# The Sermon on the Mount: Lesson 3

SuperTruth: I will be a light to others.

**SuperVerse:** "Let your good deeds shine out for all to see, so that everyone will praise your heavenly Father." Matthew 5:16 (NLT) **Bible Story:** Matthew 5–7:27; Matthew 8:5–13; Luke 6:17–49; Luke 7:1–10

## LARGE GROUP / GRADES I-6

Game Materials Needed:

- Tape
- Scissors
- Red, yellow, or orange crayons, colored pencils, or markers
- Two tables
- Two empty paper towel rolls, plus extras
- Bible or Superbook Bible app

#### Teaching Materials Needed:

- Three Signpost Cards
- Three sheets of cardstock or paper
- Optional: tape
- Bibles or the Superbook
  Bible App

Discipleship Challenge Materials

- Lighthouse Craft—one per child who missed Lesson 1.
- Cardstock—one page per child who missed Lesson 1
- Sample craft made in Lesson 1
- Bibles or the Superbook
  Bible App

#### SuperVerse Materials Needed:

- Whiteboard and marker, or chalkboard and chalk
- Eraser

# Prayer Materials Needed:

Bible or the Superbook
 Bible App

Jesus said that we are to be a light to others in the world. When we have Jesus in our hearts, we carry His light wherever we go.

- Superbook takes Chris, Joy, and Gizmo to hear Jesus preach the Sermon on the Mount, and they see how the disciples learn to put it into practice. They also witness the remarkable faith of the Roman Centurion, who completely trusts Jesus to heal his servant. The children learn that the kingdom of God is for all who trust and obey Him.
- Let's watch the Signposts video to learn more about the greatest teacher of all time—Jesus!

## SMALL GROUP / GRADES I-6

### Game: Light Work (15 minutes)

### Objective: Play a game to shine your light.

• The candle represents Jesus' light. Jesus says that good deeds done with a right heart can bring praise to God and light to the darkness. That is what this game is about

#### Game Instructions:

• I will give you an instruction to do something representing a good deed. Listen carefully and act out my instructions. When I suddenly shout, "Shine your Light," try to grab the light on your table before your opponent does.

### Teaching: Walk the Talk (15 minutes)

#### Objective: Discuss how Jesus lived out what He taught.

• Jesus didn't just say how to live; He showed us by example. The Bible tells us that Jesus did many good deeds while in this world. He did good things to bring glory to God.

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

• The craft is the Lighthouse Craft. The challenge is found on the top of the lighthouse.

### SuperVerse: Superbook Next (5 minutes)

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

- When we do a good deed or service, our goal should not be to bring attention to ourselves. Instead, we should desire to bring glory and praise to God.
- Let's say the SuperVerse together, but let's do it this way: I will read a few words and then stop. You will then shout the word that comes next.

## Prayer: Light Prayers (5 minutes)

#### Objective: Communicate with God.

- In our SuperVerse discussion, we learned that we are to let our deeds shine for all to see. Our motivation should be to please God and seek His reward; if not in this world, in heaven!
- In our prayer time today, let's ask God to show us ways we can be a light at home, at school, in our neighborhood, or anywhere.

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

### Object Lesson: Discuss the purpose of shining. | Grades 1-6 | 15 min

**Review Activity:** Play a game to review the Bible story. | **Grades 1–6** | 15 min

Guessing Game: Guess which cup the candle is under. | Grades 1-3 | 10 min

Bible Activity: Race to find verses about the Sermon on the Mount. | Grades 4–6 | 15 min