Jesus' Last Supper – Fisherman's.Net

At a Glance
Children will use the computer program "Jesus in Space" to explore the Last Supper

Outcome Objectives
1. Children will learn details of the Last Supper by looking up answers to questions in their Bible.
2. Children will connect the story of Jesus' Last Supper to the Jewish Seder meal.
3. Children will connect the story to the practice of communion in their church.

Software Summary
Jesus in Space. Go to http://sundaysoftware.com/site/jesus/ for more information.
You will be using Mission #2 "Planet Whammo"

A printout detailing the program and the discussion questions that come with the lesson is in the binder in the computer lab.

Supplies Needed
Jesus in Space for each computer
Bibles
Paper and pencils for making notes.

Advance Preparation
Bookmark Bibles at each of the Last Supper stories. (including John) Alternatively, bookmarking can be the opening activity.

Opening Activity
Read the Mark version of the Last Supper. Go around the room and have children read for as long as you are pointing to them. When you point to the next student, say "next" so children following in the Bible can hear it. To make it more fun, have the children talk in a robot voice. You can talk in a robot voice, too.

Explain to them that each of the gospels tells what happens differently. Luke and John tell things pretty differently from what you just read in Mark. Therefore when you play this game, and there is a little prompt in the corner that gives you a Bible verse, what should you do, should you GUESS at the correct answer, or should you LOOK IT UP in the Bible? (Look it up). Repeat that if they don't have enough points from the robot quiz, they will have to repeat the whole quiz again before they can play the game. So it's a good idea to look things up so you have the most time playing the game, right.

Start the computer program, Go to planet Whammo (Mission #2) and answer if the robot remembered it right.

At the end, there is a Seder meal grocery game. Give everyone a few minutes to play before moving on.

Main Lesson
Whammo Labs Game is designed to teach the children the similarity between the Passover Seder and Jesus' Last Supper.

Life Application
Lt. Stu's Communion Presentation is back at the starship. There are lots of

Journaling
Using any writing program or Kid Pix have the children write a few sentences about what they learned today.

To take home
Print out the journal pages and take them home.
Adjustments for age levels and abilities
In a mixed age group, pair older children with pre-readers. In a group that is all younger children only use as many computers as you have adult helpers to read. Take turns playing the games.

If you have extra time…
Use Cal and Marty's Scripture Memory Game to work on the memory verse (words of institution) for this rotation.

If time runs short…
Other rotations are covering communion, so Lt. Stu doesn't need as much time. But there are some good questions in that part of the lesson, so try to time it so you don't miss this completely.

Be creative
Have a large circle of paper available and some construction paper. Recreate the seder plate.