



# Lesson 13

## Love Your Enemies

### Large Group Lesson & Games

<p><b>Bible Story</b></p> <p>The Good Samaritan</p> <p><i>Luke 10:25-37</i></p>	<p><b>Materials</b></p> <ul style="list-style-type: none"><li>• Six foam dodgeballs</li><li>• Six tongue depressors</li><li>• Handouts 1 – 6, printed in color</li></ul>
<p><b>Bible Verse</b></p> <p>"But God showed his great love for us by sending Christ to die for us while we were still sinners."</p> <p><i>Romans 5:8, New Living Translation</i></p>	
<p><b>Key Teaching Point</b></p> <p>Receive God's love for others.</p>	



# Large Group Lesson

(15 Minutes)

In advance, cut out the figures on Handouts 1 – 6 and glue each one on to a tongue depressor in order to create a stick puppet for the retelling of the story.

**Today’s story features four people on a trip traveling from one city to another. Things went very badly for the first one. In fact, he was beaten up and robbed!**

**I’m going to set the scene for our story by reading the verses from the Bible just before the story begins.**

Read Luke 10:25–30a.

**So, what did the man say were the two most important commandments?** Let the group respond and tell you that the commandments are to love God with everything and to love your neighbor as yourself.

**Did Jesus agree with the man?** Yes.

**What did the man ask?** Who is my neighbor?

**Jesus answered the man with a story. We’re going to hear the story now, and as we listen, we will have a few puppeteers who help us act out the story.**

Choose six people to hold the six stick puppets:

- Donkey
- Innkeeper
- Priest
- Temple assistant
- Samaritan
- Victim
- Robber

Read Luke 10:30–37 and help the puppet volunteers to act it out dramatically.

**This story is called a parable. A parable is a short story used to illustrate a moral or spiritual truth. Who do you think was a neighbor to the victim?**

Take responses. (The Samaritan.)

**How did he demonstrate love for the victim?**

Take responses. (He treated his wounds, got him to a place of safety, let him rest in the hotel, and covered his expenses.)

**Jesus says that the Samaritan was “despised.” That means that he was hated. Back in Jesus’ time, the Jewish people (like Jesus and the man who**



asked him the question about who his neighbor was) were enemies of the Samaritans. They were from a different place, worshipped God differently, and were a different ethnicity.

Let's take some time to talk about what this story means for us. What do you think Jesus wants us to know or to do after hearing this story?

Take responses.

Here are a few things that stand out to me from this story.

1. Loving your neighbor as yourself means loving everybody—even (and especially) those who may be your enemies or people who are different from you.
2. Part of loving others is being generous toward them. The Samaritan was generous with his time and his money. It took both money and time to provide the care the victim needed.
3. Our love for others demonstrates our love for God. The priest and the Temple assistant were religious leaders. They knew God's laws, and they had respected positions. Still, the Samaritan demonstrated that he really loved God because he loved his neighbor.

God loves us and wants us to love him and to love others. When God tells us to love our neighbor, he means to love everyone, even those we might consider our "enemies." Loving everyone can be hard and take our time and money, but our love for others shows that we really love God, too.

We'll talk about this in our small groups today!

Dismiss children to their small groups.



# Large Group Games

(15 Minutes)

## CROWS AND CRANES

No materials needed.

Divide students into two teams and have them stand facing each other across the centerline of the gym, or any marked boundary line in the center of your playing area. Assign one side to be team “Crows” and one to be team “Cranes.” The games leader stands in the center, visible to both teams, and calls out either “Crows” or “Cranes.” If “Crows” is called, team “Cranes” chases team “Crows” as they turn around and race back to their safe line, which could be the gym wall or any other marked boundary line. Any members of team “Crows” who are tagged become part of team “Cranes” and must go to the other team’s side. The same concept applies when the leader calls, “Cranes.” Play until time is up or everyone is one side.

## RESCUER DODGEBALL

Materials needed: Six foam dodgeballs

To play dodgeball, you will need a large playing area with boundary markers for sidelines and a center line dividing the two teams. Divide the students into two teams, one for each side of the playing area. Assign one “Rescuer” per team who will go around and tag anyone on their team who is out so that they can enter the game again.

Place six dodgeballs on the centerline, which students may race to grab when the game begins. The goal is to throw the balls to hit players on the opposing team, keeping in line with the following rules:

1. You are out if you step over the centerline, out of bounds, if a ball hits your body (NO balls allowed to hit above the chest, or if someone catches a ball you threw.
2. You are safe if you are hit by a ball that has bounced off the floor, wall, or another player first.
3. You may block balls with a ball in your hand, but if you drop the ball while trying to block, you are out.

If the game comes down to one player per side, they have ten seconds to hit each other with a dodgeball; if not, “Showdown” comes into effect. The game is paused, each player gets two balls, two balls are lined up at the ends of the centerline, and the centerline is dissolved. The first player to get the other player out wins.















