

# The Birth of John the Baptist: Lesson 3

**SuperTruth:** I can trust God's promises.

**SuperVerse:** "Long ago the Lord promised by the words of His holy prophets to save us." Luke 1:70–71a (CEV)

**Bible Story:** Luke 1:1–80

## Game Materials Needed:

- Whiteboard and marker; or chalkboard and chalk
- Twelve large non-transparent plastic, foam, or paper cups; large disposable cups are ideal
- Coins, enough to fill two cups
- Clear tape
- Two poster boards
- Permanent marker
- Four small bouncy balls
- Fifth or sixth grade helpers to retrieve and return balls

## Teaching Materials Needed:

- Signpost Cards
- Three sheets of cardstock
- Discipleship Challenge craft materials for children who missed Lessons 1 and 2: Prayer Journal Cover; Prayer Journal Pages; and leather laces, twine, or yarn
- Optional: tape
- Bibles or the Superbook Bible App

## SuperVerse Materials Needed:

- Whiteboard and marker or chalkboard and chalk
- Bible or the Superbook Bible App

## Prayer Materials Needed:

- Bible or the Superbook Bible App

## LARGE GROUP / GRADES 1–6

Today, we are going to learn more about how we can always trust God's promises. In the Bible story, God kept promises to Elizabeth and Mary that they would both have sons.

- Superbook takes Chris, Joy, Gizmo, and Charlie to meet Elizabeth and Zechariah, who learn they will have a baby in their old age. Our heroes deduce from past adventures that this unborn baby will grow up to be John the Baptizer. They also learn that God has amazing plans for each of us, and every child can grow up to be someone special.
- Let's watch our Signposts Video to see how the birth and ministry of John the Baptist and Jesus were prophesied and connected!

## SMALL GROUP / GRADES 1–6

**Game:** Still Standing (15 minutes)

**Objective:** Play a game about God's promises.

- God's promises remain in heaven. There is not an event on Earth that can affect His promises to us! You are going to play a game about God's promises. You will roll the balls to try to knock the cups off of the poster board. The first team to do this wins!

**Game Instructions:**

- The first player for each team will roll two balls, one at a time, toward the cups. The goal is to knock the cups off the poster board. Play will continue until all the cups are knocked off the poster boards except the "Promise Cups," which will not move.

**Teaching:** Two Miraculous Births (15 minutes)

**Objective:** Discuss John the Baptist's birth as a signpost to Jesus.

- God's angel, Gabriel, brought a message to Mary and Elizabeth, saying that they would both give birth to sons! Nothing is impossible for God!
- Have three different children select one of the three Signpost cards in order and read it aloud.

**Take Home Activity—Discipleship Challenge (2 minutes)**

- Keep using your Prayer Journals at home. As your prayers are answered, make an entry—you will be amazed over time to see how God answers and speaks with you!

**SuperVerse:** Superbook Pop Up (5 minutes)

**Objective:** Memorize the SuperVerse with a group activity.

- In the SuperVerse, Zechariah prophesied about the promise that God had made hundreds of years before through the Old Testament prophets. That promise was fulfilled by his son!
- Go back and forth between two groups. Each child will stand and shout one word of the SuperVerse in order. Have children sit down and do it again, starting at a different end.

**Prayer:** Standing Prayers (5 minutes)

**Objective:** Communicate with God.

- When Jesus died, the Temple curtain split in two from top to bottom! God tore the curtain to show that we can enter His presence because of Jesus' sacrifice, once and for all, paying the price for our sins. We can enter His presence not only once a year, but every moment of every day!
- Let's all stand and pray as the Israelites did while Zechariah ministered to the Lord. We will go around the circle and each thank Jesus for making it possible for us to enter God's presence.

## ADDITIONAL ACTIVITIES (REFER TO THE LESSON GUIDE FOR DETAILED INSTRUCTIONS)

**Blindfold Game:** Play a game to connect God's people. | **Grades 1–6** | 15 min

**Activity:** Children identify and respond to God's promises. | **Grades 1–6** | 15 min

**Coloring Activity:** Color a page about Mary's visit to Elizabeth. | **Grades 1–3** | 10 min

**Puzzle Game:** Children will work together to solve a crossword puzzle. | **Grades 4–6** | 15 min