

BASED ON THE NOVEL BY C.S. LEWIS



The LION, The WITCH and The WARDROBE

10 Lesson Series by Susan E. Harper



INTRODUCTION

You are about to start an adventure of a lifetime! Join Lucy, Edmund, Susan and Peter as they discover the magical fairy tale world of Narnia! Their story starts in the outskirts of war-torn London during the war. They are sent by their parents to the country estate of the Old Professor so they will be safe from the bombs. There they try to forget about the horrors taking place in their home city by exploring the vast estate of the old professor. On beautiful, sunny days they are free to roam around outside. But on cold, rainy days they must amuse themselves in the great rooms that there never seem to be a shortage of. While playing hide and seek on one of these days, the youngest child, Lucy decided to hide in an old wardrobe in the spare bedroom. This old wardrobe was most unusual, for the deeper Lucy went to hide, the colder the wardrobe became until the soft fur of the coats gave way to brittle branches of trees. Lucy had just entered Narnia, the land of talking animals where it was always winter, but never Christmas.

C.S. Lewis wrote seven fairy tales called **THE CHRONICLES OF NARNIA**. In them he combined his creativity and skill as a literary writer with his Christian beliefs to “steal past a certain inhibition which had paralyzed much of my own religion in childhood. ... By casting all these things into an imaginary world, stripping them of their stained-glass and Sunday school association, one could make them for the first time appear in their real potency.” (C.S. Lewis)

THE LION, THE WITCH AND THE WARDROBE is the first book of **THE CHRONICLES OF NARNIA**. In it C.S. Lewis tackles the subject of good versus evil. Aslan, the Lion, represents all that is good. The White Witch, self-proclaimed Queen of Narnia, represents all that is evil. The children who enter Narnia through the wardrobe represent those who explore Christianity.

As you introduce the children in your class to the magical land of Narnia, learn the parallels of this imaginary journey with those of a new Christian. For this book is much, much more than a fairy tale for children. It holds deeper meaning for adults as you, together with the children, discover that the only way to combat the evil in the world is to call upon Christ for help. Only then can the evil force be overcome.

THE LION, THE WITCH & THE WARDROBE ... AN OVERVIEW

LESSON	CHAPTERS	VERSE	Professor	ACTIVITY SUGGESTIONS	
				Travel Log	Games & Interactive Activities
1	Ch. 1 - 2 Lucy & the Wardrobe	Psalms 119:105	Welcome	Welcome to Narnia!	Drop the Handkerchief Mr. Tumnus' Relay
2	Ch. 3 - 6 Edmund & T. Delight	John 8:31b-32	Deception	Find the Word	M&M Relay Eraser Game
3	Ch. 7-9 Beavers & the Witch	Philippians 2:10-11	Wants vs Needs	Wants vs. Needs	What's that Smell? Building Block Beavers
4	Ch. 10-11 Spring & Aslan	1 Corinthians 12:4-5	Our Gifts	You're Gifted	Gift Wrap Relay Gifts
5	Ch. 12-13 (to p.152) First Battle	1 Corinthians 12:7 Liv. Bible	Using Gifts	Serving Others	Thrones at Cair Paravel Obstacle Course
6	Ch.13-14 (p.152-165) Aslan's Deal	Romans 6:23	Sin Separates	Edmund Finds His Way	Companion Relay Team Word Search
7	Ch. 14-15 (p.165-182) A Debt Paid	Romans 5:8	Sacrifice	Jesus ... The Life Saver	Life Saver Steps B. Verse Hopscotch
8	Ch. 16 Second Battle	Ephesians 6:12	Instrument of Power	Over-Powering!	Breaking the Spell Bible Verse Pop
9	Ch. 17 Return to Wardrobe	Acts 13:32-33	Promises Kept	Narnia	Names & Places of Narnia
10	Book Review	Acts 13:32-33	The Last Word	3 IN-A-ROW Game	

Date:

THE LION, THE WITCH & THE WARDROBE

Chapters 3 - 6: Edmund & Turkish Delight

Scripture Reference: John 8:31b-32

Lesson 2 Outline:

- A. Summarize Chapter 1 - 2.
- B. Read Chapters 3 - 6 of **THE LION, WITCH AND THE WARDROBE** or the Chapters Summary.
- C. Travel Log: Find the Word (page 2)
- D. Interactive Activity: M&M Relay
- E. A visit with the Professor: Truth vs Deception
- F. Bible Verse Game: Eraser Game
Verse: ***“If you hold my teaching, you are really my disciples. Then you will know the truth and the truth will set you free.”*** John 8:31b-32
* Bold print designates modified verse for Grades K-2nd
- G. Small Group Discussion & Prayer Request Journal

Teacher’s Prayer:

“Dear Lord, thank you for allowing me the privilege of teaching this class! Today we will learn how easily it is to be deceived by those who do not love You. Please help me to show these children that Your Word is the only truth they need. Help me to show them where they can turn for the true answers to all of their questions.”

Teacher’s Notes

Supplies Needed:

A large package of M&M's

Pre-class Preparation

Write the Bible verse on the white board.

Story Characters

Needed:

White Witch

EDMUND AND TURKISH DELIGHT

Chapters 3 - 6 Summary

Lucy was beside herself with excitement when she got back to the wardrobe! Much to her surprise, her brothers and sister did not believe her! They thought she was just hiding for a few minutes and she knew she had been in Narnia for hours. When they accused Lucy of deliberately telling a lie, she became very sad and was miserable for several days. It was even worse when Edmund took pleasure in teasing her about finding other strange countries in the cupboards.

It was not long before there was another rainy day. The children decided to play hide-and-seek. Lucy again made her way to the old wooden wardrobe in the spare bedroom, but this time Edmund followed her. He wanted to tease her again about the imaginary country, but when he entered the wardrobe he found himself alone in the cold, dark woods of Narnia. As luck would have it, he met the Queen of Narnia, the White Witch herself. When she realizes he is a human boy, a Son of Adam, she pretended to be his friend and gave him enchanted candy and drink. The candy was Turkish Delight and once it is tasted, there is a need to eat more and more of it. Edmund tells the wicked Queen about Lucy's visit and the Faun who helped her. He also told her about his other brother and sister. She sent him back home through the wardrobe with instructions to bring them all back with him. When he returned to Narnia with the others, she would give them all Turkish Delight and they would all live in her palace as royalty.

Edmund reluctantly returns to the wardrobe and the Old Professor's house. Lucy was so happy to find someone who believed her story because he was there, but when they caught up with their older siblings, Edmund betrayed her and said the whole story was still a figment of her imagination.

Now Peter and Susan were really worried about Lucy's state of mind so they decided to talk to the Old Professor. They were completely surprised when he asked them how they know their sister's story is not true. He told them that other worlds have a time of their own so what may seem like minutes in our time can certainly be hours. He pointed out that a charge of lying against someone whom you have always found truthful is a very serious thing.

Finally a day came that would convince Peter and Susan once and for all who was telling the truth, Lucy or Edmund. Some visitors came to the old historic house for a tour and all four children were told to stay out of the way. They decided to play upstairs, and when they heard the visitors coming up, the children hid in the old wardrobe. Instantly they found themselves in the dark woods of Narnia. When Edmund directs them to the lamp-post, Peter and Susan realize that he had, in fact, been there before. Their reprimand puts him into a sullen mood as it is no fun to be caught in a lie.

Lucy wanted to introduce everyone to her friend, Mr. Tumnus, but when they reached his small house he was gone. They found a note left by Queen's secret police that indicated that he had been taken to the Queen's castle to await trial for his part in helping Lucy escape. Instead of returning home through the wardrobe, the children agreed to try and rescue the faun. With no idea where to find the castle, they asked a beautiful, bright, red-breasted robin for guidance. She set out leading the way flying from tree to tree.

Lesson 2C:

TRAVEL LOG: FIND THE WORD

DIRECTIONS:

Find the key word for today by answering the following questions and filling in the blanks.

ANSWERS:

Page 2

Find the Word

Directions: Find the key word for today by answering the following questions and filling in the blanks.

P E **T** E R

P **R** O F E S S O R

L **U** C Y

M R **T** U M N U S

W **H** I T E W I T C H

1. He wouldn't believe that Lucy had been to Narnia.
2. He surprised Peter and Susan by suggesting Lucy's story could be true.
3. She stuck to her story about visiting Narnia even when it was difficult and no one believed her.
4. He planned to kidnap Lucy but changed his mind.
5. She tempted Edmund with Turkish Delight.

Lesson 2D:

INTERACTIVE ACTIVITY: M&M RELAY

SUPPLIES:

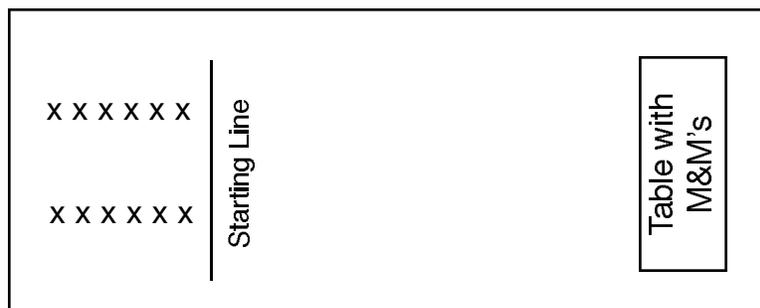
1 large bag of M&M's

GAME SET-UP:

Put a table at the far end of the table. Cover it with a long row of paper towels. On the paper towels, pour out the bag of M&M's and spread them out.

DIRECTIONS:

1. Divide the class in two teams. Line the teams up behind the starting line as diagramed below.
2. Instead of saying "go", the leader calls out an M&M color. The first player in each team runs to the table, picks up that color M&M, and returns to his team to tag the next player in line. (Yes, they can eat the M&M when they get back to their line.)
3. The second player runs to the table, picks up the same color M&M, and tags the next player on his team.
4. Repeat #3 until all players have completed the relay.
5. The team that completes the relay first wins that round.
6. Repeat #2 - #5 until all of the M&M colors have been called out.



Lesson 2E:

A VISIT WITH THE PROFESSOR: TRUTH OR DECEPTION

Good morning! I trust you enjoyed the M&M relay! Now I know how good M&M's are, but can you imagine how good the Turkish Delight must have tasted to Edmund? Can you imagine putting the very best candy in the whole wide world in your mouth and be able to eat a whole candy jar full of it? I think that old wicked Queen knew just how to tempt a young boy, don't you? Let's look together at who this Queen represents. Let's also try to understand who Edmund reminds us of and why the candy was used to deceive him. We will also explore why Lucy's brothers and sister could not see Narnia when they first looked into the wardrobe.

The **Queen of Narnia** is also known as the **Wicked Witch**. She represents the evil which has taken control of Narnia. She has declared herself the Queen even though she is not the true ruler of the land. At this point in our story she has the ability to cast her evil spell, make Narnia "always winter" and turn the good creatures of the land into stone statues. She, as Satan, has the ability to look into a person's heart, determine their weakness, and use it to get her way.

Edmund reminds us of those who are curious about Christianity, but they are looking at it for what they can get out of it. They are easily manipulated because they are often greedy. They do not recognize the truth. We will learn more about Edmund's journey through the wardrobe later.

Now why, you might ask, did Lucy's two brothers and sister not see Narnia? As with Christianity "those who do not believe, do not see." Peter, Susan and Edmund did not believe Lucy when she told them about going to a new land through the wardrobe. Remember she told them that she had been there for hours, yet she was gone from their game for only a few minutes. It was very easy for them to say she was making it all up for she was the youngest and was probably missing their parents and their home more than the other children. Just as Lucy's siblings did not believe, the first time we share our new faith with an unbeliever they do not believe and think us silly. They do not see the truth.

Lesson 2F:

BIBLE VERSE GAME: ERASER GAME

SUPPLIES:

White board (or black board)
White board marker & eraser

GAME SET-UP:

Write the bible verse on the white board.

DIRECTIONS:

1. Explain the meaning of the verse.
2. Ask all the students to stand and say it three times.
3. Pick one student to erase one word of the verse, then have all the students say the verse again inserting the the missing word.
4. Continue picking different students to erase a word until the entire verse is erased.

Verse: ***“If you hold my teaching, you are really my disciples. Then you will know the truth and the truth will set you free.”*** John 8:31b-32

* Bold print designates modified verse for Grades K-2nd

Lesson 2G:

SMALL GROUP DISCUSSION AND PRAYER REQUEST JOURNAL

SMALL GROUP QUESTIONS

1. How did the Wicked Witch deceive (trick) Edmund?
2. How can someone deceive you or one of your friends?
3. What can you do to prevent from being deceived?

PRAYER REQUEST JOURNAL

1. Ask if there were any answered prayers from last week.
2. Record these answered prayers in your journal and date them.
3. Ask if there are any new prayer requests. Record them.
4. Remind students about the prayer chain if you are using it in your class.
5. As a group pray for each request made.