



Chapter 6 Leader Guide - Hang On Every Word

Cold Case Christianity for Kids

Prepare Yourself:

Read the following sections in *Cold-Case Christianity: A Homicide Detective Investigates the Claims of the Gospels*:

Chapter 5 - Hang On Every Word

Read the following section in *Cold-Case Christianity for Kids*:

Chapter 6 - Hang On Every Word

Important Concepts In This Chapter:

We now return to the chapter order of the adult book as we look at the importance of *words*. Words matter, especially when an author or speaker has to choose between many alternatives. We see this most strikingly in the choice people make with adjectives (used to describe nouns) and adverbs (used to describe verbs). Adjectives and adverbs are always optional; so when someone chooses to add this kind of descriptive language, we usually have the opportunity to learn something. In this chapter, Lacey is going to provide us with information based on her choice of words: She seems to know a lot about skateboards, and she knows that the board rode smoothly. In addition, she mis-speaks and says, "I was— um, I mean Lincoln was on it almost every day." Most kids will catch these word choices, but some may not. You can either help them discover these hidden pieces of evidence, or wait until they are revealed in the eighth chapter. Clearly, Lacey knows more about the board than she is letting on. After reading Chapter 5 of the adult book, you'll have a firm grasp on the way Mark's words reflect Peter's influence on Mark's Gospel. If your kids are ready, feel free to add information from the adult book.

Good Questions to Ask:

"What does it mean to 'hang on every word'?"

"Why are word choices important? What can word choices tell us about the person who is speaking or writing?"

"Can you name two or three reasons why Peter appears to be the person from whom Mark learned about Jesus?"

"Why does it matter that Peter is the source for Mark's Gospel?"

"What do you think Jason may have missed from Lacey's statement about the skateboard?"