

Unit 5 – Lessons 85, 87, 89–92, 102, 106-109

Quiz Questions

1. How many pots were filled at the wedding in Cana?
2. What miracle did Jesus do at the wedding?
3. Which two men went to the temple to pray?
4. Why did God listen to the tax collector?
5. How did a paralysed man manage to see Jesus?
6. Why were the Pharisees angry with Jesus?
7. How did Jesus help the widow of Nain?
8. Why were the mourners surprised when Jesus touched the dead man?
9. What did Jesus say to calm the storm?
10. What parable did Jesus tell the lawyer who asked the question “Who is my neighbour?”
11. What happened to the traveller in the parable?
12. What did the prodigal son get from his father at the beginning of the parable?
13. Why did the prodigal son decide to go home?
14. How much money was each of the labourers in the vineyard paid?
15. Why were some of the labourers angry?
16. On what sort of animal did Jesus ride into Jerusalem?
17. What did the people spread on the road before Jesus?
18. Why did Jesus throw the merchants out of the temple?
19. How many of the virgins (bridesmaids) were wise?
20. Who were the virgins waiting for?

Activity 1: Parables and Miracles

Aim

To match the words on the cards with the correct parable or miracle

Equipment

- A set of Parables and Miracles word cards, copied onto card and cut out
- A set of Parables and Miracles Game Boards, copied onto card and cut out

Instructions

These resources can be used by individuals, teams or the whole class depending on numbers or ability.

Place all the words face down and jumbled up on the table.

Take turns to turn a word over and place it on the correct parable or miracle board.

'Jesus' should be put on each miracle board as he performed each one.



*Miracle:
The Wedding*

*Miracle:
Five Friends*

*Miracle:
The Widow's Son*

*Miracle:
The Storm*



*Parable:
The Vineyard Workers*

*Parable:
The Ten Bridesmaids*

*Parable:
A Pharisee and a
Tax Collector*

*Parable:
Lost and Found*



<i>best</i>	<i>filled</i>	<i>Mary</i>	<i>servants</i>
<i>six</i>	<i>steward</i>	<i>water pots</i>	<i>washing</i>
<i>brim</i>	<i>wine</i>	<i>pray</i>	<i>God</i>
<i>himself</i>	<i>boast</i>	<i>paralysed</i>	<i>tithe</i>
<i>Cana</i>	<i>sinner</i>	<i>forgive</i>	<i>humble</i>
<i>temple</i>	<i>exalted</i>	<i>self-righteous</i>	<i>roof</i>
<i>Jesus</i>	<i>house</i>	<i>fast</i>	<i>friends</i>
<i>mat</i>	<i>walk</i>	<i>lowered</i>	<i>crowd</i>
<i>sins</i>	<i>forgiven</i>	<i>Jesus</i>	<i>healed</i>
<i>widow</i>	<i>son</i>	<i>compassion</i>	<i>crying</i>
<i>Jesus</i>	<i>coffin</i>	<i>raised</i>	<i>died</i>
<i>praised</i>	<i>crowd</i>	<i>touched</i>	<i>Nain</i>
<i>waves</i>	<i>afraid</i>	<i>calm</i>	<i>faith</i>
<i>disciples</i>	<i>asleep</i>	<i>property</i>	<i>stern</i>
<i>cushion</i>	<i>rebuke</i>	<i>evening</i>	<i>wind</i>
<i>sheep</i>	<i>wise</i>	<i>bridegroom</i>	<i>sweep</i>
<i>sons</i>	<i>squander</i>	<i>pigs</i>	<i>sorry</i>
<i>forgive</i>	<i>landowner</i>	<i>found</i>	<i>lost</i>
<i>ready</i>	<i>grapes</i>	<i>workers</i>	<i>denarius</i>
<i>grumble</i>	<i>marketplace</i>	<i>generous</i>	<i>fair</i>
<i>lost</i>	<i>first</i>	<i>wages</i>	<i>ten</i>
<i>five</i>	<i>ninety nine</i>	<i>foolish</i>	<i>coin</i>
<i>lamps</i>	<i>oil</i>	<i>asleep</i>	<i>midnight</i>
<i>trimmed</i>	<i>vineyard</i>	<i>door shut</i>	<i>Jesus</i>



Activity 2: Lightning Lists

Aim of the game

To list as many things associated with the story in 1 minute.

To gain bonus points for key elements

Equipment

- One set of Lightning Lists game cards, cut out.
- timer – 1 minute
- pen for each team or individual
- paper

Instructions

You can play this game either in teams or as individuals. Explain that you are going to give a key phrase (the title of the card) to everyone. The team or individual then has one minute in which to write down as many words which are associated with the phrase as possible. Explain that you have 5 key words which they are particularly looking for (key elements of the story) and if these are named then the team is awarded 2 points for each element. Each other word correctly associated with the story is awarded 1 point. The blank square could be used for the children to make their own game card.



<p><i>Water into wine</i> <i>John 2:1-11</i></p> <p><i>Key elements</i> <i>miracle</i> <i>wedding</i> <i>Mary</i> <i>Cana</i> <i>water jars</i></p>	<p><i>Pharisee and tax collector</i> <i>Luke 18:9-14</i></p> <p><i>Key elements</i> <i>prayer</i> <i>righteousness</i> <i>humility/humble</i> <i>proud</i> <i>sinner</i></p>	<p><i>Five friends</i> <i>Mark 2:1-13</i></p> <p><i>Key elements</i> <i>roof</i> <i>faith</i> <i>miracle</i> <i>forgive sins</i> <i>walk</i></p>
<p><i>The widow of Nain</i> <i>Luke 7:11-18</i></p> <p><i>Key elements</i> <i>dead son</i> <i>resurrection</i> <i>praise</i> <i>touched the coffin</i> <i>compassion/love</i></p>	<p><i>A story about forgiveness</i> <i>Luke 7:36-50</i></p> <p><i>Key elements</i> <i>two men</i> <i>debts</i> <i>cancelled/ forgave debts</i> <i>anointed</i> <i>pharisees house</i></p>	<p><i>Calming the storm</i> <i>Mark 4:35-41</i></p> <p><i>Key elements</i> <i>disciples</i> <i>boat</i> <i>sleeping</i> <i>afraid</i> <i>faith</i></p>
<p><i>Lost and found</i> <i>Luke 15</i></p> <p><i>Key elements</i> <i>coin</i> <i>son</i> <i>sheep</i> <i>forgiveness</i> <i>repentance</i></p>	<p><i>Vineyard workers</i> <i>Matthew 20:1-16</i></p> <p><i>Key elements</i> <i>vineyard</i> <i>penny</i> <i>equal wages</i> <i>grumbling</i> <i>generous</i></p>	<p><i>Jesus enters Jerusalem</i> <i>Luke 19:28-42</i></p> <p><i>Key elements</i> <i>donkey</i> <i>palm branches</i> <i>Hosanna</i> <i>wept</i> <i>King</i></p>
<p><i>Jesus cleanses the temple</i> <i>Mark 11:15-18</i></p> <p><i>Key elements</i> <i>buying and selling</i> <i>money changers</i> <i>selling</i> <i>house of prayer</i> <i>den of robbers</i></p>	<p><i>Ten bridesmaids</i> <i>Matthew 25:1-13</i></p> <p><i>Key elements</i> <i>lamps</i> <i>bridegroom</i> <i>waiting</i> <i>oil</i> <i>wise and foolish</i></p>	

