Lesson Legend

Prepare

Say

Do Note

WELCOME STATION

Student Arrival (5-10 minutes)

- Put on name tag.
- Say any verses memorized.
- Get one sticker for each verse quoted; five verses possible for the week.
- Get one sticker for attendance; five attendance days possible for the week.
- Get one sticker for each visitor brought; unlimited possibilities.

Icebreaker (10-15 minutes): Have everyone stand in a circle.

- Prepare: Bring a bean bag.
- Prepare: Be prepared with transportation ideas for students that may need help.
- Say: "We will be learning the Roman's Road. As a fun way to get to know one another we will play a travel game."
- ✓ Do: Play "Name Your Transportation" game as described below.
 - 1. Start the game by holding a bean bag and stating your name and a pretend form of transportation. The way of travel must begin with the same letter as your first name and must be acted out. Example: "My name is Ian and I will travel on Ice skates. (Notice, Ice skates starts with an 'I' as does Ian.)" Pretend to ice skate.
 - 2. Hand the object to the person on the right who must repeat your name, transportation, and action and then must state his/her own name and transportation with action. Example: "His name is Ian and he will travel on ice skates. (Pretend to skate.) My name is Hannah and I will travel on a horse. (Pretend to ride a horse.)"
 - 3. Continue around the circle with each person repeating the name, form of transportation, and action of the person on his/her left and then sharing his/her own name, form of transportation, and action. Go around until everyone has had a turn.
- o Note: Remember, the game should be fun silly forms of transportation are okay.

Transition

- Say: "Now we will travel to our Roman's Road Station. We will travel in a line, but everyone must pretend they are using their own form of transportation as we go."
- ✓ Do: Lead students to lesson area, performing the action that you used in the game.

ROMAN'S ROAD STATION

Songs (10 minutes): Have students stand in rows facing the leader.

- Say: "We will be memorizing the Romans Road: five verses found in the Bible in the Book of Romans. We will learn the verses as songs sung to familiar tunes."
- ✓ Do: Sing the following songs.
 - 1. Romans 3:23 to the tune of "London Bridge is Falling Down"
 - 2. Romans 6:23 to the tune of "The Farmer in the Dell"
 - 3. Romans 5:8 to the tune of "Have You Ever Seen a Lassie"
 - 4. Romans 10:9 to the tune of "BINGO"
 - 5. Romans 5:1 to the tune of "Yankee Doodle"

- Note: For each song, allow a different student to stand up front holding the song sign for students to follow. Use this as an opportunity to reward well-behaved students.
- Note: Repeat each song 2 or 3 times.

Transition

- Say: "Let's get ready for the lesson. Sit down and say what I say and do what I do."
- ✓ Do: Lead students in the following rhyme, performing the rhyme with your hands.
- Say: "Shut them, open them; shut them, open them; give a little clap; shut them; open them; shut them; open them; fold them in your lap."

Lesson (10 minutes): Have students sit in rows facing the leader.

- Prepare: Mark the Scriptures to be read and practice reading expressively using different voices for the different characters. If possible have multiple leaders practice reading, representing the different characters.
- Say: "Our first verse on the Roman's Road is Romans 3:23 'for all have sinned and fall short of the glory of God.' We are going to read about the first sin. Before we start, let's pray and ask the Lord to help us to understand His Word."
- ✓ Do: Open in prayer.
- ✓ Do: Read the following Scriptures. Genesis 1:1, 26a; 2:15-18; 21-23; 3:1-19; Romans 5:12 If possible have multiple leaders read, representing the different characters: God, Adam, Eve, Serpent, and Narrator. If this is not possible, leader should read expressively using different voices for the different characters.

Questions (10 minutes)

- Say: "Let's see how well you remember the lesson. I will ask a question, if you know the answer, stand up. I will choose someone that is standing to share the answer."
- ✓ Do: Ask the following questions and allow students to answer.
 - Adam and Eve were commanded to NOT eat the fruit of the tree of the knowledge of good and <u>blank</u>. (Evil)
 - 2. What did God say would happen if they ate the fruit of this tree? (They'd die.)
 - 3. The serpent said, "You shall blank surely die." (Not)
 - 4. Did Eve believe the serpent? (Yes)
 - 5. When Adam and Eve ate the fruit of the tree of the knowledge of good and evil, who were they disobeying? (God)
 - 6. When God cursed Adam He said, "...you are dust and to dust you shall return." What do you think this means? (You will die.)
 - 7. By saying that Adam and Eve would NOT die, the serpent was saying that God was a liar because God had said that they WOULD die. Who was the real liar God or the serpent? (The serpent)
 - 8. Romans 5:12 explains that sin and death spread to all men through Adam. The first verse of our Romans Road to Salvation, Romans 3:23, says, "for <u>blank</u> have sinned and fall short of the glory of God." (All)

Application (10 minutes)

Object Lesson

- Prepare: Bring contrasting objects such as, clean cloth/dirty cloth, fresh fruit/rotten fruit; pure water/murky water; working item/broken item, etc.
- Say: "I am going to show you two objects and I want you to raise your hand if you can tell me how the objects are different from each other."
- ✓ Do: The following object lesson.
 - 1. Hold up the prepared objects and allow students to describe how they are different. You may allow students to stand up front holding the items for others to see.
 - 2. Read aloud Romans 3:23 "for all have sinned and fall short of the glory of God."
 - 3. Lead a discussion including the following information:
 - ➢ God is perfect; He is righteous.
 - > Sin is anything that breaks God's law, anything that is opposite of God's nature.
 - Adam and Eve lived in a perfect world until they sinned by disobeying God.
 - The consequence of that sin was corruption and death to the whole world.
 - All people have broken God's law by sinning, such as lying, disobeying, hating others... "all have sinned;" no person is perfect.
 - Only God has never sinned; only God is perfect.
 - 4. Show students the objects again. Continue discussion as follows.
 - Say: "Which of the objects are more like sinful man?"
 - Note: Guide students to understand that all men are sinful and are more like the dirty cloth, rotten fruit, murky water, broken item, etc.
- ✓ Do: Close the lesson time in prayer. Pray that God will help students to understand their lost and sinful condition.

Transition

- Say: "Now we will travel to our Pit Stop. We will travel in a line, but as before, everyone must pretend they are using their own form of transportation as we go."
- ✓ Do: Lead students to lesson area, performing the action that you used in the intro game.

PIT STOP

Snack (15 minutes): Have students sit in one or more circles.

- Prepare: Bring easily served snacks such as juice boxes with crackers.
- Say: "Raise your hand if you need to use the restroom."
- ✓ Do: Take a group of students for a bathroom break. Remind them to wash their hands.
- Say: "Before we eat let's thank God for our food. Optional prayer to say in unison: 'God is great. God is good. Let us thank Him for our food. By His hands we are fed. Give us Lord our daily bread. Amen.'"
- ✓ Do: Serve the snacks and allow students time to relax.
- ✓ Do: Have students help with clean up.

<u>Day 1</u>

Transition

- Say: "We are going to divide into two groups. 8 years and older will play a game while those that are 7 years and younger will do a craft. Then we will switch."
- ✓ Do: Divide students and move to the craft and game stations. As before, lead students performing the action that you used in the icebreaker game.

GAME STATION

Game (20 minutes)

- Prepare: Make a large arrow or picture of an arrow.
- Say: "We are going to play a game called 'Arrows.' I will hold up an arrow. Whatever way the arrow is pointing, you will put both of your arms up or out in that direction."
- ✓ Do: Hold the arrow facing different directions. Change directions faster and faster as students try to follow the direction with their arms.
- Say: "Now I am going to hold up the arrow, but this time you are going to make your arms go the opposite direction. If the arrow points up, you will point down, etc."
- ✓ Do: Hold the arrow facing different directions. Change directions faster and faster as students try to go the opposite direction with their arms.
- Say: "This time you are going to need to listen carefully because I will say 'same' or 'opposite' when I change the direction of the arrow and you will have to follow the directions to either point the same way as the arrow or the opposite way of the arrow."
- ✓ Do: Hold the arrow up facing different directions. Say 'same' or 'opposite.' Change directions faster and faster as students try to follow the direction with their arms.
- Note: Game can be adapted so that students must face their whole body in the correct direction, not just their arms. Example: stand up, squat, turn right, turn left...
- Note: Adapt game speed and difficulty to the age group.
- Note: After students understand the game, capable students can be allowed to take turns leading the game.

Transition

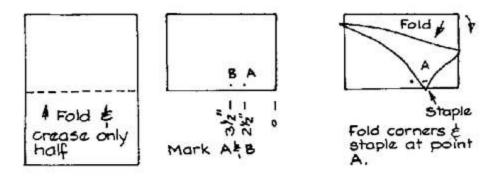
- > Say: "That was fun. Now let's move to the (craft or closing) area."
- ✓ Do: As before, lead students performing the action that you used in the intro game.

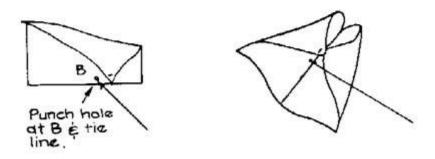
CRAFT STATION

Craft (20 minutes)

- Prepare: Bring for each kite 1 sheet of copier paper and sewing thread. Also have ready simple art supplies, a stapler and a hole-punch.
- Prepare: Make a sample for students to copy.
- ✓ Do: Lead students to make a Simple Paper-fold Kite.
 - 1. Color both sides of a sheet of paper using markers. Make shapes, swirls, designs, etc.
 - 2. Fold the sheet of paper in half.
 - 3. Mark two points, A and B on the folded edge of the paper. Point "A" should be 2 1/2 inches from the end, and point "B", 3 1/2 inches." (Note: See illustration.)

- 4. Fold the top corners of the page to point A and staple them in place. Do not crease the paper. Just bend it back.
- 5. Punch a hole at point B and attach you flying thread.
- 6. Hold onto your thread tightly and run. Your kite will fly behind you.
- o Note: Have a safe place for students to store their kites until it is time to go home.





Transition

- > Say: "That was fun. Now let's move to the (craft or closing) area."
- ✓ Do: As before, lead students performing the action that you used in the intro game.

Closing (5 minutes)

- Say: These are the Roman's Road steps...
 - 1. The first step is to understand that you are a sinner in need of salvation.
- ✓ Do: Close in prayer. Pray that the Lord will bring everyone back safely to the next lesson.
- Say: "Remember to practice your memory verses and to invite your friends to join us."