Godly Play Lesson – Sunday, May 17, 2020

How does the Church Tell Time? Circle of the Church Year

BACKGROUND AND UNDERSTANDINGS

Watch 2 videos

- Anglican Helps: The Liturgical Year by Chris Finlay on 4/25/18 (for the teacher) This is an excellent explanation of how the church calendar is divided into seasons using a circular calendar.
- Godlyplayfoundation.com Watch the video presented by Lindsay Bradfort-Ewart (date 2/7/16)

PREPARE THE MATERIALS for making a church calendar.

Prepare the materials before giving the lesson

Materials needed: 12" circle (about the size of a large dinner plate) cut from poster board, freezer paper, or art paper, scissors and glue, construction paper (purple or blue), white, red, green, yellow or gold

Cut $\frac{1}{2}$ " squares from construction paper: 8 white, 1 red, 10 purple, 33 green. Cut out a small gold cross to fit one of the white squares(Easter) and a small star for another white square (Christmas)

Cut a large arrow out of the gold paper (another color is OK) to be the indicator like a clock.

GIVING THE LESSON

Let's make the next step part of the lesson with your child. Watch the second video with your child.

As the video shows, the teacher points out the gold string in a linear way to show a "time line" and then connects the ends in a circle to show the beginning and end of time. The important concept is to learn is how the church calendar is shown in a

circle and that the circle is divided into seasons. Work with your child in placing the blocks in the correct order outside of the 12" (The blocks will be glued after they are all placed in the correct order around the 12"circle.) As this is taking place, you can ask the wondering questions (What color do you like best? Which is the most important? Have you ever seen these colors in church? I wonder why the church tells time by colors?

The last part is the gluing. The golden arrow can be used to indicate the Sundays. Later practicing finding what next Sunday is would be an extension of today's activity.