Gramps'

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End of Barefoot 101 Computing outline

Left Toes -- PARTS of a Computer System

HIS ADRENALIN WAS ABOUT TO EXPLODE LIKE A ROCKET. Gramps sat on a chair with a dozen children seated on the floor in front of him. They knew that whatever came next would blow their socks off with new insight into computers and God's love for each of them.

He asked, "How many of you want to learn about computers?" The children were ecstatic in their response. The silver-haired, retired computer programmer had taught many corporate managers how to use computers. But nothing came close to the inner joy of pouring God's love into all those little eyes.

"Before we take off our shoes and socks, our first computer lesson is that God gave us computers. We have Him to thank for all this technology stuff. But we must use it with His leading or we'll probably get ourselves into trouble."

Gramps began taking his left shoe and sock off, as he told all the boys and girls to do the same. "We're going to start learning about computers and how special you and I are, at the same time." He continued, "My friend Zeb here is going to give you each a sheet of paper and a pencil. I want you to trace around your left foot on the piece of paper.

The silver-haired club leader asked, "gang, which toe is the most important? And also, which finger is the most important? You can save your breath, because they are all just as important as the other, AND they have to work as a team. God made our bodies like that. There are important reasons why our little toe is there, just as much as big toes, or thumbs."

When everyone had finished, "OK. Put your shoes and socks back on."
From the back of the room, a child asked, "Gramps, have you got a computer you use with your feet?" He replied, "Hold on a bit, and you'll be surprised." His eyes scanned the eyes of all the children. He thought he could see hurt, hate, fear, and hunger in many of their eyes. Gramps wished he could be a special grandpa to each of the children. Maybe learning about computers would be the way.

Zeb taped a sheet of paper to a wall, with a left traced on it, as Gramps finished tying his shoes. Fighting against his hand tremors, Gramps wrote five words next to tracing of the five toes; Printer, Monitor, Mouse, Keyboard, and CPU. Gramps quizzed the children about each of the objects that make up a computer system, as they wrote the same five words on their papers.

Responding to Fran's question, Gramps explained that the CPU was the big box of the computer.

1. The CPU is the nickname for the Central Processing Unit that lives in the big heavy box of the computer system. It works so hard doing so many things; it has to have a fan to keep it from sweating. In the front of it, we slide in floppy disks, memory sticks, and CDs. In the back of it are lots of mysterious cables to all the other parts of the system. Among other jobs, this CPU does three special ones.
   a. The most obvious is that it counts and calculates.
   b. Then, like a football coach, it helps all the parts cooperate with each other.
   c. Thirdly, it houses the library for storing all sorts of things to remember. They can be words, numbers, pictures, and even sounds. Whew! No wonder it needs a fan.

In very simple terms, Gramps taught the children,

2. The main purpose of a PRINTER is to get pictures and words on paper so we can share them with others when the machine is turned off.
3. The MONITOR is a window to enable us to see what is going on inside the computer.

4. The mouse is used to tell the computer what to do when words are not the language. They like to talk in circles, colors, and curlycues. But most of all, computer mice like to be held in little hands or for people too sick to type on a keyboard.
5. If you like to write poems or stories that bring a smile to others, you will need a KEYBOARD. It likes to help you tell the computer system what to do when details are important. It's just loaded with commas and question marks all ready for you to put them where you want them. Keyboards have buckets full of any sized numbers you want.

"Clubbers, pay very close attention to what I'm saying right now. The Bible stresses from cover to cover, the life blood of Christian living is PRAYER. How would you like to be a little mouse and be in the corner of the room and able to hear one of our Lord's prayers?... Actually, we are invited to… and it's recorded in the book of John chapter 17 just as He was preparing to go to the Cross. Read the chapter and see how many times at these pressing moments that our UNITY was uppermost on His mind. He saw that we need to work together always. We need to act as a team of Christians. We need to be synchronized together like a computer or symphony orchestra.

As we learn about computer parts all working as a team we also need to pray at least daily for the unity in our family and also in our church.

(end)

Left Fingers – PROCESSES of a Computer

THE CHILDREN'S EYES GOT WIDER BY THE MINUTE. "Gramps" had just shown them how to think of the five toes of the left foot as the 5 basic parts of a computer system. Those are the CPU, printer, monitor, mouse, and keyboard.

"Clubbers, now I want you all to trace around your left hand." Then Gramps had his silver-haired friend, Zeb help again. "Write these words next to your left hand fingers you just traced on that paper." As instructed, Zeb wrote the words, 'Word processing', 'Databases', 'Spreadsheets', 'Graphics', and 'Communications. Gramps explained the words, "These left 5 fingers remind us of the WAYS we use the computer.

We can easily think of

Word processing as	Sentences
Databases as	Stacks
Spreadsheets as	Sums
Graphics as	Shapes
Communication as	Sharing

Word Processing
Databases
Spreadsheets
Graphics
Communication
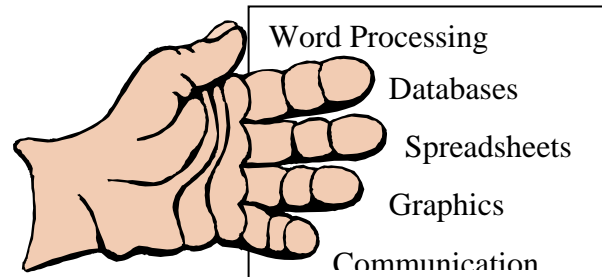
Zeb pointed at each finger as his silver-haired friend taught the group.

((Refer to the chart on the next page))

Sitting in the back of the group, Bonny said, "Wow-e-e-e! These computers can do so much, it makes my head spin." Many of the clubbers nodded in agreement. Gramps told the children, "Miss Bonny, that's true for sure. But we have to be mighty careful with the things we learn about computers and what we do with what we learn. What I mean is, the Bible tells us we are to teach others the things we learn; especially that God gave us computers and we need to honor Him by how they're used."

"Do you remember when we read the first two Bible verses in John? Well, Zeb, I want you to read verse three." Zeb never did very good in school. And he certainly never imagined he'd be helping teach computers to young thirsty minds. Zeb just figured that God's Word and God's Love must be able to jump over all sorts of obstacles.

Like an astronaut's words coming from outer space, Zeb carefully read, John 1 verse 3, *"All things were made by him and without him was not anything made that was made."* Zeb smiled at his silver-haired computer teacher, and thought to himself, 'boy it's fun teaching about computers and Jesus.' Zeb got so excited, he blurted out, "Doesn't that mean that God made computers for us to use?" The children all knew that was really a great thing that Zeb did, and they all applauded him.

Gramps said, "What I want all of you to do, is to take your paper tracings with the words on them, and teach your folks about computers. Ask them to help you cut out some pictures that show the different parts of the computer systems and how they are used.

(end)

	Like using our fingers together, computers use these 5 processes together to give us a whole world of ways to magnify God and teach others.
Shoes-Off Computing by Jame THE CHILDREN'S EYES GOT Gramps" had just shown them how to th parts of a computer system. Those are th Gramps had his silver-haired frie the fingers of the other hand, traced on t continued, "Write, 'Word processing', ' 'Communications' by those next five fin Gigabyte explained the words, "' computer system. These second 5 finger	**Word processing** closely simulates our speech and reading. It's super good at checking our spelling and getting our grammar to be readable. It uses different shapes and sizes of letters to help older people see the important things you say.
Cat Qty pkg Item ele 1 ea Head entrance 2.5" pvc ele 1 ea Rod, Gnd 8 ft ele 500 ft Wire 12/2 indoor ele 7 ft Wire Main feed Alum 4 ele 30 ea Wire phone 2 pr 24 aw lum 145 ea 2x 4 asst. 7.5 - 18' lum 2 ea 2x 6x10 lum 7 ea 2x 6x8 lum 1 ea 2x 8x10 lum 1 ea 2x 8x12 lum 1 ea 2x10x2 lum 1 ea 2x10x3	**Databases** are lists with an attitude. Like the telephone book, they have each row (record) in the same sequence. It makes it super easy to sort and search for names or wire or anything else.
E F G H I 26 unty Water $26.10 27 agement of Ohio Jul $73.70 28 onald L. Baldwin Jun $1,048.00 29 ihn W. Pulse Jun 30 al Pwr, Hangar kwh 3880 $353.46 31 al Pwr, T-Hangars kwh 439 $49.85 32 al Pwr, Runway Lts kwh 929 $95.45 33 al Pwr, Beacon kwh 761 $79.81 34 al Pwr, A W O S kwh 87 $17.09 35 lec. Pwr., A D F kwh 135 $20.87 36 9038 $72.20	**Spreadsheet** programs start out like a bingo card with up/down columns and left/right rows. One cell (box) can look for information in another. The most powerful thing is that each cell can contain numbers, words, and especially formulas. This kind of program was what made home computers really take off. We can use this to make best use of all the wonderful things God has given us.
	Graphics includes pictures but also shapes and colors of every imagination. This however is a powerful tool that Satan uses on the Internet to poison our minds with his garbage.
Mail Search the Web Search & Share	**Communication** includes searching and sharing information and concern with others. This computer process is HIGHLY DANGEROUS and can cause irreparable damage to your mind and the reputation of others. We MUST ask God every time we touch the keyboard to GUARD our eyes and minds and also to GUIDE us in using our computer to magnify Him and build up His church.

Right Fingers – PROJECT Steps of Computing

THE CHILDREN WERE ALMOST AFRAID TO LOOK. "Gramps" had shown them how to think of the five toes of one foot as the 5 basic PARTS of a computer system. Those are the CPU, printer, monitor, mouse, and keyboard.

Then the five fingers represented the WAYS of using a computer. They were Word Processing that made sentences and stories, Databases were for organizing things in lists, Spreadsheets were for doing arithmetic, Graphics used pictures and colors, and Communication is used for sharing and searching information through the telephone lines.

"Clubbers, I want you to now trace around your right hand with your fingers slightly spread apart," directed Gramps. Zeb taped the paper on the wall and waited for Gramps' next instruction. "Zeb, I want you to put the letter 'P' next to each finger on that picture. Boys and girls, each of our fingers reminds us of some important lessons about honoring God with our computing. Let's see what they are." He motioned for Zeb to begin adding to the hand drawing.

1. "So then the first finger that starts with a 'P' is for **Prayer**. If we want to honor God with our computing, we need to ask Him first, to give us creativity in what we do. Do you remember we have talked about Computer Grace before?"
2. "The second finger or 'P' is for **Purpose**. We need to ask ourselves what the purpose is for what we are about to do on the computer. Why am I doing this?"
3. "The third finger that starts with a 'P' is **Provision**. When we sit down in front of a real computer, we need to be prepared. We need to not have any pop or chips around the computer. It's best to have the correct chair so our posture is right for our body."
4. "The fourth finger is for **Planning**. We need to use His order to pick intermediate goals to finish our project."
5. "The last 'P' is for **Praise**. Our achievements must be credited to God and His leading and provisions. The shortest chapter in the Bible is also the middle chapter. Psalm 117 tells us we are to praise God for all His merciful kindness."

So for all our computing projects we need to be focused on honoring God with His gifts.

(end)

Right Toes – PRECAUTIONS of Computing

"OK gang. We're learning about computing in a fun way. Now I need you to take your RIGHT shoe and sock off. I guess it takes clean feet to learn about computers my way," Gramps said with a big grin. Gramps reviewed what they'd already been taught. "We began with the toes of the left foot that told us about the main PARTS of every computer system. Then we learned the five basic PROCESSES of computing. That each finger of the left hand taught us the steps we use for every important PROJECT." The silver-haired club leader quizzed the preteen clubbers to see if they had remembered what each finger and toe stood for. He was pleased with their lessons well learned.

"Well, our right toes are going to tell us about the PRECAUTIONS that go with computing. By the little toe in your right foot tracing put the letter I. Then continue on with the remaining toes in spelling the word IMBED. Now the word imbed doesn't really mean anything important for us here. It's just an easy way to remember the precautions of computing we are about to study."

- "The letter 'I' reminds us to protect our IDENTITY whenever we are typing on the computer, especially if we are on the Internet or typing email messages. There are all sorts of people that want to know information about our parents, our passwords, addresses and all sorts of things. Some very evil people will create computer games for small children that ask questions about where their daddy works, what their phone number is, and all sorts of things that have to do with our personal identity. This ugly practice is called 'Phishing'."Gramps made sure everyone understood what he was teaching. They did.

- "The letter 'M' reminds me that I must protect my MIND as I use the computer. Even if we are using a computer all by itself, Satan will be working very hard to have us waste our time on it and even be doing things that don't honor Him. God gave us computers to use to praise Him and perform His purposes for it. A good way to help this to happen is to keep a Bible next to the keyboard, open to your favorite verse that reminds you how much God loves you and values your efforts for Him. We call that our 'Computer Bible'. Our computer Bible will even help us to be extra creative and we think of neat things for schoolwork, reports etc."

- "Protecting our BODY is represented by the 'B' toe.
  o We show we care for our bodies by the way we sit when we're computing. That's called our posture.
  o We need to have a pad along our keyboard, to rest our hands on while we are typing,
  o Keep the monitor away from a bright window, and
  o Get up and frequently stretch our muscles.
  o If my computer plays music, I should be careful to not let it play too loud."

- "The 'E' toe tells me I must be protective of my EQUIPMENT – my computer. We must keep little hands away from it where needed. Computer keyboards don't like pop and potato chips. Don't let them near each other. Every computer system should be plugged into a Surge Suppressor (and it plugged into the wall.) Computers without suppressors can be electrocuted if lightning hits the power lines out by the road."

- "The IMBED letters for each toe end with the 'D'. This last toe stands for DATA.

Identity
Mind
Body
Equipment
Data
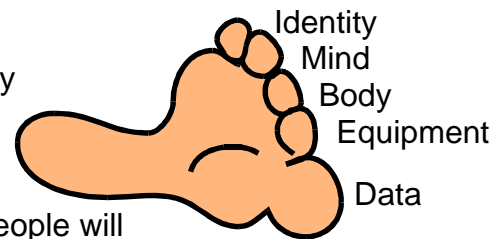
- o When we get data off the Internet or from someone's email, we must be very careful that the information is correct.
- o Sometimes we can download data from the on-line that can contain hidden information that can destroy all the other data our computer already has stored. We call this hidden information Computer Viruses and Spyware. It's best to only use websites of which mom and dad approved.
- o It's also a VERY good practice to back up your information on a second disk, in case something ugly happens to your hard drive.

Gramps ended the lesson with the 'Precaution Day' story elsewhere in this book (end)

First and Forgotten – Surge Suppressor

"WHAT IS THAT UGLY THING? DON'T GET AROUND ME. IT LOOKS CREEPY," were some of the comments from the preteen clubbers. Tony brought the 'creepy' thing into the old clubhouse and dropped it onto the middle of the floor, like it was a long tailed lizard. After a few more comments about the lizard-looking thing, Tony said, "I don't know what it is. It was with some other junk computer stuff in Thompson's trash can. No problem, Gramps will be here shortly and he'll tell us what it is."

The silver-haired computer club leader had only taken 3 steps inside the door when he spied Tony's thing in the middle of the floor, surrounded by some of the early club members. Almost like it was a birthday present, Gramps clapped his hands and exclaimed, "Oh boy! Have we ever been needing one of those!"

Each of the clubbers looked at each other and thought, "I believe Gramps has flipped his lid. His mind must have snapped." They all felt their Tech Trash Computer Club had been getting along just fine without this 'whatever-it-was'. The old gentleman happily rubbed his hands together like he was going to sit down to a gooey piece of birthday cake. He reached down and picked up the thing, not at all like you'd pick up a lizard, and said, "Am I ever glad we've now got one of these suppressors. My oh my the lessons we can learn about God from this rascal."

With a smile, Bret whispered in Jeanie's ear, "Gramps sure is fun. He can getcha excited about God's love with nothing but a little bent screw in his hand." They both remembered that many times Gramps has told the clubbers, "God has so much love to share, we can use about anything to tell others about it."

Gramps began his lesson, "I nicknamed this a 'First 'n Forgotten'." With a warm wrinkle-skinned smile he continued, "The real name for this First 'n Forgotten is actually a Surge Suppressor." One of the group asked, "A what? Say that again, Gramps." This is called a Surge Suppressor. It is the very first part that is used by a computer system, but so often it is forgotten, with terrible, horrible consequences."

"Let me explain… When the electricity comes out of the wall, it first goes through one of these surge suppressors. Then the electricity goes to the printer, monitor, CPU and all the computer parts." Gramps tone turned more serious with, "The terrible problem is that the surge suppressor usually is on the floor or behind the desk and we don't see it. Even MORE WORSE is that some people don't even care enough about their computer to have one. That could spell DEATH for your computer system."

The clubbers all huddled even closer to their leader, to not miss a single word. You would have thought he was telling a murder mystery story. "The surge suppressor makes sure that no bad electricity gets to the computer to harm it. Sometimes when it's raining, the lightning will shock the electric wire going down your street. That big chunk of electricity would get into your computer and kill all the tiny parts. But the job of the surge suppressor is to crunch up all those big chunks of electricity and protect your computer."

"When people make a list of things, they often put the most important thing on the top of their list. It gives us an idea of its importance in relation to all the other things. Jesus does this too." Opening his nearby Bible Gramps said, "Look here in Galatians 5:22. *But the fruit of the Spirit is love, joy, peace, longsuffering, gentleness, goodness,* etc. If we are listing all the parts of a computer system, we need to start with ol' 'First 'n Forgotten'. If we are going to list the things in the life of a Christian, we begin with…love."

Some discussion followed about ol' 'First 'n Forgotten' then Gramps summarized this valuable lesson. "You and I can easily make a list of all things we need to get done today or

tomorrow. We'll probably put the most important one on top. But the Bible tells us right here in Matthew 6:33; *"But seek ye FIRST the kingdom of God, and his righteousness; and ALL these things shall be added unto you."*

"Clubbers, always take time to tell your friends about the computer saver and our Blessed Savior of Souls."

(end)

Four Legged Tongue – God's Design For Us

The hot afternoon sun had already made the old clubhouse too hot for the computer clubbers to have their meeting inside. They all grouped, with Gramps at their center, under a nearby big Oak tree. He began with, "Whew! It sure is hot today! OK. Everybody that can, I want you to wiggle your ears." Some of the preteen clubbers made the strangest facial gestures trying to get their ears to move, but there was no real success from anyone.

Gramps continued, "When elephants are warm, they wave their giant ears real slow to cool themselves." Marcy told Gramps, "But Gramps we aren't elephants. We're humans. See, we don't have any long trunks, so we can't wave our ears to keep cool." The old gentleman slowly nodded his head in agreement, and then suggested, "OK. I got another idea to keep cool. Come here Tongue - come here, boy."

The dog that the club had adopted and named Tongue walked up to Gramps with his big red tongue hanging to one side and panting about as hard as he could. Gramps pointed to the big red tongue and told the clubbers, "See, Tongue here, pants real hard to keep cool. That's the way God designed him. Let's you and I try to cool off by panting like Tongue, here." The silver-haired club leader waited a few moments for any unusual results. No one got cooler and they said so.

"Well how do you suppose computers cool off? They don't have a tongue or any ears to wave." he questioned the group. Before anyone had a chance to answer, he showed them one of the computer power supplies they had been working on. One of the clubbers waved his hand with, "I know! I know, Gramps! The fan is used to cool it." Gramps thanked the clubber for her correct response.

"Clubbers, I want you to look real close at this power supply. There is something else that helps with cooling. They're called fins. Do you see these metal tabs sticking up like fingers? They are cooling fins that help the fans to do their job. But the very best way of keeping cool was put into our bodies. God saved His best design for you and I, that He loves so much better than any animals or computers."

"God has given us skin that is full of holes. When we get real warm the little holes get bigger and let tiny amounts of moisture out. We call that sweating or perspiring. Now when the tiny amounts of moisture on our skin evaporate, they take some heat with them. That makes us cooler." Many of the clubbers remarked, "Wow!" "I didn't know that!" "Man that's neat!"

"But that isn't all of God's wonderful design for us. As the moisture comes out the little holes in our skin, it cleanses our skin and keeps it healthy." The silver-haired teacher paused once more to emphasize his following summary. "Boys and girls, God is always thinking about our health and how we treat things He has loaned to us…like our bodies. We may be just thinking about getting cool. But God wants to remind us that we need to wash our bodies, especially our hands, and bring honor to Him in so many ways."

Under the shade of the old Oak tree, Gramps continued talking with the preteens about spiritual cleanliness too.

Can you teach someone about the fabulous way God has designed us to keep cool and help our bodies to keep clean?

(end)

Cutting Corners Really Hurts – Quality

OUCH! THAT COMPUTER CUT ME! Everyone looked in the direction of the injury. Judy held her injured finger in her mouth, giving evidence the wound was more sting than stain.

"Gigabyte Gramps", with his bright silver hair was the leader of these dozen or so preteen clubbers. The SpaceGate Computer clubhouse was actually just a condemned building with no heat or electricity. But thanks to Gramps and God 's goodness, the clubhouse had become an after-school heart hospital for youth with tested souls and troubled spirits. Of the whole universe, Gramps wanted to be nowhere else than this old building.

After a few moments, he had all the clubbers sit Indian-fashion on the old wooden floor in front of him. For the last three days the clubbers had been making Tech-Trash Evangelism Kits for inter-city missionaries to use. It was God's version of recycling at its highest.

Jake would begin by removing the small power supply out of a junk computer. His process was to take a metal file and carefully file the sharp edges off the power supply metal. He would then give the supply to Nancy. She would cut off all the long wires and cables, before passing it on to Tommy.

Nancy often had to hide her face till her tears ceased. As she watched worthless computer parts become powerful tools for missionaries, Nancy felt her own life was becoming important to God. Boy, did she ever need that.

"My oh my. I see you clubbers are really getting in the spirit of transforming trash into tools," Gramps said to the clubbers, with a smile. "While we take a break, now would be a good time to review our directions. You'd better pay close attention because these things we do can become dangerous if we're not following instructions as best we can."

"You and I are responsible for doing TWO assembly jobs. Let me explain. The first assembly job is assembling our own attitudes and actions. We can call them our KID-assembly steps. Only then can we do our best at our KIT-assemblies for missionaries. Did you get that? KID assembly comes before KIT assembly. One more time. K-I-D assembly comes before K-I-T assembly." Gramps held up one hand with fingers spread wide. He pointed to each finger as he stressed each of the following five points:

"Our first KID assembly operation (on ourselves) is:
- Have a personal relationship with Jesus Christ – the only way of Salvation.
- Trust Him that our efforts are a part of His Heavenly plan – even if we don't recognize it, at the time.
- As we read His word each day, be continually reminded that we are held accountable to Him for our attitudes and our actions.
- Let's decide to do our best, not just good enough to get by. If we don't, we or someone else can be seriously harmed. Judy knows about that.
- The result of the above directives is that we have a burning desire to use our talents to share Jesus' love with others."

Gramps discussed each of the above five operations of the KID-assembly with the clubbers. It wasn't long before each of the clubbers could point to their fingers and teach the same operations. Gramps told them often, that God only wants helpers who love Him so much they work hard to do their best at each of their tasks, whether big or small. As the clubbers gathered around

him and his open Bible, he often used verses from Matthew 24 and 25 to show God's rewarding those who serve faithfully.

Next, their silver-haired manager discussed with them the step-by-step process of missions 'Computer Donuts' KIT assembly, to be used to introduce others to the eternal love of Jesus Christ. The 'Donuts' KIT steps were somewhat like these:

1. Jake -- Remove power supply from old computer. Remove the metal cover. Save the screws.
2. Tommy -- File sharp edges to prevent injury in handling. Bend the power plug pins out of shape. (This prevents anyone from plugging a power cord into the assembly after it has been removed from the computer.)
3. Nancy – Carefully cut all the wires of the power supply to about 2 inches in length. The removed wire is to be stored in a shopping bag for later use.
4. Judy – Used an old toothbrush to clean dust and cobwebs out of the unit. She also double-checked for sharp edges. She was sort of a quality control inspector for the steps already done.
5. Bret – reassembled the power supply using fairly short pieces of wire from Nancy's wire bag. This 'Computer Donuts' Kit is one of their 'No tools needed' 'Kit 'n Skits.'
6. Marcy – Placed the power supply into the awaiting shoebox. She carefully folded the Computer Donuts Skit and the Elephant Ears Skit together and put them into the shoebox container.
7. Betty – Added a piece of paper with the club address in the box. It also said, "Packed with prayer and care. Dylan was glad he could help Betty tie the cover on the kit box with more of Nancy's wire. They wrote on the box, "Computer Donuts Kit." Next, they looked at each other and smiled with the joy that comes from serving Jesus with what they had.
8. Gramps – After about eight of the Donuts Kits were finished and stacked neatly on the clubhouse table, the clubbers all gathered around, as Gramps prayed. "Dear Lord, we know You could make these kits by just the words from Your lips. That's how You made the universe. But today we are thankful to You for allowing us the privilege of using our talents the best we can, to serve You. We ask that wherever these kits go, they will inspire others to love and trust You. And that they will guide others in using what they have to spread Your love and mercy. Amen."

(end)

A Family of Iron

WHAT AN AWFUL LOOK JERRY HAD on his face as he entered the old clubhouse door. "Gramps. I don't understand something here in my Bible. Have you got a minute?" The question to the silver-haired gentleman was absurd to say the least. Every time one of the preteen computer clubbers came to Gramps with a question, it was like sampling the frosting on a cake. How he loved to be a club leader to these 14 or so youth.

"Jerry. There are a lot of questions I have myself. But maybe I can help." The puzzled boy plopped himself onto an old wooden box and opened his Bible on his lap. With upturned eyes hungry for simple truths he said, "My pastor has said more than once that we are to read God's Word. And he's also said not to skip any, 'cause it could be more good stuff waiting to be enjoyed."

"Well, I sure don't see any problem with that."

"But Gramps, let me read you two verses. They start here in Joshua 19:38:
"And Iron, and Migdalel, Horem, and Bethanath, and Bethshemesh; nineteen cities with their villages. This is the inheritance of the tribe of the children of Naphtali according to their families, the cities and their villages."

With a stressed expression, Jerry continued with, "What bothers me so, is that I'm supposed to read these two verses with all the others and not think of the task as punishment. What good is it for me to read a bunch of names I can't pronounce, let alone, know where these cities actually are? I'm not Jewish and certainly get no inheritance, whatever exactly, that is. Why not just skip these yucky verses and get to the good stuff, like killing giants, talking donkeys, splitting the Red Sea, etc?"

Seating himself next to the distressed boy, Gramps leaned over and picked up a little piece of wire with a strange connector on each end. He rolled it a few times between his fingers making sure Jerry was watching the process. The wrinkled skinned man that loved each clubber so much had an incredible way, without words, of working on a problem of the day in a calm collected manner.

He then handed the computer wire to Jerry. Jerry repeated the finger spinning he had just seen Gramps do. Gramps asked, "Jerry, what is the name of the wire? What place is it used?" "Well-l-l-l Gramps, I don't know anything about that computer wire. At least, right now, I don't."

The old gentleman rose to his feet, took the wire from the boy's hands and started toward the trash can, stating, "Well I guess it's not worth anything. We'll just throw it away and pretend it never existed." In a flash, Jerry sprung to his feet and shot to a point in front of the trash, then exclaimed, "NO! GRAMPS! NO! Don't throw it away. Someone knew it was good for something otherwise it wouldn't be there. We better not throw it away!"

The computer wire was handed back to the boy as he and the old man returned to their seats. Gramps picked up Jerry's open Bible. He caressed the open pages with hands that had weathered many a storm. "Jerry, there are so many young people around the world who are not blessed like we are to have our own copy of God's Word. Many children have no school to teach them how to read all these precious words God has given to us."

Gramps placed the boy's hand next to his on the bible page. The bible lesson for all ages began. "Jerry, every word in the Bible is inspired by God. Every one is God breathed with all the power that spoke the stars and universe into existence. There is not one mistake in all these 66 books. If there were, Satan would have touted it in the ears of every generation."

"Look in your verses and see the name of the city called Iron? Jerry, do you suppose there was a little fellow like you living in Iron town who saw all the wonderful land before him? I'll bet he heard his parents talk about the immeasurable mercy that God had for His nation to give his parents and relatives such gifts. And Jerry, I'm sure he knew there were many times that his relatives in Iron and all around displeased God by their selfish thoughts. Wouldn't you have liked to be able to talk to that little fellow about our God Who gave us the gift of Salvation, far more valuable that even the land around them?"

With a smile Gramps ended with, "We must keep reading God's Word because it gives us strength to help our family of loved ones…like the families of Iron.

(end)

The Sophie Chair

ME, NOT HER!! …PETE COMPLAINED TO HIMSELF. The camp director had just asked Pete to set up a "computer office," in a quick switch from the planned schedule for the next day. He explained that Sophie would be demonstrating good computing practices and techniques at all four of the back-to-back presentations, starting immediately after chapel tomorrow morning.

Pete remembered Mr. Mason's specific words… "and get her something to sit on." He, following Mr. Mason's instructions, but partly as a joke, took two cement blocks and wedged an old bike seat between them for Sophie's chair to do her presentations on.

All the while, Pete was more than irritated that she was chosen for the presentations. After all, he'd been a Sparkling Creek Camp counsellor longer than Sophie, and if that wasn't enough, Pete had a computer at home, but she didn't.

The next day, as chapel was letting out, Pete got a message on his pager to come to the camp director's office, 'on the double!!'

What happened in the next few minutes, and subsequentally the rest of the day, would make a lasting impresson on Pete all the rest of his natural born days.

With house-a-fire directives, Mr. Mason told Pete, that Sophie had been taken home in a rush last night for some dire family need. He quickly showed him the rough script Sophie was going to use in her presentations, and told Pete the camp was depending on him to step in and use the computer experience they knew he had to do the presentations. The "go-get-em" gesture from Mr. Mason gave Pete no chance to decline, or voice his opinion.

Pete was just jogging over the hill toward the "computer office" put together in one corner of the activity hall when he looked at the script and saw the title for the presentations he was about to spend four hours conducting… "Computer Ergonomics – Posture and Furniture."

Then he remembered it… the Sophie Chair.

The bike seat he'd created as a somewhat cruel joke for Sophie now was being played on himself.

It wasn't long at all before Pete realized how awful the bike seat really was, and also how important good seating and posture is when computing.

How many times Pete would answer the question at the end of most of his presentations, "Pete, this was sure a great lesson for me to take back home and share with my friends, but doesn't that bicycle seat hurt?"

Working hard to hold back his true feelings about the cruel thing he'd planned, Pete would respond with, "Yes, It sure does hurt… more than I can tell."

(end)

The Clipart Company

"HIS TEETH WERE CHATTERING SO BAD; Bob could not remember when it had been worse. No. It was not cold and he was not scared. It was the railroad tracks." Gramps began one of his exciting stories for the preteen computer clubbers. They needed a break on this sunny day from pulling weeds around the outside of the old clubhouse. His story continued.

Bob said to Todd, "Todd. I am never going to let you take this train tracks shortcut again while I'm riding on your handlebars." When Todd doubled back under the train trestle and down the embankment, Bob thought he was a gonner for sure.

Surprise #1 came when the two boys rounded the last curve and spied the house. Matt and his mom lived in a house that was little more than a shack in a really remote part of the county. They certainly had no telephone and there was no evidence they had electricity either. The questions in Bob and Todd's minds were really piling up. But the important thing was that their youth pastor asked that they visit Matt and invite him to the Computer Missions Club next Thursday.

The first impressions by the boys were that Matt should not be bothered about all this computing stuff since it sure looked like Matt would never have a computer, let alone use it in missions and for church. But little did the pair realize the exciting revelation God had in store for them today. That was to be surprise #2. Bob's grandfather cautioned both boys that in a situation like this "Don't judge a book by its cover." Or he might also say, "First impressions are most important, but not always correct."

Only a couple raps on the rickety screen door and Matt was greeting the boys with very few words. The three teenagers sat on the front steps as Bob and Todd told a little bit about themselves. Matt did not talk much but listened with great interest. Todd started to tell some about the Computer Missions Club at church, with a lot of enthusiasm. Matt reached out and picked up a piece of scrap paper lying on the porch not far from him. From his ragged shirt pocket he pulled out a broken off piece of a pencil and began doodling as the boys talked.

In no time at all Matt handed Bob the finished sketch he had done while listening to the boys. It was a simple drawing that included a cross, a computer, and a couple older children. They were arranged in a way you could almost make an emblem or a logo out of it. Bob almost knocked Todd off the steps in his excitement over the sketch. As Matt saw the joy his creation had made, he took it back and wrote above it, "Computer Missions Club".

The hoots and excitement prompted Matt's mom to peer through the cracked front window. The three boys spent more time bouncing around ideas about using Matt's apparent art skills as a tiny business of creating much needed computer missions clipart.

Gramps finished his story with, "Clubbers. What do you suppose would have happened if Bob and Todd had told their pastor that Matt wasn't worth bothering with, since he and his mother didn't live in a fancy house? The silver-haired storyteller asked the clubbers, "What do we learn from Bob, Todd, and Matt?"

- "We shouldn't be too hasty in deciding who God wants to help Him spread His love."
- "God gave us all different talents that can be used together, like a puzzle."
- "I bet Matt's mom thought some very good things about Bob and Todd's church, since they cared about people who aren't quite so fancy dressed."
- "Matt felt super, since he now sees that God wants to use Matt's talent and have lots of fun doing it.

Tommy seldom says much compared to most of the other clubbers. But this time his question stopped everyone dead in their tracks. "Well…Gramps, should we be paying close attention to others around us, to see what neat talents God has given them, too?" (end)

Boxes and Burdens

Tina was led through a long hallway, past the many offices of Global Missions, Inc. She saw a big banner on one of the walls: "GMI – Sending Out Church Planters the World Over," it proclaimed in large letters.

The teenager wasn't all that clear about what church planters were. She was, however, emphatically clear about her desire to serve the Lord as a missionary – a front-line missionary.

As she was being escorted into the office of Miss Debra Minni, Tina's heart felt as though it was about to explode with excitement. The office walls around her shouted the importance of missions. And here she sat, after so much prayer and preparation for this visit.

Following the introductions, Miss Minni began hearing the fourteen-year-old's testimony and her burden to use her computing skills for missions. Tina's Christian father often said that she wanted to scatter the gospel with her keyboard. As Tina polished off a cup of cocoa, Debra furtively glanced at her watch and wondered how she'd ever complete her agenda for the day. Following the interview, Tina's tour of the Global Missions' offices was very fast-paced. She did not even have an opportunity to explain her belief that God was calling her to be a "keyboard missionary", rather than an office staffer. Upon hearing the phrase "keyboard missionary," Miss Minni's facial expression clearly indicated that she did not take the concept seriously, nor was it considered worthy of the time required for an explanation from Tina.

The mission offices bristled with video and slide presentations, business planning meetings schedules and agendas, and the latest technology. The missionary writer's mind was already back on her column about women and missions, as Tina was returned to the lobby.

At her computer once again, Debra struggled for the words to create this month's column. But as she heard the sounds of children laughing and clapping, her gaze was drawn outside her office window. Six children were gathered around a few empty cardboard boxes, with two stacked, one on top of the other. Tina sat in front of the boxes while the children watched her every move.

Debra returned to her keyboard, only to be distracted by more children's laughter. She wasn't going anywhere with her column. When the laughter again drew her away from her work, her glance showed her that Tina had made a computer system out of boxes, fueled by her love-filled imagination and passion to blend together the four great loves in her life – Christ, children, computing, and missions.

As Debra continued to watch from her office window, she saw the fourteen-year-old lead the children in learning a rather loud rendition of John 3:16. Then each child was shown how to sit in front of the pretend computer, "type" and remove the invisible paper from the cardboard box printer. This spiritually motivated class, in beginning computer technology, was far beyond margin settings, font size, grammar and punctuation.

When Miss Minni saw Tina and all the children bow their heads in prayer, she glanced over at her state-of-the-art computer that could automatically translate her column into four languages. Hurriedly, she told her secretary to hold all her calls and switched off the computer. Then she went out the door, and headed for a pile of boxes.

Today the missionary columnist was to learn about front-line Keyboard Missionaries.

(end)

The Button

All the preteens sat on the floor indian fashion in front of Gramps – their silver-haired club leader. Out of the bag that he had brought with him, he produced a robot toy. It looked like a robot arm, even though it was broken and lifeless. Still it was a good visual for the exciting story that he began for the excited listeners.

10…9…8…7… EVERYONE IN THE LARGE ROOM COUNTED OUT LOUD as though each had the ultimate responsibility of pushing THE BUTTON.

6…5…4…

A worker from another room, hearing the chorus-like countdown, entered, and saw forty pairs of eyes glued on THE BUTTON.

Barry had worked many weeks on a computer program that would operate the robot arm. What a struggle it was! Every movement or adjustment was dependent on the changes of any of the other joints. Just like a human arm, this robot arm had a "shoulder", an "elbow", and a "wrist". Not often are robots designed with hands and fingers. Their "hands" are usually a fixture designed for special purposes, like welding fenders on a new car, retrieving research items on board an unmanned space vehicle on its way to the planet Venus, or the high-repetition tasks of testing chemicals for new medicines to aid human illness.

3…2…1… As though all the hopes of the free world wished him well, Barry pressed THE BUTTON. Eerie-sounding motors and gears began to follow their programmed commands and the shoulder joint began to raise the entire arm, and then rotated it in a clockwise direction. Hardly had the shoulder joint finished its task, when the elbow joint began the required task on which the whole mission depended. Without this maneuver the task of picking up the small blue box was impossible. As the wrist joint began rotating the grappler claw into position, the eyes of the forty children began whispering, " Come on, come on, you can do it; come on, that's it!"

No football team ever had a more eager and enthusiastic cheering section than did this experiment. Hope was almost missing from the pediatrics ward of this important children's hospital. The patients knew first-hand how tough it is for a young person not to act like a baby, but still not be able to function like an adult. On top of all that, many had shoulders that didn't have the right muscles, and elbows that will live a cast for a lot of playground days

. The first time Barry brought his computerized robot arm into the hospital, it was just to cheer up his brother and help him pass the time. But then he began comparing the human arm to the toy robot arm, and realized that God's design of people is so far superior to anything that man can do, that it can't even begin to be compared. The grappler claw dutifully, and without thinking, closed ever so gently on the blue box as though the box contained rocket fuel. In reality, the action fueled the imaginations and hopes of the children behind those forty faces. When the toy robot arm lifted the pretend rocket fuel and placed it into the little basket provided, the whole room cheered. Even old Doctor McCartney shouted in delight, right along with the children. One nurse said that was more emotion than she'd seen out of him in months.

Then Barry put a finger to his lips and everyone got very quiet again. He said that even that success was not the best part. He explained to the children how futile and slow it has been for scientists to even begin to design the mechanical equivalent of what we call arms.

Barry walked around the beds and asked the children what kind of things we can do with arms. He heard everything from climbing trees and peeling bananas, to working on a space station and doing computer designs. But the one that brought everything to a standstill was Barbara's answer. With eyes that tell stories not many people want to hear, she said simply, "Hug".

Whatever God has given to you, you'll find great joy in sharing your God-given talents and compassion with others, and giving Him the glory. (end)

Jungle Flying

Not knowing the dangerous obstacle about to present itself, the little airplane was lined up with the runway, about to land with steady hands at the controls.

Chris went through the landing sequence as he had practiced countless times before. Nose wheel centered, flaps down 10 degrees, and many other settings and procedures. Because fuel was low, Chris decided not to do his customary flyover to check this jungle runway as he usually did all the others. Missionary flying demands intense concentration, dedication, and the constant expectation of the unexpected.

The families of this small jungle village had worked two weeks of long hours, building this runway. The runway was about to test Chris' flying skills as never before.

The whole village stood by, hoping for a safe landing of the medical supplies that were on board the little airplane. "Easy… down a little… easy, baby." Chris talked to his airplane just as if it were another person. After all, they had practiced all the techniques so often.

The left wheel had barely touched the runway – I mean wet grass, when Chris spied a forgotten boulder right in line with the right wheel. With instant reflex, Chris slammed the joystick to the left enough to raise the right side of the airplane and that landing gear high enough to clear the boulder and certain disaster.

Reaching the end of the runway, the plane was taxied around into the takeoff position and the engine was shut off, with other needed settings.

As Chris placed his joystick to the left of his computer keyboard, he smiled at his neighbor Tim sitting next to him, watching this computer flight simulation. Both boys had a passion to become pilots and had shared the excitement of Chris' computer flight simulator program.

More than that, Chris enjoyed visualizing takeoffs and landings as a missionary pilot. Tim asked Chris, "If this were a real flight, why couldn't you have dropped the medicine and not landed at all? With all its packaging, it certainly would have withstood the drop into the tall grass."

Chris began doing something he loved more than flying or using his computer. He began explaining to Tim that missionary pilots carry something far more precious than the life saving medicine they often deliver. Looking at Tim directly, Chris explained the message of hope and purpose that missionaries teach from the Bible. He told of God's love and salvation that drives missionaries to enter dangerous circumstances and moves them to perfect their flying skills, so they can "go and tell" just as on-the-ground missionaries can.

Tim learned that day, that missionary pilots carry a medicine for the heart and soul that would never fit in a medicine bottle. And Chris had experienced joy – a lasting happiness, because he had found a use for his computer and joystick to deliver God's message to the heart of his friend. (end)

"No Burger" Blastoff – Paying attention to details

SOON TO LEARN SOME TERRIBLE NEWS, KATHI UNBUCKLED FROM HER LAUNCH CONFIGURATION as Space Orbiter Payload Specialist.

Gramps began the down to earth story for the preteen clubbers seated on the floor in front of him.

Kathi scanned the shuttle walls offering countless switches and controls, she had spent the last 2 solid years learning, just for this one launch. A quiet smile appears as she recalls those long ago days at home learning what seemed like endless commands on her computer. How she enjoyed creating school reports and the warm fuzzy feeling in sharing the new things with friends.

Kathi tried to visualize the expectant Iowa students. When she read their letter and experiment details, her hopes and prayers bonded with theirs.

The voice of Ground Control's Mission Director shocked Kathi back to the here and now… even though Kathi's "here" was 160 miles over his head. She and the director rehearsed tomorrow's deployment and primary contingency plans. When Kathi had the opportunities back on Earth, she relished emphasizing to the media, all the rehearsing and practicing that goes into astronaut training.

But then something seemed wrong. The shuttle commander started opening compartments in the food storage bulkhead and quickly returned to her seat and began hushed dialog with the pilot.

Kathi's agenda for the day demanded she'd better get started… and quickly.   She knew it was crucial that all her tasks be done today… but in the proper sequence too!

The commander came on the intercom to all the crew and announced, "I've just notified Ground Control that in loading the satellites, and all the tools, drinking water, plus the new condiments for testing, etc…. we've overlooked loading any food. Control suggests we experiment trying the new catsups etc on paper."

WHAT A GREAT TIME IT WOULD BE TO FIND A HAMBURGER FLY-IN.

Kathi last remembers trying to visualize catsup and relish on paper, when she was startled awake from her sleep by her mother's voice, "Come on honey! Get up you'll be late for school! Breakfast will be ready in a second…. We're having blueberry pancakes!"

Kathi mumbled to herself, "…And no catsup… a detail that might be important someday", then grinned and dressed.

With both feet solid on the ground, Gramps discussed with the clubbers how important it is to pay close attention to details. Write a checklist down or ask someone help you to remember. You never know when a missed detail may spell danger to others. A very important checklist would certainly include daily prayer for the salvation of Kathi's school friends and for the leading and protection of her beloved pastor, whom she once saw eat potato chips by putting catsup on them. (end)

Precaution Day at Club

WITH A SPOOKY TONE, GRAMPS CAUTIONED EACH PRETEEN CLUBBER that entered the condemned clubhouse. He'd say, "This is Precaution Day. You'll see things in the clubhouse that are safe and God honoring. You'll also see some things that are not. We've talked about them these past weeks. As soon as you see something that is not safe or God honoring, you are to go stand by it without saying a word. If someone else is already standing there, you must go to the next one that is not safe etc." Each clubber moved forward and inspected his surroundings with all the intensity of a big game hunter looking out for the fiercest lion in the jungle.

Grady Davis preferred being called, "Gramps" or even "Gigabyte Gramps" by the clubbers. With all his silver hair and wrinkled skin, he worked hard to be a loving grandparent to each of the clubbers.

One by one, the clubbers recognized an example of some of the unsafe and God-dishonoring computers and their uses. Little Nenee was so scared she didn't know what to do, so she ran to Gramps and grabbed him around the leg with a hug no bear could imitate. She summoned up enough courage to open just one eye to see what the other clubbers were doing. But the leg-grip remained firm.

When all the members had found their spot, Gramps had each one give an explanation of what they saw was unsafe or dishonoring to God. Bruce explained that the broken computer chair was bad for posture and could cause an accident. Nancy told the club that laying computer disks and CD's near dirt or magnets was asking for trouble. Bonnie said that keyboards don't like sticky pop so don't get them close together.

Bob was real sharp to notice a computer that was plugged into the wall but did not have any surge suppressor. Good going, Bob!

All the clubbers sat on the old wooden floor in front of a computer monitor made out of cardboard. Grady's wife Marcy startled everyone with, "Hi ya kids!" She had herself all painted up like a clown and tried to sound like one most of the time. The cardboard monitor allowed her to have her head inside the 'monitor' and pretend she was on the Internet.

Gramps explained that Marcy was going to show some webpages (actually they were crayon colored pages). Whenever you see Marcy show a webpage that is unsafe or dishonoring to God, you need to jump up and turn this make believe switch off.

Each member got up on his or her hands and knees about like a sprinter would do. Marcy showed several pretend web pages. Some were suitable for children and some were 'shut off' by the clubbers as having bad words or dishonored God.

Next Marcy showed her funny clown face in the make believe monitor. She said, "Ok. Now we're going to play an exciting game here on the Internet. If you score enough points we'll send you a great prize. The on line clown then said, "So that we can send your prizes to you, we first need you to type in your name and address."

In a shout that startled all the clubbers, 'Wheels Willy' exclaimed, "Don't do it! Don't type anything! Quick –turn the switch off!" Two front row clubbers bumped heads trying to turn the pretend switch off. While everyone's heart started beating again, Willy explained to the other clubbers. "Never NEVER type any stuff about you, your family, or friends, without your parents Oking it each time. Why, I wouldn't even tell anyone on the web, I'm 'Wheels Willy' the wildest wheelchair sprinter east of the Rio Grand!"

Gramps and all the clubbers gathered around Wheels Willy and congratulated him. Little Nenee didn't understand it all. She climbed up in Marcy's lap and looked up into the grandmother eyes. She asked, "Will you be my 'Gammy-hugs'? I need a 'Gammy-hugs' real bad." While the

entire club commotion was elsewhere, Marcy whispered to God, "Thank you for showing me where to spend all these hugs I still have to give. Thank you, Jesus."

    (end)

The Strangest Game – Take Salvation Seriously

THE AIR WAS SUPERCHARGED WITH ENTHUSIASM as the packed little church watched the competition. The semifinals of the Christian Computing Parts Pounce was in high gear. The fastest Blue Team pouncer was seated behind a small table. On the table was a closed pew Bible all primed for high speed use. The Red Team's pouncer was rubbing the ends of her fingers – ready to pounce into the Bible reference she'd soon hear.

The moderator had to quiet down the cheering for each team. The Bible reference would be stated only once. The pouncers would not be allowed to have it repeated. Hardly before the reference was read, three teens walked in the back of the sanctctuary. The usher shook the hands of the newcomerrs and offered them the last three seats to be found.

To build the excitement to a higher pitch, the moderator repeated the previous Bible references and the computer parts found and the winning team for that pounce.

IS 22 --	Key v22	Blue Team
IS 66 –	Mouse v17	Red Team
IS 22 –	Ball v18	Blue Team
Gen 6 –	Window v16	Blue Team
Gen 1 –	Light v 4	Red Team
Acts 14 –	Speaker v12	Red Team
Ex 39 –	Wires v3	Blue Team
Pro 25 –	Pictures v11	Red Team
2John 1 –	Paper v12	Red Team
IS 41 –	Fan v16	Blue Team
Ex 23 –	Drive v30	Blue Team
2John 1 –	Ink v12	Blue Team
Rom 1 –	Cable v31	Red Team

(And actually, this is not all of them to be found, either.)

The three visiting teens wondered if all churches were filled with excited people like this one. "What exciting thing will they talk about next?" they thought.

The moderator, Bro. Hopkins waited for the excitement to quiet down a bit. He then opened his Bible as he told all the listeners, "We've had a blast with the Christian Computer Clubbers Pounce game, and God's Word. I'd like to show you the strangest game in all the world. For one thing, it's about the only game I've found described in the Bible. Furthermore, the main person the Blindfold game was Jesus Christ Himself. Open your Bibles to Luke 22:63 and we'll read about the game of all games, together. Please follow along with me,

"And the men that held Jesus mocked him, and smote him. And when they had blindfolded him, they struck him on the face, and asked him, saying, Prophesy, who is it that smote thee?"

The teen visitors listened closely.

How foolish a game it was for these hands that wrapped the blindfold over the Savior's eyes. If they could have realized those eyes could see beyond rags, see beyond the stars, see beyond our flesh into our very heart of hearts. Nothing of adults or young people can shut out God's searching eyes and the penetrating love He has for us.

This sad, sad game was one of the first events that eventually climaxed on the Cross of Calvary.

Then the pastor slowly rose to his feet and explained in tender simple words the purpose of the shed Blood and God's tender mercy. His eyes slowly panned the audience as he asked, "How about you, friend? Are you playing games with God? Are you foolishly trying to shut God out of your life? Will you foolishly say, 'man's sinful hands beat you to pay for my salvation; but I want you to keep your hands off my life?"

(end, I think)

The Scene Without Words

(From the book THE MAGIC WEBSITE AND PEANUT BUTTER KEYBOARD used with permission.)

After the proceedings in the church auditorium and closing prayer, everyone began moving toward their cars to go home. The scene on most everyone's mind was the one that had no words but just preschool giggles and grandma grins.

Beulah was an older lady from the other side of the tracks, so to speak. Her clothes were worse than most people's throwaways. Her income certainly didn't allow for store-bought perfumes and other luxuries. She thought this caused her to have to worship in a pew by herself each Sunday. Her helper at the computer fair had been a little preschooler that did more than her share of disrupting fine-tuned church services.

Beulah and her little helper sat in front of two adjacent sides cut from a cardboard box. A broken computer cable was stretched like a clothesline from one side to the other. Taped at one end of the cable was an older lady clipart picture cut from some church bulletin. A little girl picture was taped to the other end of the cable. The shunned older lady stuck a piece of tape to the back of a cut out heart. Tippie the preschooler taped it to the middle of the cable and both giggled as though they were away from the world of prejudice.

On the cardboard background was a clipart picture of Jesus that the two had taped hearts all around. Neither Tippie nor Beulah could read or write. So you had to imagine the sign above their scene that said, "Links of Love Like the Lord." To top it all off, Beulah didn't know what a website was. She figured it was some kind of covering over people's eyes that prevented them from seeing others like God sees them.   (end)

Nervous Electricity – God's surrounding love

YOU NEVER SAW ANYONE SHAKE SO MUCH as Gramps did to begin his story. The confusing thing was that he said the lesson was going to be about computer donuts. The dozen or so preteen clubbers had learned long ago that every one of the old gentleman's stories was a real cliffhanger – a story you could just about make a movie of.

Mr. Davis preferred being called 'Gramps' by the clubbers. His silver hair and soft grandfather eyes, and 30 years of computer programming experience, made him perfect as the leader of the club. He walked in a circle around the clubbers shaking like he was ice cold. Then he began repeating, "I need some donuts. I need some donuts. I need some donuts."

Dorothy couldn't make sense of it so she blurted out, "Gramps. What do you want donuts for? If you're cold, eating donuts won't make you warm?" Gramps continued his steady circular path with all eyes still watching his every move. His tone changed to sound like some kind of robot as he began repeating, "My name is ELECTRICITY and I feel mighty nervous today. My name is ELECTRICITY and I feel jumpy today." Every time Gramps said the word 'jumpy' he'd make a very small jump and then continue his circular path, still shaking. Again he said, "I need some donuts. I need some donuts."

Almost like he was tuckered out, Gramps calmly walked over to a wooden box and sat for a minute. The big red bandana came out and wiped his wrinkled forehead. Using his hands for emphasis he said, "Now gang. I've given you some clues to an important computer operation that we can learn great things from. I have to go outside the clubhouse and get something. Till I get back, I want you all to think about what I've said, what I've done, AND what we've been working on all this month." He disappeared out the old rickety door.

Jake could think of nothing else they had worked on this month except the old computer power supply kits for missionaries. He got one that had its cover removed and set in front of all the clubbers to look at. Gramps had just come back through the door as Danny snapped his fingers and shouted, "I've got it! I think I know what Mr. Electricity was trying to tell us!"

"OK Danny, what do you thing the lesson is?" "I think Mr. Electricity was getting ready to enter a computer, like the power supplies we've been working for missions. I guess that computers don't like jumpy electricity so somehow donuts are needed." Gramps said, "Very good, Danny. Now let's look at the computer power supply and see if we can find some donuts." Barbara popped up with, "I'm not sure, but these look round like donuts, even though they have orange wire wrapped around them." Gramps complimented Barbara for her good response.

"I want you all to see the two computer donuts that are a part of every computer. Their job is to take the jumps and jitters out of the electricity as it is used by the computer." With a little smile, the old gentleman said, "Computers can't make good decisions when they are jittery. And you and I can't make wise decisions that honor God when we feel jumpy and jittery. Now I need little Dede to help me. Dede will you come up and help Gramps a minute?"

Gramps never had to invite the little toddler more than once to get a big hug for some help from her grandpa friend. She almost stumbled running to his arms. Certainly the hug was paid first. Then he said, "Dede, I'm laying this inner tube down on the floor and I want you to hold your hand against the inner tube as you walk around the inner tube. Now honey. When you get to the end, I want you to stop. Do you understand?" Without an answer, the little head of naturally curly hair started around the tube. First was one full circle, then another, then another and another.

The little girl shot into Gramps arms, almost ready to cry, "I couldn't find no end, grandpa! I couldn't find no end, grandpa!" With another hug for a job well done, Gramps said, "Dede, you did

just fine. Gramps is real proud of you." He picked her up and sat her right in the middle of the inner tube. She smiled as big and proud as an Olympic gold medal winner.

He slowly spoke to Dede so all the clubbers could hear. "Dede. Let's pretend this inner tube you're sitting in the middle of, is like God's love. You didn't come to an end of the inner tube did you? Well that's especially true of God's Love for each of us. It never comes to an end. Dede, you and I can stop loving Jesus but Jesus will never stop loving us. Do you understand?" With uncertain little eyes, "I think so…"

Mark jumped to his feet and exclaimed, "Gramps! When we love Jesus with our whole heart, His love surrounds us like that inner tube. I betcha' nothing will hurt us or make us nervous like that electricity was!"

Gramps swallowed a lump in his throat and told Heaven, "That boy is gonna to be a computer preacher, some day."

(end)

Hidden Computer Eyes Skit.

THE PLATFORM AT THE FRONT OF THE CHURCH SANCTUARY SURE WAS DIFFERENT. It had scenery that reminded you of an old barn or garage, with nothing but old boxes and crates to sit on. An old door squeaked as it opened. "Did someone put a bomb in our clubhouse? What's all the commotion for?" someone said as they entered the old condemned building used by the SpaceGate Computer Club.

A narrator gave more details for the interested audience.

Another clubber that had arrived a while earlier said, "There's no bomb. But it's worse yet. Gramps has misplaced his glasses again." Gramps, as the clubbers affectionately called him was actually the owner of the old building. His love for the preteen clubbers knew no bounds. But still, the glasses had to be found.

Not much time passed before the glasses were found and given to Gramps. This was a perfect time for the silver-haired senior to share a bit of his long-ago computer wisdom in the shadows of God's light and majesty. He made an offer to the clubbers, "if you'll all gather around me and settle down, I'll tell you about computer eyes that really work." The old gentleman was aces at story telling to the young and old.

He began, "Ok. How many eyes does a mouse have?" Someone in the back kiddingly blurted out, "Two eyes, one mouth, and one tail." Gramps replied, "No. I mean a computer mouse." The clubhouse turned silent as a graveyard. "Do you clubbers know that every computer mouse that uses a rubber ball has two eyes that actually work? One eye senses when we move the mouse forward and backward. The other eye tells the computer when we move the mouse left and right. It's true. These mouse eyes are more correctly called photoelectric eyes. Some years ago we used them to open doors, count people etc."

With a notably unhappy expression he continued, "It's almost sad though. These mouse eyes aren't able to see the wonderful things of God's universe. Eagles can see much farther than humans. Cats can see much better in darkness. Fish can see clearly under water. Spiders have eight eyes… But you know what?" Gramps leaned toward the clubbers just a little and took off his glasses and cleaned them on his shirttail. Not one in his audience moved a muscle.

"But you know the best part? God loves each of us so much, He reserved the best eye design for you and I. Unlike a computer we can read God's precious Word anytime we want to. We can experience the colors of a sunset or a rainbow. I especially like to see a smile come on the face of a person that realizes that someone truly loves them, just the way they were.

Maybe you've heard me use the phrase 'bone-deep smile?' Well that's what I'm talking about. Our precious God has given us eyes to watch out for our friends and encourage them to not set their eyes on things that would ruin their testimony.

King David, that killed the giant, wrote good advice for us in Psalms 101; *"I will set no wicked thing before my eyes."*

Gramps stood to his feet, leaned toward the clubbers just a bit with his stare becoming even more intense. "And to those who've invited Him into their heart and becoming saved, He gives them an even better pair of eyes. Those eyes will come with a whole new body designed to enjoy their Savior in Heaven forever more.

 (End)

God's Book of Beauty

"THIS IS A SKIT ABOUT OUR PASTOR'S FEET," the silver-haired Gramps told all the people.

"Hey! Wait a minute!" exclaimed the pastor.

Gramps motioned to the four clubbers to come up to the platform of the little church. Mark came with them, even though he was only going to hold the microphone for each of them. Gramps hoped the people would notice that Mark was teaching an important lesson about the mission efforts of the little computer club. Even if you can't walk well, or talk well, God wants you involved. He has a task just right for you, to help share His love and mercy with others. And that goes for microphone holders, too.

The clubbers stepped up on the platform in single file. Two of them had no sock or shoe on one foot. They walked with an exaggerated limp. The first preteen clubber walked up to the microphone Mark was holding, and said, "We want to tell you about Pastor's feet." He let a picture of cartoon feet flip down. "And we'll use computer junk to do it."

The next clubber held up a computer mouse and said, "This is a computer mouse. See the small slippery feet that help it to move easily? Well, pastor's feet are not small and they're not slippery." The next clubber held up a computer keyboard so you could see the underneath side. He then said, "See the feet on this keyboard? It has four feet and two of them fold out. Pastor's feet don't fold out but that's all right."

The next person holds up his foot that has no shoe or sock on it. He directs his remarks to the next person and says, "I want to be the big toe. You can be the little toe." The next clubber held up his bare foot and said, "Actually, I feel more like a heel." All the audience laughed.

At the podium, Gramps spoke up, "At our computer club, we use junk pieces of computers to help learn how much God loves us. And then we create fun ways, like this skit, to teach others so many of the exciting things from God's Word, the Bible."

The next clubber opened his Bible and then told everyone, "Scripture has some important lessons about big toes. Because we are here to learn about pastor's feet, I want you all to turn to Romans 10:15."

"How beautiful are the feet of them that preach the gospel of peace, and bring glad tidings of good things!"

Gramps again rose to the podium and changed his tone to a "this is serious – better pay close attention" one. He said, "In this day and age, Satan has changed the definition of the word 'beauty'. Folks, young and old, are spending large sums of money for cosmetics, surgery, fancy clothes, and flashy cars. We need to put the brakes on, and remember what God calls beauty. As we close the skit, turn with me to Isaiah 52:7:

"How beautiful upon the mountains are the feet of him that bringeth good tidings, that publisheth peace; that bringeth good tidings of good, that publisheth salvation; that saith unto Zion, Thy God reigneth!"

"God reminds us more than once that we attain beauty when we bring good tidings, peace, and tell others about the wonderful salvation that comes only from trusting Jesus Christ."

(end)

Beautiful Keyboard Skit

WHAT HAPPENED THAT INCREDIBLE SUNDAY about two weeks after the Computer Missions Fair, no one could have imagined. At the right time in the service the pastor had all the small children come to the front and be seated. But then, instead of giving his usual "sermon in a sack" for them, three-second graders came up and stood next to the podium. Two of the trio held an old junk computer keyboard between them. It was downright ugly, with several keys missing and dirty enough to stay away from. It was easy to see it was worn out. It had seen its better days, or had it?

The third of the trio stepped up to a microphone and began this explanation, "Do you think this keyboard is a beautiful one? Probably not. Most people can call things ugly pretty fast. But if you really want to, you can turn something ugly and useless into something very beautiful. My pals here will show you how with a fun little contest."

The second grader holding the left side of the ugly keyboard pointed to the key with the "W" on it. She said, "This is the 'W' key. It could stand for the whipping that Jesus willingly took before He died on the cross for me." The right side helper pointed to the "O" key. He said, "This is the 'O' key. It could stand for Jesus is the Only way of Salvation.

The left side competitor randomly picked another key and taught the children and the audience, "This key I picked is the 'A' key. It could remind me that Jesus Always loves me. Even when I make dad and mom sad."

By then there were two or three of the children seated in the audience waving their hands to be picked, saying things like, "I wanna do one! Oh pick me! I wanna do one!" Little Dede just could not take the chance of not being picked. So she jumped up and pointed to the "L" key. "I know what the 'L' key looks like. And I also know Jesus Loves me." She turned around and pointed at the audience with the same little finger. With all the determination a little 5-year-old could muster, she said, "And He's making me a house with Him in Heaven."

The second grader with the microphone ended with, "See? Anytime we use something to tell others that Jesus loves them, it's beautiful in God's eyes. We got this junk keyboard out of Hanson's trash. Thank you pastor for letting us talk." The pastor rose to his feet and went over to the trio and gave each a quick hug of appreciation as they went back with the other children.

Note: That Sunday evening the children played a gooey version of the keyboard contest, using peanut butter.

Further details are in: The Magic Website and Peanut Butter Keyboard.
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(end)

Arrow Keys KID Assembly – Luke 2:52

The silver-haired club leader made eye contact with each of the dozen or so preteen clubbers. He lifted both hands and made an applause gesture toward them. "I want to applaud each of you computer clubbers for the hard work you've been doing on assembling the Tech Trash kits for the missionaries. God will reach the hearts of many young people AND adults too, with those kits."

"We need to take some time from our K-I-T assembly for some K-I-D assembly directions. And yes you guessed it, the directions are in God's Word." The clubbers pulled their crates and boxes close around Gramps as he opened his yellow-paged Bible with its ragged edges.

He gently moved his fingers over the pages. It made you think he was caressing the pages that had brought comfort so many times. His bones cried out to show the boys and girls the Bible's peace and purpose that enters the soul like the delicate aroma from a bouquet of fresh spring flowers.

Knowing the excitement that comes to the eyes of kids when you mention computers, Gramps picked up an old keyboard that had a few keys missing. With a bit of a smile he told himself how most people would trash keyboards like this, while a Christian has powerful uses for things like this. He looked around him to make sure he had everyone's attention.

He began by pointing to the four arrow keys in a group all by themselves. "You all know these are the arrow keys and how important they are when we are computing. But did you know they have a purpose far more important than that? They remind me about Jesus as a young person."

Many clubbers made comments of unbelief and surprise. But the boys and girls became really excited as the old gentleman began another of his junk computer lessons. His lessons always told them how much they were loved and God's incredible design for them.

"Boys and girls, whenever I look at those four arrow keys I often think of how kids are put together. They remind me that each of you have four main areas you are assembled with. More than that, our precious Bible describes them to us, as they describe our Lord Jesus as He was growing up." One of the clubbers hushed another clubber that was talking in the back row.

"Here in Luke 2:52 we read:

"And Jesus increased in wisdom and stature, and in favour with God and man."

Gramps pointed at each arrow key as he slowly repeated the verse, emphasizing the words 'wisdom', 'stature', 'God', and 'man'. "Kids, the Bible tells us that if we want to be strong, happy, get along with others, AND especially, please God, we need to have these arrow keys remind us of these four areas of our life."

He pointed at the LEFT arrow key and said, "The <u>wisdom</u> button reminds me that I need to learn lots of new things, but I must be wise in how to use them and when. I can learn how to use a shovel, and be pretty good at it. But trying to use that shovel to eat my cereal at breakfast is the wrong time. Spoons work better, don't they?"

Next, Gramps pointed at the RIGHT arrow key. "I think of this right arrow key as my <u>stature</u> button. That refers to my body. Not only that I eat the right foods at the right times, but that I also care for my body in other ways too. I need to exercise my whole body and keep it clean too. Clubbers, did you know that caring for your body will even help you be more creative with your computing? And another thing. We show we care for our bodies by the way we sit when we're

computing. That's called our posture. We need to have a pad along our keyboard, to rest our hands on, keep the monitor away from a bright window, and get up and stretch our muscles every so often."

"The UP arrow reminds me of the most important part of me – my relationship with <u>God</u>. It's a good reminder to me that God gave us computers and our wonderful brains to use them. We must always be on our guard to keep our computing on things that honor Him. It's awful easy to be wasteful with our time and typing, besides letting Satan whisper in our ear, places we should not go. More than that, we should look for ways to be at our best in serving Him, not just good enough to get by. We want to get grades that PLEASE our loved ones, not just good enough to PASS."

Gramps finished his four-button lesson with, "The fourth area of our lives, comes to mind when I see the DOWN arrow. It is our relation to our fellow MAN. This is mentioned last because we need to work hard on the first three, before this last button comes together. God gives us His written word and computers to build relationships with others, like our parents, teachers, brothers, sisters, church members, missionaries, and especially those that have never learned about God's amazing love and mercy. We can begin by showing them our computer arrow keys and what they remind us of.

(end)

Modem Cop – Clear communications

"THIS SKIT TALKS ABOUT TALKIN'," Gramps spoke into the microphone. "I'll tell you what. Why don't we use a better word – 'Communicating'? Yes. That's a better word. You see, communicating means talking AND listening. But especially, it means doing it correctly."

Three clubbers walked toward the platform of the church carrying a long fishing pole, with the hook and line removed. Taped to the pole were a dozen or so, paper towel tubes all taped end to end to make one long tube. The long tube was taped to the fishing pole so that it didn't break in half. On the platform one clubber stood at each end of the long tube. Another preteen clubber held the middle of the whole thing. All the people in the audience couldn't figure out what was coming next.

Dede started speaking into it one end of the tube while Donna held her ear to the other end. It was easy to see that's when the problems began. Dede kept talking almost without taking a breath. But Donna was writing things down as fast as she could, but falling behind more and more.

Marty continued holding the center of the tube but pushed his other hand in the air and exclaimed, "Stop! Stop! Wait a minute - both of you!" Everyone took a breath. Marty began again, "I'm a modem cop and you two are not communicating. Now here's what I want you to do. Dede I want you to clearly speak one sentence into the tube and then say 'Over'. And then I want you to wait. Do you understand?" She nodded yes.

Marty, the modem cop, continued with, "Now Donna. Here's what I want you to do. Whenever you hear Dede say 'over', I want you to repeat back to her exactly the sentence she spoke to you. Ya got it?" Donna nodded. "Dede. You listen closely to what Donna repeats back to you. If it matches what you spoke to her, then continue on to the next sentence the same way. Marty made sure Dede and Donna had their directions clear. The new process was tested with great results.

At the microphone, Gramps explained to the whole audience what the computer clubbers learned from the modem lesson. "Every computer made nowadays has a small part in it called a modem. Look at Marty. He's holding up a modem board for you to see now. Can you see the two holes in the back of the modem that telephone cords plug into? The purpose is to allow two computers to communicate with each other, kind of like Dede and Donna. The modem makes sure that the communication is clear and accurate. Only then can we use the Internet or send email back and forth to others."

"God has made very clear channels for us to do things that honor Him. As we read God's commands over and over, in His Word, we learn His will for us, with the Holy Spirit's help. When we pray, God wants us to tell Him what we've learned and how we'll apply His truths. When we correctly use His promises, He gives us more promises and purposes. Isn't that real clear? God loves us AND He leads us too. It's no wonder He sent His only Son to die on the Cross for our sins, so we could live with Him forever."

David, the giant killer said: *"And my tongue shall speak of thy righteousness and of thy praise all the day long."* Psalms. 35:28.

(end)