Picture Partnering

The Principle to Learn	In God's Word
Partners are more than helpers.	I Samuel 18:1,3,4

This "help" lesson differs from others that deal with unexpected, spur-of-the-moment help.

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.

Pray first.

We all like pictures. They're easy to understand and to appreciate. They comfort and inspire us. They help us learn, even if we don't know the alphabet, or how to write.

We enjoy having partners, or helpers, or buddies. A second person makes the accomplishing of many tasks more fun, easier, and safer too.

Some years ago, computers became faster and powerful enough to make pictures and words all mixed together like you see on this page, or in a schoolbook. You'd then be able to put together, or *partner* a description of your model airplane meet, with a picture map of how to get to the race location.

When the computer mouse was invented, someone discovered that a computer command could be *partnered* with a tiny picture. These simple little pictures are called **icons**.

What a wonderful help this is for handicapped folks who are not able to type a whole word or sentence. Just click on a little command icon, and watch your computer do this or that. Now grandparents too can have fun with computers, even though their fingers aren't as flexible as yours. It looks as if *partnering* is often the best thing to do.

One of the most successful ways to "picture partner" is with other pictures. To create a picture on the computer screen – especially one that's in color - requires a lot of computer memory. It also takes longer to display the picture on the screen. If the picture is being sent through telephone lines into your computer – say from the Internet – it really slows down the computer. The solution is to create a picture smaller than the original but larger than a tiny icon picture.

This is most often done on Internet web pages. This little picture is called a **thumbnail**. If you move the mouse pointer over the top of a thumbnail picture, the arrow turns into a pointing hand. You can then left click on the mouse to have the computer display the big picture. Get the picture? <grin> In the box below, list some of the partnerships you can think of:

Many of God's people have learned that there is no greater partner for a computer and its user, than God's holy Word.
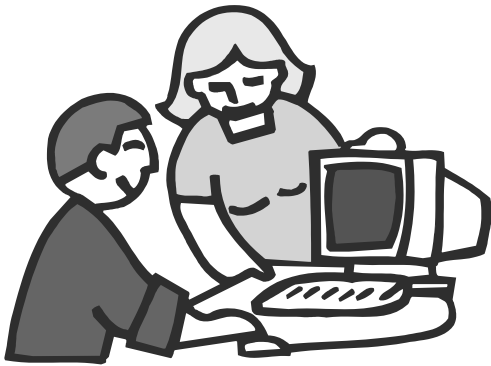
"*All scripture is given by inspiration of God, and is profitable for doctrine, for reproof, for correction, for instruction in righteousness: that the man of God may be perfect, throughly furnished unto all good works.*" II Timothy 3:16,17.

[Read Twin Toes story]

One fascinating partnership found in the Bible is that of Jonathan and David. To say that these two helped each other would be an understatement. Jonathan was a prince, the son of King Saul. David was the one who killed Goliath, and who later would become king.
Their partnership is described in I Samuel 18:1,3,4.

"*And it came to pass, when he had made an end of speaking unto Saul, that the soul of Jonathan was knit with the soul of David, and Jonathan loved him as his own soul. Then Jonathan and David made a covenant, because he loved him as his own soul. And Jonathan stripped himself of the robe that was upon him, and gave it to David, and his garments, even to his sword, and to his bow, and to his girdle.*"
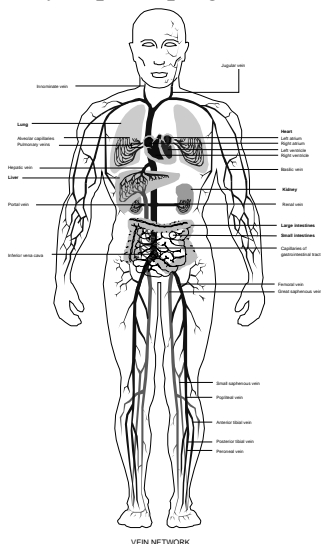
Partners are helpers that have a desire for the same goals. Their hearts are "knit" together. This moves them to make a contract or a covenant or a promise to one another. In this case, Jonathan contributed what he could to the partnership by taking off his princely robe, sword, girdle, and bow and giving these to David, to be his own possessions. Other verses show that Jonathan also looked out for the safety of his partner, David.

When we choose someone to help us learn to use a computer, we need a person who has a heart that is open to God's leading and protection. That one should have a commitment to the work being done, and share in supplying the things that are needed. A real partner who is more than a helper must look out for the safety of the other. Satan is always trying to destroy our efforts to serve God with our computers, and each of us needs a partner who will help us watch for this enemy of our souls.(end)

Twin Toes

"*I can't stand this another minute!*" thought Janey. She was so impatient for her friend Sue to arrive that she couldn't stand still. Today was the day Sue had promised to help Janey install the "Human Body" encyclopedia program on Janey's computer.

Ever since she had visited the hospital and had seen the room full of squirming babies, she had yearned to learn more about God's incredible design for the human body. Unlike Janey, Sue was more interested in computers and the kinds of things that could be done with them.

Janey finally calmed down a little as the installed program did its thing. It wasn't long at all before Janey was amazed to learn that almost every part of the body had its pair. She mentioned her discovery to Sue as she listed eyes, ears, arms, hands, legs, lungs, lips and on and on.

The girls helped each other as they learned amazing things about the human body. It was really cool stuff. We need two eyes to help us determine how far distant an object is. We need two ears to help us know from which direction Dad yelled. Everybody knows you need two hands to applaud the school's star football player when he catches the winning pass.

VEIN NETWORK

Then Sue wondered what it would be like to have two left feet. They took their shoes off and wiggled their toes at each other. It takes more than two feet, they learned. Those feet have to be a "matched pair". Sue said they had to be mirror images of each other. That means the big toes are closest to each other, while the pinkies are farthest apart. We couldn't twiddle our thumbs if our hands weren't mirror images of each other.

As the girls thought about all the "twos" they'd learned about in the body, they discovered that almost every one of them was the mirror image of the other. An interesting lesson about pairs was unfolding in the girls minds. Pairs are better if they're partners… they work together better because they're just a bit different.

The girls learned the human heart is actually two pumps connected together. One pump sends blood to one part of the body, and the other part of the heart sucks it back. Janey saw that Sue was really getting into this partnership thing when she said, "Janey, do you realize we're learning things quickly because this human body program has teamed up words AND pictures?"

Janey was glad her friend had come over. She was really warmed inside knowing they were good partners in learning about neat new stuff. Then Sue thought she had found something in the body that had no partner. When they pulled up the encyclopedia section about the brain, they were flabbergasted to find that this computer that grows hair is actually in two sections. The left half helps us multiply three times eighteen, and the right side helps us stare up at the clouds and see animals and faces. The girls had no problem seeing God's magnificent design.

The next day they made a list on the computer of what parts of the body were listed in the Bible. What a wonderful partnership the girls had discovered on their own, using God's Word and their computer keyboard. (end)
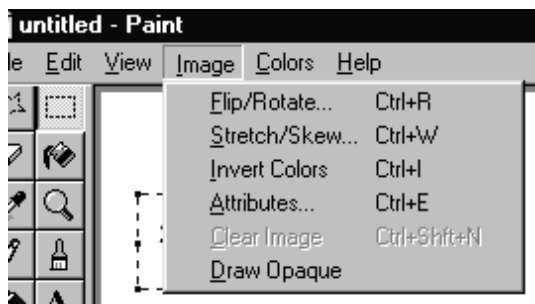
Letter Flip Fun With Friends page

There are kazillions of ways to create your own puzzles simply with a computer and your imagination. You can use the graphic we've provided below and you'll see how easy it is to make your own. Can you find the word HOLY in the letter flip puzzle below?

Make your own letter flip puzzle with a friend working with you. Maybe use friends names. A great friend to have is Jesus Christ and then to learn why His death on the cross was so important.
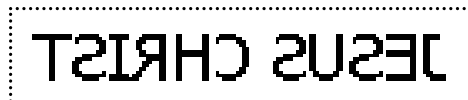
Choose a simple graphics program your computer has and type in the letters of CHRIST or another friend you have. Choose a shape of letters that is just a bit unusual. Experiment some. Make notes of good choices you've discovered. Most every simple graphics program allows you to select any portion of your graphic and do goofy things with it. You'll want to switch out of the TEXT mode before you begin moving the text.

You must make sure you're moving portions of your graphic around with the DRAW OPAQUE feature UNCHECKED. Otherwise one letter will totally cover up another letter behind it. Take some of the letters and stretch, flip, rotate, and maybe even overlap some of the letters. Create a Bible verse backwards that you have to read in a mirror. Some preteen computer hotdogs will notice some letter fonts that aren't letters but are pictures. They make their own picture scrambles. What can you do with your friend to use your computer or computer pictures to show them how much Jesus Cares for them and you do too?

(end)