

## Our Computer Flight Plan

The Principle to Learn	In God's Word
Computers help young people plan their lives.	Titus 2:7,8

This lesson will show the student how to organize his life by giving special emphasis to his objective; and how to keep it updated using his computer. The principles here apply to all of one's life. Plan a course of action and expect to modify it often.

### Preclass



- Review the goals of ComputiVerse
- Review the Class Tips
- Review the Gospel Message

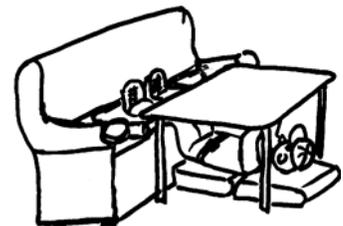
### Process

Include the steps of the gospel throughout the lesson; so while student attention is fresh, the real lesson is being planted.

Begin with prayer.

The following space launch skit will show the importance of having a clear **direction** and a **definite goal** -- in daily activities, in how we complete specific projects, and especially in how we use our lives to please God and honor our parents, -- even as a preteen. Your student already understands the meaning of a goal; whether he is getting up to that favorite tree branch, or creating a picture for grandma showing something of the family camping trip. In the following skit, put the major emphasis on the formulation and use of the launch checklist. There are hundreds of excellent free pictures available for your student's room. Point your Internet browser to: **[spaceflight.nasa.gov/gallery](http://spaceflight.nasa.gov/gallery)**. This is an excellent resource.

Help your student create his own shuttle cockpit in the pictured configuration. Use a liberal amount of masking tape to secure a sheet of poster board on the underside of a card table. The poster board should have meters, levers, gauges, switches, and radarscopes drawn something like the shuttle cockpit control panel shown in this lesson. Use magic markers. Crayons are too messy.



Drape a dark blanket over the major portion of the card table "cockpit". Use the earphones from a pocket radio to add realism for your pilot.

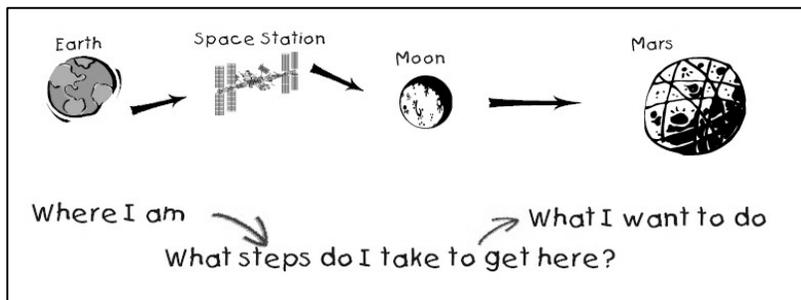
Help your student to prepare a prelaunch check off list typed out on a computer if possible. Include some made-up funny technical sounding things along with the space suits, rocket gasoline, food, oxygen, landing flaps, booster rocket widgets, soap, pizza packets etc. Be careful not to mention taking a MAP or landing sight pictures. The intent of this skit is to emphasize the critical need for knowing where you're going when you travel. My pastor says, "Know where you want to land!"



Position yourself elsewhere in the room and act as ground control, speaking in a monotone voice as you communicate with your shuttle pilot. With each item you read off the checklist, the pilot will respond with "check".

After completing the check off list exclaim: **DON'T TOUCH THE LAUNCH BUTTON! WE FORGOT THE MAPS! WE WON'T KNOW WHERE TO LAND!**

The skit should emphasize that all the activity and preparation in launching the space shuttle must include the plan or map of where you're going and how you'll get there. Your skit could then develop a map to the planet Mars to start a weather station there. Help your student create a map on the top half of a sheet of paper (turned on its side). The map should start on the left with the earth, then the space station, the moon, and then Mars on the right of the map. Later, add to the bottom half of the map as shown in this lesson.



Emphasize to your student that he can play the same skit with his friends. Although "Plan your work and then work your plan" is a grownup rule, it also applies to your student. These principles need to be used every day of our lives, whether computing or helping in the family. Matthew 6:33 even tells us we should seek God's will

and direction as we plan our activity.

## ComputiVerse

A famous person in the Bible was Paul the Apostle who was VERY good at working with people - all sorts of them - especially when functioning as a church. The members' needs and their spiritual growth provide a clear and solid launch point. The church also gives us guidelines and spiritual laws regarding our landing point. We expect to be able to open our Bibles and find solid instruction concerning **our lives** and **our goals**.

Listen in as Paul lays out some very important instruction to Titus in his task of organizing people in a way that will please God and accomplish His goals. Open your Bible to Titus 2:7, 8:

*“In all things shewing thyself a pattern of good works; in doctrine shewing uncorruptness, gravity, sincerity, Sound speech, that cannot be condemned; that he that is of the contrary part may be ashamed, having no evil thing to say to you.”*

He’s telling Titus, and us, that as we correct things in our lives and our computing using doctrine – God’s Word, no one will be able to discredit our work. And those who would want to say bad things about us will be ashamed to even try.

What do you think a map of Jesus’ life would look like? Could you start with a manger at the top and a throne in heaven on the other? What important things did He do along the way? 1. The Cross 2. Teaching others about love, 3. Giving us His Word... can you add to this list?

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**Good Workers displaying a  
**Great Witness to the world 🗝******

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## Jesus' Flight Plan - Friends Fun

### Jesus' Flight Plan ( His Resume )

<b>Launch Point</b> Where Jesus started From	Heaven -- at the right hand of His Father
<b>Progress</b>  At the right, list notable things Jesus did in His life and why you think they were important.	The manger....
<b>Landing Point</b>	Take all those who have invited Him into their heart and been saved will go with Him back to Heaven.