



MIDDLE SCHOOL RESOURCE

Gospel-Centered Life: Session 5

How We Read The New Testament

Key Statement: When reading the New Testament, pay attention to 1) New Testament narrative, 2) the letters, and 3) apocalyptic literature.

::CONNECT::

Activity 1: Dr. Seuss's Guide to Reading the NT

- Give each of your students paper and something with which to draw (colored pencils or crayons to add color will be especially helpful).
- Your job, as a class, is to create Dr. Seuss's Guide to Reading the New Testament. If you want to come up with a cooler title or a main character, go for it.
- If you have enough students, assign each student one point from the lesson (e.g., one does how each gospel writer approached the story differently but all four tell the complete story; another one does how each gospel and Acts has a different emphasis, etc.). If you don't have enough students for each individual point from the lesson, split them into three groups and give each group one of the three major sections.
- Each kid should make (at least) one page. Since it's a Dr. Seuss book, they should make it as colorful and fun as possible, and the caption should be 2-4 lines long with fun rhymes. For example:
 - Each gospel writer chose one part/ To be sure to bring out in his art./ Each had something to tell his reader/ So they chose that something to be the leader.
- Have them make their pages. Then, put them together and read through the book. Use it to remind the students how to read their Bible.

Activity 2: Modified Hangman

- You probably know how to play Hangman; normally, you write out a phrase or word with dashes where the letters should be. Students guess a letter; if they guess right, you fill in the letter; if they guess wrong, you draw one part of the hanged man (his head, then the body, then each limb [he's a stick figure]). You'll be playing a modified hangman.
- There are 8 total subpoints to the lesson (3 under narrative, and 2 each under letters and apocalyptic). Start by drawing the scaffold for hangman. Then, you'll verbally toss out one of the three subpoints. The entire class must come to an

agreement about which of the three genres you are describing. They then give you that genre (no second chances, and the entire class must agree before they submit their final answer). If they get it wrong, you draw *two* parts of the hangman, and they have to try again. The goal of the game is to get all eight subpoints correct without drawing the hangman (this actually should be pretty easy).

- Throw a big celebration once they finish successfully.
- Hopefully, the time they spent talking to one another so that the entire class agreed reinforced in their minds the way they approach the different genres of the NT. If you have time and interest, try looking at a few random passages and using the subpoints you threw out during the hangman game to glean from those passages.

::CONVEY::

If you are pressed for time this week, consider spending the majority of your Convey time by focusing on points one and two of the session.

Remember, this is merely a suggested outline adaptation for a middle school group. If you decide to incorporate one or more option into your group time, you will likely have to be very selective on the material you decide to teach through. Keep in mind that each class is different, and as the leader guide suggests, personalize the lesson content for your class by determining what elements are most applicable. Don't feel pressured to teach through all of the content in a single meeting, but instead help middle school students to see the main overall point and big picture the lesson is conveying.

::COLLIDE::

See Leader Guide