

We Believe Workshop objectives

Advent: Mary's Song

The **Art Workshop** explores Luke 1:26-56 through creative art experiences.

Objectives of the Workshop

The children will have the opportunity to:

- Write or draw what they have learned about God.
- Hear the story of Mary learning about her baby from an angel, visiting her cousin Elizabeth, and singing her song of joy.
- Make drawings on a plate expressing either parts of these stories or their own joy of knowing God.

The **Audiovisual Workshop** explores Luke 1:26-56 through audiovisual media that is heard, viewed or made.

Objectives of the Workshop

The children will have the opportunity to:

- Hear Mary's song from the Gospel of Luke.
- Connect the message of Mary's song to the ongoing struggle for justice.
- Hear about the Underground Railroad and the African American slaves' struggle for freedom and justice, particularly as expressed through music.
- Create a music video to "Mary Had a Baby."

The **Computer Workshop** explores Luke 1:26-56 using computers. Sometimes computers are used to tell the story and sometimes they are used to respond to it.

Objectives of the Workshop

The children will have the opportunity to:

- Use a computer and Play and Learn Children's Bible software to listen to a computer story of Mary's visit from an angel. (younger children)
- Use a computer and Kid Pix Studio Deluxe, 3rd Edition software to create "talk aloud" conversation between Mary and Elizabeth. (older children)
- Follow "Mary's Road Map" to navigate Fluffy & God's Amazing Christmas Adventure software and answer questions about the story.
- Create their version of Mary's visit to see Elizabeth in the Fluffimation (an element in Fluffy & God's Amazing Christmas Adventure software).

The **Drama/Storytelling Workshop** explores Luke 1:26-56 by retelling the story in ways that help children remember it.

Objectives of the Workshop

The children will have the opportunity to:

- Consider Mary's song and how God turns the world upside down.
- Create and perform skits influenced by Mary's song.

The Games and Puzzles Workshop explores Luke 1:26-56 by having children play biblically related games or puzzles.

Objectives of the Workshop

The children will have the opportunity to:

- Find the story of Mary's visit to Elizabeth in their Bibles.
- Hear the words of the Magnificat from Luke 1:46-56.
- Identify people, places, and events related to the Christmas story and discover some of the symbols of Advent by solving clues and playing "Advent Bingo."
- Test their knowledge of the Christmas story by playing "Advent Quizzical," a game in which they come up with the questions for answers that are provided.

The Music and Worship Workshop explores Luke 1:26-56 through music and makes the connection to worship in PC(USA) congregations.

Objectives of the Workshop

The children will have the opportunity to:

- Create a prayer wall to express their joys and concerns to God.
- Discover how Mary's song, the Magnificat, can be their song as well.
- Experience a spiritual exercise of quieting one's self to "ponder" or "wonder" about all that God is doing for them and in the world.
- Like Mary, praise God for all the wonderful things God has done in their lives.

The Bonus: Poetry and Motion Workshop explores Luke 1:26-56 through an interpretive movement activity and by having children write poems.

Objectives of the Workshop

The children will have the opportunity to:

- Make a silhouette of Mary and Elizabeth or the angel Gabriel.
- Hear the story of Mary, Gabriel, and Elizabeth.
- Respond to the story through creative movement.
- Write a poem telling about each of the characters.
- Write a poem telling about themselves.
- Write a poem telling about what God has done, is doing, and will do.