

Sunday Software's Outline & Study Guide to Discovery's *Life of Christ* CD

This Revision March 2008, Neil MacQueen
Sunday Software 1-800-678-1948
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About 10 pages to print. Please wait for the entire guide to download before printing.

This free guide and materials like it are possible only because you make us your source for software. There are many things in our guide which are not documented in the program itself or by the developer.

If you are using this guide with students who are filling in the Cluebook answers. Don't leave this document laying around! If you'd like to print a handout of all 40 lessons in Life of Christ CD, go to www.sundaysoftware.com/tips

Questions or comments about this outline or the program? [Email me](mailto:neil@sundaysoftware.com) at neil@sundaysoftware.com or call 1-800-678-1948.
<>< Neil MacQueen, Sunday Software

What's in this document...

- [List of the Forty Lessons](#)
- [Answers](#) to all 60 of the Clue questions
- [Outline](#) of all the Study, Practice and Quiz materials found on **Professor Newheart's** book shelf and in the rest of his library.
- [Teaching Tips & Technical Help](#) --Ideas and Tips on using the Life of Christ CD, a sample lesson plan, worksheets, misc. observations about the program, how to make your *own* handouts with graphics from the program, plus Technical Tips.



Getting Started: Life of Christ is a BIG program. It may take you some time to get familiar with not only its content, but how the content is designed to be "played through." I suggest you spent at least an hour previewing the program before introducing it to the kids. Run through the DEMO offered through the main screen. Take a lesson, find a clue, use the clue book, print a certificate. Your knowledge of how this program's elements work will greatly enhance your plan of use. It is recommended that you preview EVERY lesson your students will use and make notes on this guide where your church's interpretation may differ.

FYI.... For a complete cross-reference of Jesus stories found in OTHER software we recommend, go to <http://www.sundaysoftware.com/crossref.htm>. In many cases, your lesson plan can combine material from Life of Christ with segments from other software. More on this idea later in this guide.

Life of Christ Basics

Life of Christ has several components that can be used separately or together.

Most churches simply identify one or two of the forty lesson presentations for the kids to go in, hear and take the quiz. After taking the quiz the students get credit for it in their **scorebook**. **The 40 lessons are divided into 8 sub-groups** (five lesson/quizzes each). When students correctly answer 5 or 6 of each lesson's quiz questions, they are taken to the scorebook. When all the quizzes in each sub-group are completed, the game **GIVES** you the answer to one of the clues needed to fill in the cluebook. You can access the lessons in any order. You can bypass any lessons you want. You don't have

to use the cluebook and scorebook features. You can even try to answer cluebook questions without studying! The choice is yours.

The Cluebook is not the same as the Scorebook. The Cluebook is found when you roll your mouse to the LEFT side of the screen. Answers must be typed into the cluebook. Thus, you can completely avoid the Castle Game and complete the cluebook and scorebook. But if you go into the Castle Game, it has quizzes in it too guarding various rooms of the castle. Answering the Castle quizzes only grants you access to rooms in the Castle where you can FIND ANSWERS TO CLUES hiding in the surroundings.

All the answers to the Cluebook are found in the lessons, and also in the Professor's Book Shelf material, and also scattered throughout the Castle. Thus the program gives you three places to find answers, and many ways to learn and use its content.

The Castle is almost a program unto itself. It is full of Jesus quizzes guarding access to areas in the Castle. You must answer the guarding quizzes to enter an area and look for things hidden in the Castle room environments. These "things" are answer to items in the Cluebook! The Castle is a place to find answers to clues to fill up your Cluebook with. Not all the clues can be found there. If they get stuck answering some of the quiz questions in the Castle and can't advance into certain areas, they can always go out and study the subject they don't understand on the Professor's Bookshelf to find the correct answers, - or take a lesson on the subject from the crate of 40 lessons on the Professor's desk. In versions of Life of Christ CD sold prior to April 2003 there is no way around the New Testament books game guarding the Castle entrance. Each time they exit the Castle to go look up something, they will have to put the books back in order. **In the version sold after April 2003, they put a secret bypass around the NT books game guarding the Castle.** Hooray! [See the note below about the secret bypass.](#)

You do not have to play the Castle Game. It is an extra way to work with content that may or may not suit your classroom needs. You do not need to take the quizzes and you do not have to worry about filling up the cluebook. You can simply use the lessons and quizzes and then leave the program, or move into the Professor's Book Shelf for more study.

List of the Forty Lessons

Reminder: The Forty Lessons can be found in the orange crate of files on Professor Newheart's desk

Here are the Lesson Summaries and the posed Question found at the end each presentation. To see what other recommended CDs also contain these stories (and you may already own) go to <http://www.sundaysoftware.com/crossref.htm>

Getting to Know Who's Who

1. Getting to Know Jesus (John 5:31-47)

What Jesus accomplished, What are Gospels, Why they wrote them, Do you know Jesus is your Savior?

2. Getting to Know Matthew (Matthew 9:9-10, 10:1-3)

Who he was, what were taxes, Jesus parties with sinners, Why Jesus chose Matthew, Matthew wanted to prove Jesus fulfilled prophecy, Do you think God only likes good people?

3. Getting to Know Mark (Acts 13:4-5, 13; Acts 15:36-39)

The tradition of who Mark was and how he came to be with Paul, Mark focused on what Jesus did --action and power. Have you ever tried to run away from something God wanted you to do?

4. Getting to Know Luke (Luke 1:1-4)

Who he was, he was like a news reporter, Luke took great care....what can you do to know you know the truth about Jesus?

5. Getting to Know John (John, all chapters)

John was one of Jesus' best friend, why John's gospel is different, John's use of "I Am," Do you believe that Jesus is God's Son?

NOTE: Strangely, for the most part it is only the **first four or five lessons in Life of Christ that might stir controversy** from a biblical point of view. Lesson 5 takes the traditional view that the gospel writer John and the Book of Revelation's John as the same person. Many scholars don't think that's correct.

Make sure to **print out the complete text of each lesson for your teachers** (found on the Professors bookshelf), especially when you or your church might differ in opinion. Mark the printout with appropriate comments for your teacher.

Beginnings to Baptism

6. An Angel Brings Good News (Luke 1:11-22)

About Mary, Gabriel, Zechariah & Elizabeth. Zechariah at first didn't believe what he had been told. Do you really believe that God will do all he promises?

7. The Savior is Born (Luke 2:1-20)

The essential Christmas story here. Can you imagine what the shepherds thought and felt?

8. Visitors for the Newborn King (Matthew 2:1-12)

All about the Magi and Herod. How do you worship Jesus? What gifts can you give him?

9. Jesus in the Temple (Luke 2:21-52)

As a baby and as a boy his parents brought him to the Temple. Jesus was being obedient to God. How do you do it?

10. The Baptism of Jesus (Matthew 3:13-17, Luke 3, John 1)

All about John the Baptist and the baptism. Our baptism is a symbol of new life in Jesus.

Introducing the Son of God!

11. The Lamb of God (John 1:15-34)

What John the Baptist meant when he called Jesus the "Lamb of God" (the one who takes away sin). Have you asked God to pass over your sins?

12. Three Temptations (Matthew 4:1-11)

Jesus is tempted by Satan in the wilderness and what those temptations meant. How do you prepare yourself to fight off temptation?

13. New Wine out of Water (John 2:1-11)

The Wedding at Cana story. When you pray, do you try to tell God what you want, or do you present your needs and trust him to do what is best?

14. Jesus Tells His Secret to a Lonely Woman (John 4:4-42)

The story of the Samaritan woman by the well. Do you reject people who are loved by God? How do you introduce others to God?

15. Jesus Tells His Secret in His Hometown (Luke 4:14-30)

Jesus is thrown out of Nazareth. What would you have said after Jesus' sermon?

Ministry with His Disciples

16. Four Fisherman (Luke 5:1-11)

Jesus calls his first disciples. Are you just interested in Jesus, or do you want to follow him?

17. Faith That Goes Through the Roof (Mark 2:1-12)

The healing of the paralytic let down through the roof. Jesus claims to be able to forgive sin (which got him in trouble). What do you do to get close to Jesus?

18. Jesus' Power Over a Storm (Mark 4: 35-41)

Jesus wakes up and rebukes the storm. Do you think Jesus has the power to comfort you when you are frightened?

19. One Boy's Lunch Feeds 5000 (John 6:1-14)

The basic story. What do you have that you could offer to Jesus?

20. Jesus Walks on Water (Matthew 14:22-32)

Peter also tries to walk. When you pray do you focus your attention more on Jesus' power or on your problem?

Lessons About Life and Death

21. A Glimpse of Glory on a Mountaintop (Luke 9: 28-36)

The Transfiguration story. Have you taken time to pray to God?

22. Who Will Throw the First Stone? (John 8: 1-11)

Jesus and the woman caught in adultery. Background info of the law concerning adultery. How would you have felt?

23. Jesus Blesses the Little Children (Mark 10:13-16)

Background on "blessing." Thoughts about children. How does the story make you feel about Jesus' love?

24. Some People Will Do Anything to See Jesus --Zaccheus and The Blind Man (Luke 18:35-19:10)

A full telling of the Zaccheus story. If you were in the crowd, what would you have done to see Jesus? How eagerly to you seek him now?

25. A Rich Young Ruler Wants Eternal Life (Mark 10:17-27)

The man didn't ask for eternal life, he assumed he had to do something to earn it. Would you choose riches in heaven or on earth?

26. Learning About Life After Death --Lazarus (John 11:1-44)

An explanation of the meaning of the Lazarus story. How would you feel seeing some come back to life?

The Road to the Cross

27. Mary Prepares Jesus Body for Burial --with perfume (Matthew 26:6-13)

Mary believed Jesus when he said he would be crucified and wanted to show she loved him. What can you do to show your love for Jesus?

28. The Plot to Catch and Kill Jesus (Matthew 26:1-16)

Why the Jews and Caiaphas plotted to get rid of Jesus. Has jealousy ever made you say something that hurt others?

29. A Grand Entry Into Jerusalem --Palm Sunday (Luke 19:28-46)

The prophetic prediction behind the act. Jesus sobs over Jerusalem (and why). Do you honor Jesus as your king? If so, how?

30. Disruption at the Temple (Matthew 21:12-17)

Why people needed their money changed. People misusing the Temple. Children sang praises. When and how do you praise the Lord?

31. New Meaning to the Passover Meal (Luke 22:14-23)

An excellent presentation on the history and practice of the Passover meal and how Jesus redefined it. Have you ever taken Communion to remember Jesus' death?

32. Arrested, Tried, and Tortured (Luke 22:47-23:45)

Jesus, the crowds, the priests, the soldiers, and Pilate. Have you ever been accused of something you didn't do?

33. Jesus Goes to the Cross (Luke 23:26-49)

Explanation of cross, calvary, the sign, meaning of some of his last words. How would you have felt watching Jesus die?

Jesus is Alive Forever and Ever

34. The Burial and Resurrection (Matthew 27:57-28:15, Luke 24:1-7)

The women discover the empty tomb. How would you have reacted?

35. Resurrected Messiah Visits Friends and Followers (Luke 24:13-44)

The road to Emmaus story. Why shouldn't the disciples have been surprised at Jesus' resurrection? How would you have acted?

36. Saying Good-bye and Spreading the Good News (Matthew 28:19,20)

Jesus' Great Commission to his disciples, his ascension. What is the good news about Jesus?

37. Jesus Selects An Apostle (Acts 8:1-4, 9:1-31)

The story of Pentecost, the selection of Stephen and his stoning, plus the conversion of Saul to Paul. Would you still follow Jesus if you could be arrested for being a Christian?

38. The Devil's Destruction (Ephesians 6:10-18, Revelation 20:10)

All about the devil and the origins of evil. (NOTE: Check your theological needs here.) The devil is defeated and thrown in a lake of fire in John's vision. Do you ever feel that you're in a war with the devil and his evil forces?

NOTE: Some teachers may find this material out of step with their own theology. This should not deter you, however, from needing to deal with the subject matter of the devil and nature of evil. It IS important (whatever your opinion is) and the kids find the subject fascinating.

39. God Makes All Things New (Revelation 21:1-22:6)

John's vision of the future: "I saw a new heaven and a new earth...." What is heaven all about. How is John's description of heaven different from what you thought heaven would be like?

40. The Teachings of Jesus --Sermon on the Mount (Matthew chapters 5-7)

What he taught and why some people didn't understand it. Become wise by learning the teachings of Jesus, that's what disciple means. How can you learn his teachings?

When you're in a lesson, roll your mouse to the left side of the screen and click the magnifying glass. It gives you a printable version of the lesson text, with hyperlinks to multimedia content related to the subject matter.

Answers to the Cluebook

Reminder: The cluebook can be found by moving your mouse to the LEFT SIDE of the screen.

Why are we giving away the answers? Because sometimes kids (and teachers) get stuck, and need help, and because some folks like to preview ALL the program's materials before using. How quickly should you help out a student with the answers? That's up to you.

1. Bethlehem 2. Caesarea 3. John 4. Man 5. Tarsus 6. Jerusalem 7. Disciple 8. John 9. Cana 10. Patience 11. Turkey 12. Philippi 13. Prayer 14. Thursday 15. Gentiles 16. Holy 17. General 18. Stephen 19. Blasphemy 20. Repentance 21. Patmos 22. Forgiveness 23. North 24. Micah 25. Calvary 26. Servanthood 27. Coin 28. Antioch 29. Capernaum 30. Pentecost 31. Bible 32. Christian 33. Onesimus 34. Belief 35. Apostle 36. Lazarus 37. Golgotha 38. Pilate 39. Sword 40. Gethsemane 41. Rome 42. Andrew 43. Lois 44. Repent 45. Samaritan 46. Samaria 47. Magdalene 48. Faith 49. Nazareth 50. Gospel 51. Jericho 52. Miracle 53. Jordan 54. Cyprus 55. Olives 56. all 57. Covenant 58. tomb 59. Damascus 60. Worship

What's in the Treasure Chests? I'm not going to spoil it for you.

The Secret Castle Bypass "Hotspot"

There is an undocumented "Secret Bypass" that allows you to get past the New Testament Books Game at the Castle Gate and continue straight into the castle. **Double click on the rock wall just to the right of the instruction panel** (see graphic at right). This is handy if you've already done the game. *This bypass is only on version 3.0* (the version number is printed on your CD). However, I have heard that it may also be present on the version released just before 3.0. Try yours.

Stop the Narration... Click once during the opening narration to stop the narration and proceed with the game or secret bypass.

Return to the Office... Move your mouse to the left side of the screen to open up the menu.

Important Technical Notes (more technical notes are found at the end of this document)

- **Do not press the ESC key** during the game. It automatically quits the game without warning.
- When tablets pop-up during the unlocking of the chests, **type in ALL CAPS**. *Does not apply to version 3.0.
- **When typing name into certificate**, you need to manually center it in the field in order for it to be **centered** on the printed certificate. (This anomaly was fixed in versions of Life of Christ purchased *after* April 15, 2003. *Does not apply to version 3.0.
- **To erase names from the sign-in list** -- Using NOTEPAD (or a text editing program) open the **locgdata** file in the Life of Christ directory on your harddrive. Click on **users** and edit/delete. "Save as" using the exact same file name.
- **Tip: Some churches have printed the certificates out with NO NAME on them**, then made copies. This allows the teacher to distribute certificates to EACH student that worked together to attain the certificate.
- If you have both version 3.0 and earlier versions of the program running in your lab (check the CD label), you may run in to trouble if you try to start version 3.0 using an old earlier version startup icon (the startup routine was changed). Mark your CDs as to which computers they are to be used on. See more notes below in this doc.



"Books" on the Study Shelf in the Professor's Study

The BOOKS are: Study | Practice | Map Tours | Bible Books | Bible Timeline | Word Study | Bible Facts

In the Study Book on the Professor's Shelf

Miracles of Jesus --printable summaries of 35 miracles

Parables of Jesus --printable summaries of all Jesus' parables

Maps --nine maps to select from (and print) --Mediterranean Area, Israel, [Paul's Journeys](#)

*Look for other maps in the Map Tours section or by clicking on the Globe in the office.

Memory Verses --20 some printable verses from the New Testament

Bible Reading Plans -- printable list of 365 scripture references

Lesson Text -- The printable scripts from each of the 40 multimedia lessons with links to related materials on the CD* *A key resource. See notes below.*

Books of the New Testament -- printable list arranged according to time of writing (beginning with Galatians), includes author, time of writing, place of writing and who the book addresses.

Articles --the following articles can be printed out. They contain quite a bit of solid background information about the Bible, who, why, what. They are well-written and can be used with older students and adults.

Theologically speaking, I found them fairly traditional, though not without a few nits to pick. Alas, only God is perfect.

Articles to Print:

- Knowing God through the NT I
- Knowing God through the NT IIKnowing God through the whole Bible I
- Knowing God through the whole Bible II
- How can I know God through his book I
- How can I know God through his book II
- 10 reasons to believe the Bible
- 10 reasons to believe Christ rose from the dead (Actual Reality's "Resurrection Theater" video clips would dovetail nicely with this last article.)

In the Practice Book on the Professor's Shelf

General | Matching | Map Tours | Bible Books | Bible Timeline | Bible Words | Bible Facts

General--

New Testament Book Hooks --Memory Aids to remembering what the books are about.

New Testament Book Names --drag each book to it's correct location (just like the version at castle entrance)

New Testament Book Order --place books in chronological order

New Testament Content --Interactive Review/overview of book content

Geography --Identify Key Locations on maps of Israel and Mediterranean by dragging names onto locations

Jesus' Ministry --drag descriptions of key Jesus events onto map locations

Interactive Map of the New Testament World --click on map locations to hear audio, read text, or see video.

Interactive Map of Jerusalem --(excellent) click on Jerusalem locations that trace events of Christ's last week. Video, audio, photos, text. Also located in this area is a slideshow of 16 Jerusalem locations (with music playing in background). **I have created a **worksheet** with the locations 'blanked out.' You can find it at www.sundaysoftware.com/lasttwo.htm

Old Testament Prophecies of Christ --game in which you drag the New Testament fulfillment to the Old Testament prophecy. Students will need to look up the passages. Correct matches reveal picture of Jesus.

The Gospels Compared --chart showing differences in author, view of Christ, audience, tone, characteristics, etc.

Matching-- 7 matching games. Correct matches are rewarded with a clue. Assumes a general familiarity with Bible, probably best suited to fourth graders and above.

Getting to Know Who's Who --a matching game.... Gospel, gentile, Matthew, Moses, Messiah, Luke, Jewish, John the Baptist, "I Am," Mark.

Beginning to Baptism --a matching game.....Elijah, Bethlehem, Caesar, Gabriel, Jerusalem, King Herod, Simeon, Mary, Nazareth, Anna.

Introducing the Son of God --a matching game....Idols, Isaiah, Jacob's Well, Bread, Cana, Passover, Samaria, Lamb of God, Galilee, Egypt

Ministry with His Disciples --a matching game.....Andrew, James/John, Bread and Fish, Walking, Simon Peter, Blasphemy, King of Kings, Parables, Capernaum

Lessons About Life and Death --a matching game.....Heavenly glory, Eternal Life, Bethany, Salvation, Peter/James/John, Martha and Mary, Zacchaeus, Jericho, Exodus, Lazarus

The Road to the Cross --a matching game.....Caiaphas, Unleavened Bread, Expensive Perfume, Pilate, Calvary, Communion, City of Zion, Last Supper, Judas, Covenant

Jesus is Alive Forever and Ever --a matching game.....Damascus, Book of Life, Stephen, Joel, Mary Magdalene, Great Commission, Saul, Joseph and the Rich Man, Lucifer, Island of Patmos

Map Tours: Many of these can also be accessed from the Practice book or office Globe. **Passion Week in Jerusalem** --narrated map of Jerusalem with eight audio clips to hear. (Use Interactive Map of Jerusalem to see how much students remember!) TIP: Other programs have maps in them too. These include *Sandals Bible Atlas* --which has video to go along with the map tours. (sundaysoftware.com/sandals.htm)

Bible Books

Select a New Testament book, then select from one of five information icons to learn more about the book:

1. An outline of the book
2. What Does It Say, it's location in the New Testament
3. "Faces and Places" described in the book
4. Key Verses and Themes
5. So What --what is Matthew trying to tell you?

Bible Timeline

WOW! ...a lot in this one. Students see an interactive timeline and hear a narrated tour of it. Clicking on a timeline subject pulls up a brief printable article on the subject (about two paragraphs each) or may also reveal a narrated map presentation or other teaching element. Subjects include People, Events, Period, Scripture. A veritable who's who in the New Testament and an excellent overview of the entire New Testament story.

Periods included in timeline: Between the Testaments, Life of Christ, Passion Week, Early Church, Paul's First Journey, Paul's Second Journey, Paul's Third Journey, Paul's Arrest through Close of NT.

Bible Words -- A Bible Dictionary from Abraham to Thomas. Click on the Word and see a three or four sentence description.

Bible Facts -- Test your understanding of Bible facts by selecting from any of five topical quizzes:

Men in the Bible --27 questions
Parables-Stories & Events --71 questions
Women and Children --27 questions
Geography --42 questions
Popourri --33 questions

Professor Newheart's Multimedia Filing Cabinet

Film and Photos located (oddly enough) in his office filing cabinet

Video Clips : Jerusalem | Herod's Temple | Herod's Palace | Valley of Gehenna | Pool of Bethesda | Kidron Valley

Postcards on Life of Christ and the Gospels: 16 narrated slides of the Gospel locations as you would see them today. (Great photography, nice background music. A Walk in the Footsteps of Jesus CD takes this concept of presenting the Holy Land to the next level.)

Slide packets **All these slides have text.*

16 unnarrated slides touring Jerusalem. (Pathways Through Jerusalem does it more spectacularly)
4 unnarrated slides touring Bethlehem as it appears today. (A Walk in the Footsteps of Jesus does it too).
5 unnarrated about Sea of Galilee
4 unnarrated slides of Caesarea by the Sea as it appears today.

The Professor's Globe on top of the cabinet --extra links to maps. Many of these maps are also accessible through the "books" on the Professor's shelf.

General Teaching Tips for the LIFE OF CHRIST CD

Age Range: Grades 3 through Senior High. Some of the vocabulary, concepts and game play are a bit beyond many first and second graders. I've cherry-picked out certain lesson and used them with my **1st and 2nd graders**. Early readers CAN understand some of the lessons and have the quiz questions read to them. The story oriented lessons, such as Jesus on the water, tend to be more understandable to younger kids. The Holy Week lesson, on the other hand, tend to be rather 'high concept.'

Having said that... let me share an email with you:

*Dear Neil,
We are using Life of Christ in our beginner's Adult Bible Study and absolutely love it! We have a small class of senior citizens who have no computer experience, and they are really fascinated by the software. --Sandra T.,
Heritage Presbyterian Church, Centerville Ohio.*

Scheduling Suggestion: Many churches have found that creating a wall chart of "lessons completed" either by individual names or grades has helped them avoid confusion about *who's* done *what* and on *which* computer they did it at. This can be a particular problem for a program that gets used over a long period of time by different teachers.

Establish a Policy about who or what at the User-Sign.

Given that our students don't always attend each week, and that kids will be working together, some children may sign-in with several different groups. Create your sign-in policy and post it on the wall in the room. Suggest that groups of users create a group name. If "who's in what group and how far did they get" gets a little messed up, the teacher can always give answers to certain clues to bring a certain "sign-in group" up to a certain level of completion.

If you're going to be selecting lessons on a random basis without going into the castle then have the kids sign-in under a name like "Sunday Class." Otherwise your sign-in list could get V-E-R-Y long. **In my lab** we have several sign-ins the different classes use: K-2, 3-5th, Youth.



Here are some of the ways churches have been using the Life of Christ CD.....

1) Use as a 40 lesson curriculum on the life of Jesus Christ.

Sign up individual kids, a groups of kids, or an entire class. Set aside 8 to 10 Sundays (or weekdays) for them to work through the program. Assign a teacher to work with them. While Life of Christ could be used without a teacher, why miss the opportunity to explore and talk with your students?

Many churches report that it takes about 8 to 10 hours to complete most of the lessons and fill in the cluebook. Some kids may be able to move more quickly through the castle or already know many of the quiz answers.

The individual sign-in feature allows explorers to pick up where they left off --a real advantage for irregular attenders on Sunday morning or during a weeknight program. Track their progress on a wall-chart, hang their certificates under their name (or not).

2) Use ANY the 40 lessons as needed ...and skip the 'clue and hunt' portions of the program.

This is the approach most churches initially take in order to get familiar with the program's feel and features.

Examples of lesson strategies:

- Have the kids view that lesson on Lord's Supper, take the quiz, answer the questions, discuss the topic a bit more. Then have them create their own presentation in Kid Pix 3 (creative writing and drawing program).
- View the lessons on Resurrection, print and read the Article "10 Reasons to Believe in the Resurrection," then go to Actual Reality (another CD) to visit the Resurrection Theater video clips about the various "theories" of the resurrection.
- Read the Old Testament Prophecies Concerning Jesus (located in the PRACTICE book in the shelf), then slip into an advent presentation and finish up with Star Chasers --a very neat program about three young people who join the search for the baby Jesus.

Some churches have grouped several lesson presentations together by THEMES for use in one class. Jesus the Teacher, The Miracles, Holy Week, Advent, Journeys of Paul, the New Testament World, etc. Several of the articles and items on the Professors Bookshelf work well with themes. For example, several lessons have Jesus performing miracles. There is an article on the Professor's Study Book about the miracles of Jesus.

3) Using Life of Christ's sections as UNITS of Study

Look over the outline of the lesson at the beginning of this resource (or when you open the orange crate on the desk). There are seven groups of lessons. Instead trying to complete the entire program in 10 weeks, you could complete a unit, such as, **The Road to the Cross**, in about **three weeks** by going through the five or six lesson over a three week period.


Some of these **units could be longer than three weeks** if you pull in other programs, such as, Footsteps or Disciples Diary where they match up with the lessons in Life of Christ. Consult those program's outlines.

4) View a Sample Lesson Plan

You can find a SAMPLE LESSON PLAN using Life of Christ at <http://www.sundaysoftware.com/lessons/lifeofxst.htm>

It is about Holy Week and shows how the maps of Jerusalem and matching quiz can be turned into a neat reflection activity.

TIPS:


 Each of the 40 Lessons found in the "orange crate" on the Professor's desk, can also be found as *lesson texts* in the **STUDY book** on the Professor's Bookshelf ----in the "**Lessons**" section They can be printed for teacher/student use. You can also find them by opening a lesson, then rolling your mouse over the left hand side of the screen and click the **MAGNIFYING GLASS**. These lesson texts under the magnifying glass have links to multimedia content related to the lesson. Pretty slick!


These printable lesson texts have hyperlinks that jump you to content and multimedia elements related to the specific lesson that are found elsewhere on the CD. It's a handy way to see what material goes with your lesson. After viewing a narrated lesson and taking the quiz, you can go into this section of the program, find the lesson text, and access the materials found elsewhere in the CD related to that particular lesson you have accessed. You may choose to have the students do this, or you the teacher may preview the lesson materials this way and make note of what maps, quizzes, multimedia and other content are LINKED to the lesson you want your students to work on.

 **Many of the lessons in Life of Christ have parallels in other recommended software, such as,**

- Jesus in Space CD (Baptism, Last Supper, Emmaus)
- Walking in Their Sandals Bible Atlas CD (has numerous interactive Jesus maps with photos and videos of locations)
- A Walk in the Footsteps of Jesus CD
- Actual Reality CD -- Consult our outlines of these programs for more information--

*** A complete Cross Reference of all Jesus material found in all our recommended CDs can be found at www.sundaysoftware.com/crossref.htm**

 **Follow up Life of Christ with a computer-based discussion/reflection activity using "[Let's Talk](#)" CD from Sunday Software.** With "Let's Talk" teachers or students create their own lesson comments/questions/quizzes which an animated character speaks aloud on the screen. The character can even be programmed to ASK questions about the lesson which your students can respond to for others to hear. It's a piece of software meant to complement the use of many programs, such as Life of Christ, Footsteps of Jesus, or Walking in Their Sandals CD --where the time spent in those program may be less than 10 to 12 minutes, and you want to create an exciting follow-up computer-aided discussion. **A sample lesson plan** that shows how to use Let's Talk CD with the Life of Christ CD can be found at www.sundaysoftware.com/lets-talk

 This bears repeating again... Many churches use **just one** the 40 lessons combined with something on the Professor's bookshelf, before moving on to **another CD** or lesson activity. Many let the kids explore the castle after class. Several churches have reported back, however, that their classes are ASKING to spend more time using the ENTIRE program rather than cherry picking lessons. Indeed, the CD was designed as a self-paced 40 lesson CD on the life of Jesus.

More Thoughts on using the Life of Christ CD...

Consider creating student worksheets with questions to answer for each lesson. These sheets could be in the hands of each student -or- provided to the teacher as a guide to discussion after/during the use of the CD. You can print each lesson's text from the Lessons database in the Study book on the Professor's Bookshelf. Add to this handout your own comments and questions. Note: These questions can also be entered into the Lesson builder interface in the program "**Let's Talk**" (www.sundaysoftware.com/lets-talk), or...spoken to the students at the computer who then type their answers in the "Talk Now" screen to make their onscreen characters respond.

Here's an example of follow up discussion questions for Lesson #31 -- New Meaning to the Passover Meal

- What did the Passover meal celebrate? What were the essential elements of the meal?
- What two elements of the Passover meal are found on Christian communion tables?
- What new meaning did Jesus give to the Passover meal?
- What does it mean to say "Jesus was the lamb sacrificed for us."
- How does it make you feel knowing what Jesus did on the cross?
- The next time you take communion, what will you be thinking now that you've learned more about it?
- What was Jesus feeling later that night in the Garden? View the photobubble of the Garden of Gethsemane found in the A Walk In the Footsteps of Jesus CD. What could Jesus see that night? (Answer: Turn around in the

photobubble. Directly across from the garden across the Kidron Valley is the Temple Mount and the East Gate where he had ridden in on a donkey proclaimed as King.)

Other Uses and Ideas:

New Testament Geography ...Maps are "graphic user interfaces" (to put it in the language of computers). They help visually organize and represent information. Life of Christ has the first set of narrated, navigable NT maps we've seen. Disciple's Diary also has very interesting Holy Land 3-D map "flyover" videos in its QUEST portion of the CD. Other programs, such as, Walking In Their Sandals Bible Atlas, are great to bring into the fray if you have them. Have the kids use the software to research and then construct a wall map or clay model of the Holy Land. Tag sites of interest to make it interactive. Themes to guide their construction and tagging could include: "10 famous Jesus spots," "Places Paul was in Jail," "the 10 most famous places in the Bible." This kind of theme approach helps guide their research.

Bible Timeline -- Take some time to explore the timeline in Life of Christ. Some of the segments have animation and multimedia. Create a wall mural or display of the timeline. This kind of secondary processing of the information from one medium to another really helps the material stick. You can find an Old Testament Timeline in Pathways Through Jerusalem CD.

The Books of the New Testament -- A class could do a unit on learning the books of the New Testament using the MANY Bible Books games in Life of Christ (and not just the one at the main castle gate).

How to make your own Map Worksheets using graphics from the Life of Christ CD

Use your Printscreen button on your keyboard (Windows only) to 'capture' any onscreen graphic. When this button is pressed, a snapshot of your monitor's screen is saved to the invisible Windows clipboard which many programs can now access. You can open a wordprocessing document and click on Edit, then PASTE to make the screen reappear in your document. Crop for size. I opened Windows Paint, selected "new," then "edit" and "paste" and the screen captured graphic appeared! Then I used the eraser tool to erase the location names and add my own caption.



At <http://www.sundaysoftware.com/lasttwo.htm> you'll find a **map of Jesus' Last Two Days** in Jerusalem with the locations blanked out (see smaller version to right here). Cut and paste this page into a handout for your kids to fill in. By using the "print screen" button on my keyboard and a simple painting program like **Windows Paint**, you can make all sorts of great handouts that guide students through areas of this program.

Tip: Cal & Marty's Scripture Memory Game CD can be used to create lists of books which students can scramble and then unscramble. Instead of editing in words from a verse, just type in the books in order. Bongo Loves the Bible CD from Sunday Software also teaches the order of the books of the Bible.

Using Life of Christ in Confirmation Programs

Many churches have immediately seen the potential of this program to work in Confirmation. Two churches have even gone as far as putting this CD in a laptop computer and signing it out to their students to work on at home. The students then produce the certificates and share with you what's in the locked chests to prove they've completed the program.

Several churches have purchased Life of Christ to lend to families. If you do so, be sure to check the condition of the CD before and after loaning it.

Visit www.sundaysoftware.com/christ-home.htm to read how one church is using Life of Christ as a **home study** for families.

Technical Notes:

The CD doesn't start when you put it in the CD-drive. You must go to "Discovery Interactive" in your PROGRAM group to start the program or use the Desktop icon. Click Start, Programs, Discovery Interactive, then Life of Christ. (another problem may be that you have a newer version of the CD which you're trying to run with the old start icon... see the message below about "not mixing versions.")

How can I access the Help / Clues / Office / etc. tool-bar when I'm in the castle? The tool-bar can only be accessed if you are in the main courtyard or else when you have found a clue. Otherwise the system is playing a Quicktime vr segment which blocks access to the tool bar. Remember, once you are in the Castle area, you can't go back to Professor Newheart's Office and return to the castle without having to put the NT books in order again (unless your version of Life of Christ has the "secret bypass" hotspot mention above).

How can I take names OFF the sign-in list? Depending on which version of Life of Christ you have, open Windows Explorer and burrow down to the Life of Christ FOLDER found at either C:\The Life of Christ **or** C:\Program_Files\The Life of Christ\LOCADATA (or whatever folder you have installed Life of Christ to on your computer). RIGHT click the LOCADATA file and select "open with" and choose Notepad. Edit the list or delete the text, and "Save" using exact file name and extension. This should do it. (Do not use a wordprocessing program --it will leave funny code in the text).

I can't get the program to operate on Windows XP! Versions of Life of Christ made **BEFORE April 2002** require a patch to run on XP in the **main user** account. Visit Sunday Software's technical support page at www.sundaysoftware.com/techie2.htm. In earlier versions of Life of Christ you cannot run the program under a "limited" account in XP, only through the MAIN "admin" user account. If you purchased Life of Christ **AFTER** April 2003 **FROM US** we sent you the very latest fully XP compatible program, and it will run through a limited account. Your CD should say "version 3.0" on the CD.

Running LoC in Vista... The version of Quicktime that attempts to install with LoC won't run in Vista. You need to download the latest Vista compatible version of Quicktime from www.quicktime.com

A Caution about Mixing Older CDs of Life of Christ with Newer Version Life of Christ CDs

The older and newer versions of Life of Christ have 99.9% the same content. **However**, if you installed an older version on your computer, and then put a newer version of the CD in the drive and try to start it, the program won't start. You must first **INSTALL** the newer version on that computer. That will make an important change to the start icon for the program. So...in labs where there are older and newer versions floating around, **MARK YOUR LIFE OF CHRIST CDs and MARK WHICH COMPUTERS** they are installed on.

Theologically Speaking...

Life of Christ is being used in Presbyterian, Methodist, Lutheran, Southern Baptist, Episcopalian and Church of Christ churches (to name a few). There are a couple of places, sentences, ideas, and choices of wording that I would have changed; lesson 38 about the Devil, for example. That lesson I just won't use. Some folks get hung up on vocabulary they aren't used to. For example, "*The Plan* of Salvation" (tucked away in the Articles on the Professor's Shelf) isn't the way Presbyterians talk about salvation. Yet *The Plan* may be very familiar to your older teachers and those from traditions which still use this particular vocabulary.

Others may be tripped up by one-liners like the one in Lesson #1 where the narrator says Matthew was the actual writer of his Gospel. With my older students, I mentioned *in passing* that most scholars don't think Matthew actually wrote his Gospel. Because we had already dealt in previous classes with the topic of *where the Bible came from*, I didn't need to rehash it.

This resource may be updated at our website www.sundaysoftware.com. If you have a great idea or suggestion to contribute, call me at 1-800-678-1948 or email me at neil@sundaysoftware.com

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