Quicksand Communication

The Principle to Learn	In God's Word
Righteousness and the Internet Chat Rooms	II Timothy 3:13

Preclass

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

Process

Include the steps of the gospel (pg V) throughout the lesson, so while student attention is fresh, the real lesson is being planted.

Pray first.

This lesson describes a feature of the Internet world that is unknown to most parents and leaders. Its potential for the permanent corruption of youth, especially girls, is incredibly high. As you teach this lesson, notice the escalation of evil, which is pictured as quicksand, or a whirlpool. Let's first build an example to understand *chat room* hazards.

Imagine a typical school building on open house night. We see bright lights, and the colorful displays invite us into any or all of the rooms. We can enter any room we want to, and stay as long as we wish. All the rooms have other visitors like us who may have come from any country in the world.

But in this scenario, everyone is disguised and uses a "handle" or nickname. There are absolutely no restrictions: anyone may enter any room, and few of the rooms have a moderator. The topics discussed in each room may be changed at will, even though each room has identified itself with specific concerns. Another unusual characteristic is that all communication is written. In order to share your ideas or questions, you must write your thoughts on a chalkboard, just as everyone else is doing

Here are some of the characteristics from the above example, which list some of the possible effects upon those who participate. See if you can add more.

Room Characteristic	Possible Effects
We can stay as long as we wish.	This might promote loitering and a wasting of time.
Everyone is disguised.	No identification means there is no accountability, which promotes lying; yet the deceit carries no punishment.

It seems rather chaotic, doesn't it? Remember the criteria:
1. There are *no* rules of discussion;
2. There are *no* moderators;
3. *No* true identities are ever given.

With the natural bent of mankind toward evil, it is not difficult to guess the direction of the discussions.

The long periods of time two girls can spend talking on a   telephone with one another, now becomes something like a conference call involving many females. Because these electronic chat rooms are part of the Internet, girls **anywhere in the world** can talk anonymously without incurring any long distance phone charges.

This lesson purposely uses some very strong and ugly words to describe electronic chat rooms. The intent is to warn you to carefully and prayerfully evaluate any chat rooms you expect to use, or allow your children to use. We should only visit MONITORED chat rooms, where those who abuse conversational content and language are banished. As a second precaution, some of the good chat rooms require a password for entrance and participation.

ComputiVerse

God's word gives many commands about deceitful and lying communication. Numbered among the Ten Commandments, lying (bearing false witness) is a critically important sin in God's eyes, and it should be in ours also.

The importance of resisting the temptation to lie is really driven home to those people who have to be told things more than once. Read Proverbs 6:16-19:

"*These six things doth the LORD hate: yea, seven are an abomination unto him: A proud look, a lying tongue, and hands that shed innocent blood, An heart that deviseth wicked imaginations, feet that be swift in running to*

mischief, A false witness that speaketh lies, and he that soweth discord among brethren."

In this list of seven things that God says He hates, THREE of them refer to lying and deceitful communication. Can you find and list them below?

1.
2.
3.

II Timothy 3:13 uses the crucial phrases needed to really nail down the matter: "*But evil men and seducers shall wax worse and worse, deceiving, and being deceived.*" God's inspired words, "wax worse and worse" describe the continual downhill destruction of the human soul. These evil men are even deceiving themselves, as they deceive others.

But in the very next verse, God's matchless truths provide the remedy:

"*But continue thou in the things which thou hast learned and has been assured of, knowing of whom thou hast learned them.*"
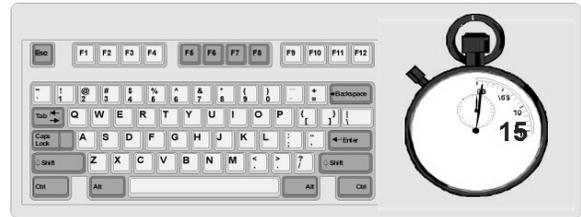
We must continually monitor our witness – our communication. Especially with the characteristics of computer communication. Satan never takes a vacation from trying to snare us and destroy our testimony for Jesus Christ. (end)

Fifteen Second Keyboard

[Theme: Poor computing habits usually escalate.]

*"**What a nightmare!**"* thought Marv, as he woke up. Even while washing and dressing, he kept seeing that awful nightmarish picture of his computer keyboard with its big 15-second stopwatch. In his dream, the stopwatch actually turned off his computer. What a terrible thing to do to a person—confine his keyboard time to 15 seconds. As the camp staff person in charge of the Bouldering Wall Event, the only way he would been able to squeeze in more keyboarding time was during his lunch hour, and on his break time too.

Then there was Mickey. He was learning a lot of important things about climbing on the Bouldering Wall, and other neat stuff that can be done on a computer. That enthusiastic 8-year-old had taken a real shine to Marv too. He was regularly visiting Marv just before going to his handcraft class. And as if that weren't enough, now Mickey had begun touching base with Marv just after Marv's break.

But Marv had found an Internet website on which he could actually control a real robot, and was having more fun with it every day. But the clock keyboard in his dream kept coming to his mind when there was no reason for it. Thursday, Marv overstayed his lunchtime so he could get the robot to pick up an egg. He figured the few extra minutes wouldn't harm anybody. On Friday, he stayed just a bit longer as he found a technique to pick up the egg without breaking it. That afternoon's break was stretched by yet more minutes as Marv made the online robot do his thing another time.

When Marv got back to his Bouldering Wall station, Mickey wasn't there. Marv's mind began to dwell more and more on his robot successes. That evening, the camp director invited Marv to have a bottle of soda pop with him, away from distractions. It seems that Dave had intercepted a note written by Mickey to Marv.

The spelling and grammar were bad, but both men could see from the note that Mickey had parents who were progressively shoving him out of their busy world, leaving him to fend for himself. He had spent every lunch and afternoon break with Marv, and was gaining in the confidence that he had found a true friend. At least, their friendship had started that way.

The most troubling thing about the intercepted note was that Mickey thought it was his own fault that Marv was spending less and less time with him, and doing so without explanation. No reprimand from Dave could have hurt Marv more than learning of Mickey's disappointment in him, and his thinking that Marv didn't really care about 8-year olds.

Now, Marv certainly doesn't believe in visions and such, but he knew he was going to find some way to "put a clock on his keyboard". Marv began looking at the others he worked with and who knew him. Maybe he was progressively squeezing them out of his life too. It is one of Satan's tricks to diminish a Christian's testimony toward others by using the attraction of computers. The attraction to computers is not sin in itself. What you and I need to do, though, is to use that attraction as a witnessing tool to teach others Who gave us computers and the gift of salvation He has also given us. (end)

Site Miners - Fun With Friends page

It is exciting to go prospecting or mining for things that are really valuable. But sometimes we need just a bit of help in determining the value of some of them and where to find them.

Many of us that own computers enjoy surfing around the internet and learning new exciting things. The problem is that Satan has already set traps and snares to catch our attention toward things that are VERY damaging to our testimony and spiritual growth.

This project will take just a bit of detective work to locate some senior citizens close by that enjoy looking for things on the internet also. Your parents, pastor, or teacher might help you find them. We'll call them "Site Miners" for fun. Tell them what your interests and hobbies are. Maybe even what some school projects you will be involved in or activities at church.

Challenge them to find some websites and chat rooms they could recommend to you that would be wholesome and that you could share with your friends. The sites they might find for you would contain some of the following:

Clipart   Job Search Tips   Riddles   Inventions   Poems   Design

This Fun With Friends Page teachs us some REALLY valuable lessons:

1. God has placed all sorts of help around us to guard our testimony and be able to share it with others.
2. Senior Citizens many times are not afraid of computers but might need just a bit of encouragement from you and I.
3. We must be watchful that others be involved and not just waiting for time to pass.
4. They often have many interesting stories and ideas to help you along with your projects. Give them a chance to help. (end)