

The Visuals & Illustrations Of the Master



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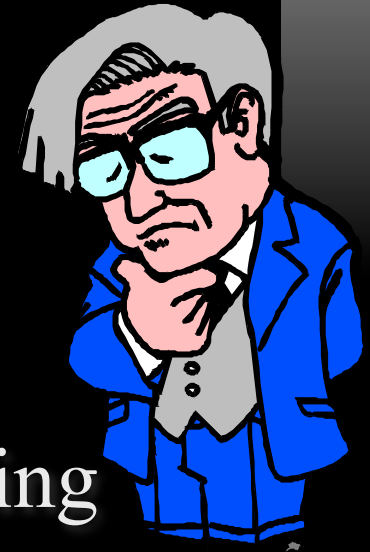
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ADVANCED GLOBAL EDUCATORS

The Visuals & Illustrations Of the Master

OBJECTIVE:

To understand that visuals:

- ◆ Can set the stage for NEW learning
- ◆ Shed light & understanding
- ◆ Develop & explain concepts
- ◆ Used to review past learning



The Object Lessons of the Master

- ◆ Jesus used common objects
- ◆ The Old Testament prophets
 - ◆ Jeremiah
 - ◆ Ezekiel
 - ◆ Amos
 - ◆ Zachariah



The Illustrations of Jesus

- ◆ Similes – “like”, “as”
- ◆ Allegories – likeness taken for granted
- ◆ Absurd



Good Illustrations Work for the Teacher

Good Illustrations

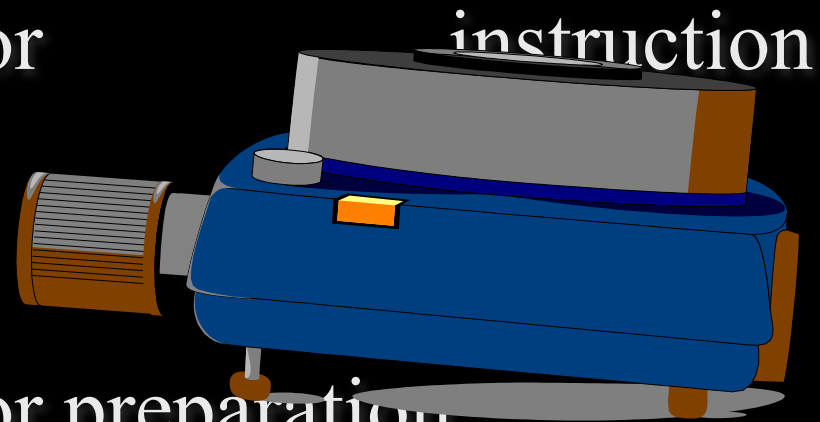
- ◆ Shed light – but never overpower
- ◆ Does not have to be explained
- ◆ Deepens impressions
& strengthens memory
- ◆ Increases the speed of learning
- ◆ Are planned



Modern Day Visuals

Never Use:

- ◆ As a substitute for instruction
- ◆ To entertain
- ◆ As a reward
- ◆ As a substitute for preparation



Rules For Illustrations



The Illustration Must:

- ◆ Point to the lesson
- ◆ Bridge the gap from known to unknown
- ◆ Not have to be explained
- ◆ Not cheapen the spiritual lesson
- ◆ Be gathered and organized

Use the illustrations of Jesus when possible!