First Century Fellowship

Lesson: The Last Great Day

Summarized Content:

- **Review:** The High Holy Days of Fall and their meanings (Feast of Trumpets, Day of Atonement, Feast of Tabernacles, and The Last Great Day). All of God's Holy Days are to remind us to reflect each year. They explain the entirety of God's plan for mankind.
- **Review:** The Feast of Tabernacles lasts 7 days plus the Last Great Day.
- **Review:** The feast pictures the coming 1,000 year reign of Christ and His saints on Earth.
- **Review:** On the first day of the feast, as well as the Last Great Day, we are to get together and bring an offering to God.
- **Review:** God will be transforming the Earth during His 1,000 year reign: move mountains, establish His government, establish His feast days, rebuild His temple, establish peace, establish an agricultural society, tames wild animals, restores human life spans, restores Earth to what it was like in the Garden of Eden.
- **Review:** God reminds us during this feast by having us stay away from home, that our bodies are temporary and our homes will be changing.
- The 2nd resurrection takes place immediately after the 1,000 year reign at which time most of everyone who has ever lived will come to life again in healthy bodies. They will see a renewed Earth and come up to have everything ready for them in a peaceful land. They will also have their eyes opened to the Truth of God. For nearly 100 years, they will learn and practice God's ways until Satan is let out for a short time. They will need to have an opportunity to overcome.
- The Last Great Day pictures God's last phase of His plan for man and the Earth. It takes place after Satan has been thrown into the Lake of Fire. The only way to eternal life is through redemption of Jesus on the cross.

Scriptures:

- Matt. 25: 31-46 (separating the sheep and the goats)
- Rev. 21: 3-5, 7 (God makes all things new)
- Daniel 7: 9-10
- I Cor. 15: 24-28 (final defeat of Satan putting things in God's proper order under His rule)
- Rev. 21: 21-27
- Rev. 22: 12-21

Activities:

Exploring God's Word:

- Read the scriptures above and review the order of events with sentence strips on the wall.
- Present children with mirrored peace signs to glue into their journals reminding them that the celebrating the Feast of Tabernacles mirrors the coming final pieces of God's Plan.
- **Sheep or Goat Matching:** Give children slips of paper with acts and characteristics of those who God may decide are sheep or goats on The Last Great Day. As each is discussed briefly, have children stick them to the sheep or goat images hung on a wall.
- Have children update their Feast Journals with a new verse and picture.

Understanding God's Word (choose from the activities below):

Sheep or Goat: Have children make sheep and goats with Popsicle sticks and cotton. Use Q-tips for ears and horns.

Butterflies: Butterflies represent new creations and how God will create a new Heaven and Earth after at the Last Great Day. Use foam, pom-poms, eyes, pipe cleaners and other items to make super beautiful and fully transformed butterflies. Add Rev. 21:5 to them.

Crowns: The reward for those who obey God and overcome temptation are crowns of righteousness. Give each child a foam crown to decorate on this special day. You may want to give them a variety of decorating materials – foam shapes, sequins, gems, glitter, etc.

Live Garden of Eden Diorama: At the start of the Feast of Tabernacles, talk about God's plan in making the Earth kike the Garden of Eden upon His return to reign during the 1000 years. Throughout the Feast, have children work on the diorama along one wall of the meeting room. On the Last Great Day, invite the adults to tour the "garden". Continue to make things throughout the feast to "add to the garden". To make it come alive, have 2 younger children dress as dinosaurs, a lion, and/or a sheep. Children can also be flowers in the scene. Use green cloth, real or fake plants, and other items to make the scene come alive.

Prepare for Adult Visit: Prepare the room for an adult visit at break. Decorate the room with the crafts and group them in chronological order with signs as labels. Assign children tasks such as explaining some of their learning, acting as a tour guide, making the diorama come

alive, etc. Be sure everyone has a part to play. items for the adults to see.	Have children ready their journals and other