



POWER of Worship
POWER of the Word
Creative Children's Church Curriculum



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Welcome to the Master's Care Shop, an auto repair shop where the customers learn about Jesus.

This *kids POWER hour* manual takes the children into a shop where they will learn about auto and life repair. Every lesson has an application relating God's Word to our lives and a mechanical aspect. The auto repair lessons will probably make a true mechanic shudder at the simplistic interpretations we have given, but . . . who wants to read a Chilton's Manual? So do not be frightened by the auto repair theme. You do not have to be a mechanic to teach a mechanic's lesson. Relax and enjoy.

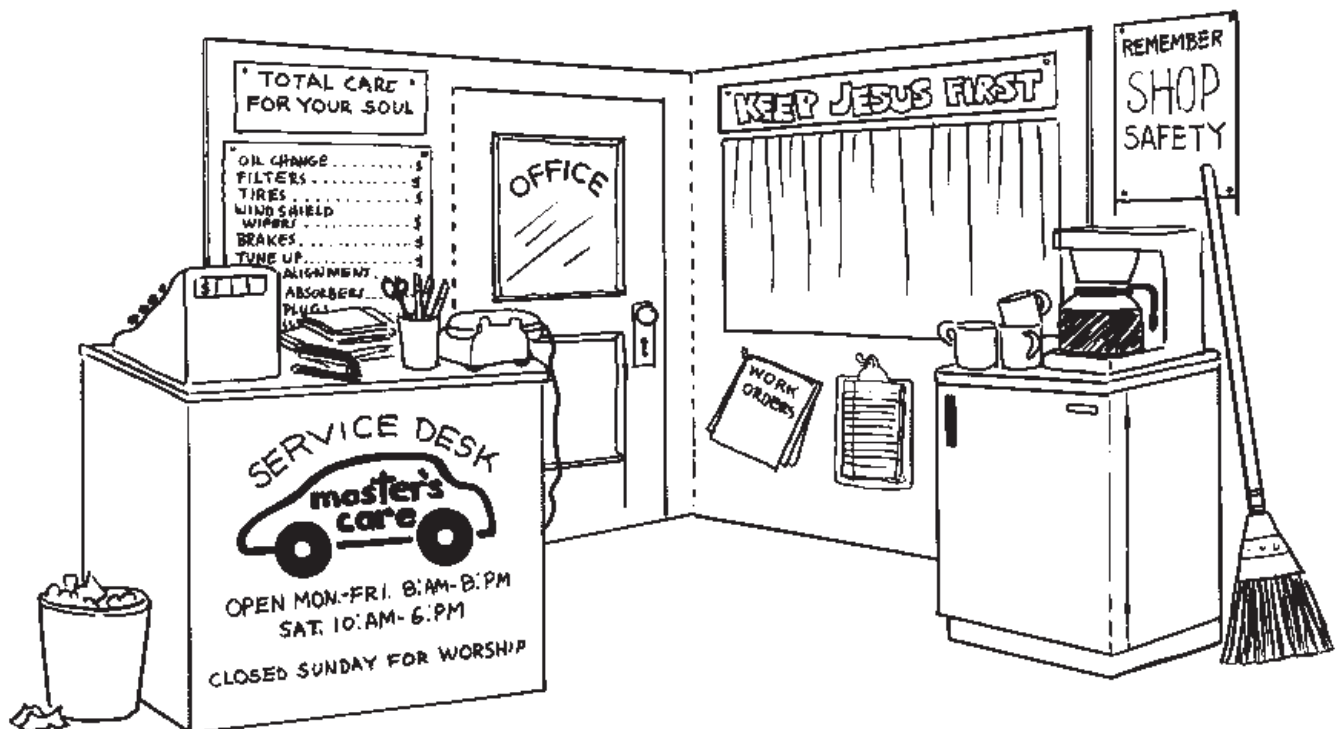
Most of the lessons include several hands-on activities. Many ask for an actual car part to be displayed. Check the parts list of each lesson and make a list, then ask your friendly neighborhood mechanic (husband? church member? shop mechanic?) for either the actual parts or the boxes they came in. Perhaps the local auto supply store (or auto salvage) will loan extra parts, damaged parts, or the boxes.



Creating a mechanic's shop is vital to the success of this series. Visit shops to see what they look like (of course, your shop will not be as dirty). Ask for donations or loans to help set up shop. Carefully tag any items that need to be returned.

As always, the mascots play an important part in the series. Mac the Mechanic and his secretary Maggie are joined by their mechanic-in-training Jack as they repair cars and children's hearts each week.

An old Texaco slogan was, "You can trust your car to the man who wears the star." Teach your children that they can trust their souls to the One who loves them most—Jesus.





Our slogan is “Total Care for Your Soul.” At the Master’s Care Shop, the children learn that Jesus provides total care for them.

Setting Up Shop

Use a large appliance box (open at the seam) for a wall and window. Draw a full-size door on the left. Add to the door hinges, a small window, a sign that says “Office,” and a doorknob. Cut the door so it folds back on the hinge side.

To the right of the door, cut out a large window; this can be a puppet stage. Add curtains to keep prying eyes out of the office. Below the window add suction cup hooks and hang clipboards or plastic sleeves holding work orders.

Support the wall with angle braces made from 2x4’s.

Add a real desk (or a large cardboard box) with desk accessories: a toy phone, toy cash register, stapler, a cup full of pens and pencils.

Lots of shelves line the walls of a repair shop. These can be metal shelves, bookshelves,

crates, cardboard boxes, or boards stacked on concrete blocks. On these stack tools, boxes, manuals, catalogs, cans—anything you can find that belongs in a repair shop.

Hang hoses, extension cords, and belts from the ceiling. From outlets run drop cord shop lights up the walls and across the ceiling to drop overhead (not low enough for the children to bat or swing from).

Mount a giant pegboard on one wall. Offset it from the wall by 2” to hold hooks; attach to a 2x2 frame if you do not want it permanently mounted in your room. Use it for hanging tools, belts, and hoses.

Hang safety signs throughout the room. Mount a toy telephone on the wall. Add a lunch box, even a small refrigerator (cardboard box). Post a large sign displaying cost of labor and parts and another with hours of operation.

Mount a dry erase board, chalkboard, or flip chart onto a stand. Write the *POWER line* on it each week.

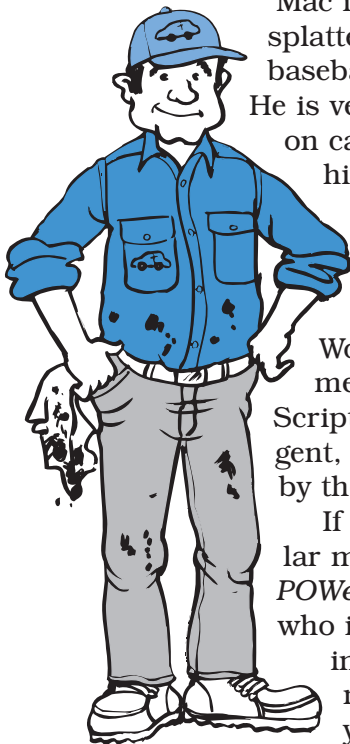
Add a sign to the exit door that says, “Thank you. Come again. Please watch your step.”

Using the logo provided on page 123, create various-sized signs advertising the shop. Hang one on the entry door to the room, one on the office door, and even some around the church.

Create Scripture signs, using the three unit memory passages (see pages 12-14).

Make transparencies of the art provided on pages 96 and 123-128. Use an overhead projector to project onto walls, sheets, cardboard, to make the room decorations the size you want. With a pencil, trace the outside thickness of the line, then paint, outlining with a marker. (When working with sheets or paper, be sure paints do not bleed through onto wall.)

Meet the Crew



Mac is your typical grease-splattered, coverall-clothed, baseball-capped mechanic. He is very good at working on cars and loves to share his knowledge of automobiles. Better still he enjoys sharing his knowledge of and love for God's Word, always tying mechanic work to the Scriptures. He is intelligent, but easily understood by the children.

If a man is not a regular member of your *kids POWER hour* staff, ask one who is mechanically inclined (if not a real mechanic) to assist you during this series.

An older teenager who loves mechanic work would be a good choice. Your staff or teenagers can be shop assistants or trainees.

Maggie is Mac's secretary, bookkeeper, and office cleaner. She too loves to talk about God; in fact, Maggie loves to talk!

Mac and Maggie can be mascots interacting with the *kPh* director, or Mac could be the



director, with Maggie playing the secondary role.

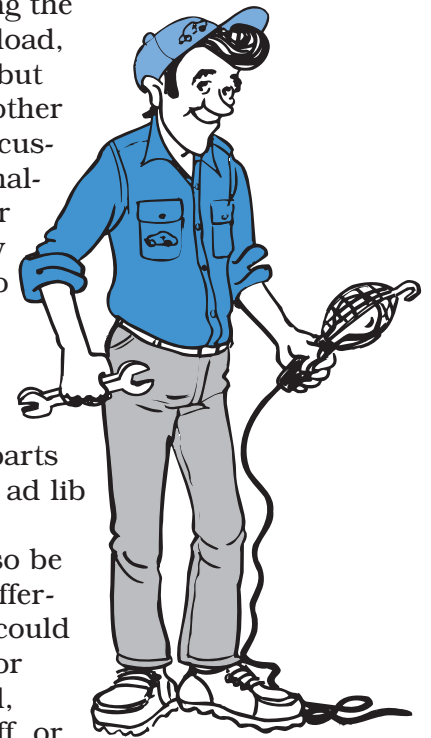
If your staff is large enough, have an assistant or mechanic-in-training named Jack. Develop a personality and character quirk for him (e.g., chews bubble gum; jukes and jives as if he hears music in his head; any quirk a bit off-beat to give him individualism).

The lessons are written with the main characters Mac and Maggie carrying the load, but other

characters (such as customers) are occasionally introduced. If your staff is small, simply adapt the material to your staff. Use teenagers or older students in *kids POWER hour*, or eliminate speaking parts of the customer and ad lib that section.

Puppets could also be used to introduce different segments. They could be patrons waiting for their cars to be fixed, assistants, office staff, or salesmen.

Do not confine yourself to the ideas in this manual. Let your creativity flow.



The Session

Segment changes are labeled with car-related titles.



Come On In (the sign you see on every mechanic's door) is the opening segment.



Spark Plugs is the Praise Generator or song time.



Battery Charge is prayer.



Payment on Account is the offering.



Light Check is testimony time.



Fill 'er Up is Bible memorization.



Road Test is the review activity.

Check your weekly parts list as much in advance as possible. It is vital to the applications that the parts be available. The weekly Work Authorization segment is a check-off list of things to do and prepare prior to the session.

Here is an overall list of possible items to place in your shop.

Inventory

- child's riding car
- jacks and jack stands
- tire changer machine
- spin balancer
- empty or full parts boxes
- peg board and hooks
- workbench
- toolboxes
- safety signs for walls
- drop cord
- shop lights

- flashlight
- computer diagnostic machine
- car creeper
- shop rags
- automotive repair manuals and catalogs
- trash cans
- oil drain pans
- oil recycle can
- tools
- air compressor
- air hoses
- oil funnels
- oil cans, assorted car fluids (well sealed)
- belts
- hoses
- trash cans, galvanized or plastic
- jumper cables

Other Theme Ideas

Here are assorted bits and pieces, along with suggestions for making some mechanical devices.

➤ Contact local parts houses and ask for empty boxes. Explain why you are using them, and do not hesitate to ask for outdated boxes still containing parts. Ask for rejects or used parts that have been turned in. Dirty and oily parts are not a problem in this *kids POWER hour*. Place the parts and boxes on the storage shelves.

➤ For a tire changing machine, invert a trash can. Attach a plunger to the bottom (now the top) of it. Hang a plastic hammer on the side, using suction cup hooks.

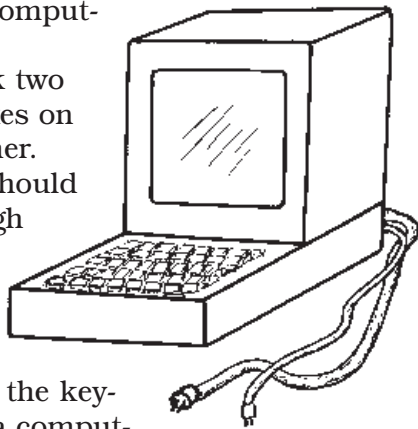
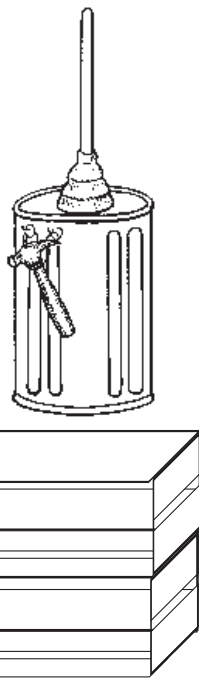
➤ If possible, borrow a small wooden workbench. If not, (1) stack two crates horizontally and place a piece of plywood cut to size across the top crate, or (2) lay an appliance box on its side, cut an opening facing the room. Place large tools inside.

➤ For safety signs use fluorescent posterboard and colorful markers. Visit repair shops to create safety signs to hang about the shop. (Tip: some computer clip art programs contain safety symbols.)

➤ For a computer diagnostic machine, stack two cardboard boxes on top of each other. (The top box should be small enough to leave a ledge effect from the bottom box—the ledge becomes the keyboard). Draw a computer monitor screen on the top box (should be at eye level), and draw a keyboard on the ledge area. Or, a long narrow gift box could be used as a keyboard. (Someone may possibly have an out-dated computer you could put in your shop.) Tape rubber hoses, tubes, a jumper cable, or electric gauges to the computer and leave them dangling so they can be used for testing.

➤ If a real oil drain pan is not available, use an aluminum turkey roaster.

➤ For an oil recycle can, use a large trash can with a lid. Insert an oil funnel

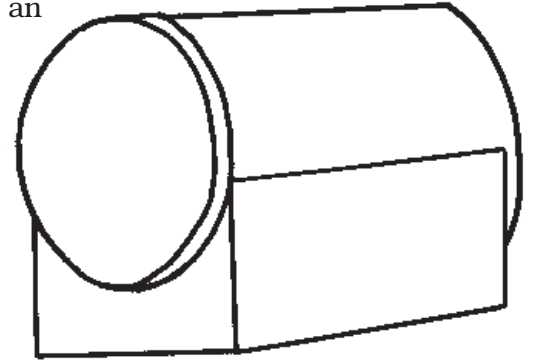


through a hole in the center of the lid. (If you do not want to ruin the lid, cover the can with a cardboard lid.) Place a large “Recycle Oil” sign on the side.

➤ For an air compressor, use a real one, if possible. Or cover a large metal canister (such as a popcorn tin) with brown or bright wrapping paper. Place it horizontally on a box, which has cut curved ends to hold it. Cut a 3-inch circle from cardboard; draw a PSI gauge with numbers ranging from 0 to 200 in increments of twenty with an arrow (needle) added. Attach to the top of the canister. Add a plastic hose that extends from a small cardboard box attached to the top of the canister.

➤ Borrow a mechanic’s creeper from a shade-tree mechanic.

➤ Mount a pegboard on a 2x2 frame. Add hooks and tools.



WORD OF CAUTION:

If you use any real machines or parts from an auto shop or home garage, be cautious of grease and battery acid. For instance, any clamp or connector that has made contact with a car battery could have battery acid on it, even though it may not be obvious. If it contacts children’s clothing, it will fade or possibly put a hole through it. Also, grease may be impossible to remove from soiled clothing.

Diagnostic Check

John Preaches Repentance



Scripture Text: Luke 3:1-8



*Repentance means
turning from sin.*

Schedule

Date: _____

I. POWer of Worship (25-30 minutes)

- A. Come On In (5 minutes)
- B. Spark Plugs (6 minutes)
 - Praise Generators
- C. Battery Charge (4 minutes)
- D. Payment on Account (3 minutes)
 - Energy Outlet
- E. Truth Conductor (4 minutes)
- F. Light Check (3 minutes)

II. POWer of the Word (25-30 minutes)

- A. Fill 'er Up (6 minutes)
- B. Spirit Generator (4 minutes)
- C. Illustrated Sermon (10 minutes)
 - John Preaches Repentance
- D. Invitation and Prayer (5-? Minutes)
- E. Energy Outlet
- F. Road Test



Work Authorization

- ✓ Prepare the *POWer line* banner and display it upside down. Decide upon a *POWer line* signal. When the children see or hear it, they repeat the *POWer line*.
- ✓ Copy the scripts and *POWer house* papers.
- ✓ Make a sign with “Open” on one side and “Closed” on the other.
- ✓ The telephone call under Light Check may be presented in one of three ways. (1) Choose a child to make the phone call. Before class give him a copy of the script on page 20 and arrange a practice session with Maggie. The child should be across the room from Maggie. (2) Prepare a tape recording with the customer’s voice somewhat in the background. For the presentation Maggie lip syncs her part. (3) A puppet plays the part of the customer, talking to Maggie in person. The first way is probably the best because it involves a child.
- ✓ On a copy machine make a transparency master of the theme song, “Come to the Master’s Care Shop.” Project it onto a wall or screen with an overhead projector. If an overhead projector is not available, make a poster.
- ✓ Ask a helper to dress and play the role of the delivery man. See the script on page 20.
- ✓ Using 8 1/2" x 11" paper, create a flashcard for each of the following words: Greed, Cheating, Violence, Lying, Complaining. Attach the flashcards face down to the clipboard attached to the diagnostic machine or to the printer.
- ✓ Find a sound effects toy. Use this for special effects when John’s followers are hooked up to the diagnostic machine. Arrange for someone hidden to produce the sounds. Give this person his cues or a copy of the Illustrated Sermon.

- ✓ Make a colorful version of the memory passage, using either a computer banner program or posterboard. Place it in a box or roll it up, wrap it with brown paper, and address it to the Master's Care Shop.
- ✓ If you did not build a diagnostic machine (see page 7) for the room decor, please do so for the Illustrated Sermon.
- ✓ On orange posterboard prepare a large construction sign that reads: Caution Wrong Way. Place it on one side of the room in an area where the children can walk toward it. See the Illustrated Sermon.
- ✓ Make copies of the *POWer house* papers and scripts.

POWer of Worship

Come On In!

(5 minutes)

As the children enter, Mac greets them. Helpers seat them.

Hi, boys and girls, just park yourselves inside the Master's Care Shop. What time is it? Older children with watches should respond. Mac places the "Open" sign in the window of the office or in front of the class where all can see it.

It is time to open for business. In a business like mine, it is important to open on time.

What a crowd! I've never had a crowd like this before in my repair shop, but I like it. If you see someone new, greet them and tell them how glad you are that they are here. Acknowledge visitors and recognize birthdays.

This crowd means that business is good. Raise your hand if this is the first time you have been in an automobile repair shop. I hope you are ready because we have a lot to learn.

My name is Mac, and I'm the main mechanic here at Master's Care Shop. My helpers and I will be sharing our automotive knowledge with you. Looks at clock.

Yells toward the office. **Maggie, come out here and meet these kids, please.** To kids. **Maggie is my new secretary and bookkeeper. I just hired her last week. She knows a lot about cars. Calls. Maggie! Where are you? I need you.** To kids. **I hope Maggie knows as much about being a secretary and keeping books as she does about working on cars. Maggie!**

Loud noise, like metal tools and pans falling. Maggie enters, stumbling over her feet. She has on greasy gloves, carries a wrench or other tools. Her hair is a bit messy (or she wears a scarf over it). She has dirt smudges on her face.

MAC: **What in the world is going on?** Looks at kids, not Maggie.

MAGGIE: **Sorry, Boss. I just tripped over some oil pans trying to get in here to see what you wanted.**

MAC: Looks at Maggie, shocked. **What have you been doing? Where were you?**

MAGGIE: **I was just helping out in the shop a bit. The phone wasn't ringing, and . . . there was this snazzy car out in the shop that needed a . . .**

MAC: **Maggie, I hired you to be my secretary and bookkeeper. I want you to stay in the office, answer the phone, meet my**



Parts Department

- kids *POWer hour* tape
- tape player
- POWer line* banner
- Open/Closed sign
- greasy gloves, tools
- posterboard
- timer
- oil pan
- puppet (optional)
- portable toy telephone with ringer
- 2 microphones
- box, brown wrapping paper
- clipboard, paper, pen
- copy paper
- orange posterboard
- diagnostic machine
- sound effects toy
- review questions
- POWer house* papers



PERMISSION TO COPY SCRIPT

customers, make out their bills. I did not hire you to work in the shop.

MAGGIE: But, Mr. Mac, it's so boring in the office and so exciting in the shop.

MAC: Maggie, your job is in the office. And it is time to get to your desk. Customers are waiting for you to help them.

MAGGIE: Oh, dear, I'm so sorry.

MAC: That's okay, Maggie. I know you love cars, but just remember that your job is in the office.

MAGGIE: Okay, Mr. Mac. I'll remember. But that car in the shop really needs. . . .

MAC: Maggie! Wash your face before you go to your desk.

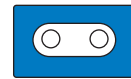
MAGGIE: Yes, Sir. I will, Sir.

Maggie exits.

If your staff is large enough for extra characters, introduce Jack, your mechanic-in-training. Develop a personality and character quirk for him, one suited to the nature of the one playing the role.



Spark Plugs (6 minutes)



What time is it? Children respond.

In *kids POWER hour* there is a time to sing, a time to pray, a time to talk, a time to listen. Time is important. Right now it is time to sing.

Use the *kids POWER hour* tape to teach the children the theme song, "Come to the Master's Care Shop."

Come to the Master's Care Shop.

Come and see what we're all about.

We'll help you with your problems

'Til you're running great;

We give "Total care for your soul"

From here to heaven's gate.

Sing the song two or three times until the children are familiar with it.

Our motto here at the Master's Care Shop is "Total care for your soul." Please say that with me. "Total care for your soul."



Battery Charge (4 minutes)

Here at the shop, we work as a team. When I am under the hood of the car and I need a tool that I can't reach, I ask Jack to get it for me. When we help each other, we get the job done.

Just the other day when I was doing one of my favorite things, reading the Bible, I read where Jesus told His disciples to pray as a team. Ask the students with Bibles to find and read with you Matthew 18:19-20.

When we pray together, anything we ask—believing—will be done for us. Since Jesus is the One who answers prayer, I think it makes good sense to follow His directions, don't you?

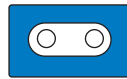
So for our prayer, let's gather in groups of three. Have helpers join the groups.

Let each person in your group share something he would like for you to help him pray about. Listen carefully to each need. Requests may include salvation, healing, prayer for the pastor, or anything. After each per-

son has shared, pray together. **Let's believe God's Word. God will hear and answer our prayers.** Pray with the children.



Payment on Account (3 minutes)



Jack runs in, has a grease rag sticking out his back pocket. He is panting and puffing.

What time is it? Children tell him. Jack wipes his brow with the grease rag, leaving streaks on his face. **Oh, boy, I made it just in time. I was checking out this classy BMW when I remembered that I have a job to do in here.**

I really like working at the Master's Care Shop. Things never get boring around here. There's always something interesting to do, fixing that part, ordering this part, staying busy, busy, busy.

One thing I have learned from working here is that it takes a lot of money to keep this shop operating. Because we are working on expensive cars, we need to have the best tools and machinery available, and that takes money.

I am sure that you have come prepared to help us keep the Master's Care Shop in top-notch condition. Raise your hand if you will help us by giving in the offering. This is great! Everybody stand, please. Stretch your hands to the sky, then down to the ground. Now dig deep into your pockets. When the music starts, march to the front and drop your offering into this oil draining pan. Oh, don't worry, ladies. It's a clean pan. Are you ready?

Play the *kids POWer hour* tape as the children march.



Truth Conductor (4 minutes)

Mac pulls the diagnostic machine to the front for everyone to see.

One of the ways a mechanic determines what is wrong with a car is by listening to the sounds it makes. A good mechanic will recognize any odd sounds and start looking for ways to fix the problem. Sometimes, though, listening is not enough.

I want to show you one of the most important machines in our shop. It is the diagnostic machine, a computer that hooks up to the car's computer. Did you know cars have computers? Yep, they sure do. The diagnostic machine does a complete check on the car's engine to see what is working right and what is not.

The computer has codes that understand the workings of the car. When a car has a diagnostic check-up, the computer accepts the right codes and rejects the wrong ones. Any time we see a wrong code, we know we have hit a problem. Our job is to fix the problem. This is how we determine what part of the car needs repair.

The Bible is the diagnostic machine for our life. We have to match up what we say and do by the standard that the Bible gives us. If our actions do not follow God's Word, then we have to find the problem and fix it to match up with the Bible. This is because the Bible is whose word? God's Word!



Light Check (3 minutes)



See under Work Authorization and present this skit in the way best fitted to your situation.

Phone rings. Maggie comes out carrying a portable phone.

MAGGIE: **Good morning. Thank you for calling Maggie's Lunch . . . ooohhh! that was last week. Thank you for calling . . . uhhhh . . . for calling . . . oh, dear.** Puts hand over receiver. Asks kids. **What's the name of this place?** Kids respond. **Oh, yes, thank you.** Removes hand from receiver. **Thank you for calling the Master's Care Shop. How may I help you?**

CUSTOMER: **Could I speak to Mac, please?**

MAGGIE: **I'm sorry but Mr. Mac is under a car right now. Could I take a message?**

CUSTOMER: **I was just calling because I owe Mac a great big thank you. Last week I brought my car to your shop and told Mac all the things that were wrong with it. Actually I told him all the things wrong with my whole life. My life was kinda like my car—breaking down and falling apart. You know what I mean?**

MAGGIE: **Oh, I sure do. My life was falling apart one time, too. I had lost my job, my dad was sick, my kids were fighting like cats and dogs, and my husband was mad at me. On top of that. . . .**

CUSTOMER: Interrupts. **Yes, Ma'am. I guess you do understand. Well, Mac not only fixed my car, but he read to me from the Bible. He showed me how Jesus could put my life back together. He told me that Jesus loved me and that He had the answers to the things that were wrong in my life.**

MAGGIE: Interrupts. **Yes, Sir, Jesus is the answer. He sure is. He. . . .**

CUSTOMER: Interrupts. **Well, Mac told me that God would forgive my sins. So today, I repented. I told God that I was sorry for my sins and that by His help I would never do them again. Ever since then I've felt so different. I feel clean and I am so happy. I know God forgave me. I just wanted to thank Mac for helping me find Jesus. I want to know some more about Jesus. Would you, please, ask Mac to call me?**

MAGGIE: **Yes, I'll have him call you as soon as possible. I am so thankful that you met Jesus. I know Jesus, too, and I know what a difference He can make in a life. He's made a big difference in mine. You have a great day now. And call again soon. Good-bye.** Hangs up the phone. Puts hand over mouth. **Oh, dear, I forgot to get his name and phone number. Oh, well, he'll probably call back.**

Maggie exits.

POWer of the Word



Fill 'er Up (6 minutes)

The delivery man approaches the office door, carrying the package and a clipboard. He fumbles around trying to hold the package and clipboard, while knocking on the door.

DEL. MAN: **I have a delivery for the Master's Care Shop. Hello, is anybody here? Special delivery!**

Maggie enters, looking frazzled.

MAGGIE: **I'm coming! I'm coming! I'm sorry to keep you waiting. We have been so busy today. Thank you for this special delivery. I hope it's the package Mr. Mac has been needing.** Turns away with the package in her hands and starts to exit.

DEL. MAN: **Ma'am, I need your signature, please.**

MAGGIE: **Oh, yes, of course. Sorry again.** She signs the paper.

DEL. MAN: **I hope this is what Mac needs. Tell him "hello" from (Joe). Have a nice day!** Exits.

MAGGIE: Talks excitedly. **Oh, I am so excited! I just love to open packages, don't you? It feels like Christmas. Who wants to help me open this package?** Chooses a volunteer to open it. As he unwraps the package, she asks the class. **Do you want to guess what this is?** Children guess until the child pulls out the sign. **Oh, it's a new sign for the shop. Mr. Mac ordered two new signs several weeks ago. We have waited and waited.**

Maggie and the child unroll the sign and hold it so the class can read it. **"Behold, now is the day of salvation" (II Corinthians 6:2).**

Mac enters.

MAGGIE: Turns to Mac, excitedly. **Look, Mr. Mac, our sign has arrived.**

MAC: Reads the sign. **Behold, now is the day of salvation.** To children. **Kids, what time is it?** Children respond. Mac nods. **It is also time to seek the Lord because today—right now—is the day of salvation. Have you ever missed Christmas because you forgot it?** Response. **Have you ever slept through your birthday?** Response. **There is a day even more important than Christmas or your birthday. It is the day of your salvation, the day you repent of your sins, are baptized in Jesus' name, and receive the Holy Ghost.**

What is today? Leads the children to respond with the month, day, and year. **This day, (month, day, year) can be your day of salvation. Don't miss it!**

Read the sign together several times.



Worship Chorus (4 minutes)

Lead the children in a worship chorus, "Jesus Loves Me." After a couple of times, substitute with the words in the margin.

ILLUSTRATED SERMON



John Preaches Repentance (10 minutes)

The Bible tells us about a special messenger named John. We call him "John the Baptist." What do you know about John the Baptist? Let the children share their knowledge. Summarize by briefly describing John the Baptist's appearance and mission.

Like a diagnostic machine, John's message was to help people see the areas of their lives that needed fixing. He showed them how to line up with the Word of God. He brought a message of repentance to the whole world.

What does repentance mean? Take answers from several children.

Our POWER line tells us what repentance means. Point at the *POWER line* without looking at it. **When you hear (see) this signal, I want you to read the *POWER line* aloud.** As you sound the *POWER line*



Often teachers underestimate the power and effectiveness of worship that comes from the heart of a child. When you lead them into worship by example, you encourage them to do the same. This creates an atmosphere of faith necessary for understanding the Word of God. Faith prepares the heart's soil so the seeds of truth can take root and grow.

Verse 1

Lord, hear my prayer,
Lord, hear my prayer,
Lord, hear my prayer,
I know You'll answer me.

Verse 2

Wash away my sins,
Wash away my sins,
Wash away my sins,
And make me clean within.



signal, turn to read the banner. Appear to be surprised. **Oh dear, someone has mixed up the *POWER* line. What's the matter with it?** Children will quickly know that it is upside-down. Ask a child to help you put it right. Then sound the signal again and read the line together. **Repentance means turning from sin.**

Repentance is the first step in the plan of salvation. What day is it? Point at the memory verse sign. **It is the day of salvation.**

Just as we had to turn this sign to get it right, we have to turn from sin to get right with God, to be saved.

What is sin? Let's name some sins. Children respond. Be sure to include disobedience, hate, pride, as well as the more obvious sins of the flesh like smoking, drinking alcohol, and reading dirty books.

Sound the signal again. **Repentance means turning from sin. Everyone stand, please. Follow me.** If the class is large, have the first row or two follow you. Begin walking toward the "Caution Wrong Way" sign. Point at the sign. **What should we do?** Response. **We should turn around.** Reverse direction and return to seats.

When we sin, we should repent or turn from sin and stop sinning. Repentance is telling God that we are sorry for our sins, and that we want to turn around and walk a different direction with Him.

John the Baptist told the people what they were doing wrong. Let's pretend that John's listeners' lives were like cars. If we were to hook them up to this diagnostic machine, I wonder what kinds of problems would show up.

First, the ordinary people came to John asking him what they had to do to prove that they had repented. Call a girl to the front. As you hook her up to the machine, question her.

Hummm, let's see. You are just an ordinary person. You have not killed anyone, have you? Have you ever robbed a bank? Have you ever been arrested for selling drugs? Humm, you look pretty normal. You should test out fine. Loud alarms sound.

Wow! I wonder what you have done? Let's see what this diagnostic report says. Pull the sheet "Greed" from the computer printer or clipboard on side of the computer. Read. **Greed. What does "greed" mean?** Children respond. **It means to want more than your share.**

To the child on the machine. **I can see it now. You have more than you need and you refuse to share. You want your share and the other kid's, too.**

John told the people, "If you have two coats, give one to someone who does not have a coat." Oh dear, I wonder if that means two tape players or two bicycles or two windbreakers? Probably does.

Do you know what time John the Baptist told Miss Ordinary Person it was? It was time for her to repent. Do you know what day John the Baptist said it was? It was her day of salvation.

If greed is repented of, how will we know when the problem has been fixed? Possible answers: giving, sharing, unselfishness. As the children call out answers, write them on the reverse side of the sheet. **Looks like we have taken care of Miss Ordinary Person's problem.** Thank the child and let her return to her seat.

Then came the tax collectors to John, wanting to know what they had to do to repent. Call for a volunteer. Make comments as you hook him up to the machine. **Mr. Tax Collector, you look like a fine business man. Looks like your pockets are lined with money. You must be rich.** Whistles blow. Bells ring.

Seems you have a sin problem, too. Let's see what it is. Pull off the second sheet, "Cheating." **Oh-oh, Mr. Tax Collector, you have been cheating the people; that's how you got rich. You took money that did**



To make the diagnostic testing of John's followers really exciting, hide someone behind the machine or a table with a sound effects toy. As Mac hooks the followers up to the machine, bells ring, whistles go off, alarms sound. This will be a real attention getter.

not belong to you. To the class. **Do you know what time it is for this guy?** Reponse. **It is time for him to repent. What day is it?** Response. **It is his day of salvation.**

To the class. **If this guy is going to repent, what does he need to do?** Children respond. Write responses on the back of the paper. **Stop cheating, be honest, return what he has taken unfairly—these are good answers.** Thank the child and let him return to his seat.

Then came the soldiers, the rough-tough Roman soldiers. They asked John, “What shall we do to repent?”

Choose a child to be a soldier. Hook him up to the machine. **So you are an officer of the law? Do you make sure that others obey the law? I wonder if you obey it yourself.** Loud alarms sound for a long time.

My, my, what have you done? When the alarms stop, pull off the third, fourth, and fifth sheets. **Look at this list. First, it says you have a problem with violence. You like to fight and push people around. That has to stop. God’s children are kind, not mean.**

Next, the machine says that you tell lies, **Mr. Soldier. You accuse people of things they did not do. That has to stop, too. Start telling the truth.**

Finally, you are a complainer. You grumble and complain about your salary. You need to learn to be content with your wages. **Mr. Soldier, it is time for you to repent. It is your day of salvation.**

To the class. **How will we know when Mr. Soldier has repented?** Write the responses on the list as the children give them. **He will stop fighting and pushing people around. He will be kind and tell the truth. He will stop fussing and complaining about his wages. He will thank God for supplying his needs.** Thank the child and let him return to his seat.

Sound the *POWer line* signal. **Repentance means turning from sin.**

As the people obeyed John’s teaching, the bad things in their lives were replaced by good things—greed by sharing, cheating by fairness, fighting by kindness, lying by truthfulness, complaining by thankfulness. When John’s followers repented, they turned around and went a different direction.

Invitation and Prayer (5-? minutes)

Ask a musician to play soft music or a worship tape.

What day is this? The day of salvation.

What time is it? Time to repent.

Just like the diagnostic machine, the Bible helps us see our sins and shows us how to repent. Bow your heads and close your eyes, please. If you were hooked up to God’s diagnostic machine, what sins in your life would sound alarms? Listen quietly to that still small voice inside you that is telling you what you are doing wrong. What are you doing that you do not want your parents to know? What are you doing that you are ashamed of—that you would not do if you could see Jesus standing beside you?

Do you want to repent? Do you want to turn from sin? Turn around and kneel at your chair if you want to talk to Jesus. He will turn you in the right direction.

Staff members circulate and pray with the children.



Road Test

If time allows, do the energy outlet in the margin.

Distribute the *POWer house* papers. Mac turns the “Open” sign so it reads “Closed.”



Line up several children in the center of the room. Ask the first player a review question; if he answers correctly, all the players move forward one step. If he answers incorrectly, the other children cry out, “Repent.” At that call, all players turn and take a step toward the opposite wall. Then ask the next player a question. When the children reach a wall, the game is over. Start with another group.

