Jesus in Space CD

Printed from www.sundaysoftware.com
Students "Mission" Worksheets can be printed from our Jesus in Space webpage at sundaysoftware.com

Mission Notes for Teachers

Jesus in Space CD has three interactive lessons. Content follows an "open - dig -reflect" lesson structure. Teachers may choose to have students work through content in a different order, but as you can see by the program's menu, there is a logical order to the material, and the game's navigation tends to encourage that order.

Jesus in Space opens with an extended introduction, credits sequence and asteroids game. These play whenever the CD is started or restarted. They are followed by the Main Mission Menu, but you can "warp" or "jump" ahead at anytime. Jesus in Space pays homage to the old space tv shows and movies many of us grew up with, hence the extended Star Trek and Star Wars -like opening. Hope you enjoy it! It should definitely set the mood for your students. While each lesson in the CD will tell the story, some advance knowledge of the story will help them work with it. This is particularly true of Mission 3: The Last Supper on Planet Whammo.

We've created 3 Mission Handouts for your students. To print them, go to "Doc Box" on the Jesus in Space CD webpage at www.sundaysoftware.com. These have checkboxes you can mark to tell students which sections of the program and which questions you want them to answer. They also have room for students to record their comments and bring back to group discussion. Please remember, software is not a replacement for a lesson plan or good follow-up.

Age Range: We build software for churches who need that software to span a wide age range. Jesus in Space is cute enough for younger kids, and has enough funny humor and interactivity for young teens. As with all our software, we strongly encourage you to have older children or teachers HELP younger students, especially with content that may need read or interpreted to them.

We tend to add more **QUESTIONS and discussion content** than you may need or have time for. Take your pick. Our handouts have checkboxes next to activities and questions which you can mark prior to making copies for your students.

"Great Commission Control" is a reference to Jesus' exhortation in **Matthew 28:16+** to boldly go where... er, uh, "go into all the world(s?), baptize people.... and teach all that I have commanded you...." That passage is often referred to as "The Great Commission." Hence our play on words. If you have the time, go to that passage with your students.

Command Menu Tip:
Sometimes the Warp Ahead option is gray-ed out depending where you are in the mission. When using the Jump Menu, if you are already in an area you are trying to jump into, the jump menu will just keep you where you are. If you want to RESTART the particular area where you are and there's no restart button or "play it again" option, jump out to another section, then jump back into the section you want to restart. It will then start at the BEGINNING of that section.

Notes for Mission 1: Baptism of Jesus

Lt. Stu descends through the ocean waters of the "Planet Vet" (and yes, it is a play on the word "wet") dodging objects and eventually landing on the ocean floor and meeting Minister Gil-filtafish. Gil is excited that Stu can TRANSLATE the story of Jesus' Baptism to his underwater people using the BABEL 4000.

The Babel 4000 "computer" in this mission has your students working with the story of John and Jesus in Matthew 3:1-17. Students "re-build" Matthew 3:1-17 by selecting from various word and phrase options that will make sense to these underwater Christians. Students also get to build the underwater scene and characters. The Planet "Vet" is a play on the word "wet" --which underscores the basic premise of BABEL 4000 activity: how would underwater creatures think about and perform baptism (and thus, what does baptism really mean?). By having fun with and discussing the concepts, you will find many opportunities for deeper insights. The BABEL 4000 is also designed to be used more than once! -which certainly helps them <u>remember</u> the story.

Waterway Pipes Game: This looks like just a game, but you will notice that below the game screen, scrolling across the bottom, is Bible content. And it just so happens that the content is the answers to the **QUIZ which follows the game**. Get the quiz right and you can play the game again (sneaky, huh?). To play the, look at the pipe-piece on the conveyor belt and decide which square you want to place it in by selecting a location on the grid. If you don't want that piece, click the trashcan. When you think you've properly constructed the pipe, click the Flood Pipes button. But.... If you leave a pipe open to the surrounding ground then the water will not reach the folks who are waiting to be baptized. There's a bit of a metaphor going on here about our role in helping others come to Baptism. Ask your kids about it!

After the first time you play the Baptism Pipes Game you will be taken to the **Shelbot Quiz about Baptism.** The **scrolling text** seen during pipe assembly contains the answers to Shelbot's questions. In order to play the Pipes Game again after the quiz, students must get X number right.

At the end of the BABEL 4000 activity, the following Study Notes appear. They contain questions to consider.

These notes appear at end of BABEL 4000 Activitiy

Notes for Minister Gil Filtafish:

Stu said, "The story of Jesus' baptism was important because it tells us who Jesus is and what Jesus' mission was going to be."

According to Matthew 3:11, John used water as a sign that God had washed away a person's sin and welcomed them back into God's family. John said Jesus would use the Holy Spirit and fire to do this. Jesus is the one who baptizes us with God's life giving Spirit. It is God's Holy Spirit which makes us part of God's family, not your religious practices or what planet you come from. And Jesus is the one who brings us God's righteous "fire"that "burns away" our sin and makes us acceptable to God. We cannot make ourselves holy.

According to Matthew 3:12, Jesus is the one who will separate the "wheat from the chaff," (or starfish from the blowfish). Another way to think of this is "Jesus is the one who will show us what is good (wheat) and what is worthless (chaff). When we are baptized by water or bubbles, we are rejecting what is worthless and evil.

● What would Jesus say is "good"? What would Jesus say is "worthless"?

According to Matthew 3:15-16, Jesus is the one who is obedient to God. Then God announces to all that Jesus is God's son, "with whom I am well pleased."

● God forgives you. But what are the things you can do that would please God?

Blast Off to Tarsus

Return to B.A.B.E.L.

Notes for Mission 2: Road to Emmaus

Lt. Stu lands on Ice Moon Alpha and is immediately thought to be an invader. After a snowball duel game, he is welcomed and invited to help the Sno-ballians retell the Emmaus story. After that, there's a very special interactive reflection activity.

The Stagecraft 4000:

The Stagecraft 4000 allows your students to "enhance" the retelling of the story. During playback, the disciples and Jesus will animate on the screen. Your students are adding the background and extras. As they go through each scene, they should populate the stage with objects from one of the three tabbed object menus seen at the top left of the screen. Then they should click on the highlighted text in the story to add their own special sound fx. Encourage them to think about which SFX will match the tone of the phrase and story at that moment. This will help them think about what's going on in the story and understand it's emotional undercurrents (which are many).

If you want to quickly preview a completed presentation, press the "auto complete" button. This feature will not, however, add objects to the screen. If after placing an object on screen you would like to remove it, click the object and a small trashcan will appear upper right.

Have students SHARE their presentations with each other and other workgroups. After going through this once, and discussing the story, consider having students go through it a second time to do a better job at enhancing the story.

The Jesus in the Snow Reflection Activity:

This is a true story. I ran across the "Jesus in the Snow photo" years ago in some ancient youth group material, and have used a printed version of this exercise many times with various age groups, even with adults! I am glad we are preserving this photo and story here and sharing it with a new generation. The outline of Jesus is revealed at the end of the presentation and can be printed as a take home.

It is recommended that you TEST the print function, and perhaps have copies pre-printed. It's a powerful presentation to walk through because the experience of TRYING to see Jesus in the shadowy photo and needing help PARALLELS the experience of trying to see Jesus in our lives. Point this out to students! After Capt Paul is done narrating this activity, feel free to continue to discuss "how we see Jesus in our lives." After printing the activity, teach your students how to "present" the picture of Jesus to their family and friends so that they too will draw the parallels to how we need to help each other "see" Christ.   Don't be surprised if some students "see" Jesus in the picture right away, while others have a harder time with it. That's true of the Christian life as well, and that's exactly the thing you want to point out. We learn from each other. And sometimes what's obvious to one is not obvious to another...just like in the story of the Road to Emmaus.

Pictured on the right is the "key" to "seeing" the outline of Christ in the photo.
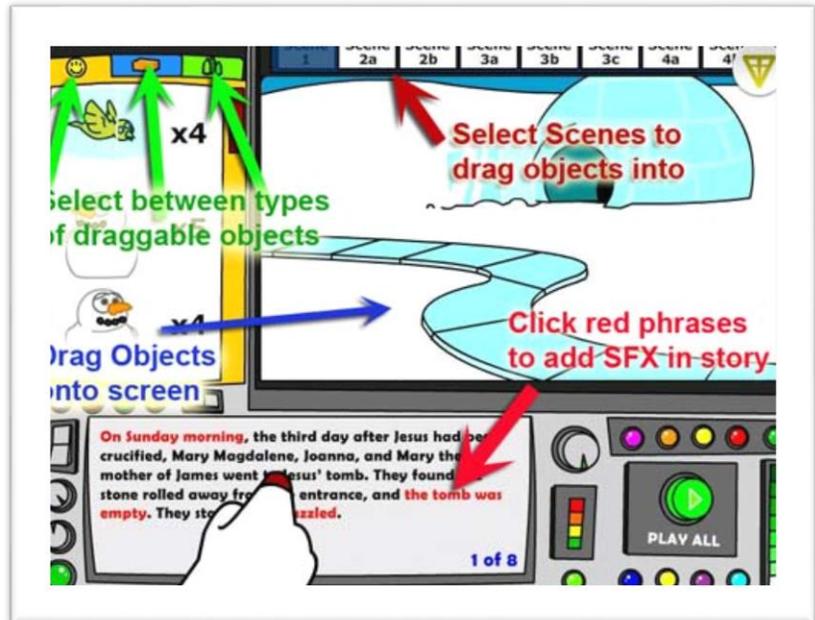
Notes for Mission 3: Last Supper on Whammo

Lt. Stu lands on the Planet Whammo and is escalated into their city (which features various native motifs). The Whambots are having trouble remembering the Last Supper story, and Stu is invited by Chief Wackimac to help them out. Of course, the robots are a bit goofy, as is everything in this CD, and Stu plays along not knowing the consequences (yet) for getting a question wrong!

The Whambot Quiz assumes some familiarity with the story of Jesus' Last Supper. We have broken the story into 15 questions which walk through the story.

You will notice that EACH PART of the story, as told by the Whambot, is preceded by a pop-up sign telling students what Book, Chapter, and Verse it's from. We coded the quiz with three possible answers per whambot. **The game randomly selects one of those answers** for the whambot to say, so **the quiz is different every time**.

The smart students will have their Bibles handy to look up the reference to see if the Whambot told the story correctly. If they think the Whambot told it right, click "Correct," and if the Whambot said it wrong, click "Wrong." **If you get too many wrong, students will NOT be rewarded with a special bonus Seder Stockboy Game**. Of course, they can always try again. The Seder Stockboy game is just for fun. The foods will be discussed in greater detail in the Whammo Labs game.

> **PLEASE NOTE THIS ERROR IN SOME VERSIONS OF THE PROGRAM:**
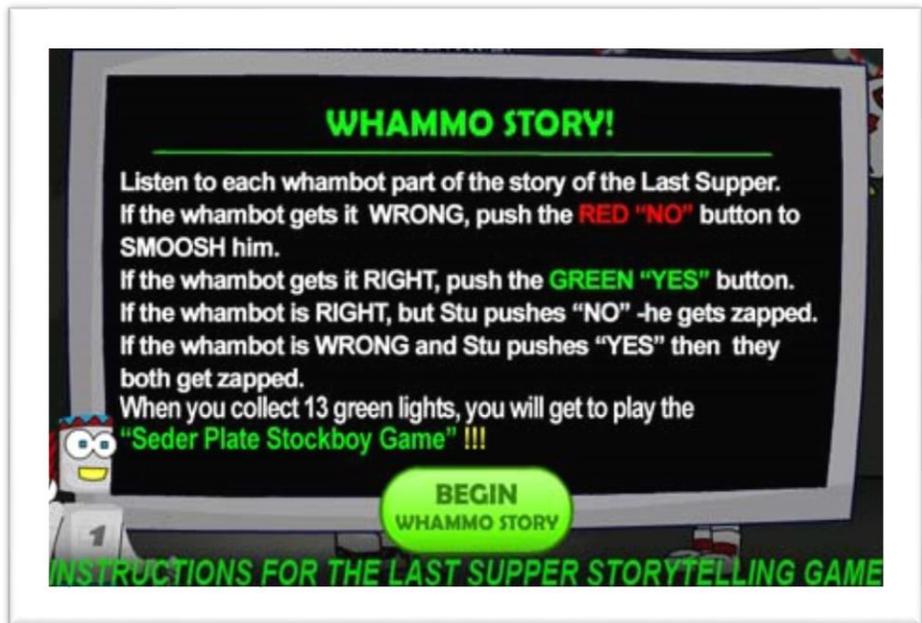> Four of the scripture clue pop-ups in the Whammo Quiz Game are incorrect. **At the end of this guide is a printable set of the CORRECT verse clues** with answer helps.

Teachers: You might want to have students view the Communion presentation prior to playing the Whammo Labs Game. Buttons will appear giving you that choice.

The Mission Handout mentioned in this document lists all the discussion questions in the Communion presentation.

After the Whambot Quiz, you can play the **Whammo Labs Seder Game**. Students answer more questions about the Last Supper and Footwashing as they learn about what goes on a Seder-Plate for a Passover meal like the one Jesus and his disciples were celebrating. **Teachers Stay Alert!** AFTER the Whammo Labs game, Lt. Stu and Chief Wackamac discuss the relationship between the Seder and Communion. Lots to discuss here after the presentation.

Planet Whammo's visual theme pays tribute to the mission to evangelize native peoples. The thematic motif features elements from many native cultures. At some point, all our ancestors were "native people's," whether you are Native American, Samoan, or Scottish or African, or Greek or Jewish. It's a complicated history to be sure. You might decide to talk about it with your older students. Two of the developers, including me, are part-Native American. We're also Ohio State fans, which is why you can hear the OSU fight song subtly playing in the background of Planet Whammo!
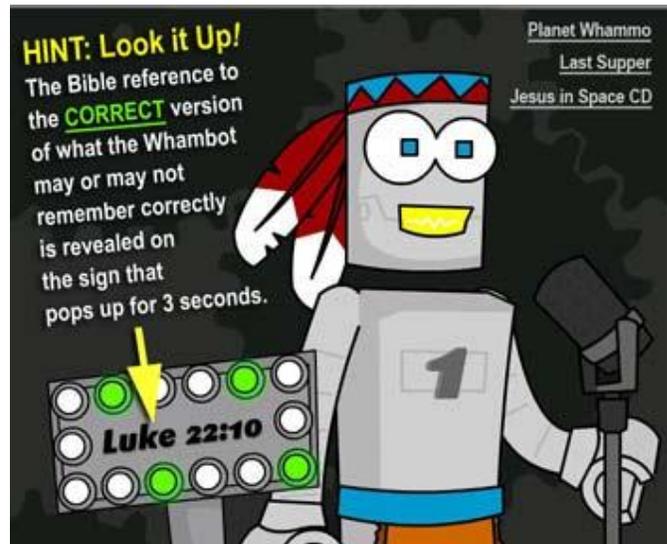
Mission 3: Planet Whammo ~ Wackimac Whammer Quiz

Corrected Version of the Scripture Pop-ups

Depending on which version of Jesus in Space you have, four of the scripture clues which briefly pop-up before each whambot speaks, *are incorrect.* All 15 scripture clues are listed below. The corrected ones are <u>underlined</u>.

1. **Matthew 26:16   ..."where do you want us to prepare the Passover meal?"**

2. **Luke 22:10 ... what was the man carrying when he met the disciples?**

3. <u>**John 13:4**</u> -- <u>**should be**</u> **Luke 22:11   ...what the disciples said to the man**

4. **John 13:4 ...what Jesus did when he got up from the Table**

5. **John 13:5   ...what Peter said to Jesus, includes John 13:6 as well**

6. **John 13:7 ...what Jesus said when Peter refused to be washed**

7. **John 13:8 ...what Peter replied to Jesus, includes John 13:9 as well**

8. **John 13:11 ...what Jesus said after washing their feet, includes John 13:14 as well**

9. <u>**Luke 22:21**</u> -- **should be Matthew 26:23   ...Jesus said one of you will do this**

10. <u>**Luke 22:22**</u> -- <u>**should be**</u> **Matthew 26:23 ...what Jesus said to the Disciples after he said one will betray**

11. **Matthew 26:26 ...what Jesus said when he gave them the bread**

12. <u>**Luke 22:27**</u> -- <u>**should be**</u> **Matthew 26:28, what Jesus said when he gave them the cup**

13. **Luke 22:31 -- what Peter said when Jesus said he would come back to life**

14. **Matthew 26:34 ...how many times Peter will deny Jesus**