

**Rotation.Org Writing Team**

## **EMMAUS**

### **COMPUTER WORKSHOP**

**Please note: Neil has submitted two Emmaus computer workshops... this one, and the one below.**

#### **PASSAGE**

**Story:** Luke 24:13-35

**Key/Memory Verse:** Luke 24:30-31a

#### **PURPOSE**

See Bible Background.

#### **Objective for the Computer Lab**

Kids will see the parallel between "our story-road" with "their story-road" and begin to put words to how we understand WHY Jesus had to die and be resurrected.

#### **The Lesson in a Nutshell**

Students will create an EMMAUS ROAD they can walk from computer to computer where they will see and hear each "step" in the Emmaus story, in order, as told by Kid Pix, as they move from computer to computer.

As these creations are made, classes can "walk the road" which other classes have created, once they finish and walk their own. Ideally, parents and members could walk the road as well.

#### **PREPARATION**

Read Bible Background.

## **Materials**

- Bible(s)
- Construction paper, Contact Paper, or Poster board for footsteps
- *Kid Pix 3* Software
- Markers
- Poster board
- Scissors

## **Advance Preparation**

### **Software Note**

*Kid Pix 3* CD is the logical choice for creating some of the scenes. You could substitute *Life of Christ* CD for one or more of the scenes. (Emmaus is Lesson 35 on the CD).

Check to make sure the software is running.

Check to make sure the printers are ready, have ink, printing paper.

Cut footprints from construction paper, Contact Paper, or Poster board and use them to create a path through the room. If there is time, have the kids do this part.

Place numbers by your computers.

## **PRESENTATION**

### **Open – Introduction**

Read the scripture together (verses 13-35).

On a large piece of paper or whiteboard, have the students DIVIDE THE STORY into "SCENES." They'll probably look similar to the following list.

Included are some comments/questions for each episode. Do not spend an enormous amount of time on developing the scenes. These questions can be further discussed only with the students assigned to each scene, or with the class when the class 'walks' their Emmaus road. It might depend on how long your class time is.

## **Scenes:**

1. Two walking/talking. How are they feeling? What have they seen? Where are they going?
2. Stranger joins them. Why did they let this man join them?
3. Stranger explains about Jesus. What they must have thought when the stranger started to explain things.
4. Time for supper. Why is sharing a meal together such a big deal? How did it make each of them feel?
5. Bread is Broken and they recognize him. What does this remind you of? Where do you "see" Christ in communion?
6. Disciples go back to Jerusalem. What was running through their minds?
7. Along the way they try to figure out what to tell others about seeing Jesus (conjecture). Must have been some discussion! What things were they saying?
8. What they tell the disciples (conjectured). Come up with 3 or 4 sentences you would have said to the Disciples about what happened and what you think it all means.

## **Dig - Main Content**

### **Assign a "Scene" to each computer.**

If you have more scenes than computers, you can double up some, OR create some of the scenes YOURSELF ahead of time.

So, for example, if you have 3 computers and 7 scenes, each computer would be responsible for two scenes, and the seventh scene could be provided by the teacher on the first computers.

### **Assign some scenes to the teacher to prepare ahead of time using non-software materials.**

For example, scene 7 could be a graffiti wall "along the road back to Jerusalem" where travelers leave their thoughts on what Easter means to them.

When I do this lesson, I will make scene 1 include the Empty Tomb.

If I have time, I might even write some questions/tidbits on the footsteps between stations.

### **Trimming Ideas**

Place signs around each computer monitor using poster board to act as a frame around the monitor.

Include instructions at each station.

If short on time, prep as much of the "ROAD MOTIF" as you can, placing signs and footsteps to create a path.

If you have the space and time, decorate the road/path through the room with plastic trees, fake walls.

### **Reflect - Closure**

What's at the end of the Emmaus Road? A new beginning. Where does that road lead you? Where will you go from here? What will you tell others about Jesus?

These questions can be placed on the "reflection wall" you create as the final scene or "stop along the road."

### **ADDITIONAL SUGGESTIONS**

#### **Adaptations - Younger Children**

They could act out some scenes when they get to that station, such as, eating the meal when they get to it.

Younger children will need help typing in *Kid Pix 3*.

**CONTRIBUTOR:** Neil MacQueen

[This message was edited by Neil MacQueen on March 20, 2004 at 01:10 PM.]

Posts: 144 | Registered:: July 10, 2002

**Neil MacQueen**

Rotation.org Mechanic  
'Mythic WoRM Warrior'