

The Rich Man and Lazarus

September

Luke 16:19-31

During his lifetime, a very rich man pays no attention to a poor and homeless man named Lazarus. After they both have died, Lazarus is taken up to heaven, but the rich man is suffering. Abraham tells him that he had all the good things in life, but he is being punished because he did not care for poor Lazarus.

The Gospel Story Through Gameplay

Children begin the game finding Jesus speaking with a crowd in the countryside. They are then told to go and find the rich man and Lazarus

Kids find the rich man and Lazarus outside the rich man's house. Lazarus is sitting with a group of dogs at the bottom of the steps and the rich man is dining lavishly on a porch at the top of the stairs. Children then find a Bible on the porch and listen to Luke 16:19-21 and watch a cinema. They then find another Bible near the house and listen to Luke 16:22-23 and see illustrations.

Kids are then teleported into the clouds where there are large gates visible. They are instructed to find a Bible. Children watch a cinema of Luke 16:24-26. Children see Abraham and Lazarus standing in the clouds and the rich man below in torment with fire and smoke around him. The rich man begs for a drop of water, but Abraham explains that there is a chasm between them. Abraham also tells the rich man that he had received good things on earth while Lazarus received bad things and now Lazarus will be comforted. Kids then find another Bible and watch a cinema of Luke 16:27-31. In this passage the rich man begs Abraham to send Lazarus to warn his brothers so that they will not share the same fate as he is. Abraham replies that if they did not listen to the prophets, they will also not listen to someone who rises from the dead.

Children then teleport back to where Jesus is speaking with a group of people and are instructed to find the Faith Focus before entering the Bonus round.

Children earn additional points for completing other fun service tasks in the area such as helping a woman find shellfish to make purple dye.

THE GAME IN 30 SECONDS

Find the rich man and Lazarus outside the rich man's house and watch a cinema of Luke 16:19-21.

Find the Bible nearby and watch a cinema of Luke 16:22-23.

Teleport into the clouds and find a Bible near the gates. Watch a cinema of Luke 16:24-26.

Find another Bible nearby and watch a cinema of Luke 16:27-31.

Teleport back to Jesus speaking to a group.

Find the Faith Focus.

Collect bonus tokens; then find the cross to end the game.

LIGHT THE FIRE

In the game this month, kids watch a cinema of the rich man asking Abraham to send Lazarus to his brothers to warn them of what will happen if they don't change the way they are living. Abraham responds that they have not listened to the prophets and won't listen to someone who rises from the dead

Discuss with the kids: In the game this month, the rich man wants to warn his family about what could happen to them. Can you think of some ways to avoid what has happened to the rich man?

(Each month, "Light The Fire" will contain some fun gameplay activities related to the Gospel story. Use it to start a discussion with your children about this month's Bible story game.)

PASTOR'S COMMENTS

In this month's Gospel Champions game, children learn the parable of the rich man and Lazarus. The children have the opportunity to perform service tasks to help others while playing the game. Can you imagine how this story would have been different if the rich man had practiced service to others during his life?

(The "Pastor's Comment" can be used after the Gospel reading to get the kids excited about the lesson and the related game.)

Saint of the Month

Pope Gregory the Great

Kids find this special saint token near a group of buildings.

Children learn that Pope Gregory the Great is recognized for bringing Christianity to England and initiating Gregorian Chant.

QUESTION OF THE MONTH

What should the rich man have done when he saw Lazarus?



Corporal Works of Mercy

Bury the Dead

Children help a man to dig a tomb for his family and find a large stone to cover the entrance.