

Here's a little game to play: You call out the body parts in different positions, for instance, the child is lying down & you ask him to touch his nose, or his heel, or his elbow, big toe, navel, parting & so on, & the next time around the child is kneeling, sitting, standing on one foot etc.

75. THERE ARE LOTS OF SIGHT-READING WORDS TO CHOOSE FROM

which have to do with the subject. We learned about opposites using the FC opposites card game. It can be played stemming from the theme of "light & darkness". Start with just two sets of opposites, for example "day-night" or "hot-cold" & letting the little ones match them, gradually adding more sets of opposites.

76. THE STUDY ON LIGHT & DARKNESS LEADS US TO A STUDY ON DAYTIME & NIGHTTIME.

We named activities which we do in daytime & at nighttime & looked through magazines & our picture file to find pictures which pertain to daytime & those which belong to nighttime. This also could lead to making a very simple clock, for instance out of a round paper plate & two hands, with numbers drawn in. Point out throughout the day very regular & set times, moving the handles accordingly, for example wake-up time, witnessing time, lunch-time, nap-time, etc. Don't forget to use songs like "This Little Light of Mine" or "Let the Sunshine in," all of which have to do with Jesus the Light!

77. NOW FOR OLDER CHILDREN THERE CAN BE DONE A MORE DETAILED STUDY ON THE WHOLE CHAPTER

& they also can look for the out-word reason why the Pharisees tried to Pharisees Jesus. Jesus' mistake was, in the Sabbath day!—That "Jesus is a sinner because He didn't keep the Sabbath day!" You can read, maybe by using different roles, the dialogue between the Pharisees, the parents & the man who got healed; have one child read Jesus' part, one reading the healed man & another one the Pharisees' & so on.

78. IT IS BEAUTIFUL TO WITNESS THE HEAL-ED MAN'S FAITH IN JESUS,

although he didn't know who He was. Here is a little exercise older children can follow-up on: Read through & list how the healed man confessed & believed in Jesus. (Look up the verses: John 9:11, 17, 33, 36 & 38.) Write it in your notebook. Another exercise could be now to list: How did the Pharisees speak of Jesus, what did they call Him? (See the verses John 9:16

HAPPY TIME POSTER

Material: A 10-ft. strip of wrapping paper, thumbtacks, poster paints and brushes, cutouts of children, large figure of Jesus, paste.

Procedure: Tack the wrapping paper on the wall low enough for children to reach. Explain to the children that they may make a picture of the happy time when the boys and girls went to see Jesus. Let them paint a scene of trees, grass and flowers—something of their own interpretation of the pathway where the children ran to meet Jesus. Perhaps some of them will want to paint birds in the picture. Provide cutouts of children and a figure of Jesus for the children to paste on the scene.



24 & 29.) Write down & compare to the previous list! And then of course, older children can do a whole longer list on opposites & do dictionary words as well as work on their writing & spelling when needed. And don't forget to let the older children list again the names for Jesus in this chapter.

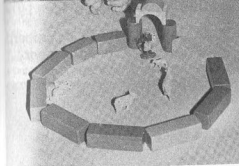
79. BY NOW, IF THIS EXERCISE IS FOLLOWED UP FAITHFULLY, THE CHILDREN SHOULD HAVE QUITE A RANGE OF NAMES JESUS WAS GIVEN!

If you didn't do a Word study on "light & darkness" in the first chapter, you can put this in here & let the children look up those references & read them aloud or at least list the references. A writing & grammar exercise here could be: Think of words which have to do with "Light" (i.e. Jesus, day, sun, bright, etc.) & then think of some which have to do with "Darkness" (i.e. night, sleep, spiritual darkness, fear, etc.). Work with your child, discuss & write it out if the child needs to practice writing & spelling. (If the child is new with his spelling & practicing it, be sure the child has the words listed first to copy from. Always make learning fun!)

JOHN 10: "THE GOOD SHEPHERD!"

80. FOR LITTLE CHILDREN THIS CHAPTER MIGHT BE BEST TOLD WITH A LITTLE TOY ANIMAL SET.

We have an assorted animal set here, a toy all three children have enjoyed for a long time, that also contains sheep. Using blocks we built a fold including the doorway, & then used some little shepherd figures. While playing with it you can tell the story about the robber "who climbs up some other way",



Learning through play!

a robber & thief, but that he that goes in by the door is the Shepherd. While playing you can give the memorisation verse: John 10:11 "I AM THE GOOD SHEPHERD. THE GOOD SHEPHERD GIVETH HIS LIFE FOR HIS SHEEP." & also verse 14, "I AM THE GOOD SHEPHERD & KNOW MY SHEEP & AM KNOWN OF MINE". Follow up & act out the story how the Shepherd leadeth his sheep out to green pastures. Learn verses from Psalm 23 & review the Psalm if the child has learned it already. Like Teché. MO Quotes about the sheep following closely: "True disciples are the little sheep who hear His voice & follow Him all the way" (122:26) & then 116:6: "They that love me most follow closest". Teché played with the little set & the sheepfold over & over again, & even was telling the story about the Good Shepherd & how He calls us by name to her dillies!

81. HER DOLLIES OFTEN HAVE BEEN A GOOD MEANS TO EITHER REVIEW OR TO CHECK IF SHE HAS UNDERSTOOD THE STORY or whatever subject we are learning about. Also when teaching & reviewing reading words, numbers or other facts, Teché's "family" of dollies, duck, lamb & dog, are very teachable! And by teaching them, Teché herself

Little White Lambs

Little white lambs
run out to play;
(Wiggle fingers of right
hand and move hand
forward.)

Follow your shepherd
all through the day.
(Hold up index finger
of left hand. Move
finger, and have
right-hand finger fol-
low.)

You know your
shepherd will take
care of you.
And God will take care
of the shepherd, too.
(Point upward.)

reviews!

82. ADD MORE MEMORISATION VERSES. VERSES 27 & 28: "MY SHEEP HEAR MY VOICE & FOLLOW THEM & THEY FOLLOW ME & I GIVE UNTO THEM ETERNAL LIFE & THEY SHALL NEVER PERISH. NEITHER SHALL ANY MAN PLUCK THEM OUT OF MY HAND". Emphasise when playing with the Shepherd & the sheep that the Shepherd calleth the little sheep by their names. Maybe you can give each sheep & let the your own family to each sheep & let the shepherd call along following the shepherd, & when the robber calls, they won't follow, but run to the Shepherd!

83. HERE ARE SOME OTHER IDEAS TO USE TO ACT OUT THIS STORY: Make the Shepherd out of pipecleaners or a clothespin, & sheep