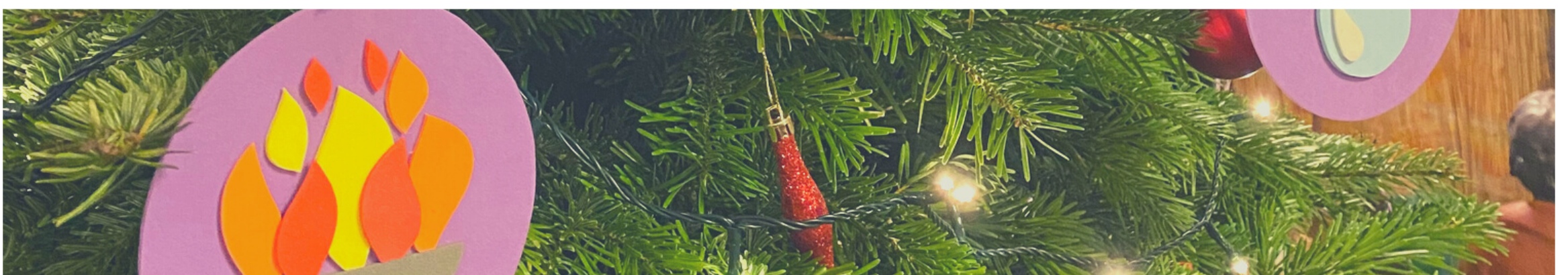
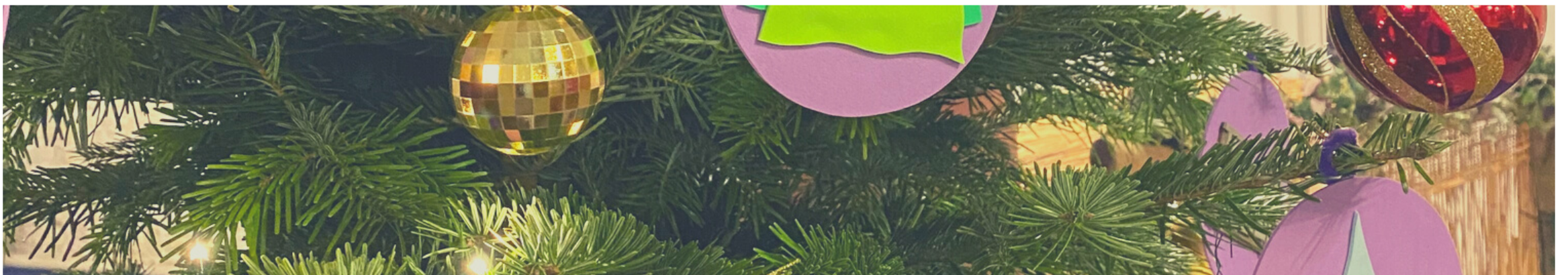


A REPRODUCTION BY ST MARYS CF10
OF AN ADVENT RESOURCE CREATED FOR
THE SOCIETY OF OUR LADY OF PENRHYS



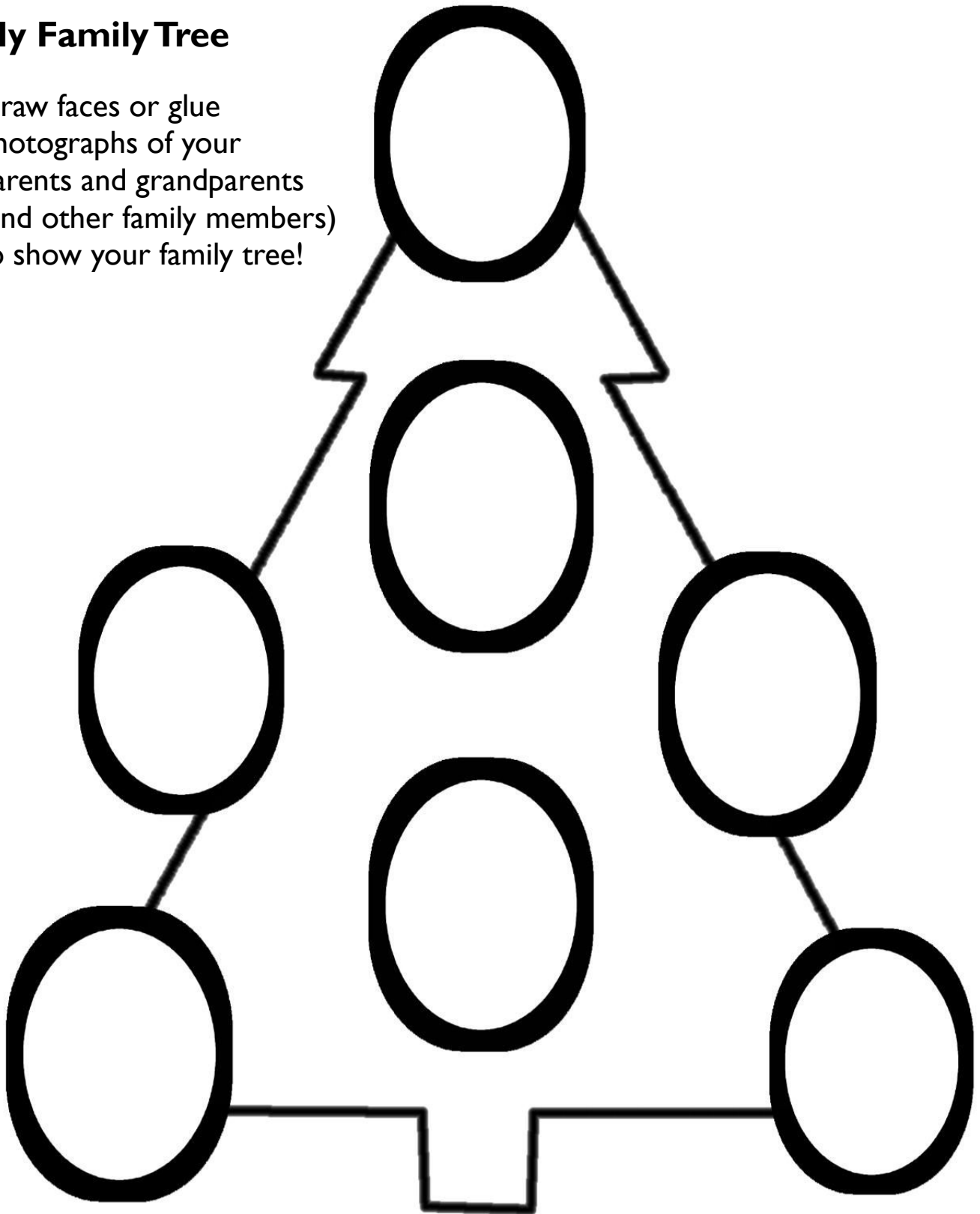
BRANCHING OUT

AN ACCOMPANIMENT TO
'THE JESSE TREE' RESOURCE



My Family Tree

Draw faces or glue photographs of your parents and grandparents (and other family members) to show your family tree!





Word Search

T	A	J	O	S	E	P	H	M	O
D	N	O	E	D	I	G	A	E	P
O	L	S	R	K	P	C	B	S	H
B	U	H	F	A	Y	E	R	D	A
S	N	U	A	H	A	I	A	S	I
A	D	A	M	J	S	V	H	I	M
M	U	W	O	W	I	Q	A	V	E
U	H	S	S	D	O	L	M	E	R
E	X	G	E	R	F	T	E	V	E
L	O	V	S	M	E	S	S	E	J

Find the following names in the grid above. You will find them going up and down, left and right and diagonally, forwards and backwards! Each name is an important person from the **Old Testament** featured in the **Jesse Tree**!

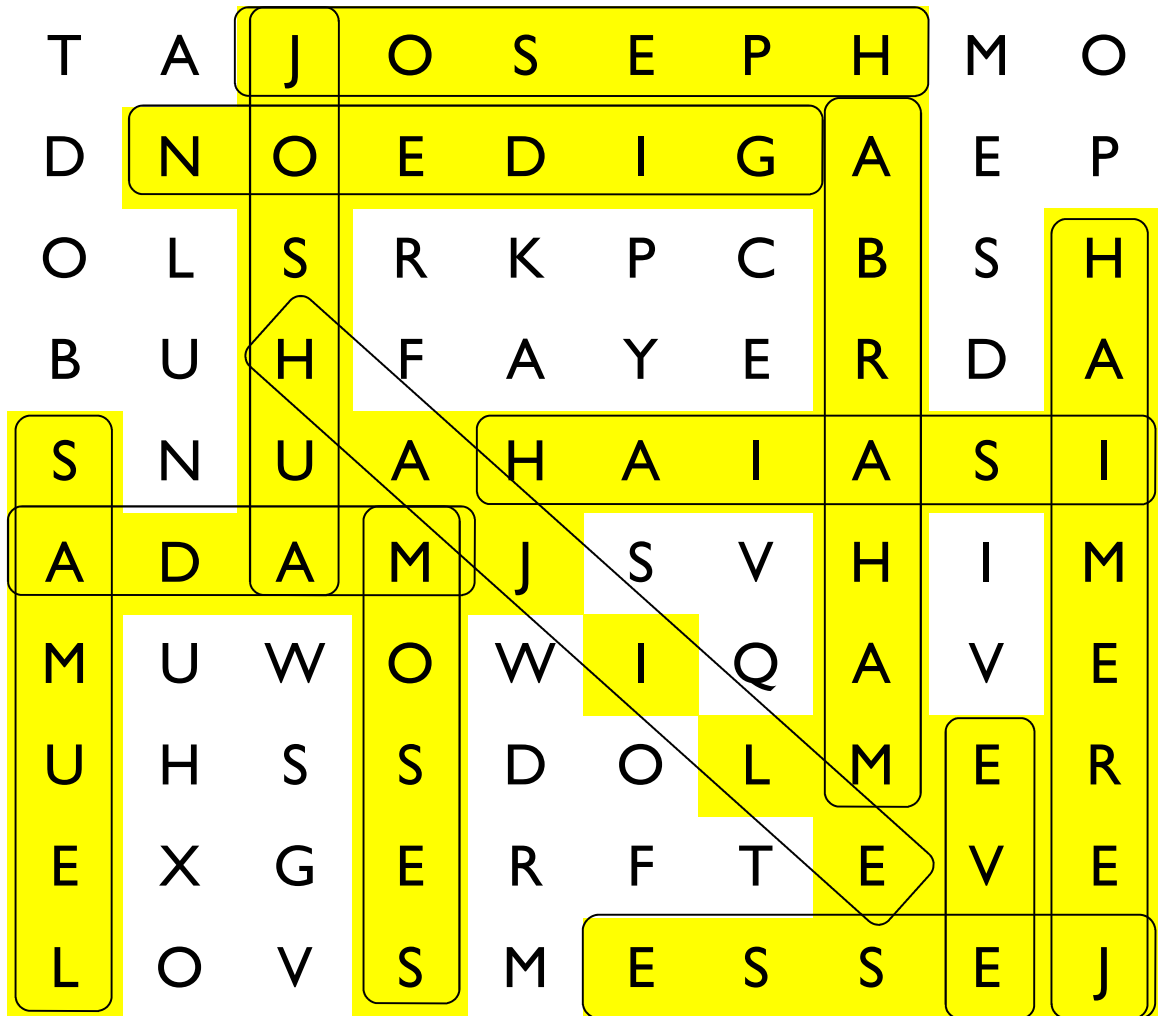
Abraham
Adam
David
Elijah
Eve

Gideon
Isaiah
Jeremiah
Jesse
Joseph

Joshua
Moses
Samuel



Word Search SOLUTION



Find the following names in the grid above. You will find them going up and down, left and right and diagonally, forwards and backwards! Each name is an important person from the **Old Testament** featured in the **Jesse Tree**!

Abraham
Adam
David
Elijah
Eve

Gideon
Isaiah
Jeremiah
Jesse
Joseph

Joshua
Moses
Samuel



BREAK THE CODE!

Each letter of the alphabet corresponds to a number. Can you solve the code?!

Perhaps you could create your own words or phrases and see if your friends can solve the message!

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26

1.

_ _ _ _ _
 13 1 18 24 22 9 19 9 20 5 4 5 12 9 26 1 2 5 20 8
 _ _ _ _ _
 9 14 20 8 5 8 9 12 12 3 15 21 14 20 18 25

2.

_ _ _ _ _
 10 5 19 21 19 23 1 19 2 15 18 14 9 14 20 8 5
 _ _ _ _ _
 3 9 20 25 15 6 4 1 22 9 4

3.

_ _ _ _ _
 5 12 ? 26 1 2 ? 20 8 23 1 19 13 1 ? 18 9 5 4
 _ _ _ _ _
 20 15 ? 5 3 8 1 18 ? 1 8



'BREAK THE CODE' SOLUTIONS

Here are the solutions to the cryptograms. Perhaps you can get the children to create their own coded messages to share the meaning of the Jesse Tree with others!

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26

1.

M A R Y V I S I T E D E L I Z A B E T H
 13 1 18 24 22 9 19 9 20 5 4 5 12 9 26 1 2 5 20 8

I N T H E H I L L C O U N T R Y .
 9 14 20 8 5 8 9 12 12 3 15 21 14 20 18 25

2.

J E S U S W A S B O R N I N T H E
 10 5 19 21 19 23 1 19 2 15 18 14 9 14 20 8 5

C I T Y O F D A V I D .
 3 9 20 25 15 6 4 1 22 9 4

3.

E L I Z A B E T H W A S M A R R I E D
 5 12 9 26 1 2 5 20 8 23 1 19 13 1 18 18 9 5 4

T O Z E C H A R I A H .
 20 15 26 5 3 8 1 18 9 1 8



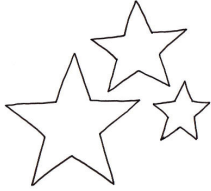
CREATE YOUR OWN CODED MESSAGES!

Perhaps you can create your own coded messages to share the meaning of the Jesse Tree with others!
Use the grids below to help you!

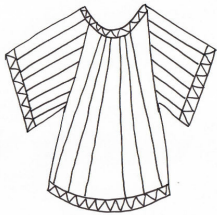
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26



Join the name to the symbol. One has already been done to help you!



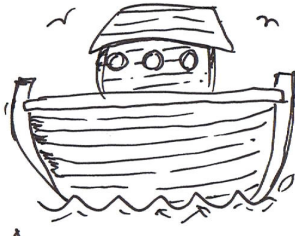
Abraham



Noah



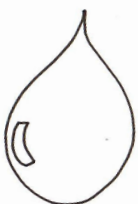
Joseph



Moses



Jeremiah



Gideon



JESSE TREE BINGO

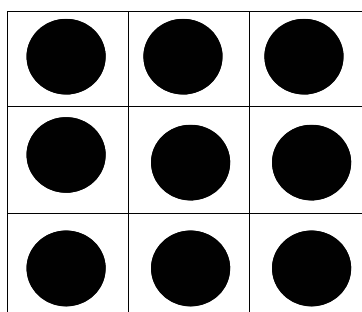
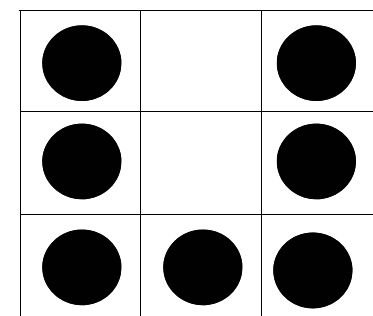
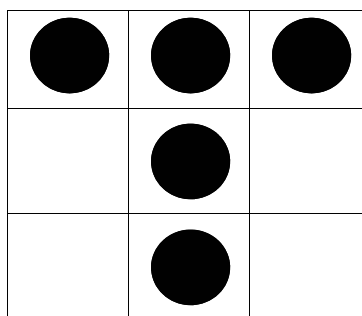
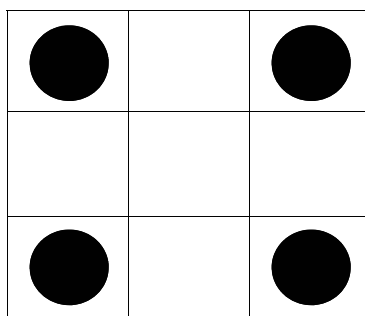
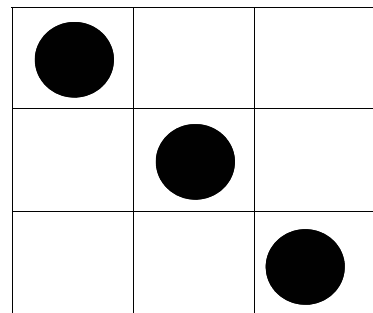
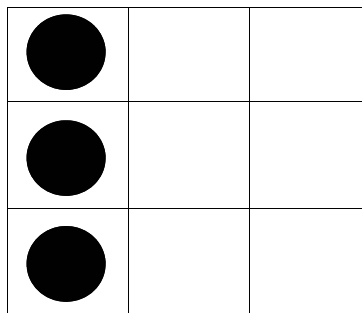
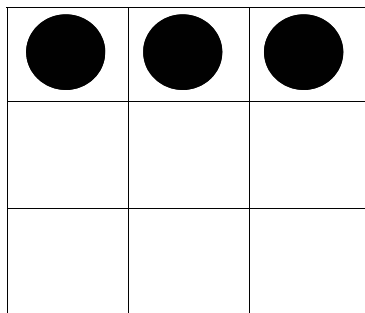
This is a fun way of helping the children to become familiar with the names, symbols and stories of those included in the Jesse Tree, much of which may be rather unfamiliar to them.

DIRECTIONS

Print out and give a Bingo Card to each child.

Cut out the various symbols on the Caller's Sheet or (if you haven't used them on your tree yet) use the actual foam symbols provided with this pack.

The caller should pull out one symbol, describe it, and explain what it represents. The children then cover any matched symbol on their bingo card. (The centre square is free!) They can cover them with coins, pieces of foam or other markers (A cut out sheet with markers is also provided in this pack). Either call the name which the symbol represents (for a more difficult game) or describe the symbol in detail followed by the name. Once a predetermined pattern is made (suggestions below) the winner calls out BINGO! You can incorporate one or more of the patterns in a game, and continue playing until someone has covered all their squares.

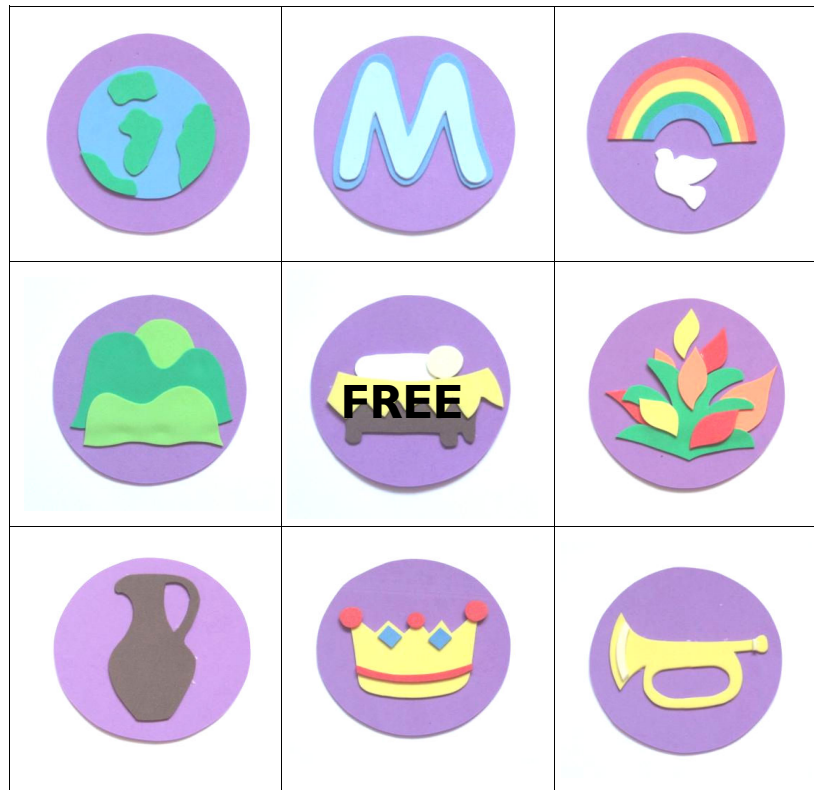




BINGO CALLER'S CARD

Cut out the following symbols and place them in a bag. Take one out, one by one, and either call the name which the symbol represents (for a more difficult game) or describe the symbol in detail followed by the name.

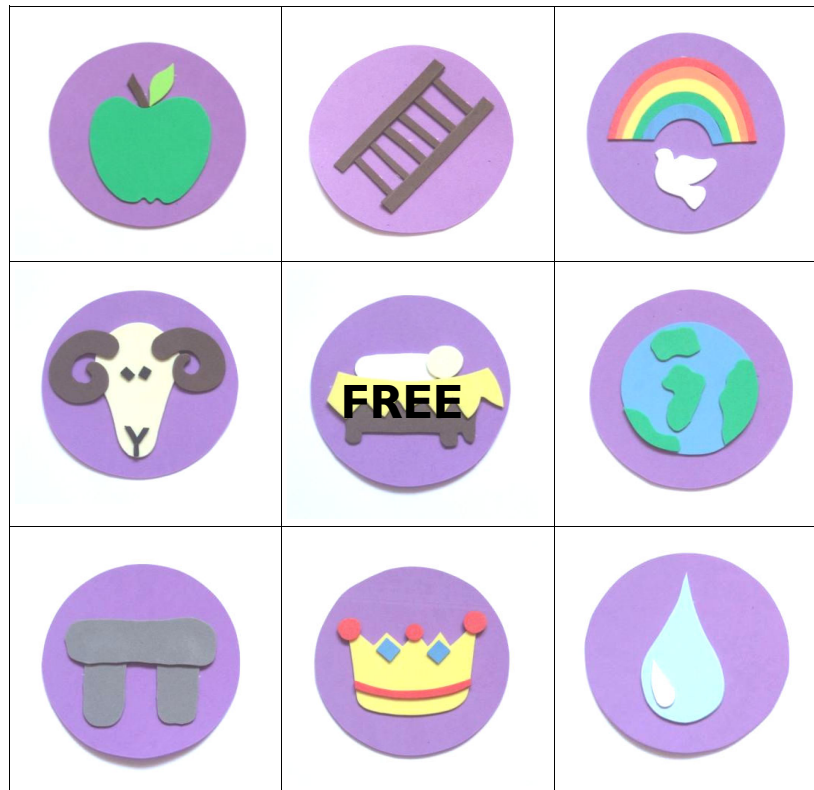




Bingo Card 1



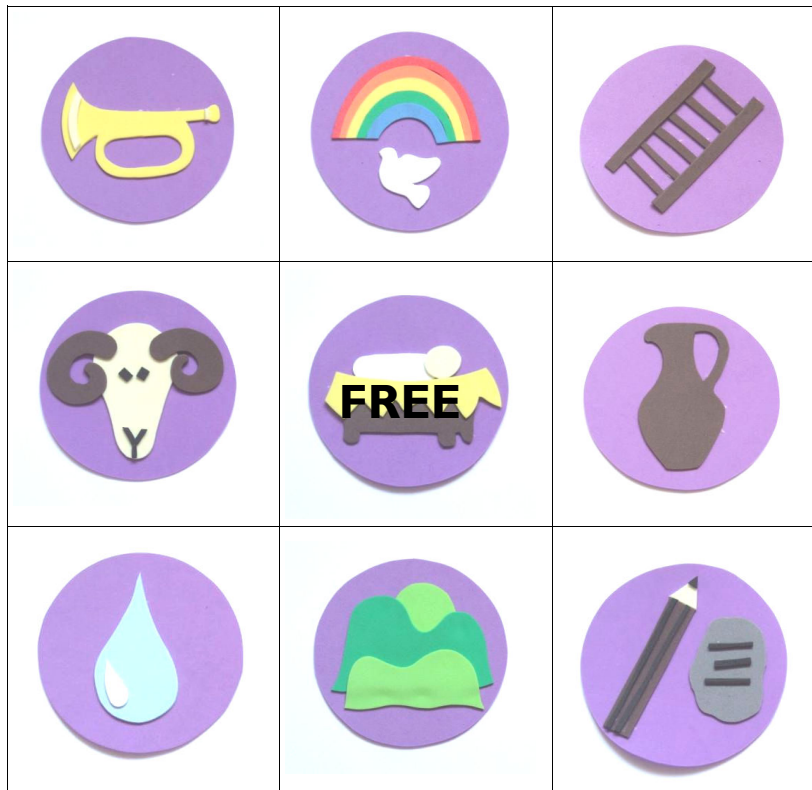
Bingo Card 2



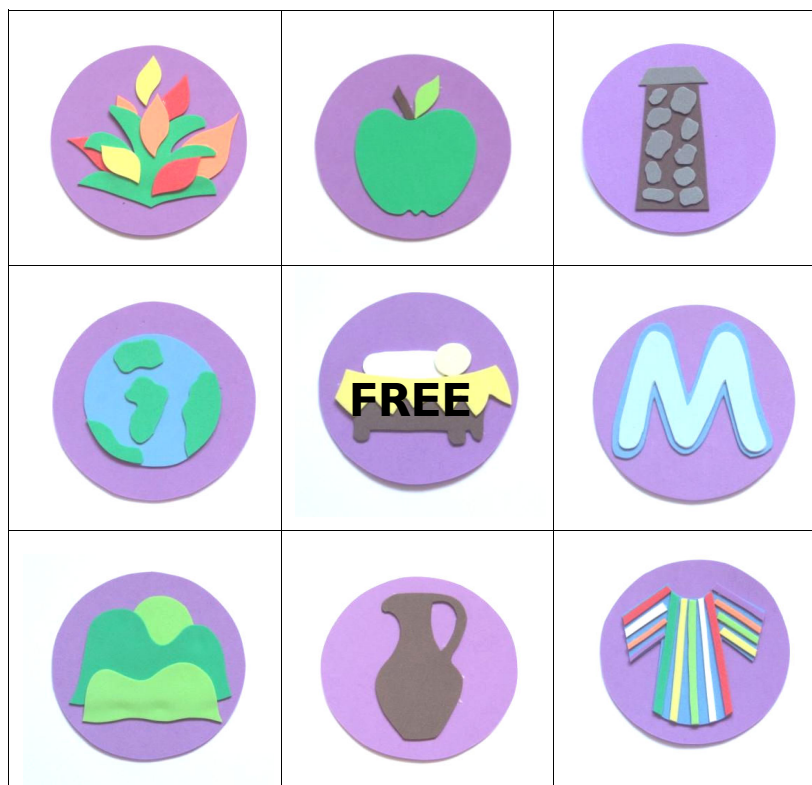
Bingo Card 3



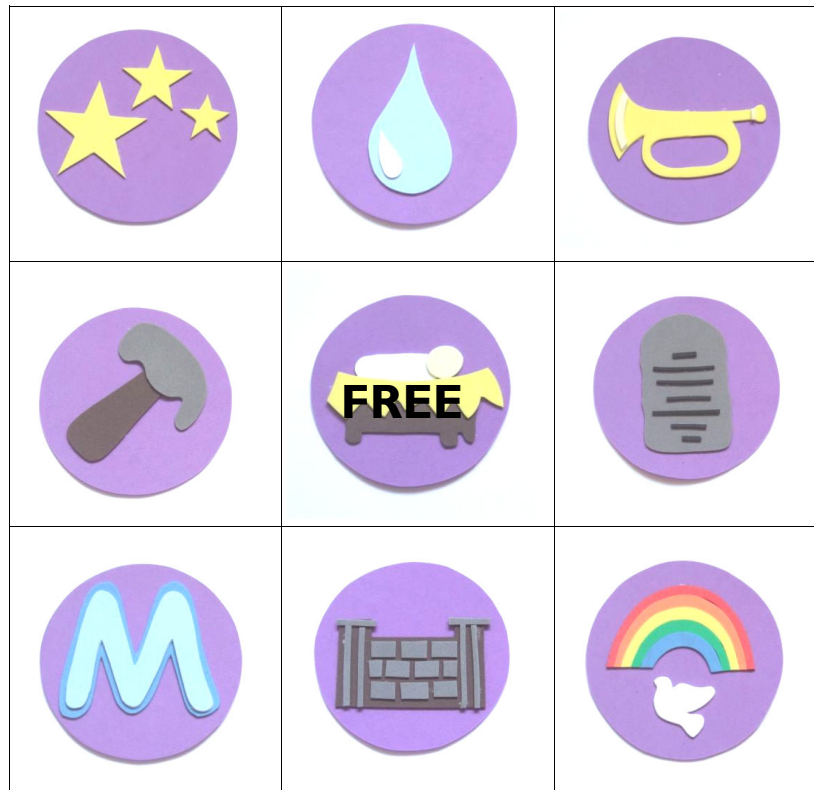
Bingo Card 4



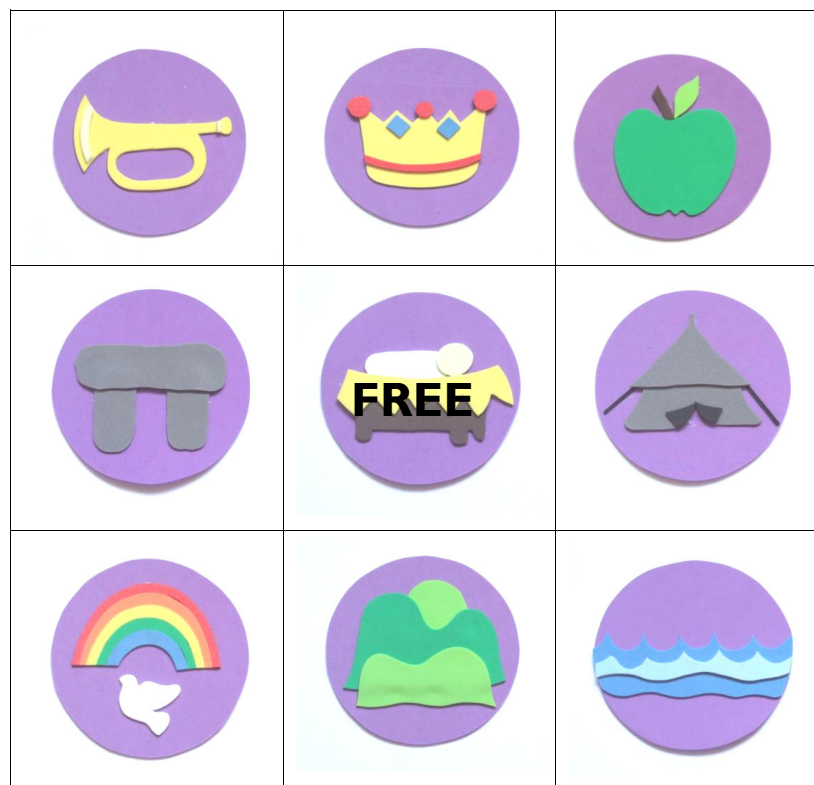
Bingo Card 5



Bingo Card 6



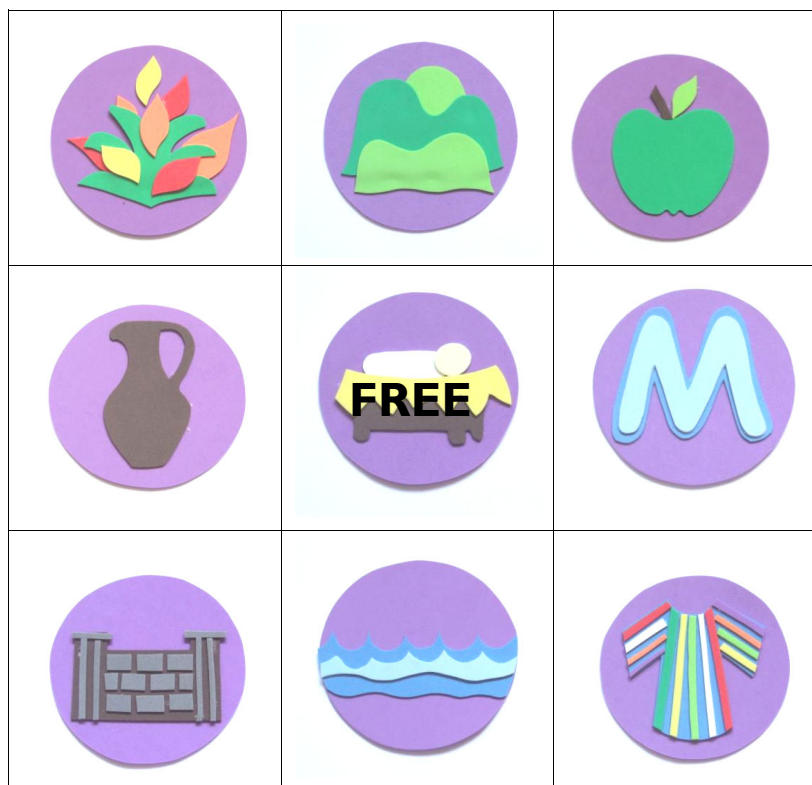
Bingo Card 7



Bingo Card 8



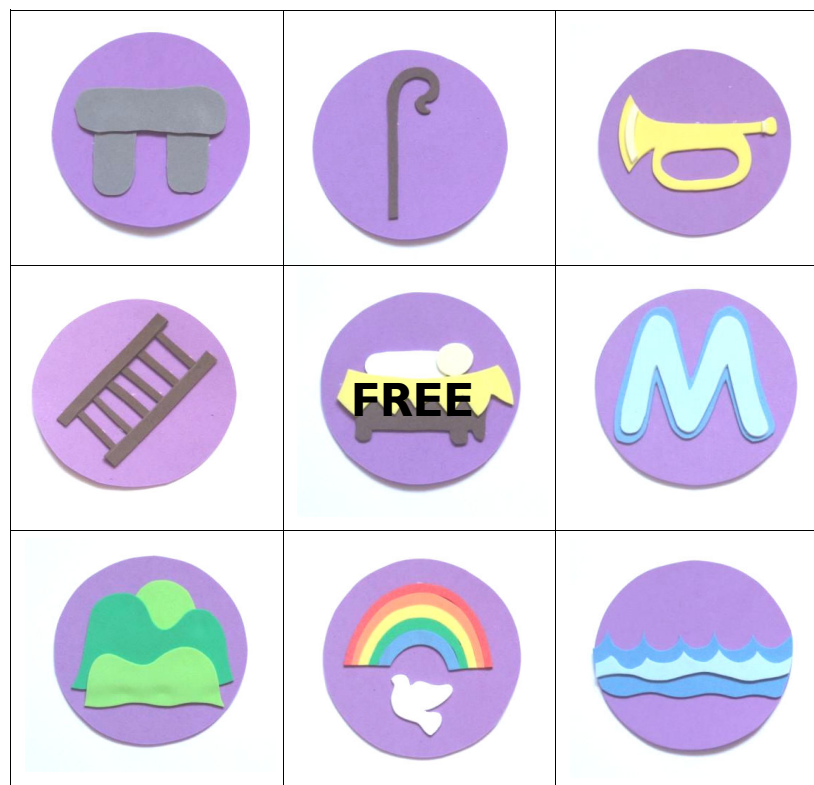
Bingo Card 9



Bingo Card 10



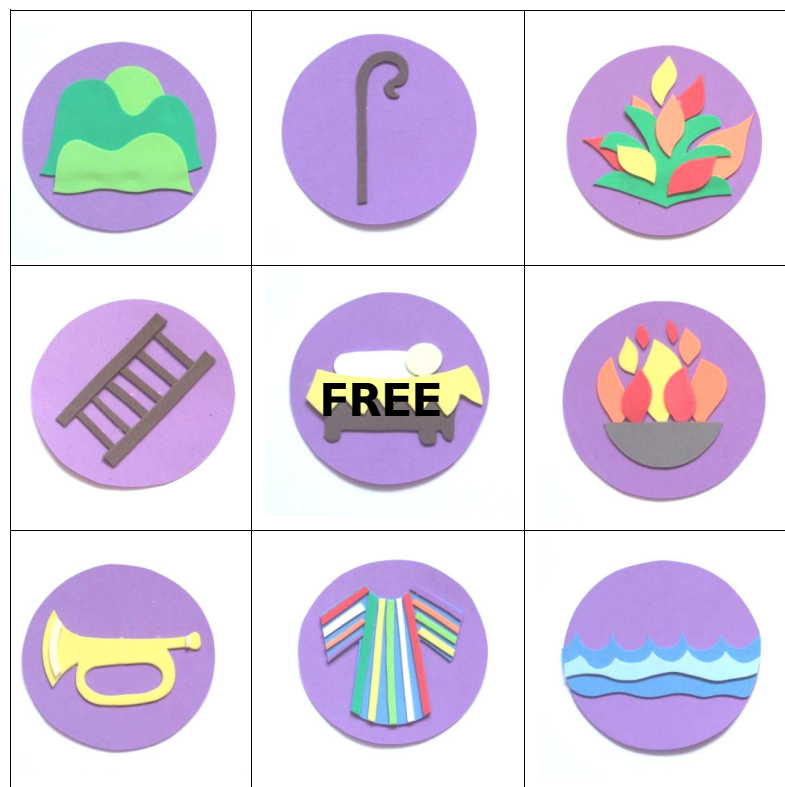
Bingo Card 11



Bingo Card 12



Bingo Card 13

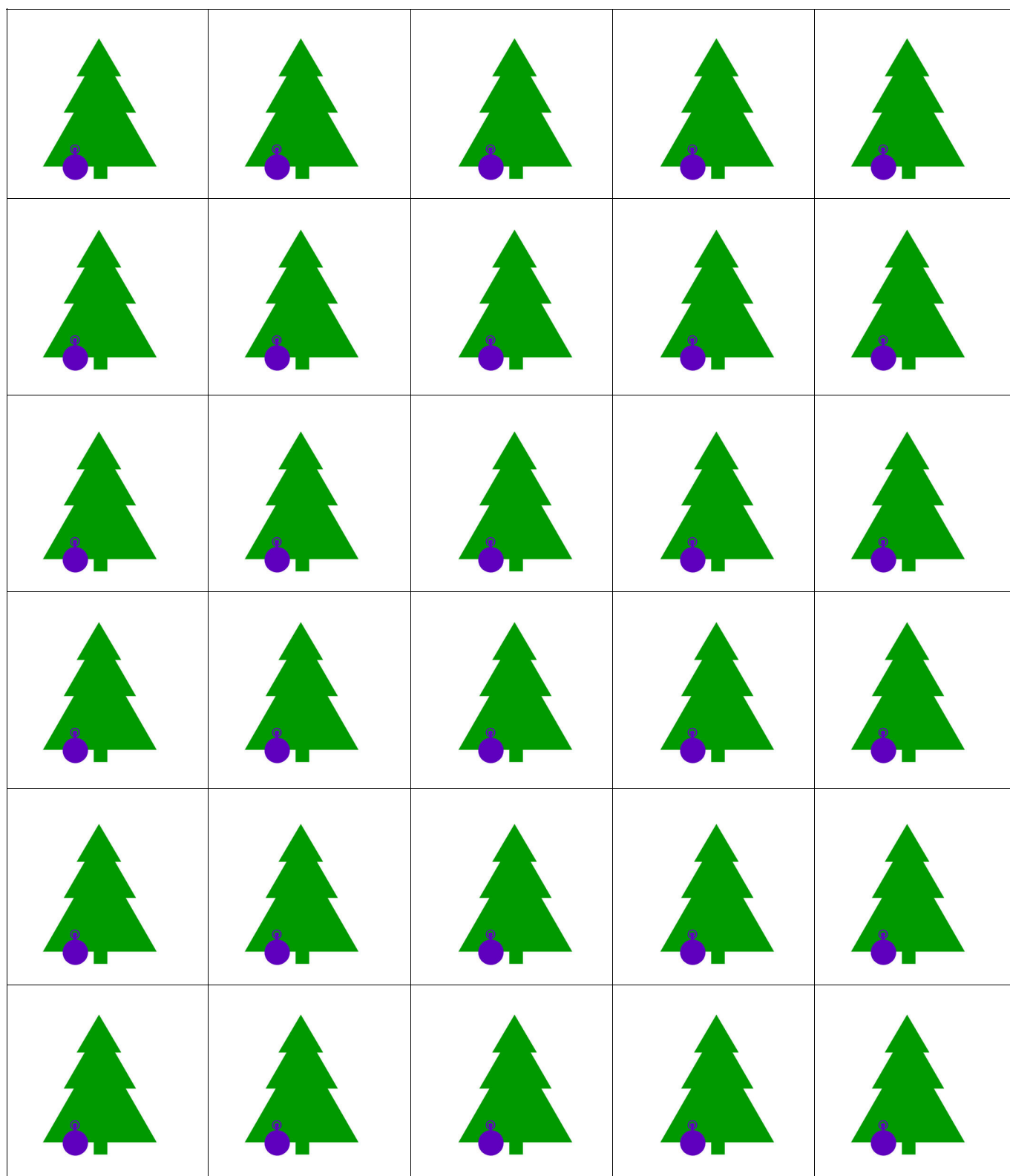


Bingo Card 14



JESSE TREE BINGO CARD MARKERS

Print and cut out as many Jesse Tree markers as you need for the children to cover any matched symbols on their Bingo Cards. Alternatively, they can use coins, foam pieces, or you could even get the children to design their own markers.





MEMORY CARDS

You will find two copies of each symbol making a full pack of 50 cards.

You may want to print the cards onto thick card and/or laminate them to make them more durable and re-u-sable. These cards can be used in a variety of ways and some suggestions are given below.

Memory Game

For two or more players

Shuffle and spread all the cards face down on the table. The cards can either be spread randomly or in grid form (which makes it easier to remember where the cards are placed).

The object of the game is to find matching pairs. Players take it in turns to turn over two cards. Let all the players see them and study them. If they are not a matching pair, everyone tries to remember what and where they are. The player then turns them back over, and play passes to the next player. If they are a matching pair, that player removes them from the table and keeps them, and then has another turn.

When all cards have been removed from the table each player counts up the number of cards in their possession. The player with the most cards wins.

Triple Up

For two or more players

Each child takes three different cards and lays them facing upwards in front of them.

The rest of the shuffled pack is placed face down in the centre of the table.

Each child then takes it in turn to lift a card from the pack. If it matches one of their cards, they place it on top of the matched card. If it is not matched it is placed at the bottom of the pack. The first person to match all their cards wins!

Snap

For two of more players

Play a simple game of 'Snap' with two or more children.



Creation of the
World



Creation of the
World



Adam and Eve



Adam and Eve



Noah



Noah



Abraham



Abraham



Isaac



Isaac



Jacob



Jacob



Joseph



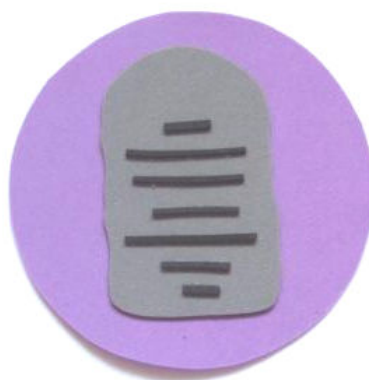
Joseph



Moses



Moses



The Law
(Torah)



The Law
(Torah)



Joshua



Joshua



Gideon



Gideon



Samuel



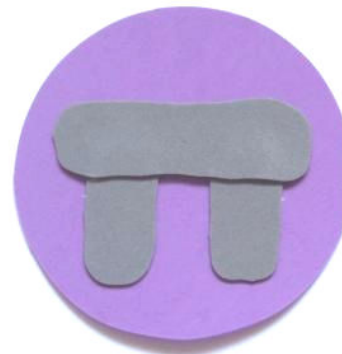
Samuel



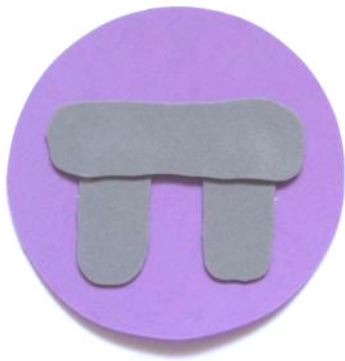
David



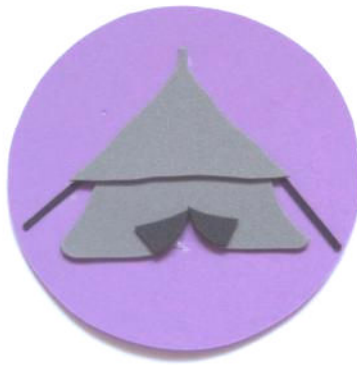
David



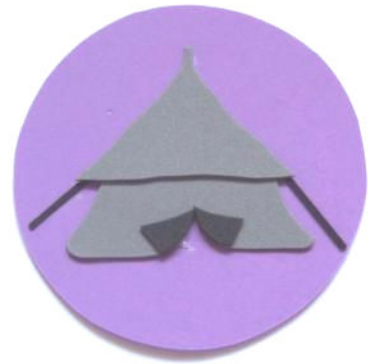
Elijah



Elijah



Hezekiah



Hezekiah



Isaiah



Isaiah



Jeremiah



Jeremiah



Habbakuk



Habbakuk



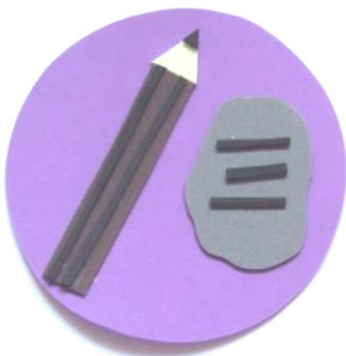
Nehemiah



Nehemiah



Zechariah



Zechariah



Elizabeth



Elizabeth



John
the Baptist



John
the Baptist



Mary



Mary



Joseph



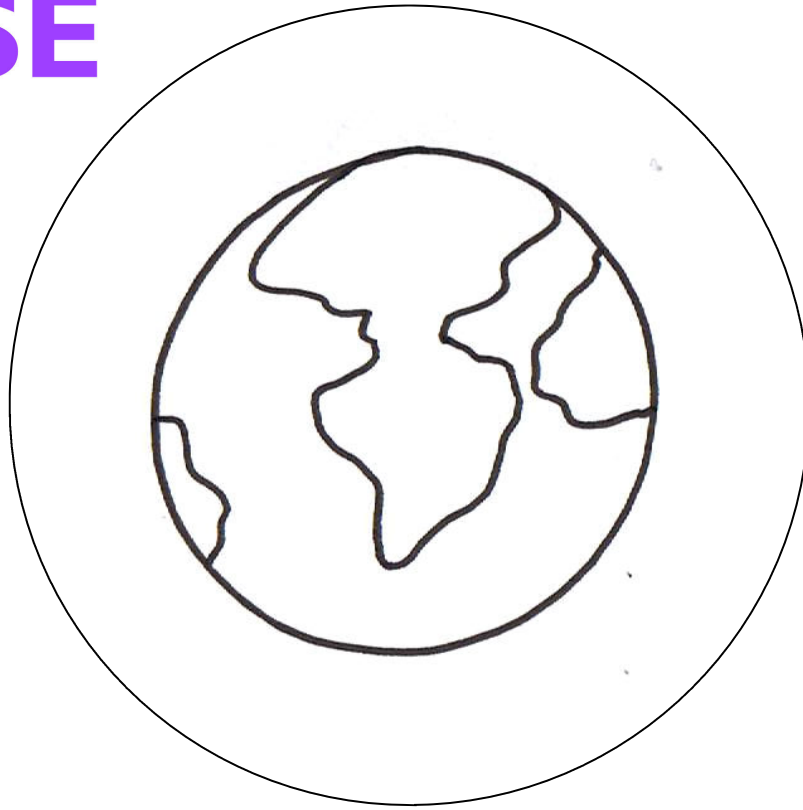
Joseph



Jesus

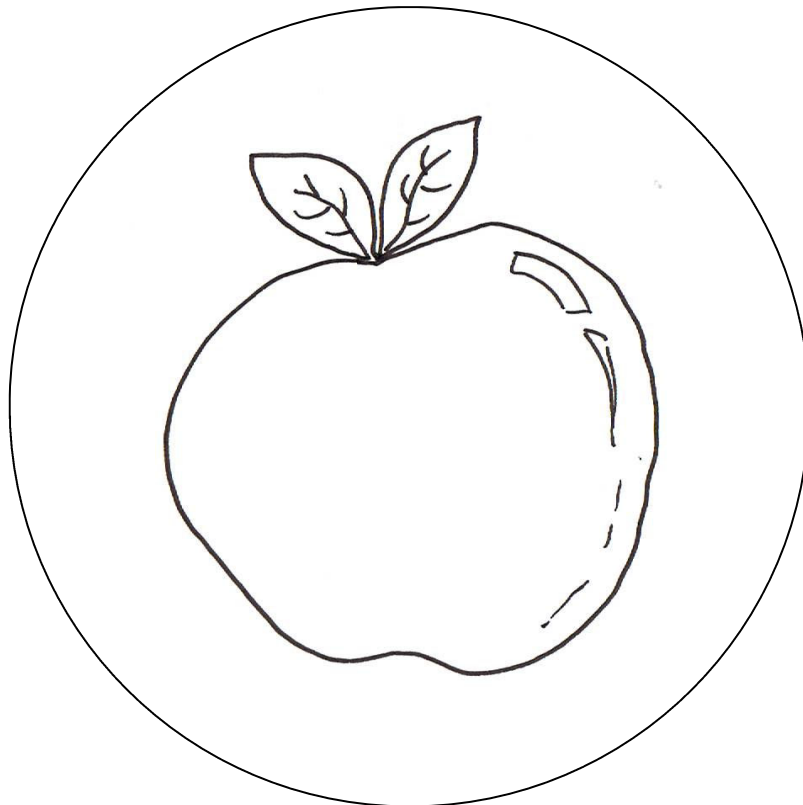


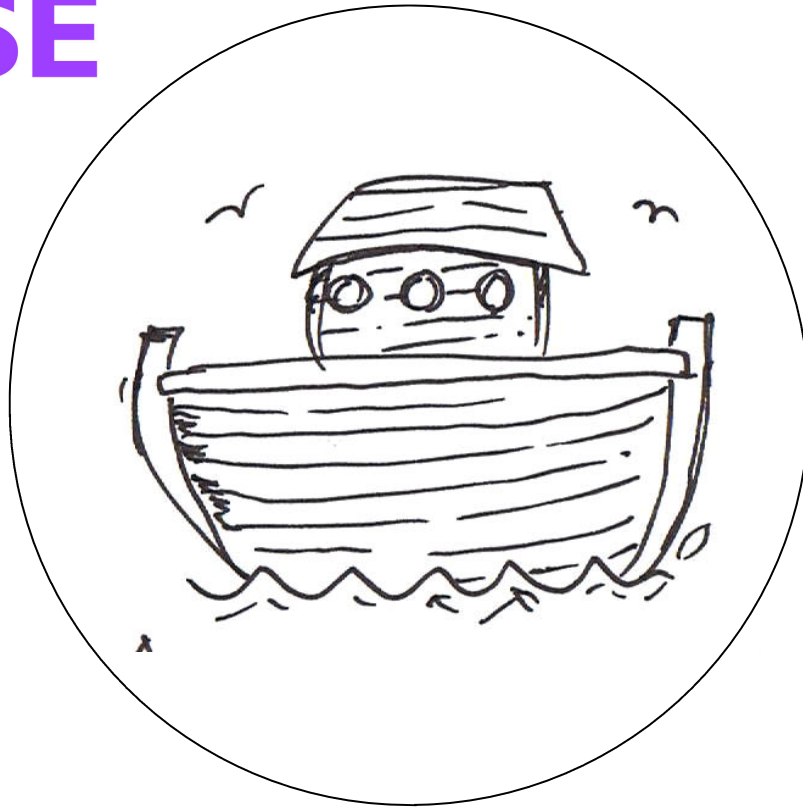
Jesus



Creation of the world

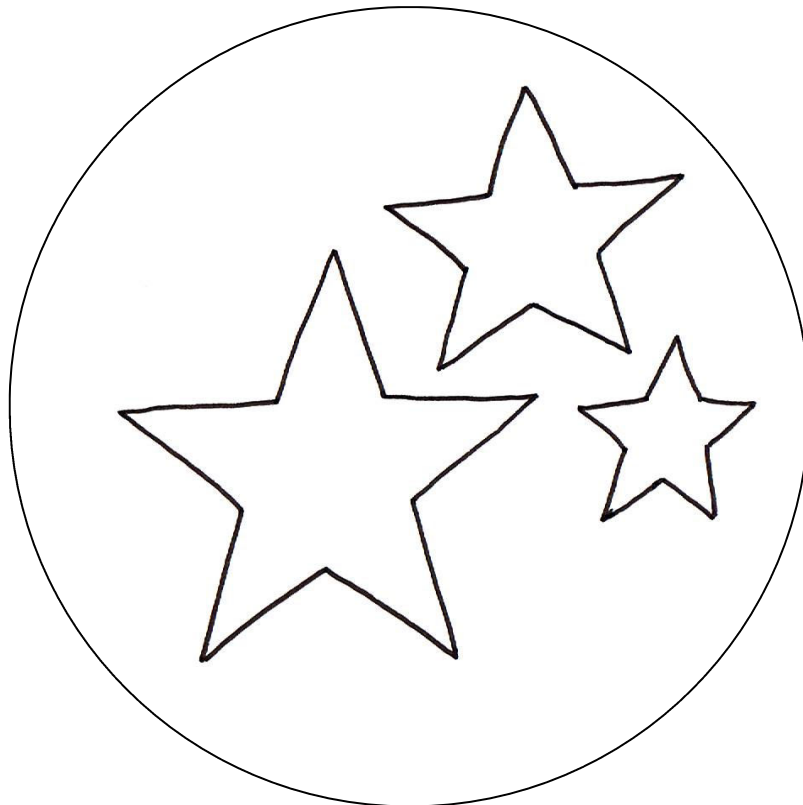
Adam





Noah

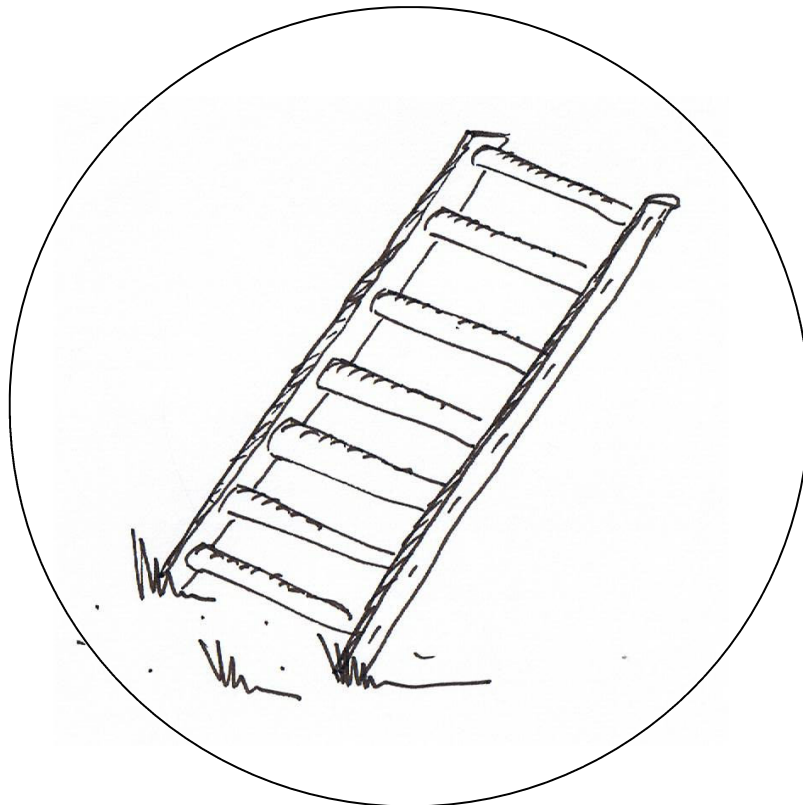
Abraham

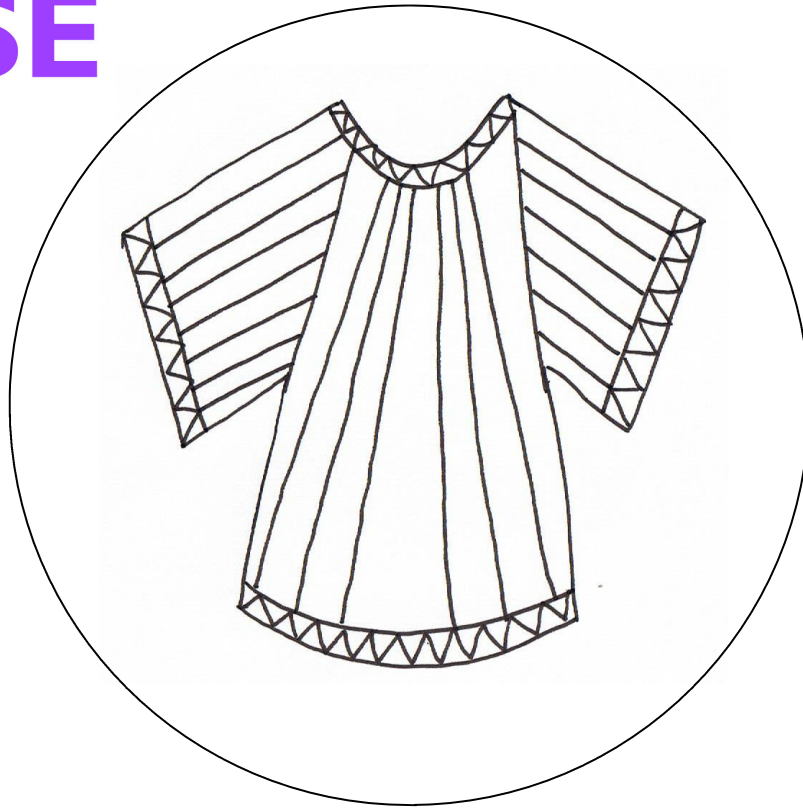




Isaac

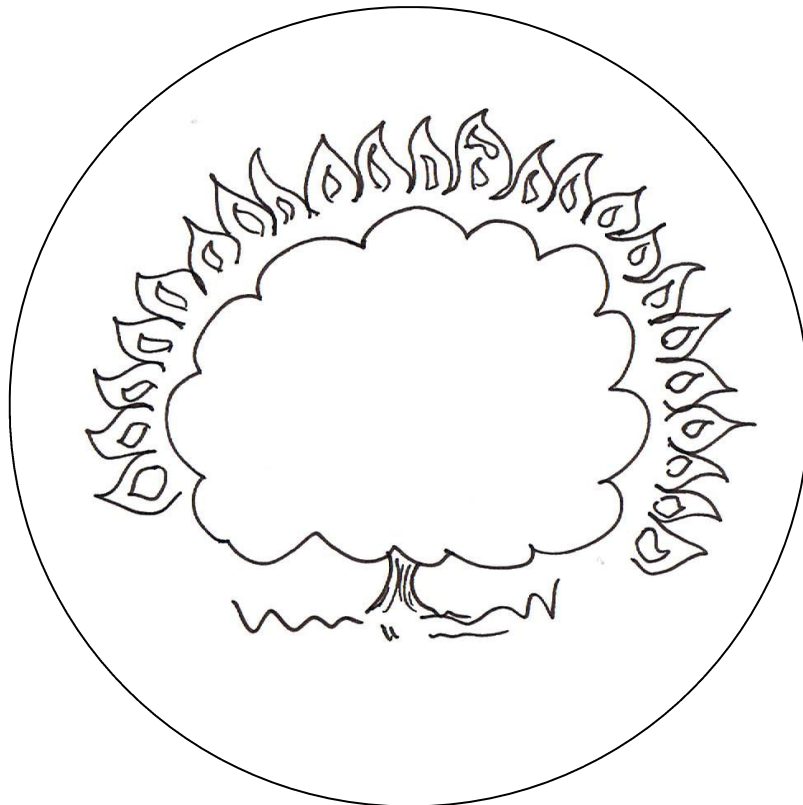
Jacob

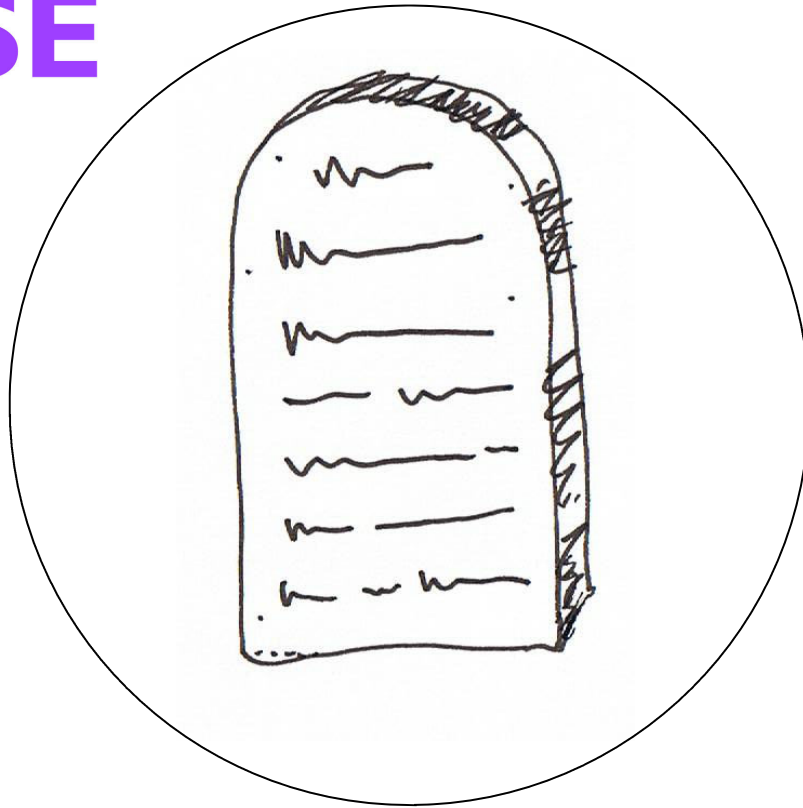




Joseph

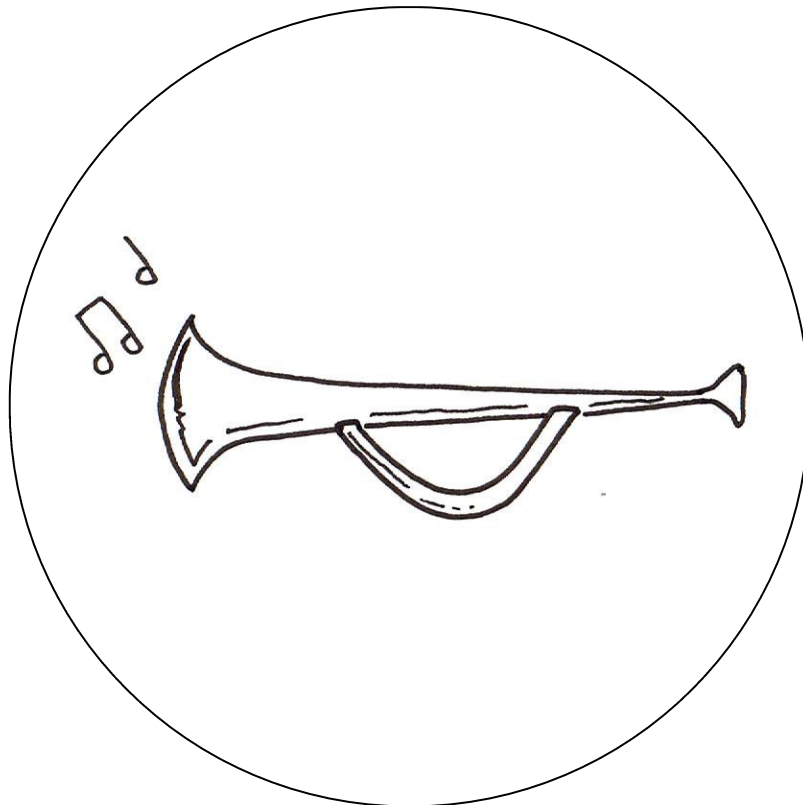
Moses





The Law of God

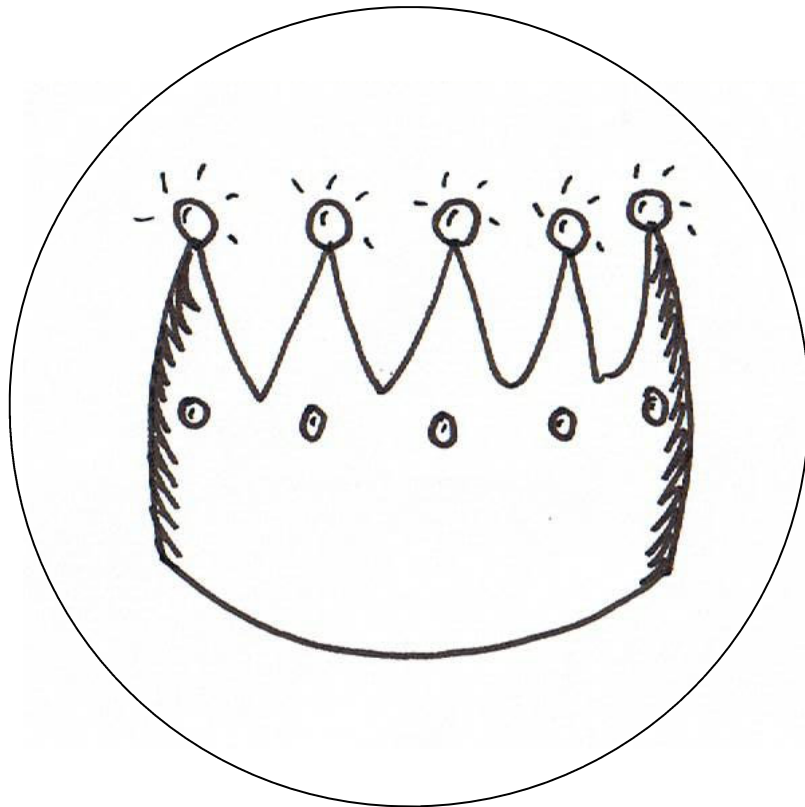
Joshua





Gideon

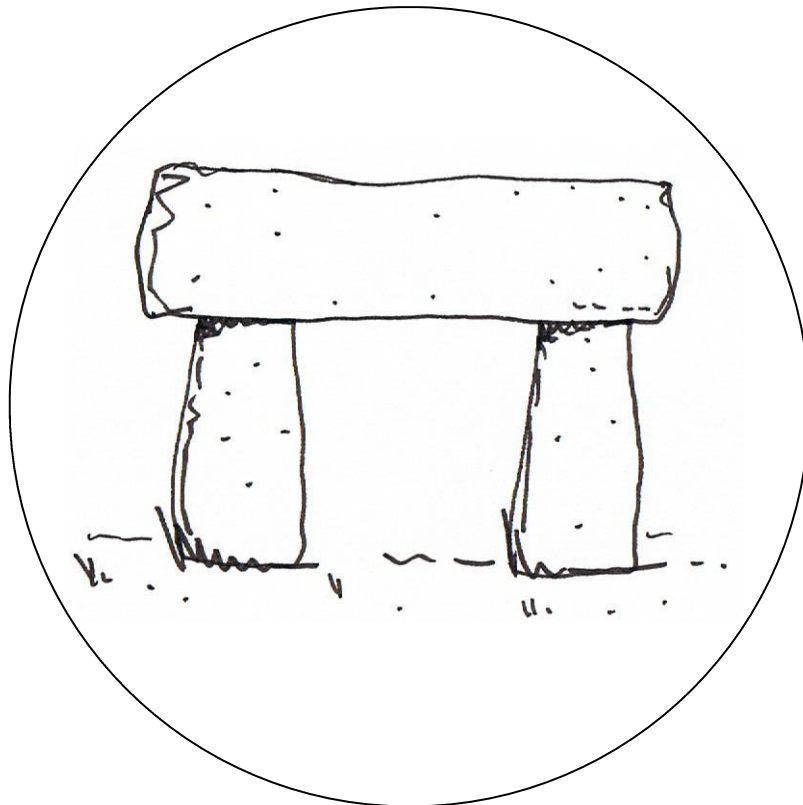
Samuel

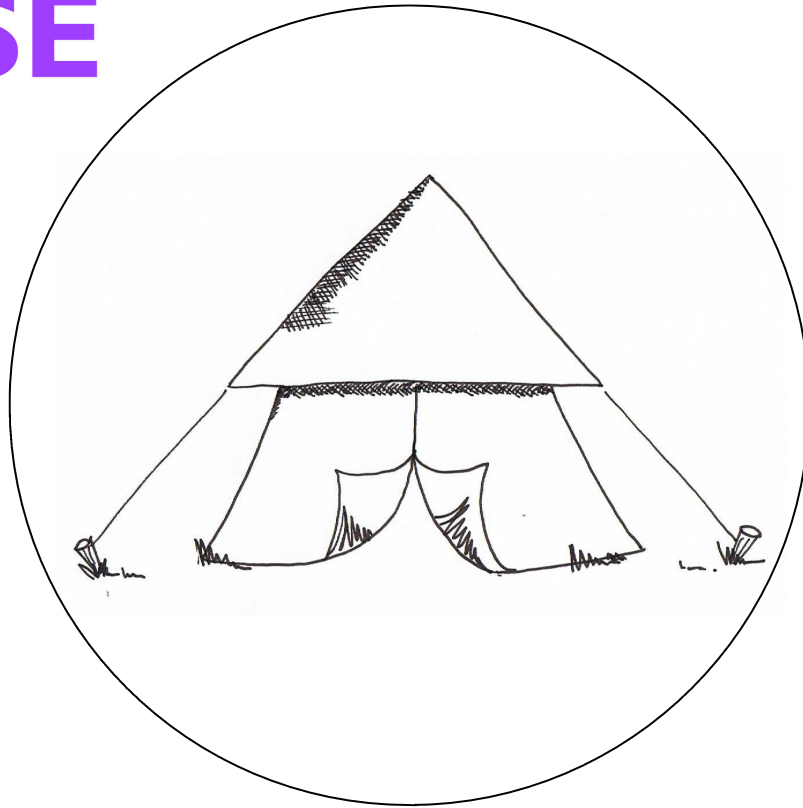




David

Elijah

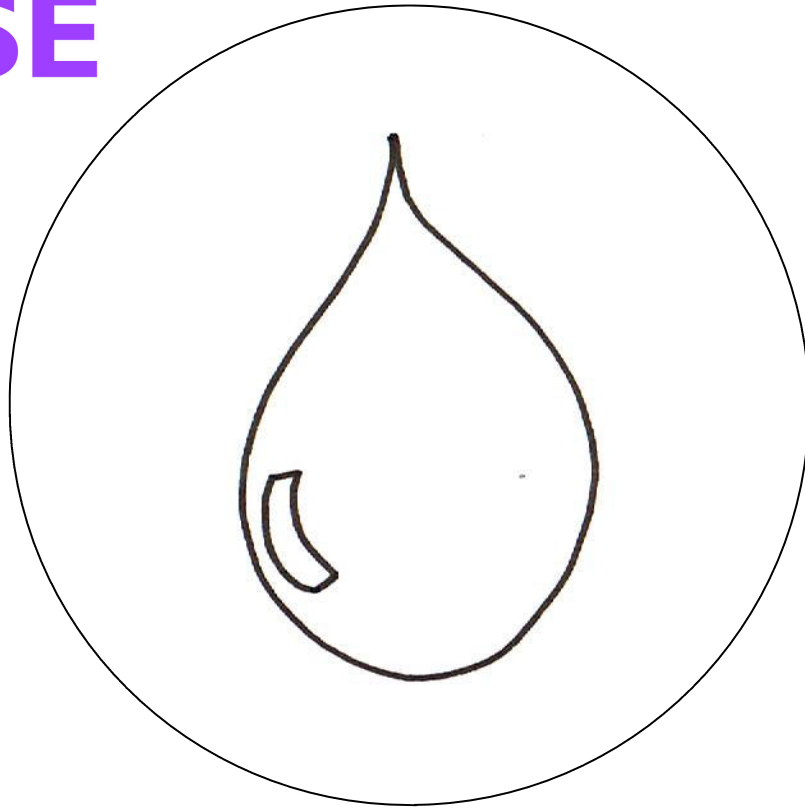




Hezekiah

Isaiah

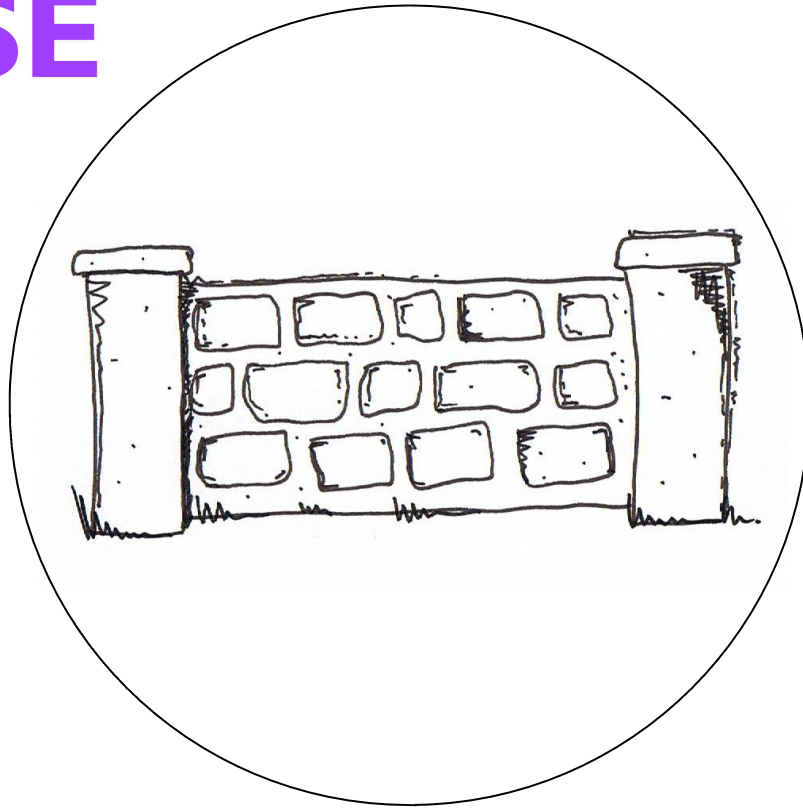




Jeremiah

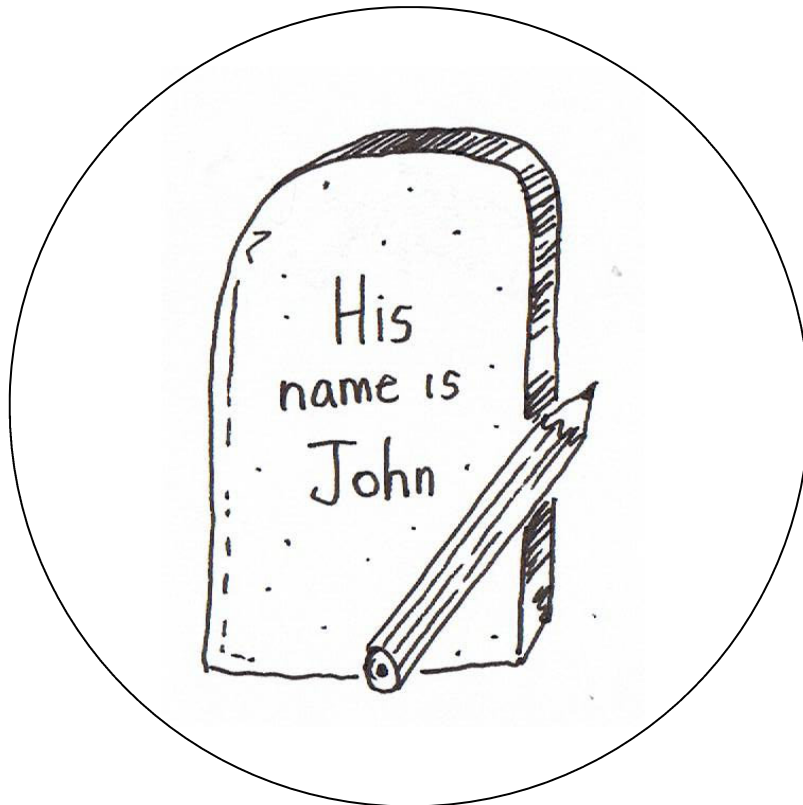
Habbakuk





Nehemiah

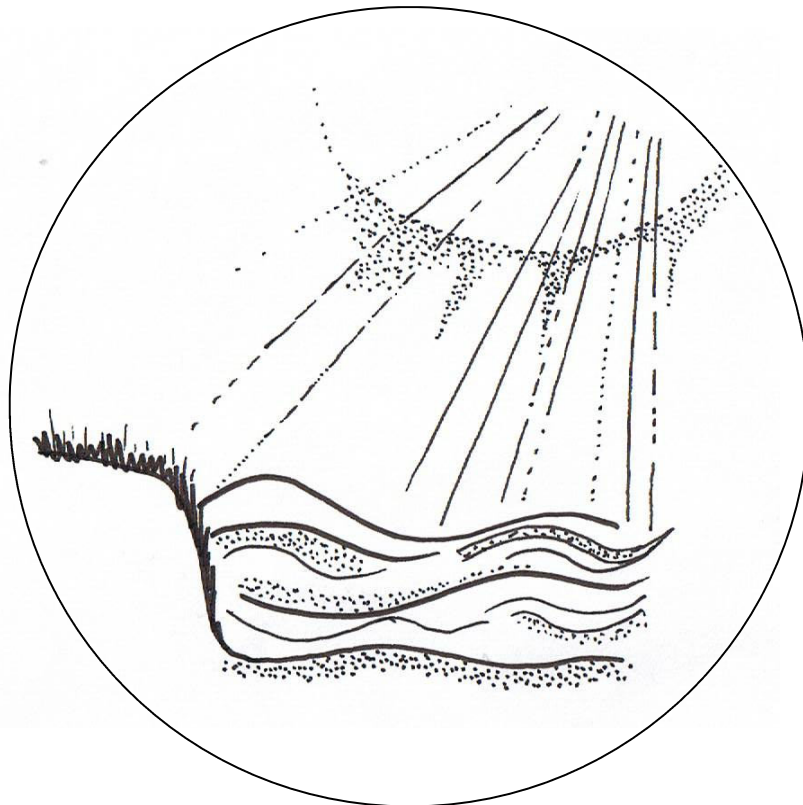
Zechariah

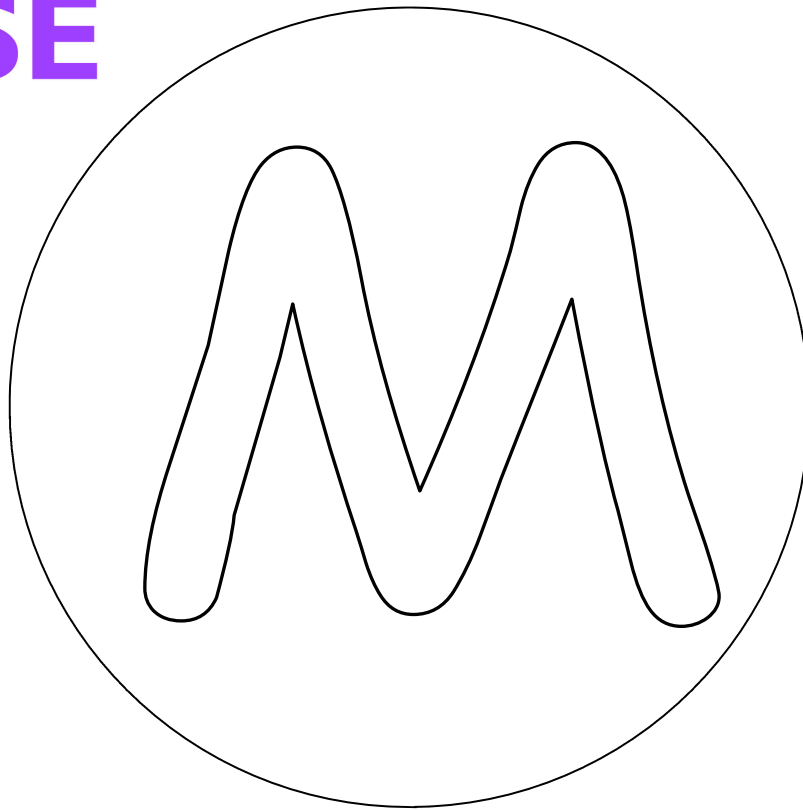




Elizabeth

John the Baptist

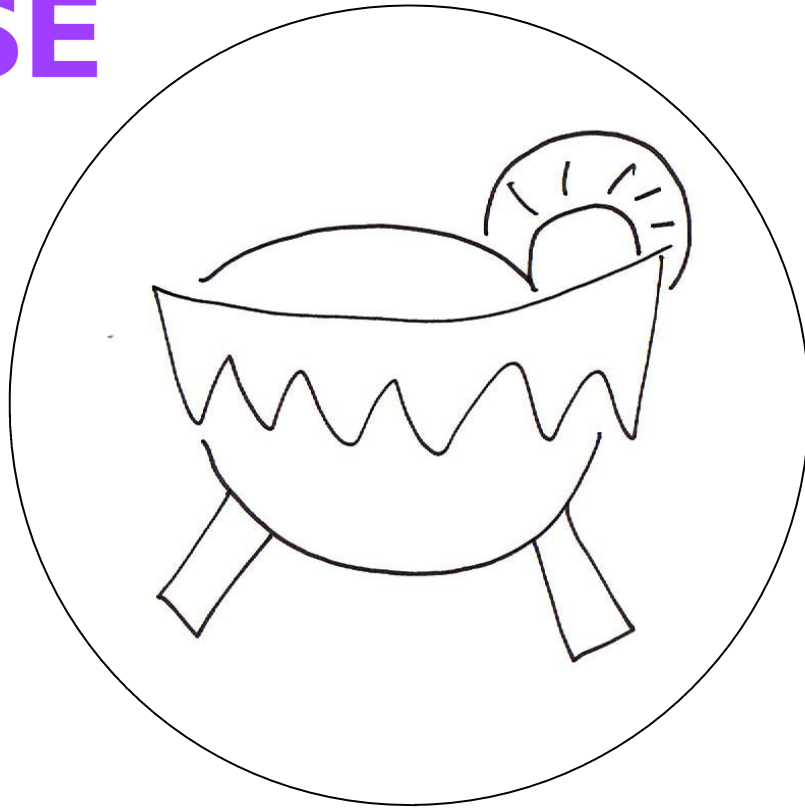




Mary, the Mother of Jesus

Joseph





Jesus