

TEACHER'S GUIDE

Bahá'í Education Materials

This is meant to serve as a guide for teachers using WellSpring Feast Materials.

When using these materials in a class for children, the majority of activities should be appropriate for most children between the ages of 6 and 13. They may also be adapted for use in youth and adult Deepenings.

Materials to have on hand for activities:
(*necessary materials - others optional)

- *Pens, pencils, crayons or colored markers

PAGE 1

After beginning with a prayer, preferably one memorized by one of the children, ask the class to read this page individually and do the exercise.

Questions that don't make sense are:
2, 3, 5, 6, 7, 8, 9

You may want to explain that question #6 was once pondered by an early Council of the Christian Church, and they worried over it for a very long time. Sometimes mankind's questions don't make much sense!



PAGE 2

The key point on this page is that while it is acceptable and even encouraged to ask questions about, to investigate, God's Creation, it is not OK to question God's authority.

Ask the students to write their ideas about what the difference is.

Examples: Questioning God means to decide if you do or do not like some of His laws and to disobey them if you don't like them. One way many people question God is to hold on to a former Manifestation when a new one comes.

For example, it made the Jews very angry when Christ changed the law of the Sabbath day and allowed His disciples to pick corn on Saturday, the traditional day of worship. The new Manifestation can change the laws of the past and it is not for us to question.

It is hard for some Bahá'ís to accept the fact that only men can serve on the Universal House of Justice, but it is not OK for us to question God's Will. It is for us to obey, even when we don't always understand.

PAGE 3

Ask the students to circle the two best answers, which are A and F.

PAGE 4

This is a difficult **Word Puzzle** which also requires some knowledge of North American history. You may want to team up younger children with older ones, or the more knowledgeable students with those who are less knowledgeable so that no one will be left out of the exercise. Then have the teams share their answers. Notice and praise kind or cooperative behavior.

Answers to *What If...?* Word Scramble:

1. Columbus, America
2. Edison, Electric Light
3. Anthony, Equality, Vote
4. Martin Luther
5. Bell, Telephone

PAGE 5

Read the words at the top of the page to introduce this exercise. It gives the students an experience of "researching" the Writings on this page in order to match the questions with the answers.

Answers:

1. d 2. c 3. b 4. a

PAGE 6

Allow time for the students to do the **MAZE**. It is complicated, and there is only one way through.

PAGE 7

Allow time for them to draw a scene of someone helping another to learn something new. It could be a school or sports or home scene, for example.

Have a discussion of the quotation and drawings they do on this page. Ask the children if they have ever had the experience of being treated unkindly when they did not understand something. Have they experienced being treated kindly

under such a circumstance? How did it feel different?

Ask if they have ever been unkind when a younger sibling or other person didn't understand something. This is something 'Abdu'l-Bahá asks us to change.

PAGE 8

Given sufficient time, this Secret Code activity is one which any of the children in your class can do if they know the alphabet and can write it. It just takes concentration.

Hidden Word, Arabic #12

O SON OF MAN! With the hands of power I made thee and with the fingers of strength I created thee; and within thee have I placed the essence of My light. Be thou content with it and seek naught else, for My work is perfect and My command is binding. Question it not nor have a doubt thereof."

You may wish to have the students memorize this.

PAGE 9

The Answer Game: This game will challenge everyone's creativity. Have the children form a circle. Whoever is "it" makes up an "answer" and goes into the middle of the circle. They must either write down the matching question to their answer and hand it to you to validate the correct guess or they can respond spontaneously to the "questions" the other children come up with and pick the most creative or the funniest. Then that person becomes the "answer person" and goes to the middle. This is a variation on the "Jeopardy" game on T.V. The goal is to have fun.

Close by reading the final quotation on this page.