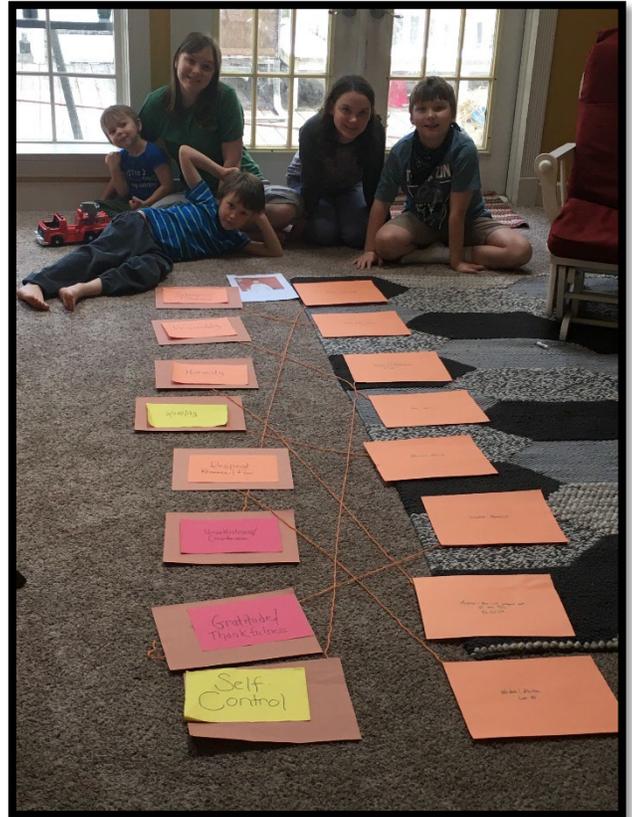


Teaching Step Matching Game

- 1) Find on-line and print out a picture of a child who looks very mischievous (e.g., Norman Rockwell's "The Discovery")—name him (e.g., "Johnny").
- 2) Using construction paper that matches your color motif for the day, write on one side the virtues listed below (or others you choose to teach).
- 3) On the other side of each paper, write the child scenario discussed below.
- 4) While showing them the picture of the mischievous boy, read the scenario to the children, letting them reason through which virtue is lacking in the scenario (some scenarios may involve more than one virtue, but help them get to the one you're wanting to emphasize).
- 5) After they choose correctly, flip over the paper to show them the virtue.
- 6) As the virtues are determined, place the papers with the virtue facing upward in a column on the ground.
- 7) Print/write out the biblical scenarios described below on separate pieces of paper.
- 8) Place those papers in a separate column on the ground, parallel to the first column (making sure they're in a random order).
- 9) Have the children decide which scenario best fits each of the virtues, and match the virtue with the biblical scenario using long strips of yarn (that, again, match your decoration motif)



- Self-control: Johnny sees something shiny he wants to touch that isn't his. He does so without punishment.
 - i. Relevant Bible scenario: David and Bathsheba (2 Sam. 11)
- Honesty: Johnny is caught getting a forbidden cookie in the kitchen and claims he was "getting it for you to eat!"
 - i. Relevant Bible scenarios (select one): Aaron—the calf jumped out of fire (Ex. 32:24); King Saul—I kept him alive for God! (1 Sam. 15:15-16); Ananias and Sapphira (Acts 5); Jacob's lie (Gen. 27)
- Responsibility: Johnny breaks something. His parents ask who did it. He won't answer or blames it on his sister (e.g., "She wouldn't give it to me, so I tried to grab it, and it fell!")
 - i. Relevant Bible scenarios (select one): Adam (Gen. 3); Cain (Gen. 4); Saul (1 Sam. 15:20-21)

- Gratitude: Johnny doesn't want to eat his fish. He's picky. He whines and complains. Or he wants more ice cream. He whines and complains about it.
 - i. Relevant Bible scenario: Israelites (Numbers 11)
- Submission: Johnny is interrupted from his playing and told to "come here." He sulks with his head down and lip out as he slowly walks to the parents.
 - i. Relevant Bible scenario (select one): Lot's wife (Gen. 19); Korah, Dathan, and Abiram (Num. 16)
- Respect/reverence: Teachers/grown-ups try to talk to Johnny, and he ignores them or talks back to them.
 - i. Relevant Bible scenario: Nadab and Abihu (Lev. 10)
- Humility: Johnny brags to his friends about his new toys or corrects his teachers.
 - i. Relevant Bible scenario (select one): Miriam (Num. 12); Job's friends (accusing Job without enough proof of his wrongdoing); Peter (Matt. 26:33); Pharisee (Lk. 18)
- Unselfishness/consideration: Johnny is playing with other kids. One of the kids doesn't have a toy and is standing by himself watching the others play, but he doesn't notice or care.
 - i. Relevant Bible scenario: Simon (Lk. 7:44)