



TRAIL MARKER EIGHT

Ten Commandments



Introduction

This Faith Trail marker will provide an opportunity for both parents and children to learn more about The Ten Commandments—God’s rules for us. We will also discover how following these rules can make life better. Look forward to a time of learning and having fun together.

Things to do

- Organise name tags.
- Make copies of *Ten Commandments Memory Cards*, cut out first, laminate, then cut again (one set per family).
- Print copies of the *Explanation of the Ten Commandments* – one per family (Appendix 2).
- Print copies of *The Ten Commandments by Hand* – one per family (Appendix 3).
- Write the Ten Commandments in large print on large sheets of paper, leaving space underneath for participants to write/draw on.

Things you need

- Circle of chairs for participants.
- Children’s Bible.
- Assorted game equipment and household items, such as badminton racquets, balls, balloons, flags. Each person/child will need one object for the No Rules Game.
- A wrapped lolly for each person.
- Large sheets of paper or card.
- Ten Commandments cards.
- Tracts from Lutheran Contact Mission (www.ltm.org.au).

Session Outline

1. Welcome & Warm-up.
2. Naming the Faith Trail marker.
3. Equipping the Parents and the Children: Explaining the Ten Commandments.
4. End of Session Blessing.
5. Rite of Gifting (see separate file).

Welcome and Warm Up

As the children and adults arrive invite them to write a name tag for themselves.

No Rules Game & Discussion

Divide participants into small groups (5-8). Explain that this game is a ‘No Rules Game’ and that the game will begin in one minute and that a prize will be awarded to the winner in each group. Tell them that they may talk with and cheer for one another, but that no one is allowed to make any rules.

Tell the groups to begin and allow play to continue for about three minutes.





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Call 'time's up' and ask for the winner on each team to raise his or her hand. Randomly hand out the prizes (lollies) to the first 3-10 people who raise their hand.

Ask all to take their seats and lead a discussion with questions such as:

- Was this game fun? Why or why not?
- How do you feel about the winners?
- Would life be fun if there were no rules? Why or why not?
- What might happen if there were no rules: at school? In the car? In sports? In families?

Give a prize to each person who didn't receive one earlier.

Naming: TRAIL MARKER EIGHT: Ten Commandments

Show a picture of Moses receiving the Ten Commandments. Google found a suitable image in a children's Bible, while you read the story of The Ten Commandments (Exodus 20) from a children's Bible or tell the story using the script of Appendix 1.

After reading the story, point out the large sheets you have prepared with The Ten Commandments. Comment that these rules are special because they're God's rules! They keep us safe and make our lives good.

Equipping

Explaining the Ten Commandments

In ten small groups, give each group one of the Ten Commandments you have written on the large sheets of paper. Ask each group to write a brief explanation of their commandment on the sheet. *You may wish to give them a copy of Luther's Explanation of The Ten Commandments from the small Catechism (Appendix 3) to help them.*



Give each group 2 minutes to share what they have discussed.

Hand out the *The Ten Commandments by Hand* (Appendix 4). Work through this sheet together.

Play the Memory Game. Play this game in pairs like a traditional memory game. Place all cards upside down on the floor, each person takes a turn to flip over two cards at a time. The aim is to match the picture and number card to the commandment card.