

# 21.1 Listening to God

## Hostages

### Learning objectives:

- To understand that God spoke to his people during Bible times
- To know that Christians believe that God still speaks today

### RE Links:

- England:** 1a) *Describe the key aspects of religions, especially the people, stories and traditions that influence the beliefs and values of others*
- Isle of Man:** 3D) *The Lord's Prayer – Why do you find prayer helpful?*  
5B) *Different forms of prayer – sharing with God*
- Northern Ireland:** *The revelation of God: God's word*
- Scotland:** *Christianity: Beliefs: RME 2-01b*  
*Catholic schools: Catholic Christianity:*  
*Son of God: RERC 1-05a*
- Wales:** *Ways in which religion can change people's lives and/or attitudes*

### Stimulus material:

#### Friends and Heroes DVD Episode 21: Hostages

*This lesson is based on the first half of the episode as far as 15:01 mins when the children in Jerusalem refuse to leave saying they would prefer to stay.*

### Bible reference for the main story:

*Herod and the Wise Men*  
*Matthew 2:1-18*

### Other resources required:

- Copy of Worksheet 21.1a – ideas for the introductory game.*
- Copy of Worksheet 21.1b – an alternative game to play in the introduction or as an extra.*

### Introduction:

*Explain to the pupils that today's episode contains two Bible stories in which God speaks to people and either warns them of something or asks them to do something for him. The people had to be listening carefully to God so that they knew what they had to do. Ask the pupils if they think they are good at listening carefully. On a scale of 1 to 10, 1 being very bad and 10 being very good, how would they rate themselves as listeners? Tell the pupils that you are going to test their listening skills using a game called Chinese Whispers. Arrange the class in a circle and explain that you are going to whisper something to one pupil in the circle. That pupil will need to listen carefully and then pass the message on to the next pupil and so on until the message gets to the last person, who, once they have heard it will need to share it with the rest of the group. Worksheet 21.1a has some ideas of good sentences to pass around your group; these could be cut up and distributed for pupils to start the whisper. Remember: the longer and more alliterative the sentence the trickier it is to pass on – vary the sentences to suit the ability of your group.*

*Play the game a couple of times, starting and finishing at different points in the circle.*

## Activities:

Ask the pupils the following questions:

- How good were the pupils at listening carefully?
- Were they as good as they thought they would be?
- Why is it important to listen carefully?

Explain that in today's episode, the children of Jerusalem are in danger. Macky tells Portia a Bible story where other children were in danger. Some of the people in the story have to listen carefully to God to make sure that they keep Jesus out of danger.

Ask the pupils to watch the episode carefully, trying to remember which people in the story listen to God and then act on what he has asked them to do.

Show Friends and Heroes, Episode 21, Hostages as far as 15:01 mins when the children in Jerusalem refuse to leave – they say they would prefer to stay.

Once you have finished watching, ask the pupils the following questions:

- Why were the children in Jerusalem in danger? (they might get injured in the fighting)
- What made Macky think that they ought to be rescued? (he remembered the story of King Herod and Jesus' birth)
- Why did the Magi decide not to go back to Herod? (they had listened to God who had told them in a dream to go back to their country another way)
- Why did Herod want to kill all the boys aged two and under? (he was afraid that one of them would take his throne)
- Jesus was only about two at the time – how did he escape being killed? (his father had listened to God who had warned him to leave and go to Egypt to keep Jesus safe)

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## Reflection / Personal search / Response:

Emphasise again that it was important for the people in the Bible story to listen to God – they needed to follow his instructions.

Ask the pupils to think about who they need to listen to. Who gives them important information? Is it God? Is it an adult or family member? Is it a teacher or a friend?

Remind the pupils that it is important to listen to what other people have to say.

Explain that Christians today believe that God still speaks to them – sometimes through something that they read in the Bible or through something they hear at church but also when they pray or worship.

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## Assessment / reporting:

Can the pupils give an example of someone in the Bible story who listened to God?

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## Links to other subject areas:

SEAL - Getting on and falling out: Relationships – building good friendships

PSHE – listening skills

Literacy - Speaking and listening

Poetry - tongue twisters

Name:

Date:

## Worksheet 21.1a

Ideas for sentences that could be passed during a game of Chinese Whispers

<b>Six short slow shepherds.</b>	<b>A noisy noise annoys an oyster.</b>
<b>Six slippery snakes sleep soundly.</b>	<b>Silly Sally swiftly shooed seven silly sheep.</b>
<b>Friendly Frank flips fine flapjacks.</b>	<b>Gertie's great-grandma grew aghast at Gertie's grammar.</b>
<b>She sells sea shells by the sea shore.</b>	<b>A big, black bug bit a big, black bear and made the big, black bear bleed blood.</b>
<b>Shy Shelly says she shall sew sheets.</b>	<b>Three grey geese in the green grass grazing. Grey were the geese and green was the grass.</b>

*Tongue twisters taken from The Tongue Twister Database,  
<http://www.geocities.com/Athens/8136/tonguetwisters.html>*

Name:

Date:

## Worksheet 21.1b - KEYS

### Instructions to play the game

#### Equipment:

- Chair
- Blindfold
- Large bunch of keys

The aim of the game is for one person to creep up and 'steal' the keys from someone who is sat on the chair 'guarding the keys'.

1. Sit the pupils in a circle and place a chair in the middle of the circle. Underneath the chair, place a large bunch of keys.
2. Explain to the pupils that this is a game all about listening very carefully – they will all have to keep very quiet for the game to work properly.
3. Ask for a volunteer, 'the guard', sit them on the chair and blindfold them.
4. Without speaking, indicate to a pupil that they will be 'the thief'. The pupil should move, from their place in the circle, as quietly as they can towards the keys.
5. 'The guard' should listen extremely carefully, using a finger to point in the direction of any noise that he thinks might be 'a thief'. If the guard correctly identifies 'the thief' then they have to return to the circle and a new 'thief' is chosen.
6. If the 'thief' manages to get hold of the keys then they have beaten the 'guard' and the game is over.

For extra challenge, it is possible to play the game with two 'thieves'.

