

Zacchaeus: Lesson 1

SuperTruth: Everyone needs Jesus.

SuperVerse: *All of us have sinned and fallen short of God's glory.* Romans 3:23 (CEV)

Bible Story: Luke 19:1–10

Game Materials Needed:

- Painters tape or masking tape
- Four socks; two each of two colors
- Large clean trash can or box

Teaching Materials Needed:

- Goal Sign
- Standard Sign
- Scissors
- Tape
- Chair or small ladder
- Two boxes or clean trash cans
- Sock balls from the On Your Mark! game
- Yardstick
- Book with just one author clearly written on the front cover
- Bibles or the Superbook Bible App

Discipleship Challenge materials:

- Coin Pouch Page—one per child plus extras
- Coin Page—one per 2 children, plus extras
- Yarn—about 30 inches per child, plus extras
- Cardstock—3 pages per 2 children, plus extras
- Scissors
- Yardstick
- Children's scissors—one pair per child
- Pencils
- Hole Punch
- Optional: glue, wax paper, and small paper cup or lid

SuperVerse Materials Needed:

- Whiteboard and marker or chalkboard and chalk
- Eraser
- Index card
- Bibles or the Superbook Bible App

Prayer Materials Needed:

- Bibles or the Superbook Bible App

LARGE GROUP / GRADES 1–6

Zacchaeus was not the most popular man in town; in fact, many people tried their best to avoid him. None of this mattered to Jesus—He came into the world to meet with people just like him.

- Chris is so excited about talking with Jia Wei about his baptism that he forgets to help Joy with a volunteer event. She is frustrated with Chris, and they argue.
- Superbook takes Chris, Joy and Gizmo to ancient Jericho, where they meet Zacchaeus. People despise him for being a tax collector for Rome, so they are amazed when Jesus reaches out to him, and Zacchaeus is saved and transformed. The children learn that Jesus came to seek and save every lost person.

SMALL GROUP / GRADES 1–6

Game: On Your Mark! (15 minutes)

Objective: Play a game to illustrate what it means to sin.

- One meaning of sin is to miss the mark—like shooting an arrow and missing the target. With God's help, we can avoid sin and hit the mark. So let's play a game about that.

Game Instructions:

- Players try to hit the target or mark by tossing a sock ball toward the trash can. If a sock hits the mark by going in the can, the player retrieves it and gives it to the next player. If it misses the mark, the player quickly retrieves it and throws it from the spot where it landed until it goes in.

Teaching: From Beginning to End (15 minutes)

Objective: Discuss our need for Jesus.

- God's standard is no sin at all. We all need Jesus; without Him, we fall short and have no hope!

Take Home Activity—Discipleship Challenge (5 minutes)

- The craft is the Coin Pouch and Coins. The challenge is found on Coin #1 and Coin #2.

SuperVerse: Superbook in Motion (5 minutes)

Objective: Memorize the SuperVerse with a group activity.

- Sometimes, we are quick to point out other's sins and ignore or excuse our own. We all have sinned and need Jesus; we can only be acceptable to God by trusting in Jesus as our Savior.
- Divide children into small groups. Each group will find a place in the room to practice saying the verse aloud and come up with motions or actions to go along with it.

Prayer: Need Prayers (5 minutes)

Objective: Communicate with God.

- We don't have to climb a tree and wait for Him to walk by to talk with Jesus. He is always with us.
- In our prayer time, I would like you to silently express your need for Him. It could be for salvation, for forgiveness, for compassion, for strength—whatever your need, Jesus is able to meet it.

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

Assembling Game: Discuss our never-ending need for Jesus. | **Grades 1–6** | 10 min

Action Game: Play a game to overcome obstacles. | **Grades 1–6** | 15 min

Coloring Activity: Color a scene from the Superbook video. | **Grade 1–3** | 10 min

Bible Activity: Look up and discuss a Parable about a tax collector. | **Grades 4–6** | 15 min