

St. Mary's Anglican Church, Regina

Story: The Parable of the Sower

Workshop: Bible Bytes

Adapted from Neil MacQueen's lesson written for his church

Purpose: The students will review what a parable is and learn about the Parable of the Sower through the use of Kid Pix 3 creative writing and drawing program.

Preparation: Read the background information to the lesson.

Bible study on the passage: Luke 8: 4-21

Preview Kid Pix 3 Computer Program

Presentation: Introduce yourself and welcome the students. Begin by asking them how they feel today about being in church, and about learning God's word today.

Ask them to come up with some benefits they will "reap" by listening to God.

See if they already know the Parable of the Sower. Tell them what a "Sower" is. Remind them what a parable is. *A parable is a story that teaches a lesson by comparing things.* When Jesus taught, he often used stories about familiar things. These stories helped Jesus' listeners understand his message about God.

Tell them to listen carefully to "a story Jesus told about being ready to learn and act according to God's word" --because they will have to recreate the story on their computer and label the items in the story with their meanings.

Read through the Luke 8: 4-8 out loud

In the computer lab, turn on Kid Pix 3 creative writing and drawing program.

Remind them that a Parable is a story with a slightly hidden meaning. Tell them that the SEED is the Word of God and the Sower is God.

Read these verses out loud again in sections taking LONG PAUSES IN-BETWEEN SECTIONS as they DRAW and TYPE the story. *Younger children can draw on one page, grades 2 and up can create several pages. Older students can create four pages. Use your best judgement.*

The teacher is thus setting the PACE of drawing/typing, not just letting the kids loose. This will also keep them moving. You might suggest backgrounds and clip art from the program to use as they create. Keep the pages simple.

Ideally you would have the kids create an illustrated screen for EACH question. Typing sentences can be as simple as "TV takes away from my Bible Time." They may need a

buddy to type it for them. Creating the sentence is essential to getting Kid Pix to replay their screen and speak out loud the sentence. If needed, reduce the number of screens and questions below to only 2 or 3.

1. Draw the Hard Path where the seed can't take root.

Question 1: "What makes it hard for you to get up on Sunday morning?" Type the answer as a sentence on the screen and draw a line to the hard path soil. Or type it on the hard path.

2. Draw weeds choking off young growth.

Question 2: "What activities are threatening to choke off time spent in prayer, reading your Bible, or going to church? ---Type the answer as a sentence. Mark this in the weeds.

3. Draw Good Soil helping young plants grow.

Question 3: "What or who helps you the most to think about God and try to be a godly person?" Type the answer as a sentence. Mark this toward the good soil.

4. Draw Birds snatching away seed from the path.

Question 4: "What are some of the BIRDS (things, problems, people) that are keeping you from being a more loving person?"

5. Draw workers/gardeners in the field.

Question 5: "Who are the people in your life that are able to help you grow up in a godly way: Draw that "gardener" in your garden and type a sentence saying who the gardener is.

As you ask the questions, let students respond as a group with you, and THEN add their chosen response to their drawing. Be prepared to give example answers that are age appropriate.

Younger children can draw simple pictures and type one or two words, such as "seed," and "word" that you write for them on the board. They will like trying to find the keys on the keyboard.

Very young children will need a teacher/assistant help them select backgrounds/clip art. Assistants should STILL TYPE the words on the screen because the program will read them back out loud and print the words for take-home where a parent can read the story.

It is important to type responses in SENTENCES rather than just words so that the computer can express out loud the student's ideas.

SAVE the presentations on the harddrive in the Kid Pix folder using recognizable filenames, such as: "sower-Julie."

When done, play back each computer's presentation while the whole class moves to each computer for "show and tell."

Print their presentations if they desire.