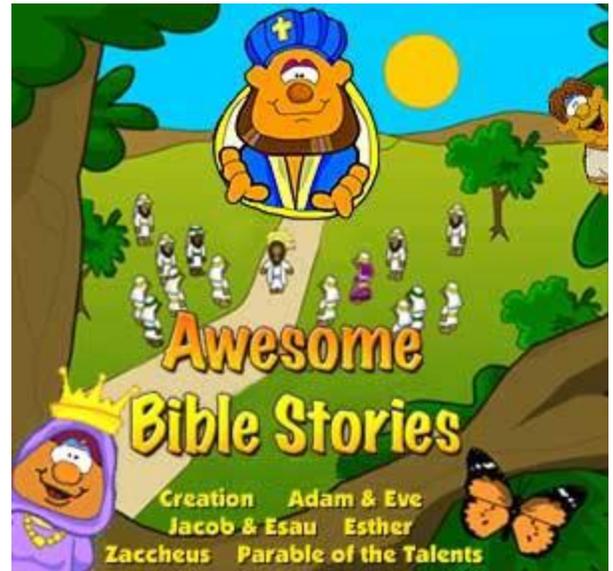


# Awesome Bible Stories CD

## Outline and Teaching Guide for version 2.0

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Visit our website Teaching Tips for the latest version of this guide and technical help, including Student Worksheets.



### Who's this CD for?

Most of this CD's content is easily usable by Kindergarteners through Sixth Grade. Having said that, we designed it with the expectation that an adult would be present to enhance and explain content even further. Younger children will need to be guided through some text-only content. As we do in all our CDs, we tuck-in extra content for older students or students with extra time to use the CD.

### How can you use this CD?

This CD was designed to be used in a classroom-like setting, though it can comfortably be used at home too. The CD is not meant to be "browsed through," rather, it was designed as **six completely independent story-lessons**. The story is presented, background information is offered to be explored and discussed, then follow-up activities are available to reflect with. We designed the content of this CD expecting that adults will be using the CD with their students, making observations, asking questions, and pointing out items of note. Preview the content and note which items you especially want to key-in on. Some of the study notes have follow-up questions built-in. Which ones you'll spend time on will depend on the amount of time you have to cover the content. Following the use of the CD, if time permits, additional activities can be added to the lesson plan. Some of the stories and study notes suggest additional activities. To more fully teach these stories, bring in other media, such as, videotapes, art projects and games that teach the story and its life application through a different learning mode. One free source of such materials is the Lesson Exchange at [www.rotation.org](http://www.rotation.org)

**Younger children** will need someone to read some of the study notes to them. Typically with younger children, you don't read everything. You pick and choose. You may also want to rephrase some of the vocabulary and concepts as you read them.

### Lesson Planning with this CD

It is typical to begin the use of a CD by reading the scripture before seeing it presented on the computer. However, it would be nearly impossible to read all the chapters of Jacob or Esther's story in one class time. Even the story of Adam & Eve is a bit long in print for most classes. **Prior to starting the CD**, show students where in the Bible the stories can be found. **See how much they already know of the story, and ask key questions** which you hope they will learn the answers to. Write them down or post them for all to see.

The main story presentations in all six stories on this CD are meant to be your lesson plan's "Bible reading." If you can't be right next to the computer, **give students a list of "STOPPING POINTS" --the study notes and questions you want them to stop and consider**. Have the student write down their answers to question you have told them to answer. **You can also give them some "fill in the blank" questions or definitions** whose answers are found in the story's study notes. Get the students "resting places" in the program to stop and let others in the class catch up to that point. Having questions to answer will help them focus on content and not just click to find the next activity. Quiz them on the study note content after they have view it. For example, if they don't remember what "original sin" means in the story of Adam and Eve, send them back to find out.

### WHO ARE THE STUDY NOTES FOR?

Are the **text comments** and **study notes** throughout this program for the kids or teachers? Our theory is that we HOPE the kids will stop and read them, but we really put them there for the teachers to say "let's read that." Often, you'll find that you need to GO BACK THROUGH the story a second time to hit the questions/notes they skipped over the first time. We made this easier to do in Version 2.0 Sometimes I have the kids go through the story once on their own, then I point out which study notes we want to key in on as we go through it a second time.

★ **In Version 2.0 of the CD**, we have added extra navigational "jumps" to the longer stories: Creation, Jacob, and Esther. In Version 2.0 you can click the green "Story Menu" button to access the Play Story button again and jump into a specific section of the story.

**Don't let them rush through content in order to play the game.** It is suggested that you only allow them to play the activities associated with the story they are learning. As much fun as Jacob's wrestling game is, you'll want to save it for the time you are scheduled to teach that story. Don't hesitate to go back to a certain section of a story and ask more questions. And if they don't do too well on one of the quizzes, have them take the quiz again. Record their scores to make a game of it. You will notice that **none** of the activities are meant to be rushed through only once. Gabby Talker, for example, can be used over and over to have them respond to different ideas and questions you might pose to them. For example, use Gabby Talker to construct Jacob's apology to his father.

**If you have time, follow up your CD use with other related activities.** For example, after using Adam and Eve's content, create a giant Tree of Life and discuss/design the kind of fruit that would be hanging from it. In the story of Creation, have students draw what a great Sabbath day would look like to them. In the Talents game, create a giant version of it as a floor game. Make your own talent bags, re-enact the story.

### **Navigating the CD**

At the bottom of every screen are four buttons. The orange "Main Menu" button takes you back to the Main Menu of the CD. The green "Go Back" button takes you to the menu for the story you are in. This button is called "Story Menu" in version 2.0.



Of the six stories, three are longer and have more learning content: Creation, Jacob, Esther. Without discussion time figured in, it will take between 15 and 20 minutes to get through each story's content. And in many cases, you'll go through each story TWICE in one lesson.

### **Misc. Technical Notes**

On slower computers with tight resources the rotating main menu might rotate slowly. It is recommended that you run Awesome CD in 800x600 screen resolution so that it appears the full-width of the screen. Older computers should make sure they have all other software/antivirus programs turned off. Setting your color to 16bit rather than 32bit will help an older graphic card cope with Awesome's full screen graphics. If you have Vista, make sure your version of Quicktime is 7.3 or higher, [www.apple.com/quicktime](http://www.apple.com/quicktime)

Update: Go to [www.sundaysoftware.com/tips](http://www.sundaysoftware.com/tips) to print three student worksheets for Creation, Esther, and Parable of the Talents

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## **The Creation Story - Genesis 1**

### **Menu Choices:**

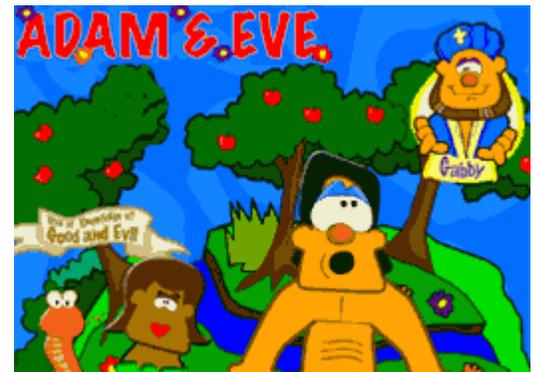
Play the Story  
Play the Days (game)  
Creation Power Poem  
Creation Quiz

Students see & hear the story, understand its strange and powerful vocabulary, and express the meaning of the story by using its newly learned words and concepts in an interactive poem. Truly, Genesis 1 has some of the most amazing words and majestic phrases in all of scripture.

Our notes explain these ideas to children so that they understand the power and majesty and goodness of God these words convey, --without getting sidetracked into an un-child-friendly discussion about "when and how" Creation came about.

★ **In Version 2.0** you can jump into any of the days simply by clicking Day Menu. In version 1.0 you cannot jump ahead in the story.

**Narrated study notes appear after each Day of Creation.** For younger students, pre-select the ones you want them to hear. Older students will have time to learn them all. The **Creation Quiz** reinforces central concepts and order. **Creation Power Poem** asks the students to identify what they think are the key *words* of the story --and creatively recombine them into their own Creation poem. Encourage them to create several possible poems. Stop, listen and discuss each. There's a set of "suggested uses" for the Power Poem that pops up when you first use it. The **Days of Creation puzzle page** is for fun --but learning the structure of the days will help them organize and remember content and meaning.



It's easy to forget how important Genesis 1 is to our understanding of God and our world. Try and imagine a negative creation story. Have your students come up with one if you have time. Compare it to the story we believe in. How would we worship God if we believed God didn't take care in creating the world? How would we treat the world differently if we didn't know that God had made it?

It's easy to forget how important Genesis 1 is to our understanding of God and our world. Try and imagine a negative creation story. Have your students come up with one if you have time. Compare it to the story we believe in. How would we worship God if we believed God didn't take care in creating the world? How would we treat the world differently if we didn't know that God had made it?

Student worksheet for this story available at [www.sundaysoftware.com/tips](http://www.sundaysoftware.com/tips)

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## **Adam & Eve – Genesis 2**

### Menu Choices:

Play the Story

Narrated-Animated Study Notes

Gabby Talker Reflection Activity

Adam and Eve Apples Game --*"You can run but you cannot hide from God"*

The challenge of teaching the Adam & Eve story is that in the Bible it is rather long and conceptually complex for children. We've condensed it a bit and made the language more kid-friendly. This story has received tremendous theological treatment throughout the centuries, but our aim in this CD is to make its basic meanings and images accessible to children. The goal of the story retelling and Gabby reflection activity is to see this as a story about God for us, not against us. God is upset with our bad choices and holds us accountable for the consequences, but God is loving nevertheless. The study notes, in particular, encourage students to consider how human beings SHOULD react when they realize they've done wrong. Comment: Any argument about the 'historicity' of Adam & Eve misses the point of the story, and is rather too deep for most children to comprehend anyway. Be prepared, however, to explain your church's position on this issue to older children.

Several Narrated Study Notes appear on the main menu of Adam & Eve. Pre-select which ones you want students to hear and discuss. We spent a little extra time illustrating them because they share somewhat exotic information. Several of them pose questions which can be answered there with the teacher, or answered on a notecard and brought to a discussion table in the middle of using the CD. The Gabby Talker activity has several suggested uses (click the instructions button in the activity). Recommendations: Work on offering an apology to God. Or... have the students create a conversation between computers, one taking Adam's point of view, one taking God's, etc. Younger children can hear the words by rolling over them before clicking to select them.

★ **In Version 2.0 of the CD** three of the study notes were moved into the new Adam and Eve game. This game can be found on the study note titled "Hiding from God!" (found when you click the correct 'target' icon on the story screen) The study notes appear between the levels of the game.

We've also given you a menu button to access them without playing the game. But that's no fun.

The following DISCUSSION SCREEN appears at the END of the game (when you win or run out of turns).

**AWESOME BIBLE STORIES**

## Hiding from God!

What are the ways people try to **hide** their sins from **God**?

- You could decide obeying God is not important to you.
- You could pretend that your sins are not that bad.
- You could say, "well, everyone does it."
- You could fail to pray about them.
- You might ask for forgiveness without changing your ways.

Everyone sins. Everyone needs to talk to God about their sins. Everyone can be forgiven for their sins, and helped by God to be a better human being. God did not make us perfect. God made us to need his love, help, and understanding.

**Follow up:**

- Come up with a skit or prayer about hiding sins and talking to God about them.

Back to Game Title

Previous

★ Also in Version 2.0 of the CD there is an error in the study note on the main Adam and Eve page. When you click the lower left "target" icon, it reads "Is This Story for You" -but unfortunately it does not play that study note! ...it repeats another note.

Here is the correct study note it SHOULD have played:

**AWESOME BIBLE STORIES Volume One**

## This Story and You:

The story of Adam and Eve tells us that God is not happy when we **disobey** him, and that there are consequences for **doing wrong**. All human beings, even though we are made in the image of God, have some part of us that thinks we know better than God.

So, how do you listen to God?

What do **YOU** do that helps you follow and obey God and stay out of trouble?

Gabby




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## **Jacob & Esau -Genesis 25:19-28, Chapters 27, 29, 32, and Genesis 33:1-20**

### Menu Choices:

Play the Story  
Midnight Wrestling Game  
Gabby Talker

One of our main goals in this story is simply to tell this very l-o-n-g episodic story to children in a concise and memorable fashion. This CD breaks the story into four episodes:

1. Jacob and Esau are Born, Esau sells his birthright
2. Jacob, Laban, Rachel and Leah
3. Jacob wrestles with the angel
4. Jacob reconciles with Esau

★ **In Version 2.0 of the CD** you can jump into one of the four sections. Just click the Green Story Menu ball at the bottom of every screen to jump back into the story's menu and jump to a new section. In version 1.0 you must play the story from the beginning.

**Play the Jacob Story:** This is the second longest story on the CD. Its drama involves trickery and reconciliation (not unlike Adam & Eve's story in this CD and so many others in the Bible). **Study Questions** appear at various locations in the story. One slick way of using this story is to go straight through it the first time without pausing for any study notes, -- then, go through it again stopping at KEY study notes (which you've previously identified). Afterwards, try your hand at Gabby Talker and finish up in the Midnight Wrestling Game. In the Jacob - **Gabby Talker** reflection activity, students are encouraged to practice **creating the dialog of reconciliation** from the point of view of Jacob, or Esau, or God.

**Midnight Wrestling Game:** Tucked away in the Jacob story is the episode of Jacob wrestling with the angel, --who turns out to be God, --who then changes Jacob's name to Israel. The wrestling game we've created for this story is a fun way to remember this important episode. **Questions about the story appear in-between rounds.** If you miss a few questions the game ends! Teachers might note that this wrestling match preceding Jacob & Esau's may have humbled Jacob's approach to Esau. An excellent talking point is this: *When we encounter God, we begin to encounter others differently thereafter.*



Save the Wrestling Game for after your discussion time. Note that there are additional comments/questions found after the Wrestling Game finishes. Jacob's story spans eight chapters of scripture so we had to leave some episode out. We did not include "Jacob's Ladder" or the extended scenes with Laban and the household gods. When you read the story of Jacob all by itself, it appears to be a story about reconciliation within a family. But in the larger context of Genesis, you could also say that it is a story about how God is working through imperfect people (like us) to raise up a people dedicated to sharing God's message.

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## **Esther**

### Menu Choices:

Play the Story  
Esther Quiz  
Purim Video  
Haman vs Mordecai game

Esther's story is so large and has so many plot twists that our main goal and challenge was simply retelling it at a brisk pace to Christian children unfamiliar with it. Its comical nature is very much in keeping with Jewish Purim tradition --which the story of Esther inaugurates. The animated story has some content/questions in various places for discussion.



★ **In Version 2.0 of the CD** when you click the Play Story button you can jump to several sections of the story. This is handy for previewing, or for going back AFTER you've gone through the story to revisit a scene or study note.

The Esther story begins with a brief introduction about the time period. In order to keep the story manageable, we only mention Queen Vashti, though she is certainly a virtuous woman. There are some other details in the Bible's story of Esther which we left out for the sake of clarity and length. Reading through the book with older children would be a large but not impossible task.

The **Purim videoclip** shows how one modern Jewish congregation celebrates this story, and includes some follow up comments and questions for further discussion. After learning the story on CD, you might throw a Purim party for the class. There are some good Purim resources on the internet. The **Esther Quiz** helps cement the story line and character motivations into memory. The **Mordecai vs Haman "Connect Four"** –like game is designed for fun, but also to help them remember how Mordecai and Haman tried to outwit each other –one for good, one for evil purposes. Assign one student to be Mordecai and place his markers, then pass the mouse to another student who places the Haman markers into the game board.

**What is Esther all about?** It's about many things. It's about standing up for your faith. It's about protecting innocent people. It's about the right to worship God in your own way. It's about the importance of maintaining your heritage, even when you find yourself in a far off land. It's about seizing the opportunity to do good when it comes your way. It's about using power and influence for Godly purposes. It's about influencing others to do the right thing. See if your older students can add to this list, and provide modern day examples for each.

Do some memory verse work on Esther 4:14 after learning this story. "Perhaps you have come to such a royal position - for such a time as this." (Check your church's preferred Bible translation). Think about other ways to say this and what it might say to you, such as, "perhaps you have come to be a soccer player for such a time as this." One of the study notes in the Esther story ask: What positions of influence does a student hold and how could they use it for Godly purposes.

Student worksheet for this story available at [www.sundaysoftware.com/tips](http://www.sundaysoftware.com/tips)

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## **Parable of the Talents - Matthew 25:14-30**

Menu Choices:

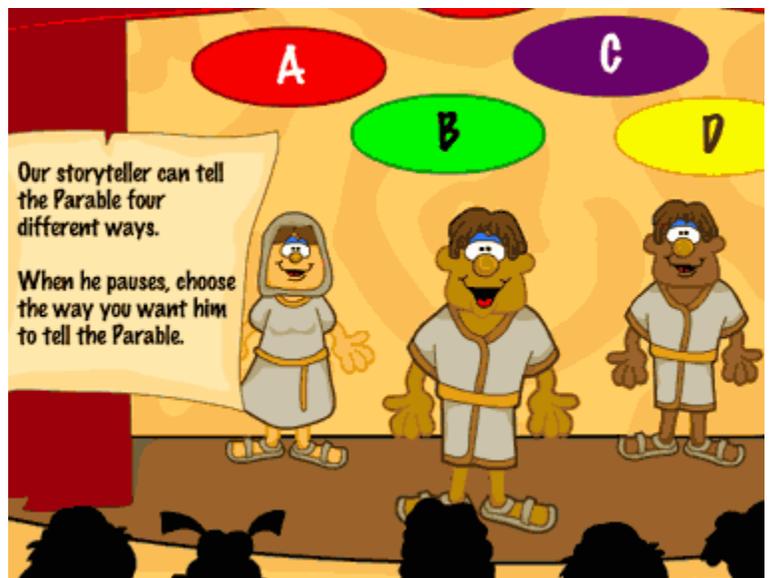
Play the Story

Talents-Stewardship Game

This parable has some vocabulary and concepts that will be new to many students. So, we have created an interactive story in which they can select alternate phrases for key ideas as they move through the story to help them understand what Jesus is talking about. The idea here is that you'll have the time to hear the story several different ways. Here's how it works.... The narration/animation will pause at 8 key concept points in the story to allow students to select from one of several translation options. For example, students can select "you wicked slacker" instead of "you wicked servant." These options appear as onscreen buttons: **A,B,C, or D.**

**Option A always plays the original scripture version.**

Option A is also colored red, so you could simply say "play the red options first time through the story." At the end of the selection, a "continue" and "replay" button appears. If you press "replay" it will replay the previous scene and offer you the translation options again so that you can pick another one. Some of the options are fun translations. You'll see some **study notes/questions during the story**. Additional concepts are narrated in a set of **study notes at the end of the story**. Your use and discussion of these note will depending on your age group and the time you have. If you have time after going through the story, encourage students to come up with additional phrases that could be used at each point in the story. If you have time, older students could write a new ending to the story. How can the wicked servant be rehabilitated? Being a good steward of your talents is further explored through a fun onscreen Stewardship Board game for one or two players.



The **Talents Board Game** considers modern day ways we bury or invest our "talents." The game uses the same 25 concepts each time, but the good/bad results and # of spaces you move are randomly generated.

**Theological Comment:** Some students may feel that the parable is unfair because it punishes the one servant for merely saving the money. Clearly Jesus is teaching that he expects us to do more than keep God's gifts to ourselves. This is not a parable about ultimate destinations; it is about God's Kingdom here on earth (what Matthew calls the Kingdom of Heaven, but Luke and Mark call the Kingdom of God). Jesus is not talking about heaven and hell. "Outer darkness" should not be equated with a permanent condition. "People who walk in darkness" still have the opportunity to see a "great light."

**For further discussion with older students:** The other servants don't say why they invested their talents, but we do know the wicked servant hid the talent because he feared losing it. He believed his master was harsh and punishing, and that caused him to misuse the talents he was given. What we believe about God affects how we act as Christians. Discuss what may have motivated the other servants to invest the gifts they were given.

Student worksheets and lesson plans that use stories in this CD are available at [www.sundaysoftware.com](http://www.sundaysoftware.com).

## Zaccheus -Luke 19:1-10

### Menu Choices:

Play the Story  
Zapping Zaccheus Quiz  
How do you Measure Up

See my lesson plan for this story linked at our website.

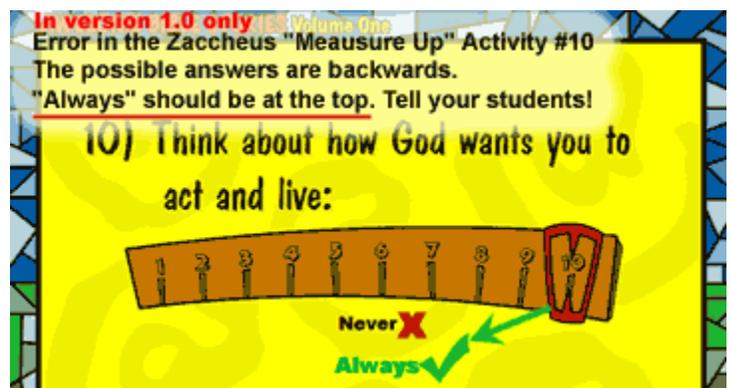
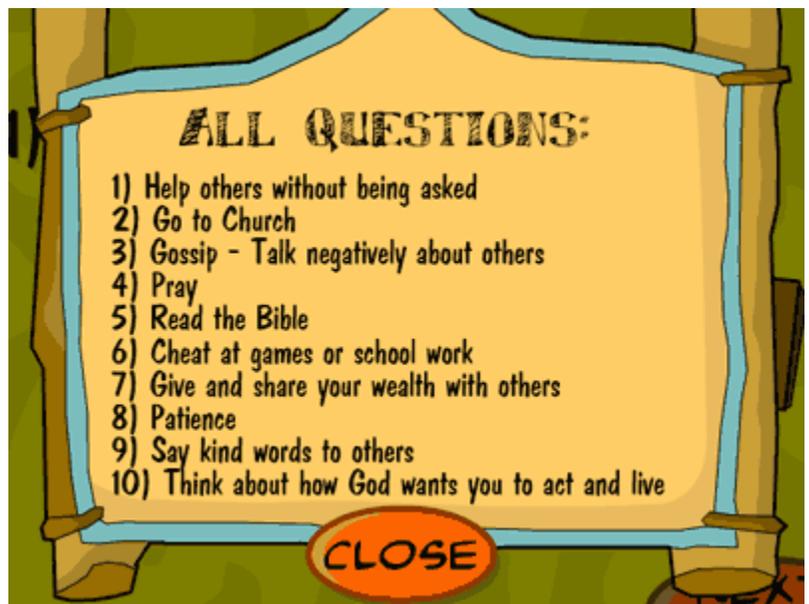
Teachers have long-noted that Zaccheus is short just like most of their students, but makes the effort to put himself in a place where he can see Jesus. In fact, Zaccheus is something of a parable about knowing your need for salvation and "looking for Jesus." It begs for discussion about the "trees" we use to see Jesus. Sunday School is a tree! This is the emphasis we have placed in this retelling.

**The Zaccheus story will pause at certain key points and a butterfly will fly around the screen.**

Click on it to open a narrated study note. It may take you a number of tries to click the butterfly just so. It's not supposed to be too easy, it's supposed to be fun. At the END of the Zaccheus story you'll see several colored butterflies, each one of which reveals a study note to ponder. These are more "reflection oriented" and would be good to do as a class together.

**After working through the story, take Zapping Zaccheus is a fun quiz challenge. Zap the "wrong answers" to score. How Do You Measure Up is a reflection activity which computes a score on how well you are living up to the Christian life. When more than one student is at the computer, have each take the test, then right down their score. A button reveals all the "test" questions for further discussion. Here on the right is a graphic of the test questions >>**

**Additional Thoughts:** The story of Zaccheus begins with the story of Jesus and the rich young man who was blinded by his wealth from following Jesus. Then Jesus demonstrates his power to heal blindness by healing the blind man. Then Zaccheus tries to overcome his inability to see Jesus by climbing a tree. The fourth character in this story is the crowd. Some bring babies, some simply observe, others try to keep Zaccheus away from Jesus. They are blinded by their wrong way of thinking. They don't think a man like Jesus should be talking to a tax collector. With older students, a good question to ask is this: "what are the things today which 'blind' (stop) some people from accepting Jesus and obeying his teachings."



**Zaccheus is a story about SALVATION.** Jesus says that “salvation has come to this man’s house” because of what? How does salvation come to us? When we welcome the Christ. Jesus = Salvation

**Important Technical Note for the Zaccheus “Measure Up” Activity:**

Question #10 is incorrect ONLY in version 1.0. “Always” should have had a point value of 10, not 1. The selections are backwards ONLY in Version 1.0 of Awesome CD.

★ Tell your students to select “higher” number on the slider if it is more true, and lower if it is less true about them. This was corrected in Version 2.0.

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## **Who is Gabby?**

Gabby is short for “Gabriel.” He’s the onscreen **animated narrator** seen in four of the six stories. Not only does he narrate the stories, he also provides commentary and study notes when asked. Gabby also has three special reflection activities called “Gabby Talker.” Gabby Talker appears in Creation, Adam & Eve, and Jacob & Esau. Click on the instructions button on the Gabby Talker screen for user info and teaching details.

Each Gabby Talker has its own special set of *key words* from the story which the students can select in any order or combination to express the essence of the story, an idea in the story, or create new dialog, or a poem about the story.

### **Ways to Use Gabby Talker**

- 1. Have students create a poem that summarizes the story or an idea in the story.** Gabby can speak in as few words as the students want to select. Which three or five words most fully express the story’s meaning?
- 2. Have the students select words that answer a question,** such as, “What could Adam and Eve have said to God when they realized they had done wrong?” and, “What would God have said to either Jacob or Esau at the end of the story?”
- 3. If you have multiple computers,** pose different questions to the different computer groups. Or, have one computer speak for one character, and another computer speak for someone else in the story.
- 4. Don’t just create one Gabby Talker playback.** Encourage the students to try out different ideas and combinations for Gabby to express.
- 5. In the Creation Story, Gabby Talker is called “Gabby’s Creation Power Poem.”** Unlike the other two Gabby Talkers, the main idea here is to distill the story down to its powerful words in new combinations, such as, “God said deep wild monsters good.” Repeat certain words for effect. Be creative.



### **How to Work “Gabby Talker”:**

All three Gabby Talkers work the same way and the instructions can be found onscreen.

- Click any word around Gabby to place it in one of the green boxes.
- Click **play** when you have selected the words you want Gabby to say.
- To remove one word from a box, click the word in the box.
- Click **clear** to remove **all** the words and start over.