

# The Ten Lepers

*Luke 17:11-19*

**Main Point** - Jesus has given us everything! So let's spend our lives thanking him!

## Activity 1: The Numbers Game

**Need:**

- large open space

**Instructions:**

- *Have children walk around the room in the same general direction.*
- *Leader randomly calls out a number from 2 to 10.*
- *Children have to quickly form groups of that number.*
- *Any child not in a group (i.e. leftover) is out.*
- *Continue until down to only 2 or 3 children - the winners.*

**Conclusion:**

- *Today's story is about a group of ten men.*
- *They were forced to live together outside of the town, away from their friends and family.*
- *They had to live outside the town, because people were afraid they'd make everyone sick.*
- *The ten men had leprosy.*
- *No one wanted to get leprosy.*
- *Because once you got leprosy, no one could help you.*
- *No one that is, except Jesus.*

**Activity 2: Contamination****Need:**

- newspaper
- CD and music

**Instructions:**

- Place pieces of newspaper around the room.
- Children move around the room as the music plays.
- When the music stops they are to run and stand on a piece of newspaper without touching another person.
- First person on the newspaper is safe.
- If another person is able to stand on the newspaper without touching the first person, he/she is safe also.
- If, however, he/she stands on the newspaper and touches another person, he/she is out (contaminated).
- Those who fail to find newspaper to stand on are out.
- Continue until only one or two children remain.

**Conclusion:**

- *There is a disease called leprosy that you can get by simply touching people who have the disease.*
- *This disease was terrible.*
- *No doctor could cure you of it.*
- *If you got it, you had to live outside the town, away from everyone you loved.*
- *No one wanted to get leprosy.*
- *No one could help you if you got leprosy.*
- *No one that is, except Jesus.*

**Activity 3: Waspital****Need:**

- soft ball (or can be a spray bottle of water if hot)
- large open space
- witches hats set up in a square (i.e. the waspital)

**Instructions:**

- Leader acts like a wasp and stings the children by either throwing a soft ball at them (aim for below the knees) or spraying them with water.
- Children who are hit have to hold the spot they were hit, or

sprayed, and move to the waspital.

- At the waspital they are to collect a sticker from a doctor (a leader) and place it on the hit area.
- Child says thank you ten times to the doctor before rejoining the game.
- Continue until children tire.
- At conclusion of game, add up the number of stickers on each child.
- Child with least number of stickers wins.

Conclusion:

- *Today's story is about ten men who were in need of a cure.*
- *Unfortunately they could not go to a hospital and get a doctor to make them better.*
- *They were incurable.*
- *But one day Jesus came along and cured them.*
- *The men were amazed.*
- *No more leprosy!*
- *How many of the men do you think went back to thank Jesus for making them better? (take a few answers)*
- *We'll see who is right a little later on.*

#### Activity 4: Dramas

Need:

- clear open space

Instructions:

- Divide the children into small groups.
- Ask each group to create a short play.
- Each play must have the phrase, *Thank You!* said by someone in the group sometime during the play.
- Each group performs the play to the other groups.

Discuss:

- *What were people thankful for in each drama?*

Conclusion:

- *Thank you!*
- *It's what we say when a person passes us the salt.*
- *It's what we say when someone stops to help us.*
- *It's what we say when someone saves our life.*
- *And it's what we say to Jesus for saving us.*

- *In our story today, only one man remembered to say thank you to Jesus for the amazing thing he'd done for them.*

### **Activity 5: 'The Scariest Man In The World' Skit**

#### Need:

- large blanket
- PowerPoint of picture of people with leprosy (optional)

#### Instructions:

- Have a leader hidden under a blanket before the children come in. Tell the children that this is the scariest man in the world.
- Ask: *who dares look at the scariest man in the world?* Select three leaders to look at 'the scariest man in the world'. Note: all three have been told to look at the man (without revealing him to the rest of the group), scream, carry on about how scary he is and run to the back of the room.
- Then select a child (of robust character) to look. When they look the 'scariest man in the world' screams and runs to the back of the room.

#### Conclusion:

- There were ten men in our Bible story today.
- When people saw these ten men they would scream and run away from them. Why?  
(the men had leprosy, you could catch leprosy)
- *What weren't the men allowed to do?*  
(go home, see their families, hug their families, play with their friends)

#### Instructions:

- Show PowerPoint of people with leprosy.
- Be aware of going into too much detail, enough so that children can understand why people didn't want to go anywhere near them.

#### Conclusion:

- *Today we're going to hear about ten men whom people ran away from.*
- *Not because they were scary but because people were afraid they may get sick also.*
- *People didn't want to catch what the ten men had.*

- *Leprosy!*
- *No one could help them, not even the doctors.*
- *No one that is, except Jesus.*
- *Let's hear what happened when these ten sick men met Jesus.*

### Memory Verse

Luke 9:23

This verse can be found on Colin Buchanan's CD, *Practise Being Godly*. To find out more about this CD, go to the Music Links page of the *Kidswise* web site.

### Thumbs Up, Thumbs Down (revision activity)

Each week before the story revise the term so far by asking children to vote about people who met Jesus - whether or not they got it right or wrong when it comes to knowing who Jesus really is and following him.

- Thumbs up = got it right
- Thumbs down = got it wrong

Characters so far:

- Simon, Andrew, James and John
- Mary
- Martha

### Story

#### *Option 1*

Use the script titled, *Healing of the Ten Lepers (#2)* (pages 13-16) and retell the story using either gloves (as outlined in the script) or foam blocks (ten smaller rectangle blocks to represent lepers, one larger rectangle block to represent Jesus, blocks to make the road and the town).

#### *Option 2*

Use the script titled, *Healing of the Ten Lepers (#1)* (pages 9-12) and have leaders re-enact the story of the ten lepers.

**Gap Activity (small groups)**

- Make one copy per child of the gap activity titled, *The Ten Lepers* (see page 8).
- In small groups read the story through, filling in the missing words as you go.

**Discussion (small groups)**

- *Have you ever felt like the ten men?*
- *Can you think of times when you have been shut out?*

**Sin/Leprosy Comparison (small groups)****Instructions:**

- Purchase the file titled, *Kid's Club Year 1 Stencils* (available in the Kid's Club section of the *Kidswise Store*) and find the copy of the stencil titled, *Sin/Leprosy Comparison*.
- Make an A3 size copy of the table, one per group.
- Cut out answers (from the bottom half of page) and place in a pile beside table.
- Use the table to help the children see how much we have to thank God for.
- For answers see Leader's Guide (page 7).
- Place the answers in the correct position on the table as a group.
- Use the questions below to help the children come up with the comparisons.

*What does God think about sin?*

*What do people think about leprosy?*

*What can't people do with sin?*

*What couldn't the men do about their leprosy?*

*Who can cure sin?*

*Who can cure leprosy?*

### Sin/Leprosy Comparison (Leader's Guide)

<b>Sin</b>	<b>Leprosy</b>
God hates sin	People hated leprosy
Sin separates us from God	Leprosy separates the leper from friends and family
People can't get rid of sin	People couldn't get rid of leprosy
Only Jesus can cure sin	Only Jesus could cure leprosy

#### **Prayer Time**

- Pray through the table above and thank God for all the good things that come from following Jesus.
- Challenge: *Is saying thank you to God part of your every day prayers?*

## The Healing of the Ten Lepers

### Gap Activity

There once lived \_\_\_\_\_ men. Now these men were sad. They were sad because they were all very \_\_\_\_\_. So sick that they couldn't live at \_\_\_\_\_ with their families, or play with their friends. They were so sick that the \_\_\_\_\_ couldn't help them.

So the ten men lived together outside the town. All by \_\_\_\_\_. All of them wanted to be well, all of them wanted to go home.

One day \_\_\_\_\_ came to their town. The ten men decided to go and see Jesus. They said to each other, 'Maybe Jesus could \_\_\_\_\_ us.' When they saw Jesus they all called out; "Jesus, help us. Jesus, help us."

When Jesus saw the ten sick men he felt sorry for them. Straight away Jesus called back, "\_\_\_\_\_ to the priests. Let them take a look at you."

The ten men looked at each other and said, "Jesus wants us to go to the \_\_\_\_\_? Jesus wants us to go when we can see that we're still sick?"

The ten men shrugged their shoulders and said, "We'll do what Jesus says." So the ten men set off for the town. While the men were walking something happened. They felt better. They looked better. The ten men were \_\_\_\_\_! Jesus had made them well. The ten men were so \_\_\_\_\_. Now they could go home! And away they \_\_\_\_\_. One, two, three, four, five, six, seven, eight, nine. Nine men ran into town. Nine men ran home.

Only one man \_\_\_\_\_. He stopped and turned around. He went back to Jesus. Only one man said \_\_\_\_\_ to Jesus. Jesus looked at the man and said, "Didn't I make ten men better? Where are the other nine?" Then Jesus told the man he could go home to his family.

#### *Missing Words:*

*Jesus, ten, Temple, excited, help, sick, ran, home, doctor, priests, thank you, themselves, well, stopped, go*

# The Ten Lepers (#1)

*Luke 17:11-19*

**Narrated Drama** - script by Sandy Galea. Based on a few ideas in 'The Man Who Said Thank You', 'Read Aloud Bible Stories Vol. 1', by Ella K. Lindvall.

**Main Point** - Jesus has given us everything! So let's spend our lives thanking him!

## *Instructions:*

If ten men are difficult to find use five men. Each man then plays two lepers each (i.e. number one and five, or two and six or three and seven...). Have them count off as they enter, (i.e. they simply enter, count their number, then run to the end of the line ready to count off their second number).

## **Need:**

- Narrator
- Ten Lepers - each leper has a hankie and large circle stickers in pockets
- Jesus

## **Script**

(Narrator)

There once lived ten men.

(next two lines said by ten men)

"One, two, three, four, five, six, seven, eight, nine, ten men."

(Narrator)

Now these men were sad.

They were sad because they were all very sick.

So sick that they couldn't live at home.

They couldn't see their families.

## **Actions**

Men enter, counting off as they run on stage.

Note: men stand hunched over until they are healed.

Men sniff, cry into hankies.

Men pull out the stickers and place on faces.

Men look longingly to direction of town.

Men strain to see families.

Or play with their friends.

Even the doctor couldn't help them.

So the ten men lived together outside the town.

All by themselves.

They all wanted to be well.

They all wanted to go home.

One day Jesus came to town.

The ten men decided to go and see Jesus.

They said to each other,

"Maybe Jesus could help us."

When they saw Jesus they stopped.

They all called out,

"Jesus,

please help us.

Please, please help us."

When Jesus saw the ten sick men, he felt sad for them.

Right away Jesus called back,

"Go see the priests.

Let them look at you."

The ten men looked at each other.

"Jesus wants us to go to the priests?

Jesus wants us to go?

But we're still sick!"

Men hang heads.

Men shake heads again, shrug.

Men huddle together.

Men look around.

Men cry again.

Men cry even louder.

Pause.

Enter Jesus.

Men begin to walk as one tight group towards Jesus.

Men repeat to each other as they walk across stage.

Men stop walking.

Men repeat.

Men repeat.

Men repeat.

Jesus looks compassionately at the men.

Jesus repeats.

Jesus repeats.

Men look at each other puzzled.

Men repeat.

Men repeat.

Men repeat.

The ten men shrugged their shoulders.

"We'll do what Jesus says."

So the ten men set off for town.

As the men walked they felt better.

They looked better.

The ten men were well.

Jesus had made them well.

The ten men were so excited.

Now they could go home!

And away they ran.

(next two lines said by nine men)

"One, two, three, four, five, six, seven, eight, nine."

Nine men ran into town.

Nine men ran home.

Only one man stopped.

He stopped and turned around.

He went back to Jesus.

Only one man said thank you to Jesus.

Jesus looked at the man and said,

Men shrug.

Men repeat. Jesus exits.

Men turn, walk as one, tiny steps, still hunched.

Men begin to straighten up.

Men take deep breaths.

Men take stickers off.

On 'well' men pose as fit, strong men.

Men mumble, 'Jesus, Jesus...'

Men jump, hand stand, push ups... etc.

Men turn and face direction of town.

All ten men line up as if starting a race.

As each number is said, a man takes off in the direction of the town.

Tenth man is in the start position but then relaxes on the word 'stopped'.

Tenth man turns around, walks towards Jesus.

Jesus enters.

Tenth man hugs Jesus and says 'thank you'.

"Didn't I make ten men better?  
Where are the other nine?"

Jesus repeats. Tenth man nods.

Jesus repeats.

Tenth man looks behind, turns slowly back to Jesus and nods slowly.

Then Jesus told the man to go home to his family.

Jesus points.

Tenth man goes in the direction of the other men. Jesus exits.

*(Narrator moves to centre stage and addresses the audience)*

Only one came back.

Only one said, 'Thank you'.

Those sick men had so much to thank Jesus for.

But we have even more to thank Jesus for.

Children, Jesus has given us everything.

Everything we could ever want.

I wonder how much time we spend saying thank you to God for Jesus?

Let's not be like the men who walked away.

Let's thank God now.

Narrator prays.

## The Ten Lepers (#2)

*Luke 17:11-19*

**Hand Puppet Play** - script by Sandy Galea. Based on a few ideas in 'The Man Who Said Thank You', 'Read Aloud Bible Stories Vol. 1', by Ella K. Lindvall.

**Main Point** - Jesus has given us everything! So let's spend our lives thanking him!

### *Instructions:*

The Storyteller must learn the script - words and hand actions.

### **Need:**

- Storyteller/Puppeteer - wears black clothes and white gloves

### **Script**

There once lived ten men.

"One, two, three, four, five, six, seven, eight, nine, ten men."

Now these men were sad.

They were sad because they were all very sick.

So sick that they couldn't live at home.

They couldn't see their families.

Or play with their friends.

Even the doctor couldn't help them.

So the ten men lived together outside the town.

All by themselves.

One day Jesus came to town.

### **Actions**

Hands up, fists clenched.

As each number is said lift a finger one at a time.

Sniff, slightly curl fingers quickly.

Bend fingers.

Fingers 'look' towards 'town'.

Fingers 'look' towards 'families'.

Fingers 'look' towards 'friends'.

Fingers look dejected.

Ten fingers huddle together on left side of storyteller's body.

Fingers cry.

Pause.

Drop leper position. Right hand is turned wrist up; pointer and middle finger become Jesus'

The ten men decided to go and see Jesus.

They said to each other,  
"Maybe Jesus could help us."

When they saw Jesus they stopped.

They all called out,  
"Jesus, please, please help us."

When Jesus saw the ten sick men, he felt sad for them.

Right away Jesus called back,  
"Go see the priests. Let them look at you."

The ten men looked at each other.

"Jesus wants us to go to the priests? Jesus wants us to go? But we're still sick!"

The ten men shrugged their shoulders.

"We'll do what Jesus says."

So the ten men set off for town.

As they walked  
they felt better.

They looked better.

The ten men were well.

Jesus had made them well.

Now they could go home!

legs and walk towards 'lepers'.

Drop 'Jesus' position, fingers become 'sick lepers' moving towards 'Jesus'.

Fingers mimic talking to each other as they walk across stage.

Fingers stop walking.

Fingers act as if talking.

Drop 'leper' position and take up 'Jesus' position. Rock hand slowly back and forward once.

Still in 'Jesus' position, hand acts as if talking.

'Leper' position, fingers puzzled.

Fingers 'talk' to each other.

Hands shrug.

Fingers nod.

Fingers turn, 'walk' as 'one', tiny steps, still hunched.

Fingers begin to straighten up.

Fingers 'take deep breaths'.

Fingers straighten up.

Hands clap together.

Fingers turn and face direction

And away they ran.

"One, two, three, four, five, six, seven, eight, nine."

Nine men ran into town. Nine men ran home.

Only one man stopped.

He stopped and turned around.

He went back to Jesus.

Only one man said thank you to Jesus.

Jesus looked at the man and said,

"Didn't I make ten men better? Where are the other nine?"

Then Jesus told the man to go home to his family.

of 'town'.

Fingers line up.

As each number is said, a finger drops down.

Drop all fingers except one on the left hand.

Tenth finger stops.

Finger 'turns' around, 'walks' towards Jesus.

Right hand resumes 'Jesus' position.

Tenth finger hugs 'Jesus'.

'Jesus' hand moves as if talking. Tenth finger nods.

'Jesus' hand points.

Tenth finger exits in the direction of the other men. 'Jesus' exits.

*(Narrator moves to centre stage and addresses the audience)*

Only one came back.

Only one said, 'Thank you'.

Those sick men had so much to thank Jesus for.

But we have even more to thank Jesus for.

Children, Jesus has given us everything.

Everything we could ever want.

I wonder how much time we

spend saying thank you to God  
for Jesus?

Let's not be like the men who  
walked away.

Let's thank God now.

Narrator prays.

# God's Perfect Justice

*Romans 3:21-31*

**Main Point** - God has stepped in and taken the punishment for us that we deserve.

## Activity 1: Golden Runner

### Need:

- basketball hoop
- soft ball
- witches hats
- whistle

### Instructions:

- Lay the witches hats out to form a diamond shape (as in baseball).
- Divide the children into 2 teams.
- One team lines up in front of the basketball hoop with the soft ball.
- The other team lines up at start of diamond shape.
- When Leader blows whistle, one child begins to run the length of the diamond shape, while the other team shoots baskets, one at a time.
- If the other team shoots a basket before the run is complete, the child running has to stop where they are.
- **Note: leader needs to blow the whistle when a basket is shot so runners know when they have to stop.**
- The next child then steps up to run.
- This should result in some children making it home (i.e. completing the run before a basket was thrown) and some children being stuck part way round the course.
- The last child in the team is the *golden runner*.
- When the golden runner runs, all other children frozen around the course have a second opportunity to run home.
- When the *golden runner* has had a turn swap teams over.
- Team with most children home wins.

### Conclusion:

- *The golden runner released us to run.*
- *Without the golden runner, some of us would not have made it home.*

- *The Bible tells us that Jesus is our golden runner.*
- *In fact it's impossible to make it home to God's heaven without him.*
- *Jesus makes it possible for us to become friends with God.*

## Activity 2: Fresh

### Need:

- open area, clear of tripping hazards
- 12 witches hats to define the rectangular playing field and the two jails
- arm bands or team colours to distinguish teams

### Set Up:

- Use four witches hats to define a large rectangle in which the game is played.
- Use four witches hats per team to define their jail (i.e. in one corner of the rectangle near their home line).

### Objective:

- To get the other team in jail while keeping your team out of jail.

### Instructions:

- Spilt children into two teams, A and B.
- Team A lines up behind one line; team B behind the line opposite team A.
- As soon as a team member from either team steps in front of their team line, they are *fresh*.
- They can move anywhere in the large rectangle.
- They are *fresh* until someone in team B steps over their line **after** them.
- This makes the other person from team B *fresher* than the person from team A.
- The *fresher* person from team B can then tag the person from team A and put them in jail.
- Person A, however, can either go back behind their team line (and become safe from being tagged) or run across to the team B's line (and become safe from being tagged) or tag someone from team B who is not as *fresh* as they are or tag someone in jail and set them free.
- Once a person has either tagged someone or freed someone from jail they have to go back behind their team

line in order to be able to continue playing.

- If someone is in jail, they need to go to one of the opposite teams' jail corner and remain in the defined jail section until released by a fellow team member tagging them.
- The person freeing people from jail must free the person who has been there the longest first.
- The winning team is the team that manages to get the entire opposing team in jail all at once.

Conclusion:

- *During the entire game we were risking ourselves to free people from jail.*
- *Who was put into jail?*
- *Who was able to free someone from jail?*
- *Sometimes freeing another person from jail meant that we ended up in jail ourselves.*
- *Jesus risked everything to set us free.*
- *He paid the ultimate price to free us.*
- *And it wasn't a short stay in jail.*
- *The price Jesus paid to set us free was with his own life.*
- *Jesus died to set us free.*
- *He set us free from sin, the punishment we deserve and free from Satan.*

### Activity 3: The Tower of Hanoi

Note: this game is available to play on the internet as a computer game, so it could be played with each team sitting around a computer ([www.mazeworks.com/hanoi/](http://www.mazeworks.com/hanoi/)).

Need:

- Provide three foam blocks or three cardboard boxes (large, medium, small), one set per team.
- Place three plastic circles or three A3 cardboard sheets in a row, one set per team.
- Need one leader per team to count moves.

Instructions:

- Place the three foam blocks/cardboard boxes on the first circle/A3 cardboard for each team.
- The largest block must be on the bottom, then medium, smallest on top.
- The aim is for the team to work together and try and get all

three foam /boxes to the end circle/cardboard, in the same pile as they are at the beginning of the game (i.e. largest, medium and smallest on top).

- Blocks can be moved onto any circle, but they have to be placed on either a circle/cardboard that has no blocks or on a block/box that is larger.
- To play, each member of the team takes turns in moving one block.
- It can be done in seven moves but this is almost impossible for children, so encourage them to do it in the least number of moves possible.
- You may like to play a number of rounds and see if they can improve on the previous round.

Conclusion:

- *The Tower of Hanoi is all about placing the blocks in the correct order.*
- *Largest, medium, smallest.*
- *If you got the order wrong, you had to start again.*
- *Getting things in the right order with God is so important.*
- *Most people think that if they do good things first, then they will be okay with God.*
- *But the Bible is very clear!*
- *Nothing we can do can make us right with God.*
- *We need to trust that Jesus died to pay for the bad things we do, and only then can we be right with God.*
- *Only then can we be God's friends.*

#### **Activity 4: The Price Is Right**

Need:

- PowerPoint with pictures of items children are familiar with

Introduction:

- *Welcome one and all to the Price Is Right!*
- *Today we're going to see if you know exactly how much things cost.*
- *If you guess the price correctly,*
- *if you get the Price Right!*
- *then you get to take it home!*

Instructions:

- Select three volunteers.

- Work through PowerPoint (you may like to add music sound effects or a drum roll before they guess the price).
- Hand prizes out to children who get the price right.

**Conclusion:**

- *If you get the price right, you get to take home the prize!*
- *Getting the price right is the key.*
- *Knowing how much something costs.*
- *God knew how much it would cost him to have us back as his friends.*
- *It cost him the death of his one and only Son, Jesus.*
- *But God was willing to pay that price to get us back.*

### **The Gospel According To Romans - Disney Style**

**Instructions:**

- You will need to gain the correct copyright licence in order to show the DVD clip outlined below.
- *Heritage HM* (<http://www.movieschangepeople.com>) offers a licence to churches in both Australia and New Zealand.

**Clip needed: *Toy Story 3***

- the scene where they're in the garbage bin, Jesse is in danger, and Buzz Lightyear risks his life to save her

**Conclusion to clip:**

- *You can imagine someone risking their life to save a friend.*
- *Buzz Lightyear did just that.*
- *Jesse was in danger and he risked his own life to save her.*
- *He threw her out of the way of danger and he nearly died doing it.*
- *But imagine someone knowing that they will die saving someone else.*
- *That's what God did.*
- *God knew that in order to save us, his one and only son, Jesus would have to die.*
- *Jesus died so that we could be saved from the punishment our sin deserved.*

### **Story**

Use the script titled, *God's Perfect Justice* (pages 28-32) and present the drama.

## Memory Verse

Romans 6:23

This verse can be found on Colin Buchanan's CD, *Remember The Lord*. To find out more about this CD, go to the Music Links page of the *Kidswise* web site.

## Behaviour Consequence Matching Activity (small groups)

Need:

- Copy and cut up page 26, one per group.
- Ask children to match the action with the correct consequence.

Conclusion:

- *If we do something wrong, we know that punishment is coming.*
- *In fact we know we deserve the punishment.*
- *The problem is that everyone who has ever lived has done something wrong. (revise the memory verse: Romans 3:23)*
- *God can't forget about the bad things we do.*
- *He can't pretend we didn't do it.*
- *He can't let it go unpunished.*
- *God has to punish the bad things we do.*
- *But God had a plan.*

## Discussion (Year 3 and 4, small groups)

Icebreaker:

- *If Buzz didn't save Jesse, what do you think would have happened?*

Make a copy of the table Crime and Punishment on page 27, one per child. Work through the following questions and have the children fill the table out as you ask the questions.

- *Can you remember a time that you did something wrong and didn't get punished for it?*
- *In the story about the judge, did Sally and Sam deserve to be punished? What had they done wrong?  
(yes, stole apples and spray painted a fence)*

- *Who stepped in and took their punishment instead?*  
(the judge)
- *Do you do wrong things? What does Romans 3:23 tell us?*  
(we have all sinned)
- *Will God punish you for those bad things? Read Romans 6:23a*  
(yes, the payment/punishment of sin is death)
- *Whom does God say he will punish instead of you?*  
(Jesus, the judge of the whole world, gets punished instead of us)
- *Have you let Jesus take your punishment? How do you let him?*  
(believe/trust in Jesus)

Application (select from any of the questions below):

- *Is God going to punish you for your sins? Why? Why not?*
- *How would you answer a friend at school who asks: why did God let Jesus die?*
- *Is there any sin so bad that Jesus' death would not be able to take the punishment for it?*
- *If Jesus didn't die on the cross, could any of us be saved?*

Conclusion:

- *God's amazing plan was to punish his Son instead of us.*
- *Jesus, the judge of the whole world, gets punished instead.*
- *Let's thank God that Jesus has taken the punishment for all our sins.*

### **Discussion (Year 5 and 6, small groups)**

Icebreaker:

- *If Buzz didn't save Jesse, what do you think would have happened?*

Discussion:

- *What is the amazing thing that happened in the story about the judge?*  
(innocent man stepped in and took the punishment for

someone who was guilty)

- *Revise memory verse together. What does Romans 3:23 tell us?*  
(we have all sinned)
- *What does Romans 6:23a say the payment (punishment) of our sin is? Does that seem too harsh? What does that tell you about your sin?*  
(the punishment of sin is death, sin is a big problem to God, rebelling against him is a serious issue)
- *What happens to our sins? Is God just forgetful? Does he just make them disappear?*
- *God has to punish sin. He can't leave sin unpunished. How did God punish our sin, but not punish us? Romans 3:25*  
(Jesus took our punishment, Jesus died in our place)
- *What good news does Romans 3:24a tell us?*  
(God treats us better than we deserve)

Application (select from any of the questions below):

- *Is God going to punish you for your sins? Why? Why not?*
- *How would you answer a friend at school who asks: why did God let Jesus die?*
- *Is there any sin so bad that Jesus' death would not be able to take the punishment for it?*
- *If you believe in Jesus, has Jesus taken the punishment for the sins you did yesterday?... the sins you'll do today?... the sins you'll do next year?*
- *If Jesus didn't die on the cross, could any of us be saved?*

Conclusion:

- *God has to punish sins.*
- *The great news is that God doesn't treat us the way we deserve.*
- *His plan was to allow his Son Jesus to be punished instead.*
- *What an amazing plan!*

## Prayer Time

- Have children thank God for sending Jesus and that Jesus took their punishment.
- Pray for all people everywhere, that they will ask Jesus to take their punishment for them.

**Action****drop rubbish****mess up sister's bedroom****not turn the TV off****steal lollies****refuse to do homework*****Consequence******pick up rubbish at lunchtime******tidy up sister's bedroom******miss out on TV the next day******buy lollies (and then some) to  
replace those stolen******do homework at lunchtime***

## Crime and Punishment

	<b>Do they deserve to be punished?</b>	<b>What have they done wrong?</b>	<b>Who took the punishment for them?</b>
Sam			
Sally			
Me			

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# God's Perfect Justice

*Romans 3:21-30*

**Narrated Drama** - script by Sandy Galea.

**Main Point** - God has stepped in and taken our punishment for us.

## Need:

- Narrator
- Judge
- Sally: wears a cap, carries a spray can
- Sam: wears a cap
- Props:
  - table and chair
  - a pile of papers
  - Judge's hammer
  - Judge's wig and coat
  - a basket for picking apples
  - a paint brush
  - a paint tin

## Script

(Narrator)

This is Sally.

And this is Sam.

One night, when it was very dark, Sally and Sam crept into Mr Jones' orchard.

They looked around to make sure no one was there.

Then, Sally pulled out her spray paint and began spray painting Mr Jones' fence!

And Sam ran through the orchard, stealing as many apples as he could!

Suddenly, there stood Mr Jones!

They were caught!

## Actions

Enter Sally, smiling.

Enter Sam, smiling.

Sally and Sam creep forward.

Sam and Sally look around.

Sally turns her cap to one side, pulls out a spray can, mimes spraying a fence.

Sam turns his cap to one side, mimes stealing apples from trees.

Mr Jones enters.

Mr Jones places his hands on Sally and Sam's shoulders.

The next morning, they were taken to see a Judge.

The Judge was Mr Jones!

Judge Jones had the job of deciding who was innocent and who was guilty.

Who needed to be set free and who would be punished.

It was an important job.

The best thing was Judge Jones was a good and honest judge.

Sam stepped forward.

The charges were read out.

(Judge)

"Sam, you have been accused of stealing ten apples from my... I mean, Mr Jones' orchard.

How do you plead?"

(Narrator)

Sam hung his head.

He knew what he had to do.

(Sam)

"Guilty, your Honour."

(Judge)

"Then I sentence you to ten days of picking apples in Mr Jones' orchard as your punishment."

(pause for hammer)

Sam and Sally are taken across stage by Mr Jones and stood in front of the table.

Mr Jones moves around the back of the table, puts on wig and cloak.

Mr Jones picks up papers, looks at Sam and Sally.

Judge slowly reads through the papers on the desk.

Judge nods slowly as he reads.

Judge looks up and smiles and nods at the audience.

Sam steps forward, hanging his head.

Judge selects a piece of paper and reads the following...

Sam hangs his head.

Judge bangs the hammer on

(Narrator)

Sam was found to be guilty.

Sam would be punished.

(pause)

Sally stepped forward.

(Judge)

"Sally, you have been accused of spray painting my... (clears throat) I mean, Mr Jones' fence.

How do you plead?"

(Narrator)

Sally hung her head.

She knew what she had to do.

(Sally)

"Guilty, your Honour."

(Judge)

"Then I sentence you to repaint Mr Jones' entire fence."

(pause for hammer)

(Narrator)

Sally was found to be guilty.

Sally would be punished.

(pause)

The next day Sam and Sally turned up at Mr Jones' orchard ready for their punishment.

Sam and Sally's mouths

the table.

Sam slowly nods his head.

Sam slowly exits.

Sally steps forward, hanging her head.

Judge selects a piece of paper and reads the following...

Sally hangs her head.

Judge bangs the hammer on the table.

Sally slowly nods her head.

Sally slowly exits.

Judge exits, taking paper and hammer with him.

Sam and Sally enter carrying a basket to pick apples and paint tin and paint brush respectively.

Sam and Sally look in the

dropped.

There, standing in front of them was Judge Jones.

Judge Jones smiled at Sam and Sally.

Judge Jones took off his judge's wig and cloak.

And then Judge Jones got to work.

He painted the fence.

The entire fence!

And then picked the apples.

He picked apples for ten whole days!

Sam and Sally were so shocked all they could say was,

(Sam and Sally)

"Thank you."

direction of the Judge, mouths open.

Judge enters.

Judge smiles at Sam and Sally.

Judge takes paint and paint brush from Sally.

Judge paints imaginary fence.

Judge paints imaginary fence quickly.

Judge hands paint and paint brush back to Sally, takes basket from Sam and picks imaginary apples.

Judge picks imaginary apples quickly. Can pick them from behind Sam and Sally's ears.

Judge hands basket back to Sam.

Sam and Sally look shocked.

All exit.

*(Narrator moves to centre stage and addresses the audience)*

Sally and Sam deserved to be punished.

But Judge Jones stepped in and took their punishment for them.

Children, we all deserve to be punished.

We have all thought, said and done wrong things.

And God can't let us go unpunished.

God must punish sin.

But the amazing thing is that God has stepped in and taken our punishment for us.

Jesus, our judge, took our punishment.

He did this when he died on the cross.

God will not let us go unpunished.

But if we believe in Jesus, then God will let Jesus take the punishment we deserve.