



Bringing Bible Stories to Life

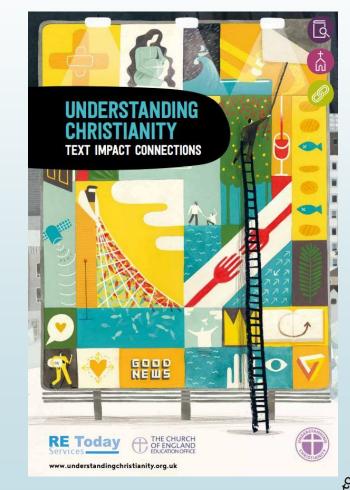
For KS2 and KS3

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Where are we starting from?

- Text understanding the Bible, it's language, the stories, key concepts. Breaking it down, re-telling in creative ways to aid understanding.
- Impact how does the Bible affect the lives of Christians?
 What is its relevance today? Contemporary examples of biblical stories/themes.
- Connections How can we engage with the text? Inference, abstract images, poetry – how to draw out students' questions, opinions and reflections.
- Embedding Christian Distinctiveness in a Church of England School.





Encouraging spiritual conversations

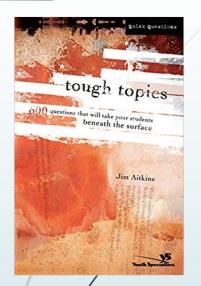


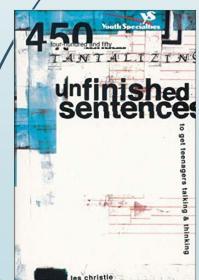


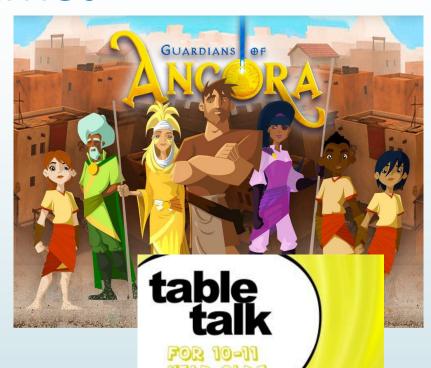




Games











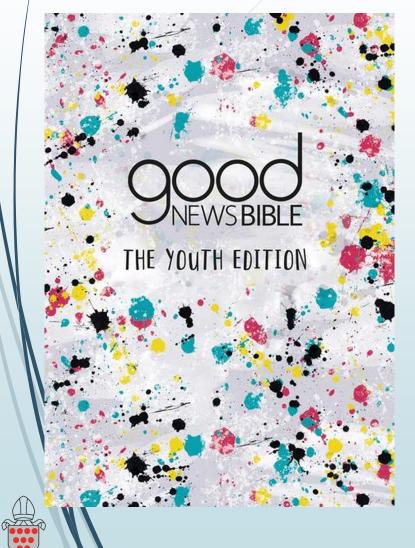








Engaging with the text











Something that 'shines' from the passage.



Anything hard to understand or any questions.



A personal application for your life.



The main idea or theme of the passage.



How does it fit with other passages in the Bible?



Who will you tell about what you have learnt?



Ignatian Spirituality



- Insists that God is present in everyday life
- Provides a helpful framework for immersing yourself in the Bible text
- Works well with the gospels e.g. Jesus calms the storm (Matthew 8.23-27), Jesus anointed with perfume (Mark 14.3-9), the parable of the Good Samaritan (Luke 10.30-35), Jesus appears to his disciples after the resurrection (John 20.19-22)
- Can be used with freeze frame modelling
- Helps with inference
- Questions: what does it feel like? (hot, Cold, Windy, Sandy), smell like? (dirty people, camels, flowers, blood, water), sound like (busy, shouting, silence, birdsong, what music would you put to the scene)
- Imagine yourself in the scene who is there? what part are you playing? One of the characters or a bystander? Jesus turns to you what does he say?





Modelling / Freeze frame













SERIOUSPLAY







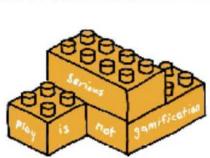


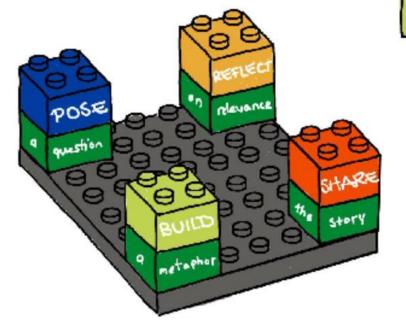
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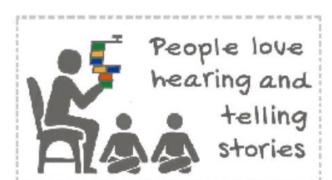
BRICK



Tactile activities fire brain :: cells. TRUST YOUR FINGERS!









AT A

1 Be Active

1 Experiment

Seek Out New Experiences







Relating to culture









