numbering: Ten Commandments Craft

LOVE GOD...

- 1. Keep God #1**
- 2. Honor God's name**
- 3. Honor God's worship**

LOVE OTHERS

- 4. Honor parents**
- 5. Never murder**
- 6. Never commit adultery**
- 7. Never steal**
- 8. Never gossip**
- 9. Never covet someone's household**
- 10. Never desire someone's stuff**

The Ten Commandments – Orthodox Numbering

(Used by Greek Orthodox and most Protestant churches)

Number or Word	Commandment	For the memory game, picture...
1st	“You shall have no other gods before me.”	...a big, fat, stone idol. Someone is...
2nd	“You shall not make for yourself a graven image.”	...hitting the idol with a chisel.
3rd	“You shall not take the name of the LORD your God in vain.”	Some large block letters, N-A-M-E, float out of the idol’s mouth...
4th	“Remember the Sabbath day, to keep it holy.”	and land on a long, wooden church bench. What is happening?
5th	“Honor your father and your mother.”	It is being pulled by your parents!
6th	“You shall not kill.”	They are pulling it across a very large knife.
7th	“You shall not commit adultery.”	The knife falls and stabs through a Playboy magazine.
8th	“You shall not steal.”	A huge fist grabs the magazine! Then, pop...
9th	“You shall not bear false witness against your neighbor.”	two very red ears come out of the big fist. And...
10th	“You shall not covet your neighbor’s household or you shall not desire anything that is your neighbor’s.”	out of the ear comes an arm that reaches for a lady in her house.

Narration

For the memory game, picture a big, fat, stone idol. Someone is using a hammer and chiseling pieces out of the idol. Out of the idol’s mouth flows huge block letters... N-A-M-E. They spell “name.” The letters now float down and land on a long, wooden church bench. The church bench begins to move! Your parents are pulling it! Where is it going? They’re pulling it across a very large knife. The knife falls and stabs through a Playboy magazine. A huge fist grabs the magazine. Then, two very red ears come out of each side of the fist. Then, all of a sudden, one arm comes out of the ear and reaches for a lady in her house.

Appendix B1 – Orthodox Numbering: Ten Commandments Craft

LOVE GOD...

- 1. Keep God #1**
- 2. Make no idols**
- 3. Honor God's name**
- 4. Honor God's worship**

LOVE OTHERS

- 5. Honor parents**
- 6. Never murder**
- 7. Never commit adultery**
- 8. Never steal**
- 9. Never gossip**
- 10. Never covet someone's family or stuff**