

## Ruth: Lesson 3

**SuperTruth:** God redeems me.

**SuperVerse:** *He redeems me from death and crowns me with love and tender mercies.* Psalm 103:4 (NLT)

**Bible Story:** Ruth 1–4

### Game Materials

#### Needed:

- Crown Pattern
- Optional: painters or masking tape

### Teaching Materials

#### Needed:

- Ruth Signpost Card Patterns
- Optional: cardstock, three pieces
- Optional: tape
- Gizmo's Snow Cone Machine Pattern
- Model of the Discipleship Challenge craft from Lesson 1
- Bible or the *Superbook* Bible App

### SuperVerse Materials

#### Needed:

- Whiteboard and marker or chalkboard and chalk
- Eraser
- Six sheets of paper
- Bible or the *Superbook* Bible App

### Prayer Materials Needed:

- Bible or the *Superbook* Bible App

## LARGE GROUP / GRADES 1–6

Boaz bought back the land. Because he did this, Boaz was called a redeemer. To redeem means to buy something back. Did you know that we have a Redeemer, too? Yes, Jesus is our Redeemer because He saved us from the power of sin and death.

- Superbook takes Chris, Joy and Gizmo to meet Ruth, a young widow from Moab. The children see how she gives up everything to care for her mother-in-law, Naomi—and how God provides for both of them through the kindness of Boaz.
- Let's watch our Signposts Video to see how the story of Ruth points to Jesus.

## SMALL GROUP / GRADES 1–6

### Game: Crown Relay (15 minutes)

**Objective:** *Play a game about love and mercy.*

- God blessed Ruth and Naomi through Boaz, who redeemed them and provided for them. God is our Redeemer—He rescues us from death and crowns us with love and mercy.

#### Game Instructions:

- Explain that each crown represents God's love and mercy upon our lives. Give a crown to one player on each team. Players will balance the crowns on their heads and walk to their team members on the opposite side of the room. If a crown falls off, the player must stop and put it on again before proceeding. Upon reaching the other side, the player gives the crown to the next team member. Repeat the process until all players have had a turn.

### Teaching: Ruth Signposts. (15 minutes)

**Objective:** *The story of Ruth points us to Jesus.*

- Ruth was the great-grandmother of David, the King of Israel. It's amazing to think that a poor young widow from Moab is listed in the Bible as an ancestor of Jesus! The story of Ruth is a great example of how Jesus redeems us.
- Have three children select one of the three Signpost cards in order and read it aloud.

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

- Our third Snow Cone is to learn Psalm 107:2." Our challenge is to tell someone else that God has redeemed you—how He has set you free to love and serve Him.

### SuperVerse: Superbook Wave (5 minutes)

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

- To redeem" means to buy or purchase back. God purchased us back from the bondage of sin and set us free to live for Him.
- Six children will stand facing the class holding a SuperVerse card. The rest of the class will tell you which player should be first, second, third, etc. Rearrange the six children in that order and have them read their phrases again. Do this over again until the children are in the proper order.

### Prayer: Prayer of the Redeemed (5 minutes)

**Objective:** *Communicate with God.*

- God chose to redeem us not because we are good—but because He is good! His love is faithful and lasts forever. If you have asked Jesus into your heart, you are redeemed! If you have not, and would like to, you can do so during our prayer time.
- Simply quietly or silently repeat my prayer. Pause after each statement to allow children to pray.

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

**Scoop Game:** Play a game to carry grain home. | **Grades 1–6** | 15 min

**Object Lesson:** Present a visual representation of redemption. | **Grades 1–6** | 5 min

**Craft:** Create a crown of love and tender mercies. | **Grades 1–3** | 10 min

**Bible Activity:** Children use their Bibles to look up answers. | **Grades 4–6** | 15 min