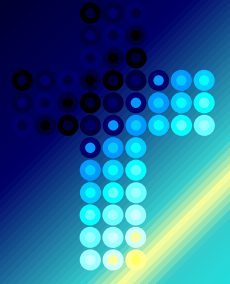


JESUS DISCOVERY PROJECT



RESOURCES

SERIES 1: JESUS THE RIGHTEOUS JUDGE RESOURCES

Exploring the gospel according to Matthew
Author: Eleanor Delpont

Jesus the Righteous Judge Resources by Eleanor Delport

First e-book edition 2022

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JESUS THE RIGHTEOUS JUDGE

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RIGHTEOUS JUDGE SESSION 1: MATTHEW 3:1-17

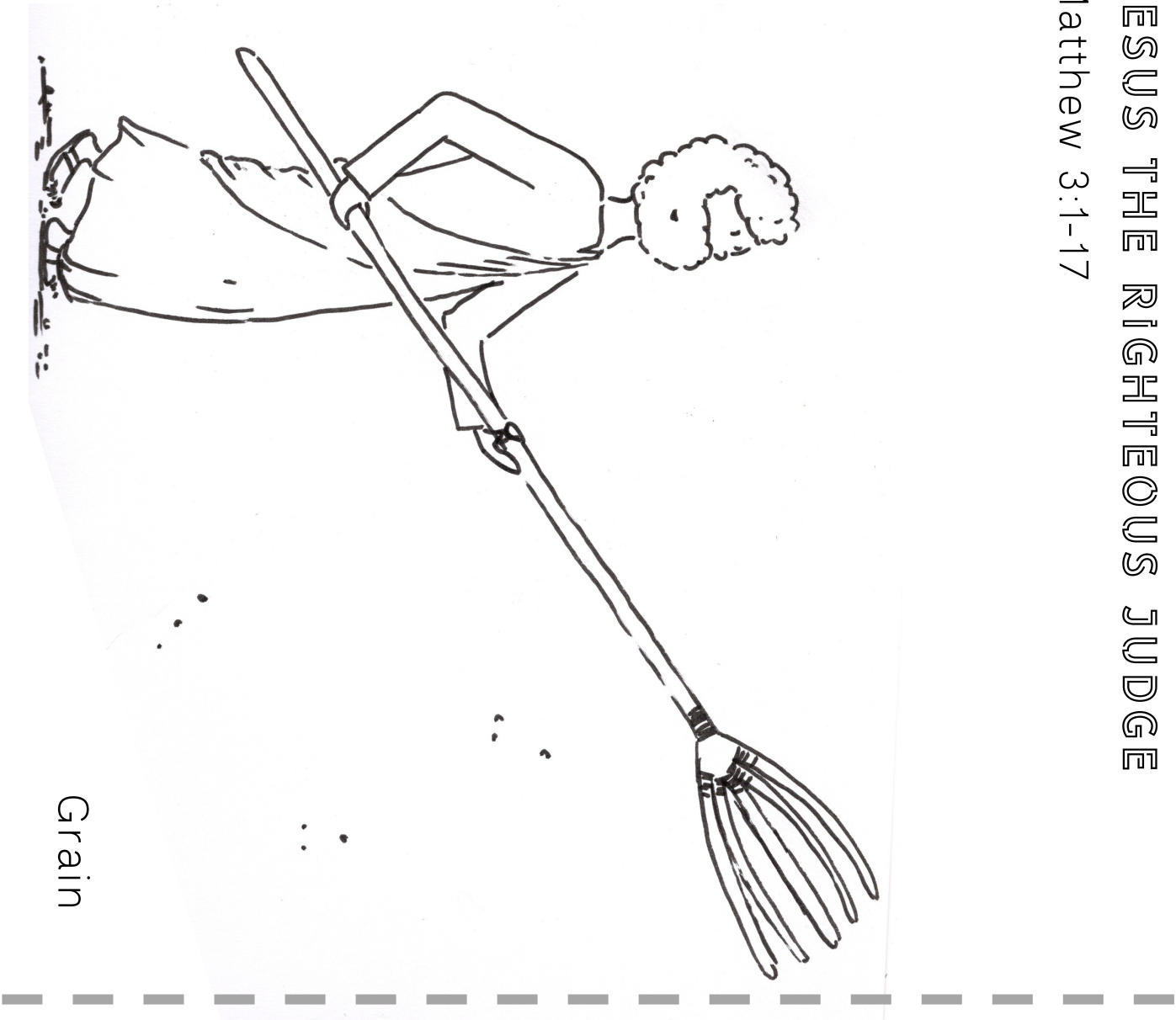
RESOURCE 1—WINNOWING FORK



A winnowing fork is used to throw wheat or other grains into the air. The straw or “chaff” is blown away by the wind. The grain falls down on the ground by the winnowers feet. It is a way of sorting the useful grain from the rest of the plant.

JESUS THE RIGHTEOUS JUDGE

Matthew 3:1-17



Grain

Straw

RESOURCE 3 — PEACE-MAKING AND REWARDS

You will need a bucket marked with a cross. A bag of black (or grey/red) duplo blocks, a bag of yellow duplo blocks, a bag of blue duplo blocks. (You could use lego bricks, number blocks or something else that has different colours that join to make a tower.) When you read “+Blue Y” add a Blue block to Your tower. “+ yellow A”, add a yellow to Alex’s tower; “+Black Both” add a black or grey/red if you are using these to both towers.

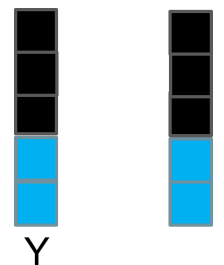
See Resource 3 for the script and instructions

I am going to tell you a story and whenever someone does something bad, we will add a black (/grey/red) block to their tower, when they do something kind even though it is difficult, we will add a yellow block and when they do normal things we will add blue blocks.

Your friend Alex came over for a sleepover. You had a lovely sleep and woke up in the morning to make breakfast. (Add a blue block to begin two towers, one for “You” one for Alex).



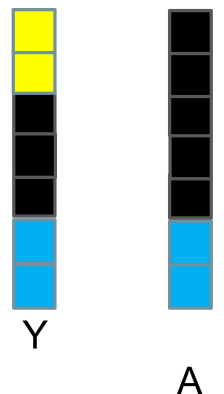
You got your bowls and cereal (+Blue Both), but Alex liked the look of your favourite chair and took it even though he knew it would upset you (+black A). You are angry and try to snatch it back (+black Y). Alex calls you a name (+black A). You call Alex a name (+black Y). You push Alex (+black Y). He pushed you (+black A).



If you keep being mean to each other, what colour do you think these towers are going to be? (Black)

What could you do to bring peace between you and Alex? (Listen to their ideas)

You decide to forgive Alex and say he can have the chair this morning. Now we will put on a yellow block, because you loved him even though it was difficult. (+Yellow Y) However, Alex still calls you a name! (+Black A) Do you think you should forgive him again? (Yes) (+yellow Y). But what if he is still mean? (+Black A) How many times do you think you should forgive him?

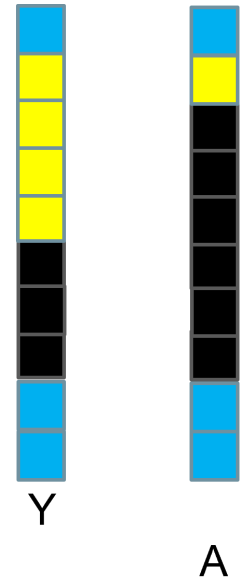


Peter asked Jesus that exact question. He said “Lord, how many times will my brother sin against me and I forgive him? As many as seven times?”

Jesus said to him, “I do not say to you seven times, but seventy times seven times.” (Matthew 18:21-22) That’s 490 times!!! In other words, keep on forgiving as many times as he hurts you.

So shall we forgive Alex? (+yellow Y). Even if Alex keeps being mean (+black A), we are going to keep forgiving (+yellow Y) and eventually Alex stops being mean and, even though it's hard, he says sorry (+yellow A). After breakfast you play lego together (+blues Both).

At what point did you act like a peacemaker in this situation? When you forgave and chose to love even though it was hard.

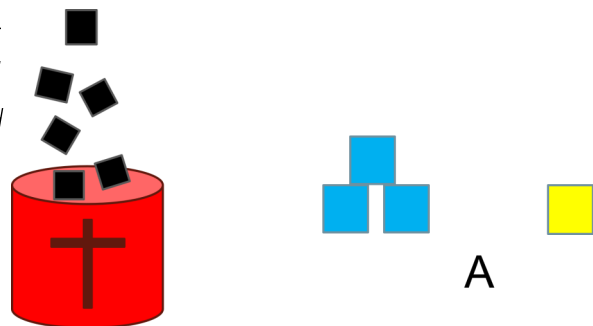


At the end of your lives, both you and Alex will come before Jesus. He will look at everything you have done.

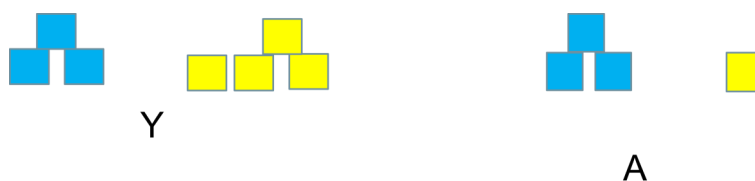
(Pick up "Your" tower) If you have asked Jesus to forgive your sins, then all of the bad stuff you have done, has already been paid for at the cross. (Take all the black blocks and throw them in the bucket marked with the cross). Then Jesus will look at every time you have loved people and trusted God, especially when you have loved even when it hurts. (Sort the blue and yellow blocks) You will get a reward according to what you have done.



Alex also will be judged by Jesus, the righteous judge. If he has put his trust in Jesus, all of his sin is already paid for, so where should we put his black blocks? In the bucket with the cross. They are taken away. Then Jesus will look at how Alex has loved people. (Sort the yellow and blue blocks). He will get a reward according to how much he has done.

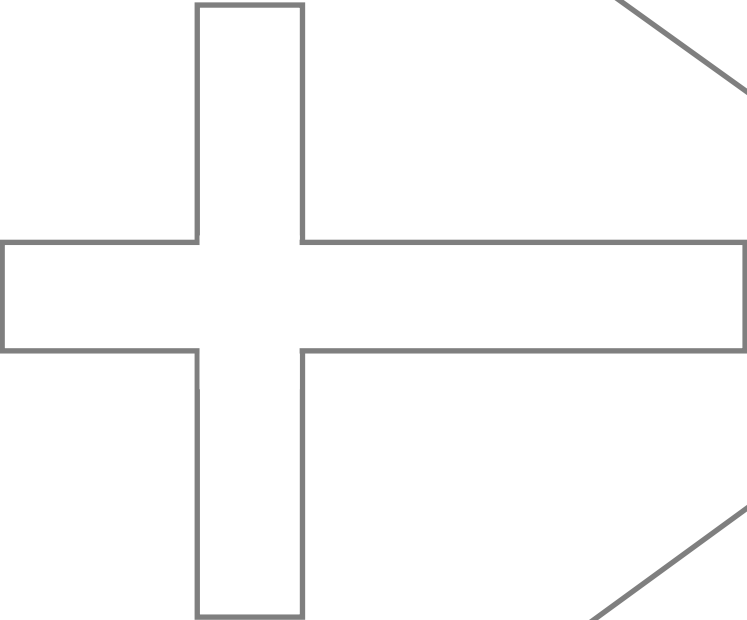


Who would get the bigger reward from these two piles? (point to "Your" and Alex's pile of yellow blocks) You would, because you loved more often, even though it hurt. Well done!



Because God
forgave me...

...I forgive you!



RESOURCE 5

WORSHIP SESSIONS 6 AND 8

<https://youtu.be/BBCB0--ynGg>

Saved by Grace by Go Fish—video with dance moves

www.gofishkidsmusic.com

<https://youtu.be/g7nTxjR00II> - Official Go Fish video

<https://youtu.be/C80e5wIEs1A>

Jesus loves me REMIX by C J and friends—lyrics and dance video

www.patreon.com/cjandfriends

<https://youtu.be/Sjyd36-B1K0>

King of love by Doug Horley—lyrics and actions

www.duggiedugdug.com

<https://youtu.be/rjXjkbODrro>

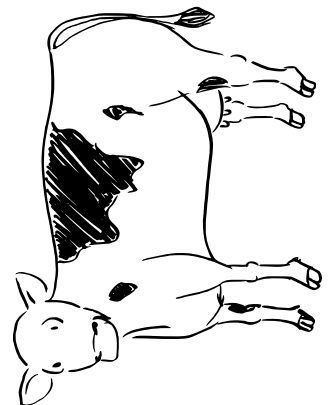
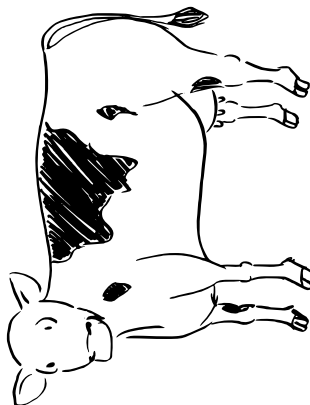
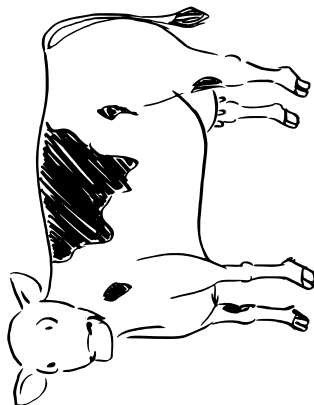
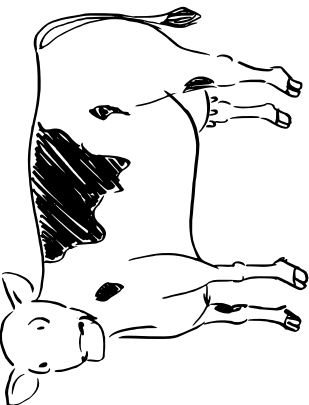
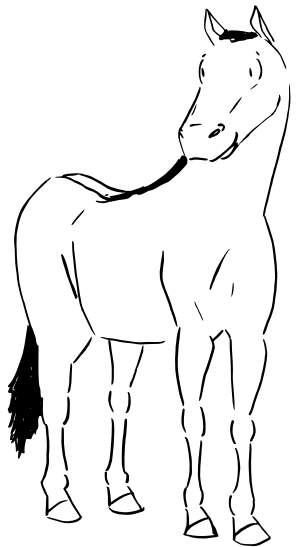
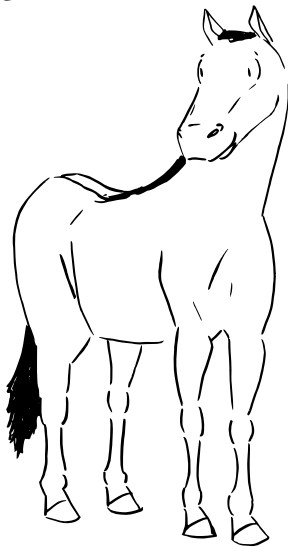
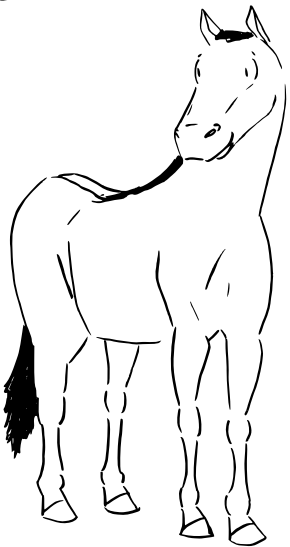
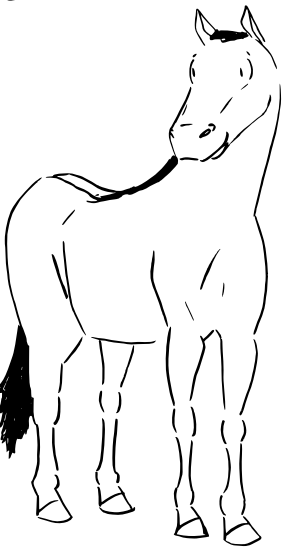
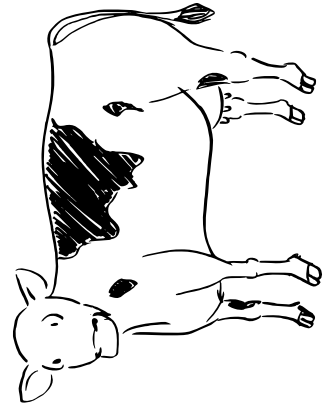
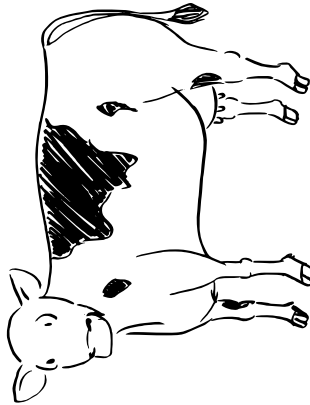
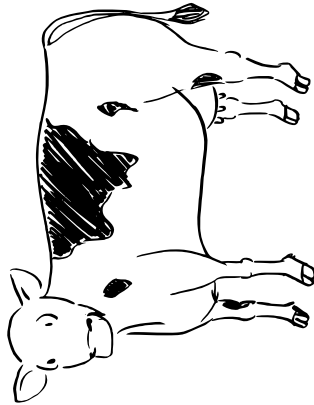
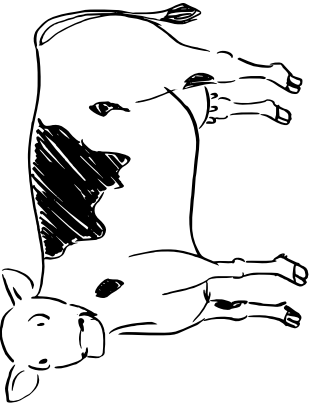
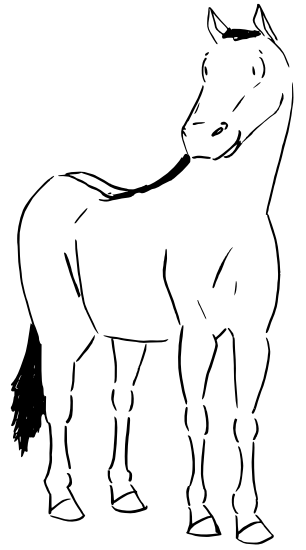
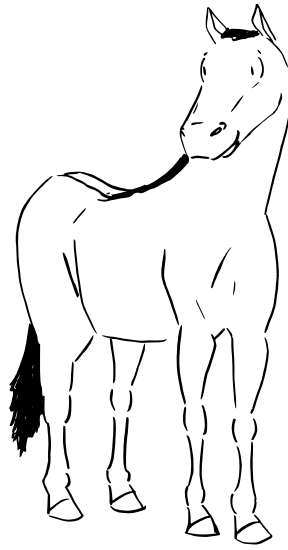
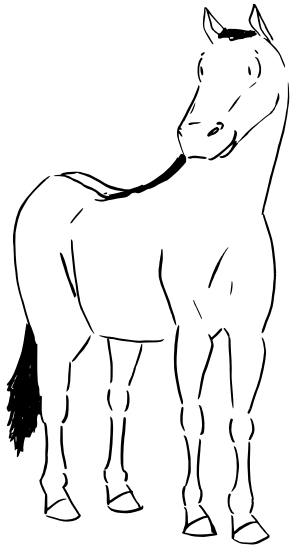
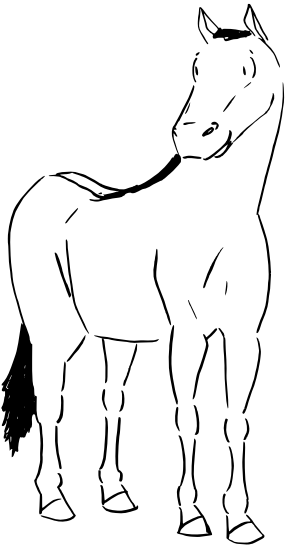
This is amazing grace by Phil Wickham—lyrics, but no dance moves

<http://www.philwickham.com/>

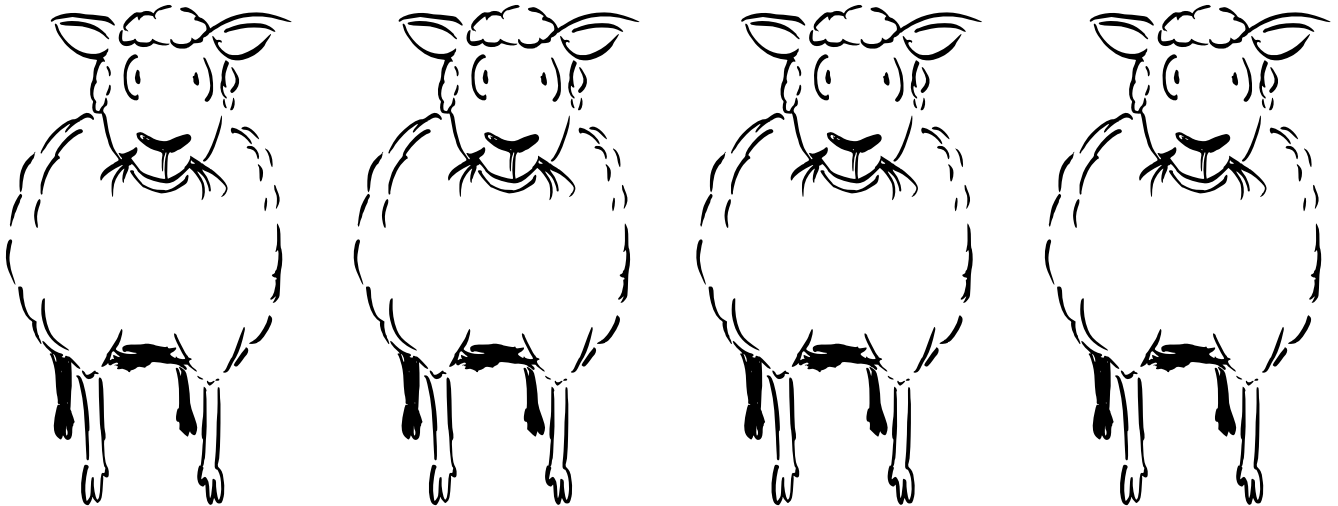
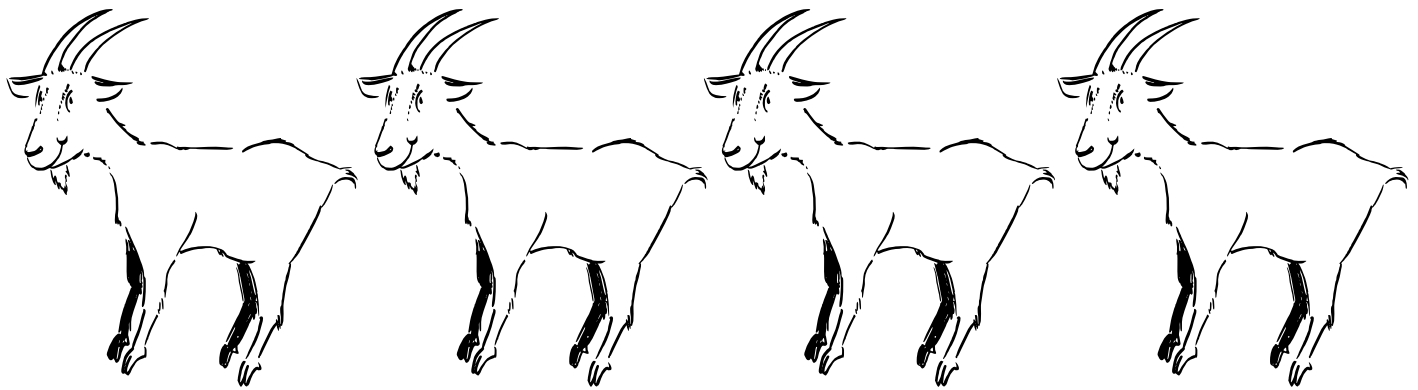
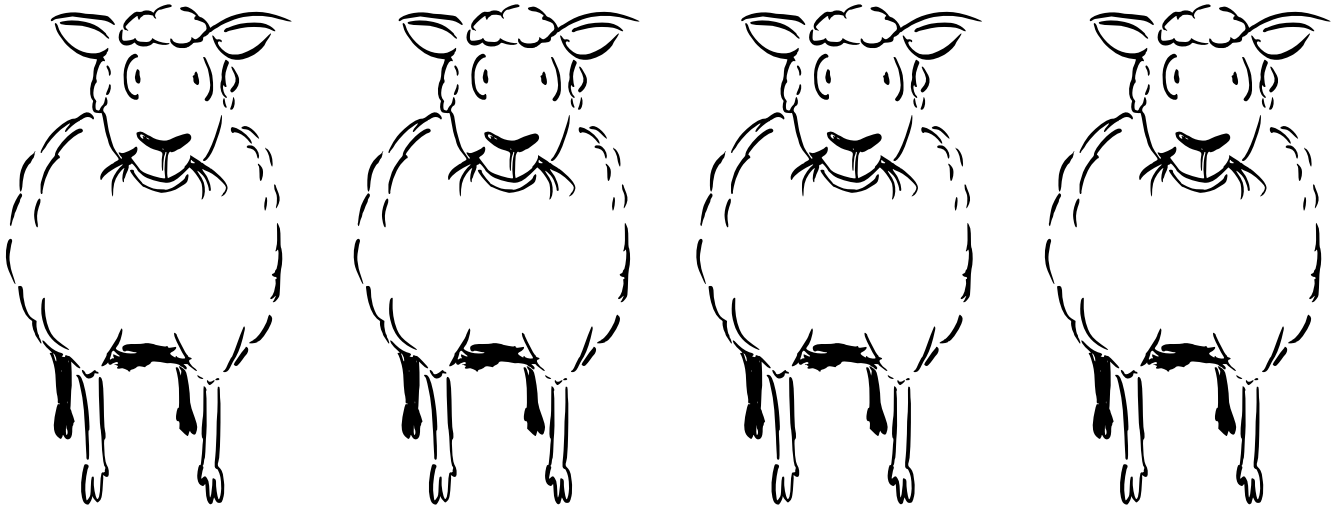
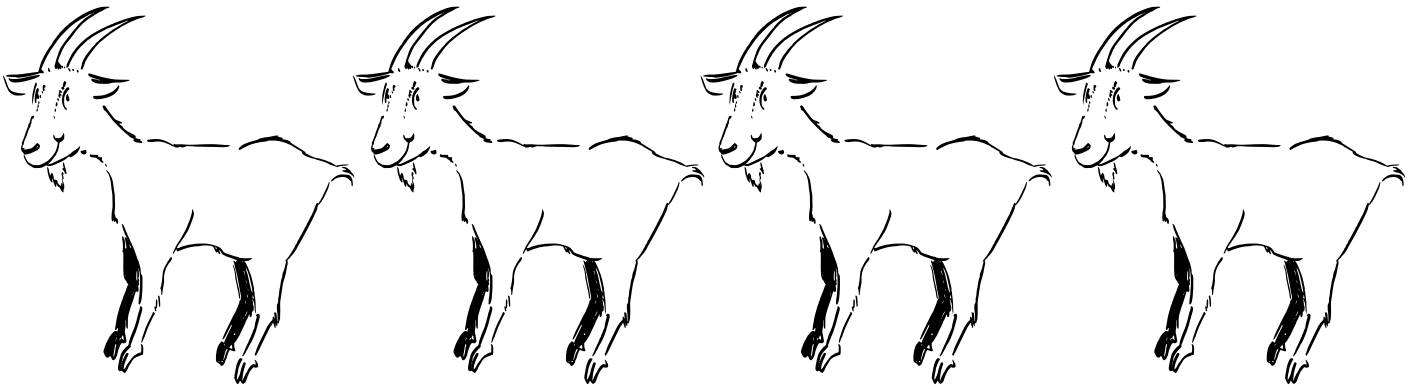


RESOURCE 6

SESSION 7 GAME—ANIMAL SORT SET 1



RESOURCE 6
SESSION 7 GAME—ANIMAL SORT SET 2



RESOURCE 7

SESSION 8 ALTERNATIVE GAME—CLOTHES RELAY

You will need two scarves, two pairs of gloves and two hats.

In order to become friends with God, who is completely holy and sinless, our sin needs to be “atoned for” or covered over. At Passover, the lambs blood covered the Israelites so they could come into a covenant relationship with God.

If God came near without our sin covered, we would be destroyed, not because He does not love us, but because He is so holy that anything unholy, or sinful, that comes near Him will be destroyed.

When we put our trust in Jesus, His’ blood covers over our sin, He clothes us in His own righteousness. The fancy word for this is “atonement”. Now our sin is covered, we can be close to God and friends with God.

We are going to play a clothes relay game, remembering that Jesus clothes us in righteousness and covers over our sin with His blood shed for us at the cross.

Line up two teams at one end of the room behind a line and put one hat, one scarf and a pair of gloves at the other end of the room opposite each team.

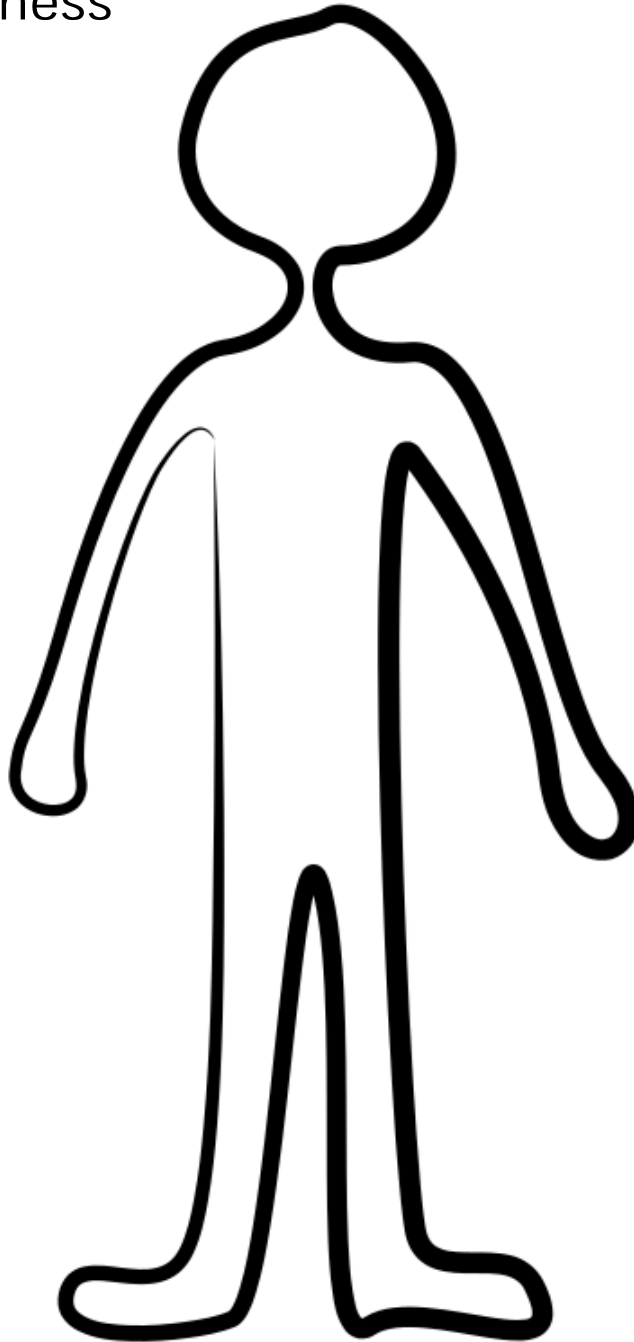
When you say “Go!” The first person runs to the clothes and puts them on, then runs back to the team line and takes them off. Then the next person puts them on and runs to the other end of the room to take them off. When they run back to the team line, the next person goes until everyone has put on and taken off the scarf, hat and gloves once. The first team to be finished and sat by their team line again wins.

JESUS THE RIGHTEOUS JUDGE

Matthew 26:1-5, 26-30 and 36-39

Jesus clothes me in
His righteousness

His blood covers
my sin...

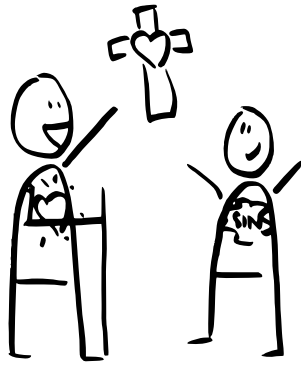


...so I can be friends with God

JESUS THE RIGHTEOUS JUDGE



When we love people and trust God, even though it hurts, we are storing up treasure in Heaven



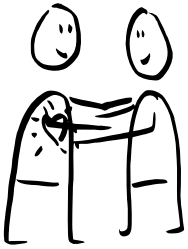
Jesus has all power and authority and promises to be with us as we share the good news



Jesus is the righteous judge, who will judge the living and the dead



The punishment for sin is death



We have been forgiven, therefore we forgive others



We have all sinned



Jesus knows who His disciples are, because His Holy Spirit changes our hearts and actions



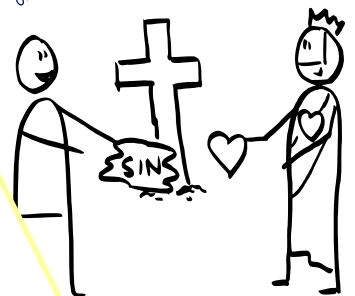
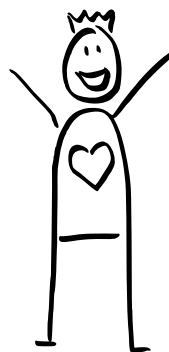
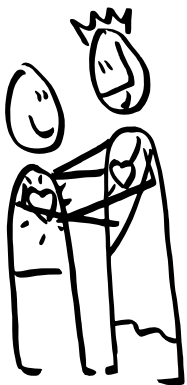
Jesus paid for our sins at the cross

Jesus made us righteous before God, so we can be friends with God and His Holy Spirit can live in us

None of us are righteous enough to enter God's Kingdom, but Jesus offers us His righteousness

Those who do not accept Jesus' forgiveness, will have to pay for their wrongdoing themselves

Those who ask Jesus for forgiveness will enter His Kingdom



EXTRA GAMES (RESOURCE 10)

A GREAT WIND BLOWS

You will need: One chair or cushion per child

Make a circle of chairs facing and have all the children sit down, facing the middle. An adult calls out "A great wind blows for everyone who..." and ends the sentence with something along the lines of the examples below. Everyone to whom the statement applies stands up and swaps places with someone else in the circle.

If most children stand up, remove one chair and whoever cannot find a seat comes outside the circle and helps the adult choose a sentence.

For example:

A great wind blows for ...

...everyone who has a brother

...everyone who has been camping

...everyone who has a little sister

...everyone who has brown hair

...everyone who has blue eyes

...everyone who has eaten toast for breakfast

...everyone who has a pet cat

...everyone who likes to ride a scooter

...etc.

BLIND MAN'S BLUFF / MARCO POLO

You will need: A blind fold

One child wears the blind fold and has to try and tag the other children.

In Marco Polo, whenever the blind-folded child calls out "Marco", everyone else calls out "Polo", thereby giving away their position.

CAT AND MOUSE

One child is chosen as the cat and one child is the mouse. Everyone else holds hands in a circle with the cat outside the circle and the mouse inside the circle. The children in the ring walk around holding hands and calling out this chant. "What time is it? Just struck nine. Is the cat home? He's about to dine!" Then the children stop and the cat has to chase the mouse by weaving in and out of the children. The cat must follow the mouse's path and cannot take a short cut.

EXTRA GAMES (RESOURCE 10)

DUCK, DUCK, GOOSE / NAME CHASE

All children sit in a circle. One is chosen to walk around the outside and tap each person's head saying "duck". On one head the child says "goose" and the "goose" has to jump up and chase the other child around the circle before they sit back in the "gooses" place.

Name chase is a similar idea, but instead of saying "duck", you say each child's name and instead of saying "goose", you say the name of your children's group or church. This is a good way of learning names.

BALANCE CHALLENGE

Children stand back to back in pairs and link arms. Child A leans forward so Child B is flat on their back with legs in the air. Then return to the middle. Then Child B leans forward so Child A is flat on their back with legs in the air. Then, return to middle and, still linking arms. Try to sit down.

MEMORY GAME

Sit children in a circle and ask them to think of one thing they like doing. Then choose someone to start. For example, Katie might say "I like to swim." The person next to her will say "Katie likes to swim, I like to dance." The next person, "Katie likes to swim, Fred likes to Dance, I like to cycle"...and so on.

CREATE A STORY

Sit the children in a circle. One starts off "Once upon a time..." The next adds a bit of the sentence "an octopus swallowed a..." then the next adds a bit more and so on until you are all the way round the circle.

MAN DIDDY WATCHER

One person sits in the middle of the circle, blindfolded, with keys in front of them. Another person from the circle quietly takes the keys and walks around the outside of the circle back to their place. The person in the middle has three attempts to point at the person with their keys. If the stealer gets back to their place unnoticed, the group chants "Man diddy watcher, whose got your keys?" Then the person in the middle opens their eyes and has three guesses as to who has their keys.

BEAN GAME

When bean is called, children do action. Baked bean—lie on the floor. String bean—stretch up tall and thin. Runner bean—run on the spot. Jelly bean—wobble. Jumping bean—jump. Broad bean—stretch wide. French bean—"Bonjour!". Chilli bean—shiver.