



Date: _____
Series: God is Our Rescuer
Summer Year 2, Lesson 8

What Rescued People Do

Take Home Point: *God shows us the best path to follow—the Ten Commandments

*Repeat this phrase throughout the lesson.

Bible Event: Exodus 19-20. The giving of the Ten Commandments

Key Verse: Psalm 119:35, “Lead me on the path of your commandments, because I am happy with them.”

We will help kids know:

- God gives us the Ten Commandments to follow because it is the best way for us to live.
- We want to follow God’s path because he rescued us and freed us from our slavery to sin.
- There are consequences when we disobey, but God forgives us and keeps us on his path.

We will help kids feel:

- The tension of being tempted to do what God would not want us to do.
- Satisfaction when we do try to obey what he wants.
- Love and fear (awe) for God so they would want to do what he wants.

We will help kids do:

- Identify those areas in their lives that tempt them to get off the path of following Jesus.
- Pray and receive the powerful love of Jesus in all they do.

Kingdom Quest Year 2 - Lesson 8 - 1

THIS LESSON'S ROADMAP

DESTINATION	PAGE #	DISCOVERIES ON YOUR JOURNEY	SUPPLIES NEEDED
Small Group Warm-Up 	3	By playing "Adventure Path," children realize that there are many temptations in life. They learn that <i>*God shows us the best path to follow – the Ten Commandments.</i>	<ul style="list-style-type: none"> • masking tape • candy • bowl • platter of cookies that look delicious but taste terrible • bucket with a mousetrap • quarter glued to cardboard • freestanding board • washable paint • freestanding cardboard box with a small peephole • bucket with water • ping-pong balls • water shooters with limited amount of water • water shooter full of water • bucket of balls • basket or bucket • enter and warning signs (see lesson)
Large Group 	5 8 9 11	<p>Overview</p> <p>Puppet Presentation: "Gordy Stays On the Path" ---Gordy shares how he succumbed to temptation and strayed off of the path in Small Group Warm-Up.</p> <p>Dramatic Presentation: "God Shows Us the Best Path to Follow—The Ten Commandments."</p> <p>Puppet Conclusion: "Gordy Stays On the Path"---Gordy is reminded of who gives us the power to stay on God's path.</p>	<ul style="list-style-type: none"> • masking tape • wagon • cross to hang around a child's neck or a large cross sticker • each one of the Ten Commandments written on a sheet of 8 ½ x 11-inch paper (See page 13 for the "Contemporary Translations of the Ten Commandments" for a list of the commandments.)
Small Group Application 	5	Life is a journey. The kids make maps showing different temptations and the commandment that matches the activity. This reinforces the take home point.	<ul style="list-style-type: none"> • sheets of butcher paper or newsprint (one sheet for 2-3 children) • markers • a copy of "Contemporary Translations of the Ten Commandments"

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.

The Adventure Path is a simulated game in which children will be asked to follow a winding maze of masking tape on the floor. The children must have their feet on the masking tape at all times. However, there will be various enticements along the path that will tempt the children to step off the masking tape.

The twist to these temptations is that they, while looking appealing, will have a less than appealing consequence. For example, if a child sneaks off the path to have some cookies that look delightful, those cookies actually taste terrible. Or if a child picks up a piece of candy from a plate, there is a thin film of petroleum jelly on the wrapper.

Coaches need to decide when the children participate in the Adventure Path. Will it be when the children first arrive and the path leads to their small group or room? Will it be after they have met as a group and move to a new place where the path is set up? In either case, make the directions clear.

Directions for the Adventure Path:

1. A sign at the beginning of the path should read, "Welcome to the Adventure Path! Keep both feet on the path at all times."
2. Verbal directions are as follows: "You will be entering the Adventure Path. Like all adventures, there will be choices to make along the way. You are free to move along the path and make any choices you would like. Remember that all the way through you should stay on the path with both feet."

Feel free to create your own temptations. Here are some ideas to get you started.

1. Place some candy along the path and beyond the reach of the path. Have some children collect those along the path. Others who miss getting candy along the path will be eager to step off the path to get theirs. One way of doing this would be to have a bowl of candy near the path with a sign attached that reads, "Each child may have three."
2. A platter of cookies with a sign that reads "Free cookies! Take one!" These cookies actually taste terrible.
3. A bucket with a sign that reads "Danger! Do not touch!" Inside the bucket is a mousetrap that cannot be seen from the path. Children would have to leave the path to see what is so dangerous.
4. A quarter lying on the ground. The quarter may be glued to a piece of cardboard or a piece of paper.

For a super deluxe path you might add the following temptations.

1. A freestanding board with wet paint on it saying, "Wet paint. Do not touch." The paint will not be a permanent staining paint but *will be* wet.
2. A freestanding cardboard box with a hole in it. Next to the hole will be a sign that reads, "Don't look in here whatever you do." A costumed character inside might shake his finger at the kid who looks inside.
3. A bucket of ping-pong balls with the bottom filled with water. The sign reads, "Can you guess what's underneath these ping-pong balls?"
4. Water shooters placed at different locations along the path. If a child goes to pick up the water shooter, a shepherd in hiding will squirt the child. The child's water shooter will have a limited amount of water so that the child loses the probable skirmish.
5. A bucket of balls to shoot at a basket or bucket off the path. The problem is, once these balls are shot, the only way to retrieve them is to step off the path.

After the experience, gather your group and ask them questions that will help them talk about the choices and the effect of the choices.

What happened along your adventure?

What kind of choices did you make?

What made it easy to get off the path? (*I saw things I wanted. I saw others doing it.*)

What made you want to stay on the path? (*I knew that's what I was supposed to do.*)

What happened when you made choices that took you off the path?

What happened when you made choices that kept you on the path?

Today we will learn that ****God shows us the best path to follow—the Ten Commandments.***

Large Group Overview: 20-30 minutes



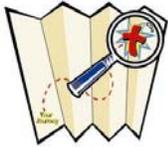
Purpose: *Help kids observe what the Bible says. Present the Bible event in creative fashion. Help kids begin to interpret what it means.*

Puppet Presentation: “Gordy Stays On the Path”---Gordy shares how he succumbed to temptation and strayed off of the path in Small Group Warm-Up.

Dramatic Presentation: “God Shows Us the Best Path to Follow—The Ten Commandments.” The presenter demonstrates how the ride of life can be bumpy if we veer off of the path God gave us, the Ten Commandments.

Puppet Conclusion: “Gordy Stays On the Path”---Gordy is reminded of who gives us the power to stay on God’s path.

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?

Have kids look up and read Exodus 19:1-6.

Where did Moses go to talk to God? (*Exodus 19:2-3, 20-21. He went up the mountain in Sinai.*)

Why did God say the people should obey his commandments? (*Exodus 19:5. To show the whole world that the Israelites were God’s “own special possession.”*)

Interpretation Questions: What does this mean?

Why do you think God chose the mountaintop as the meeting place to talk to Moses? Why do you think God was giving his people **direction for their lives**? (*He wanted them to be different than other nations that worshiped false Gods. The Israelites had been slaves to the Egyptians and had no government of their own. God was now their leader and ruler.*)

Application Questions: What does this mean to me?

Have the children turn to Exodus 20 in their Bibles.

Look at the first part of this chapter. This is where the Ten Commandments are found. Read on your own until you think you have found one of the commandments. Then raise your hand and read it to the group.

For younger children read the passage out loud and ask them to raise their hands when they *hear* a commandment read.

After a child reads (or hears) a commandment, ask the following.

Who can give an example of a way we could keep this commandment by something we do or by something we choose not to do?

Continue discussion for four or more commandments, then give the following instructions.

Application Activity:

Supplies:

- *sheets of butcher paper or newsprint (one sheet for 2-3 children)*
- *markers*
- *copy of "Contemporary Translations of the Ten Commandments"*

We are going to divide into groups of three so you can make your own road map. You will have a sheet of butcher paper and some markers. Draw a cross in the center of your paper. Then draw a road on your paper that goes from one end to the other and intersects your cross. Make the road wide enough so you can write commandments on the road.

Read the commandments and put them in your own words. Write each commandment in one section of the road. If three of you are doing this, you might have several different commandments written on your road.

Outside the road, write down examples of temptations or sins that would pull us off the path of the Ten Commandments. Then you can decorate your road map any way you wish.

As kids finish up their Ten Commandments road, continue with:

Do you know there is only one person who stayed on God's path perfectly and kept all of God's commandments? Do you know who that is?

Yes, his name is Jesus. That is why we have the cross in the middle of our paths. Jesus died for us because we cannot stay on God's path perfectly. He is our rescuer. Jesus not only freed us from the consequence of our wrong doing, but he is also our perfect example. He helps us stay on that God's path.

Our key verse for today from Psalm 119:35 says, *"Lead me on the path of your commandments, because I am happy with them."*

How can we be happy on the path of God's commandments? *(Because it is the best way to live. Since Jesus rescued us, we want to serve God with our love and obedience.)*

Today we learned that **God shows us the best path to follow—the Ten Commandments.*

Closing Prayer:

In closing prayer invite all to silently confess ways in which they have gotten off the path in the last week or two. Announce God's grace and forgiveness to them because of Jesus. Now ask that they would pray and share aloud some of the things they could do to better love God and love others.

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Large Group Presentation: 20-30 minutes

Gordy Stays On the Path

Puppet Presentation

Supplies:

- *masking tape*
- *wagon*
- *cross to hang around a child's neck or a large cross sticker*
- *each one of the Ten Commandments written on a sheet of 8 ½ x 11-inch paper*

The presenter pretends he is walking and balancing as he is trying to keep both feet on a path. From here, he begins the presentation.

Presenter: **Good morning, boys and girls! How did you do with staying on the path? Sometimes it's kind of tricky, isn't it?**

Gordy: *(Appears.)* Tricky? I'll say! I was tricked when I got off the path to pick up that quarter. It was glued to paper *(or cardstock)*.

Presenter: **Gordy, you shouldn't have been off the path anyway.**

Gordy: Well, there shouldn't have been a quarter there!

Presenter: **But that's the way it is with temptation. When we go through life we are often tempted with things God doesn't want us to do.**

Gordy: Yeah, but he doesn't glue down quarters!

Presenter: **He does tell us when we get off the path of following him and his commands, we usually have bad consequences.**

Gordy: What was I supposed to do? Just walk on by and leave the quarter there?

Presenter: **Exactly!**

Gordy: You're no fun. You would probably also say I shouldn't have gotten that candy.

Presenter: **Did you step off the path to get it?**

Gordy: Of course I did.

Presenter: **Then you shouldn't have gotten that candy.**

Gordy: What is that going to hurt? After all, there were some other kids who did it. *(Name specific children, if possible.)*

Presenter: It might be hard, but don't you see? When we get off God's path, we usually have bad consequences. That's why God wants us to stay on his path so we don't get hurt by our own bad decisions.

Gordy: But I don't think I can stay on the path!

Presenter: Gordy, let me read to you something that might help. This is the Bible event of how **God shows us the best path to follow—the Ten Commandments.*

God Shows Us the Best Path to Follow— The Ten Commandments

Dramatic Presentation

Presenter: This is from the Bible in Exodus 19 and 20.

Two months after the Israelites left Egypt, God led them to the wilderness of Sinai. Now they stood in front of the mountain on which God had appeared to Moses as a burning bush. On this great walled mountain God would give to Moses and his people directions for how to stay on God's path. Does anyone remember the name of this mountain? (*Mount Sinai or Mount Horeb.*)

Moses went up this mountain to talk to God. God told him to say to the people, "You have seen how I rescued you from slavery in Egypt and how I have carried you and brought you to myself. Now if you obey me and keep my contract with you, out of all the nations you will be my treasured possession."

So Moses went back to the people and told them this. The people were willing to do everything the Lord had said.

Then God once again called Moses up the mountain so God could meet with him. This time Moses took Aaron, his brother, who was the priest. Aaron's two sons and 70 other leaders went up the mountain. No one else was allowed to go. All these men saw the glory of God. They did not see the fullness of his glory, but they saw how wonderful and majestic God was.

The Lord told Moses, "Come up to me and stay with me. I will give you tablets of stone with the laws and commands I have written for the people's instruction."

So Moses told Aaron and the leaders to care for the people while he was with the Lord. Moses took Joshua with him and climbed the mountain.

While Moses was on the mountain a cloud came and covered it for six days. On the seventh day the Lord called from the cloud. He invited Moses to come inside the cloud to be in his presence. To all the Israelites this cloud on the mountain looked like a consuming fire and they were scared.

Moses stayed on the mountain for 40 days and 40 nights. During that time, God carved the Ten Commandments on tablets of stone. We have those same commands today. When we follow those commandments, it's just like staying on the path that God wants us to follow.

Let me show you what I mean. I need a volunteer from the audience. My volunteer will need to get into this wagon and get ready to move down this path. This person in the wagon is like every person's life because we are on a journey.

Which way shall we go? We need a path to follow so we can go the right way. What is the path? The path is the Ten Commandments. These are rules for living that show us the way God wants us to live.

Anyone can travel off the path, but that wouldn't be good. When we travel on the path, we are doing what God wants. This path is like our roadmap for life. Let's read these commandments.

In advance, have each commandment printed on a sheet of 8 ½ x 11-inch paper (See "Contemporary Translations of the Ten Commandments" for a list of the commandments).

After each commandment is read, place the paper in front of the wagon to create a path. (The wagon remains stationary at this point.)

Now we need to get the wagon to follow the right path. Who do you think gives us the power to travel the best path? Yes, it's Jesus. Picture yourself in the wagon and Jesus giving you the power to move down God's path. Jesus has power because he perfectly obeyed the commandments when he came as God's Son to live as a person.

Jesus gave his life to die on the cross for all the times we have gotten off the path. He paid for our sins. Because of that, he

gives us the power of forgiveness that helps us *want* to do what is right and follow him.

Ask another volunteer to come forward and place a cross on him. He will be the Jesus character who pulls the wagon along the path.

Will we ever be tempted to get off the path and not do what God wants? Of course. But it would be like us pulling the handle out of Jesus' hand and steering the wagon off the path. It can be pretty bumpy off the path.

The presenter can shake the wagon to show how bumpy it can be when commandments are broken.

What are some temptations that we may face?

People from the audience can give examples such as, "If my mom tells me not to play ball in the street but we don't listen." Each time an example is given, the presenter can shake the wagon.

Whenever we fail and stray off of the path, Jesus offers us forgiveness. **God can show us the best path to follow—the Ten Commandments.*

Gordy Stays On the Path

Puppet Conclusion

Gordy: That's cool! Can I ride in the wagon?

Presenter: Maybe later, Gordy. The wagon is just to show us how we can stay on the path. Do you understand?

Gordy: Yeah! We're supposed to run over those pieces of paper because if we get off the path, it gets bumpy and you shake us up.

Presenter: That's because it's a bumpy ride when you get off the best path to follow—the Ten Commandments. Psalm 119:35 says, "*Lead me on the path of your commandments, because I am happy with them.*"

Gordy: Yeah, I understand. **God shows us the best path to follow—the Ten Commandments.* But I still want to ride in the wagon!

Presenter: And I suppose you want me to pull you?

Gordy: Sure!

Presenter: Okay. Before I do that, tell me who I am like in this picture. If riding in the wagon is like living your life and the Ten Commandments is the path God wants you to follow, who gives you the power to follow that path?

Gordy: You do!

Presenter: No. Who pulls the wagon?

Gordy: A volunteer from the audience?

Presenter: No, Gordy. Who gives us the power to stay on the best path, the power to keep the commandments?

Gordy: Well, let me see...

Presenter: He also has the power to forgive us.

Gordy: Okay, that would be...

Presenter: You know. He lives in our hearts when we trust him.

Gordy: Well, uh...

Presenter: Gordy, you know this. He is God's Son.

Gordy: I'm trying to think...

Presenter: His name starts with "J."

Gordy: Oh, I have it! Jonah!

Presenter: Gordy! What do you mean?

Gordy: Oh, I was just teasing. We all know it's Jesus who gives us the power to stay on the path. Now how about that wagon ride?

Presenter: We'll do it right after Kingdom Quest. Why don't you close us with prayer.

Gordy: Okay. Dear Jesus, thank you for giving your life for us so we would have the power to follow the very best path and that's the Ten Commandments. Thank you that you walked perfectly on the path before us. If we get off the path and the road gets bumpy, give us forgiveness and bring us back on the path of the Ten Commandments and following you. In Jesus' name, Amen.

Contemporary Translations of the Ten Commandments

Please note that different church bodies number the commandments in different order. Lutherans, Episcopalians, and Catholics typically number them as follows:

1. You shall have no other gods.
2. You shall not misuse God's name.
3. Keep the Sabbath day holy.
4. Honor your father and mother.
5. You shall not murder.
6. You shall not commit adultery.
7. You shall not steal.
8. You shall not give false testimony.
9. You shall not covet your neighbor's house.
10. You shall not covet your neighbor's wife or anything else that belongs to your neighbor.

Church bodies such as Baptist, Methodist, and Evangelicals typically number the commandments as follows:

1. You shall have no other gods.
2. You shall make no graven images.
3. You shall not misuse God's name.
4. Keep the Sabbath day holy.
5. Honor your father and mother.
6. You shall not murder.
7. You shall not commit adultery.
8. You shall not steal.
9. You shall not give false testimony.
10. You shall not covet your neighbor's house, wife, or anything else that belongs to your neighbor.