

10 Rulz: Session 7 – Rule 6 for Key Stage 1 children

Due to the nature of this commandment we have divided this session into two age groups. Please choose the one that is more appropriate for your group.

Title: God says 'Don't murder another person'

Bible base: Genesis 4:1–12

Aim: To teach that every life is precious.

Craft activity: Plate pictures

You will need felt pens or crayons, paper plates and the list of pictures to be used in the story.

Using the list under 'Tell the story' below of pictures needed to illustrate the story, have each child draw one of the faces or objects on a paper plate. If you have a large group, make more than one set of pictures and have leaders hold up all the sets as you tell the story.

Game: Smile please!

The object of the game is to make your neighbour smile.

Sit around in a circle. One person is chosen to start; they turn to the person on their left and say 'smile please!' pulling a face to make them smile or laugh. The other person must keep a straight face and reply 'Sorry, I can't smile'. If they smile or laugh they must sit out but if they don't they turn to the person on their left and say 'smile please!' and so it continues.

Comment on the fact that it's actually very good when someone makes us smile. What's not good is when someone says something horrible to us, or does something horrid to us. God made us all and we are precious to him. He cares about everything that happens to us. So we should care for each other and treat everyone as precious.

Tablets of stone

Add this week's rule to the stone tablets. Explain that God gave this rule so that everyone would know that every life is precious. Today's story in the Bible shows why God had to give that rule.

Tell the story

You will need: 14 paper plates, each one illustrating either a facial expression or object as follows:

- Smiling face ×3
- Sheep's face (or sheep) ×2
- Vegetables ×2
- Sad face ×2
- Angry face ×2
- Sly face

Knife
Surprised face

Tell the story as follows or in your own words, and use the plates as and when indicated. You may find it easier if one person reads or tells the story while another shows the appropriate plate, but if they are stacked in the right order you need only to remove the top plate each time.

Adam and Eve, the first man and woman created by God, were very happy when their first son was born [smiling face]. They called him Cain. Sometime later they were very excited when their second son was born [smiling face]. They called him Abel. When the boys grew up Cain became a farmer [vegetable] and Abel became a shepherd [sheep].

One day both sons brought gifts to God. Abel brought the best lamb he could give [sheep] and God was very pleased with it [smiling face].

Cain brought a bit of his crops [vegetable] but there was something different about his gift – other than that it was vegetables, not meat – and it didn't please God [sad face].

Cain became very angry [angry face].

God said to Cain, 'Why are you angry? You must try hard not to let wrong win you over! Instead, you have to win over wrong!'

One day Cain said to his brother, 'Let's go out for a walk in the fields.' 'OK,' said Abel, 'it's a nice day, that would be good.' But Cain had other ideas [sly face]. While they were walking along Cain killed his brother [knife].

Later, God spoke to Cain. 'Where is your brother?'

'How should I know?' answered Cain [surprised face].

'I know what you've done', said God. 'You've killed him! [angry face] Well here's your punishment: you must leave here and wander the earth. And you will never be a farmer again.'

So Cain had to go far away, far away from his home, far away from his family, and far away from God [sad face].

To talk about: Ask the children why they think Cain killed Abel. How did God try to help him not to? (By telling him to win over wrong.) What could he have done differently?

In the game we played before, everyone tried really hard not to smile. That was just for fun! But when we feel like doing something wrong, even if it's not something as wrong as killing someone, like Cain, we have to try really hard not to do wrong. And it's not easy. God gave us rules so we would know the difference between right and wrong. And if we ask him, he will help us to try to do what's right.

In groups, describe the following scenarios and ask the children what would be the wrong and the right thing to do each time. Then work out a short mime or drama to illustrate each scenario and the right action.

- 1) You find a pencil case in the corridor. It's not yours, but you would like to keep it. There's nobody looking... What would be the wrong thing to do? And what would be the right thing to do?
- 2) You have an argument with your brother and are very cross with him. Later you find the cat near a drawing that your brother has done at school, and a felt pen next to it... What would be the wrong thing to do? And what would be the right thing to do?

Watch the dramas and congratulate all the actors.

Craft and prayer activity

Make or buy enough play dough for everyone to have some (see the recipe on the resource sheet). Encourage the children to make the best person they can out of their play dough.

In a circle, have everyone show their 'creation' and then listen quietly as a leader reads Genesis 1:26,27,31a. Lead a prayer of thanks for the preciousness of life, and then ask God to help everyone to win over wrong, and to help us all to treat other people as precious.

Song

Sing 'Streetwise' from the CD *Light for Everyone* (available from www.scriptureunion.org.uk/light/lightforeveryone.asp). An extra verse is available from the *Streetwise* website, www.scriptureunion.org.uk/streetwise.