

Module 2: Luther's Learning Centers - I'm Just a Law

I'm Just a Law is designed to be one of six Luther Learning Centers. It nurtures an understanding and appreciation for the Ten Commandments as essential rules for Christian living. Participants will receive tools and visual aids for playing a variety of games to learn the Ten Commandments and their association with the greatest of all commandments.

A musical component has been designed to create a sense of continuity between the theme and individual program offerings. A variety of rhythmic raps have been composed to highlight the key learnings at each Learning Center. A Musical Revue sheet is provided to display the rhythm raps and celebrate the fact that Martin Luther "rocked" the church with his own rhythms and beliefs. In fact, Luther loved music and often wrote songs based on rhythms and melodies that were familiar to the people to help make worship and education more relevant.

Church House Rock "For Here/To Go" packs are provided to transport crafts and other learning materials. The Wittenberg Door Openers or Gathering Activities introduce and distribute these resources for participants to use as they move through the Luther's Learning Centers.

The Leader's Notes for this activity, along with any needed preparations and supplies, are outlined below. A Program Planning Grid (PDF file) is available to assist you in coordinating the many details and tasks involved. Scan through the activity and adapt it to enrich your own schedule and intent. You might also consider using it to enrich other intergenerational or age specific events throughout the year.

Note: You may wish to display signs to distinguish Luther's Learning Centers from the Wittenberg Door Openers.

Approximate time: 10 minutes

Equipment and Supplies:

- Copies of the "God & Others" activity sheet (PDF file)
- Copies of the Great Commandment reference sheet (PDF file)
- Copies of the Commandment Memory Cards A-B (PDF file)
- Small Envelopes
- Copies of Rhythm Rap sheet D (PDF file)
- Extra copies of the Church House Rock Rhythmic Revue sheet (PDF file)
- Ten Commandments Cards A-B (PDF file)
- A copy of Luther's Small Catechism and a Bible
- 10-sided dice or pairs of standard six-sided dice along with white correction fluid or white enamel paint and brush
- Sheets of adhesive 1 1/3" x 4" labels

Leaders Notes

You will need to recruit a few people to partner with you in coordinating the age-specific activities outlined below.

Use adhesive 1 1/3" x 4" address labels to make copies of the "Ten C's Rule!" rhythm sheet. Encourage participants to attach a label to their Rhythmic Revue sheet to affirm the significance of the Ten Commandments in nurturing Christian community. Be sure to have a few extra revue sheets available for participants who may not have received one.

Practice, tapping or clapping, the rhythm identified on the rhythm sheet. Then, incorporate the words to perform the rap. Participants who were involved in the Wittenberg Door Opener Activity: The Church

House Rock Rhythmic Revue may already be familiar with the rhythm. Plan to use this exercise to highlight the primary point of this activity.

Designate a place for each of the three outlined below and lay out all the necessary materials.

Large Group Introduction:

Ask participants to identify some indoor/outdoor games they like to play. Invite one volunteer to briefly share the rules or directions for playing their favorite game. Check out the necessity of rules. Then, ask them to identify some of the rules we have for living, e.g. road rules (Using signals for direction), Guidelines for proper etiquette (Please and thank you) and regard for one another.

Hold up a copy of the Bible and identify it as the greatest manual or "how-to" for daily living. Suggest that it gives examples of people who follow rules and people who don't. It outlines specific rules for helping people honor God and one another. Refer to the Great Commandment reference sheet as you share Jesus' answer to a request to identify the greatest commandment of all.

Distribute copies of the rhythm rap before your participants become involved in smaller group activities. Invite participants to attach the labels to their Church House Rock Rhythmic Revue sheets. Then, encourage them to tap out the rhythm with you before adding the words to perform the rap.

A. Activity For Pre-readers

Leader's Notes:

Purchase 10 heart stickers per person for the pre-reader activity. Make a sample of a completed "God and Others" sheet.

Distribute copies of the "God and Others" learning sheet and ten heart stickers to your participants. Explain that the Ten Commandments are rules from God. Just as we have rules at home and at school, God gives rules to help us live with one another. The first three rules are about loving God. Give each child three heart stickers to put on the left side of the sheet, above the word "God" as you give an age-appropriate reference to each of the first three commandments. The other seven rules are about loving other people. Give each child seven more heart stickers to put on the right side of the sheet, above the word "Others" as you provide some examples of them. Read words of Jesus in the Bible verses located at the bottom of the sheet.

B. Activity for Elementary Children/Readers:

Leader's Notes:

Print several sets of Commandment Memory Card sheets A-B onto thin cardstock or heavyweight paper. (There will be 20 2x4.25" cards in each set.) Cut the cards apart and lay them out on a table.

Instructions for a Memory Match Game:

Encourage parents and other adults to partner with a child. Partners will lay a set of Commandment Memory Cards face down between them. The child will play first, turning over two cards. If the child discovers a match, he/she will say the commandment identified and keep the pair of matching cards. If the cards do not match, they should be turned back over and the other player will take a turn. The game continues until all of the cards have been matched.

Encourage the children to take the cards home in an envelope so they can play this game in the future.

C. Activity for older children and youth:

Leader's Notes:

Copy the Ten Commandments Cards A-B onto thin card stock or heavyweight paper to make two-sided reference cards. Purchase ten-sided dice at comic book stores and hobby shops. If you are unable to find a ten-sided die, create your own by adapting a pair of standard six-sided dice. Use white correction fluid or white enamel paint to "white out" some of the dots on one of the regular dice, e.g. the dot on the "one" side, the center dot on the "five" side, and two of the dots on the "six" side. Consider providing a Ten Commandment Card and a ten-sided die or a pair of the modified dice for each family unit to take home for future play.

Invite children, youth and adults to gather into pairs. Provide a die and a Ten Commandment Card for each pair. Players take turns rolling the die and citing the commandment that corresponds with the number on the die. Use the Commandment Card to check the player's answers. Keep score or offer a treat for correct answers.