

THE CREED

RETURNING TO THE TEN COMMANDMENTS

ACTIVITY

NO JEOPARDY

Theme: The Ten Commandments show us our sin and our need for the Savior. Jesus kept the Commandments perfectly in our place. Our salvation in Him is sure and certain.

Materials: Index cards, marking pens

Procedure: (10–15 minutes)

Have students develop answer-and-question cards regarding the Ten Commandments and their explanations. Invite students to use the Ten Commandments section of the catechism to develop the possible answers and questions for this game. Have students number the cards and print answers on one color of index cards and questions on another color. Game players are given an answer and they must determine the question is (e.g., Answer: Honor your parents; Question: What is a requirement of the Fourth Commandment?). Explain that *jeopardy* means “danger.” This game is called “No Jeopardy” because we no longer have any danger when it comes to our salvation. We can be certain that Christ forgives our sins and leads us to live as children of God.