



Lesson 1: The Image in the Plate

Game Time

The game time activities will be used to reinforce the key concepts of the lesson.

During the instruction time the leader will specifically identify how the game relates to the lesson. If other games are substituted, be sure that the same concept can be addressed.

Activity 1.1: Hover Disk[®]

Before class:

Obtain a Hover Disk[®], which is a large Mylar disk-shaped toy. The Hover Disk[®] is filled with air. A player thrusts the disk into motion and it glides through the air. (If a Hover Disk[®] is not available, a large Frisbee[®] can be used for this activity.)

During class:

Gather all the students in a open area and have them stand in a circle. To begin the session, give one of the students the Hover Disk[®] and ask him or her to glide it toward the opposite side of the circle. Whoever catches the disk does the same and the play continues for about 6 or 7 minutes.

Encourage students to be sure to include everyone in the game.

Activity 1.2: Frisbee[®] Toss

Before class:

Obtain three or four small Frisbees[®], about 4" to 6" inches in diameter. (Flat plastic lids like those that come on butter tubs or coffee cans can be used as well.)

Copy the *Names of Jesus* on page 18 or print a copy from the CD. Cut the names apart so only one name appears on each piece of paper.

Obtain three or four large boxes, bowls, etc. Students will attempt to toss the Frisbees[®] into the boxes or bowls.

During class:

Divide the *Names of Jesus* papers among the different containers.

Establish a tossing line and place the containers a suitable distance from the line. Place the containers close together so the students will have a good chance of having the Frisbee[®] land in one of them.

Give each student the opportunity to toss 3-4 Frisbees[®] toward the containers. Each time a student tosses the Frisbee[®] into a container, allow him or her to draw one name randomly from those in the container.

Tell the students to keep the names they collect because they will be used later in the lesson.

Activity 1.3: Hula Hoop[®] Roll

Before class:

Obtain a standard Hula Hoop[®].

During class:

Gather all the students in a large, open area where the Hula Hoop[®] can be rolled.

Randomly select a target and ask the students to attempt to roll the Hula Hoop[®] to that location. Give each student one or two turns, depending on the number of students and the amount of time available.

Activity 1.4: Item Toss onto a Plate

Before class:

Obtain five paper plates. Number them 1 through 5. Also obtain about five small items for the students to throw toward the plates. Any small item will work for this activity, as long as it does not bounce or break. Small erasers, small bean bags, large paper clips, and bottle caps are possibilities.

Copy the *Item Toss Score Sheet*, found on page 19 or print copies from the CD. Be sure to make enough copies to have a score sheet for each student.

During class:

Determine a tossing line and set the plates on the floor at a suitable distance from the line. Place the plates randomly about, not in a straight line.

Give each student 5 items to throw at the plates.

One at a time, let the students toss their items. As the students toss the items, record on a score card where each item falls. Items that fall in none of the plates would be designated as "0"; otherwise each item's location would be designated by the plate number. If the item hits a plate but bounces out, record the plate number of the plate that was hit. If more than one plate is hit before the item lands, record all the plate numbers, in the order in which the item hit the plates.

Add the student's name to the card and give it to the student to hold till later. (Do not complete the last instruction on the card, as that will be done by the student when the game is discussed.)

Instruction Time

Use the Instruction Time to review previous lessons, to discuss the current lesson, and to discuss the key information gained from each of the game time activities.

Lesson Goal: Seek to keep the image of Jesus in view and continually reflect Jesus to others.

Reference Verses: Matt. 17: 5-8

Introduce Theme of Lessons

Identify the title of the lesson series—*The Table of the King*. Ask students to identify who the King is and what Table is going to be discussed.

Talk briefly about the fact that the Bible tells us that one day there will be a great banquet in heaven that Jesus has prepared for all believers.

Explain that during this series of lessons, they will look at some of the items that may appear on that Table and learn a special lesson from each one.

Lessons from the Plate

Introduction of concept

Pass around one of the plates that will be used for the project. Call attention to the fact that students can see their reflection in the plate.

Have students look over each other's shoulders to see the reflections in the plate. Point out that each student can also see the reflection of the other person looking over his or her shoulder.

Discussion

Read Matt. 17: 5-8.

Call attention to the fact that the disciples saw "Jesus alone." Explain that as they were being prepared to teach the world about Jesus, the disciples needed "tunnel vision." They needed to see ONLY JESUS, to let Him be the sole guide of their lives. This passage, though not specifically related to their upcoming mission, provides a visual symbolism of the single-minded focus that would be necessary to live their lives for Jesus. Emphasize that we also need to have that same focus. No matter what our circumstances, we need to make our choices and decisions as though Jesus is standing right beside us and He is ALL that we see.

Return to the Plate and discuss the reflections again. Point out that the reflection in the plate can remind us of two important things.

First, remind students of the reflection that they saw. We need to **see** Jesus beside us all the time and let Him direct and guide our lives. Discuss ways that the students can accomplish this—study the Bible, pray, associate with other believers.

Second, remind students of the reflection that was seen as they looked over one another’s shoulders. Explain that we need to reflect Jesus to others. In other words, we need to live so others see Jesus in us. Discuss ways the students can reflect Jesus—by words and actions.

Lesson from the Games

Briefly point out the lessons that could be learned from each of the activities that were done during game time.

Activity 1.1: Hover Disk[®]— Keep our eyes on the destination.

As a player shoved the Hover Disk[®], other players would try to catch it. The only way this could be accomplished was for them to watch the course of the disk carefully and see where it was going. Remind students that life with Jesus is like the path of the Hover Disk[®]; only by keeping our eyes firmly on Him can we eventually reach our destination—our home in heaven with Him.

Activity 1.2: Frisbee[®] Toss— We are all different.

Ask students to create a *Code Reference* by writing the numbers from their five tosses in order to form one 5-digit number. The student’s identifying number will have more than five digits if multiple plate numbers were recorded.

Let the students compare their *Code References* to see if any are identical. Most likely there will be no duplications. Explain that even though we are all different, we can all reflect Jesus by our words and actions.

Activity 1.3: Hula Hoop[®] Roll— Continue on the straight path.

The students all tried to get the Hula Hoop[®] to roll to a certain target. Explain that the only way to reach our ultimate destination is to stay on a straight path, following Jesus.

Activity 1.4: Item Toss onto a Plate— Names of Jesus

Explain that the Bible gives many names for Jesus. Each name helps us to understand Him better. Ask students to read the names they drew from the boxes in the Frisbee[®] Toss activity. Briefly talk about what each name tells about Jesus.



Since this is the first lesson, the Journal concept must first be introduced and the Journal book must be set up. Then the first page of the Journal can be completed.

Before class:

Obtain several sets of **Letter stickers** to enhance the Journal page for Lesson 1.

During class: Complete Journal page

Give each student a copy of the *Table of the King* Journal. Ask the students to write their names on the front cover. Explain that the Journal has been prepared to help students remember the lessons they learn. Explain that Journals will remain in the classroom.

The Journal page for this lesson is a picture of a formal table setting of fine china. Point out the plates and remind the students that when fine, high-gloss china is clean you can see your image in the surface. This page reminds students that in all circumstances, their goal should be to continually see the face of Jesus and that they should always strive to reflect Jesus to others.

Ask the students to fill in appropriate answers in the sidebar panel of the lesson page.

Ask the students to write several names for Jesus, as discussed earlier, on the dishes in the picture. Let them enhance the picture by using stick-on letters to be placed overtop the first letter of each name they choose to add to the page. (For instance, if the student chose to write Messiah, Light of the World, and Son of God, they would use a Letter sticker to cover the "M," the "L," and the "S.")

Reflection of Jesus Plate



Project Time

Before class:

Obtain enough plastic plates for each student to create a *Reflection of Jesus* plate. Be sure that the plates are smooth and provide a good reflection.

Obtain decoupage glue and enough paint brushes or foam brushes for each of the students to have one.

Copy a page of *Pictures of Jesus* from page 20 or print a copy from the CD. Cut the pictures apart. Copy or print extra pages of the *Names of Jesus* that were used in Activity 1.2. For variation of designs, use colored paper for the *Names of Jesus* pages.

During class:

Instruct student to glue the image of Jesus in the center of the plate to remind them that in all we do, we want to see Him in our lives and that we want others to see a reflection of Him when they see us.

Allow students to decorate the plates by gluing an assortment of names for Jesus randomly on the plate. Once all the names and the picture are in place, add a thin layer of decoupage glue to seal the images.

As students work on the decoupage, continue to discuss the names of Jesus and what they tell us about Him. Also continue to remind the students that the image of Jesus in the center of the plate serves as a reminder that Jesus is to be first in our lives, that He is the King of our lives.

Names of Jesus

Lamb of God *The Way* *Restorer*

Good Shepherd *The Truth* *Savior*

King of Kings **The Cornerstone**

Horn of Salvation *Lion of Judah*

The Bright and Morning Star *Messiah*

Prince of Peace The Living word
Bread of Life

The Living Water Son of Man

Sure Foundation Light of the world

Advocate Mediator **Deliverer**

Son of God The Vine **J E S U S**

The Alpha and the Omega *Lord*

Ransom from Heaven Root of Jesse

Redeemer *Friend* Lord of Lords

Emmanuel **Rabbi**

Item Toss Score Sheet

Item Toss Score Sheet

Toss 1 _____

Toss 2 _____

Toss 3 _____

Toss 4 _____

Toss 5 _____

Name: _____

Code Reference: _____

Item Toss Score Sheet

Toss 1 _____

Toss 2 _____

Toss 3 _____

Toss 4 _____

Toss 5 _____

Name: _____

Code Reference: _____

Item Toss Score Sheet

Toss 1 _____

Toss 2 _____

Toss 3 _____

Toss 4 _____

Toss 5 _____

Name: _____

Code Reference: _____

Item Toss Score Sheet

Toss 1 _____

Toss 2 _____

Toss 3 _____

Toss 4 _____

Toss 5 _____

Name: _____

Code Reference: _____

Pictures of Jesus

