

The background of the entire page is a 3D animated scene featuring Jesus with long brown hair and a beard, wearing a grey robe. He is surrounded by a diverse crowd of people in a sunlit, outdoor setting with trees in the background. The scene is partially overlaid by a diagonal band of color transitioning from yellow to orange to red.

MIRACLES OF JESUS

TEACHERS' GUIDE

THE KING OF KINGS

A Story Told by Charles Dickens



mofac ANGEL KOVA

Watch it on all Digital Platforms NOW.



Based on the film *The King of Kings*, this free religious education (RE) resource has been designed to support teachers in helping learners explore the life and teachings of Jesus Christ and reflect on their own beliefs.

The videos and supporting resource pack are easy to access and will provide engaging learning opportunities for pupils to develop their knowledge of Christian beliefs. In addition to a series of six lessons about the miracles of Jesus, there are a number of suggested cross-curricular activities.

The resource aims to:

- Introduce learners to the life and teachings of Jesus as presented in the Christian Bible.
- Support learners in exploring moral and spiritual values, such as compassion, fairness and respect.
- Encourage learners to reflect on similarities and differences between Christian beliefs and their own developing beliefs.
- Provide creative opportunities for learners to engage with the stories through drama, writing, art, discussion and practical investigation.

INTRODUCTION

The King of Kings is a full-length animated film from Angel Studios that brings the life of Jesus to the screen. Inspired by Charles Dickens' short book, 'The Life of Our Lord', the film features Dickens sharing the story of Jesus with his young son, Walter. As the story unfolds, father and son imagine themselves present during Jesus' life. The words spoken by Jesus throughout the film remain true to the Christian Bible, and through the lens of a child's imagination, the miracles of Jesus are brought to life.

The miracles of Jesus are recorded in the four Gospels of the New Testament of the Bible—Matthew, Mark, Luke and John. *The King of Kings* is faithful to the Christian Bible, sometimes incorporating details from multiple gospels in its retelling of different events and miracles. Some details in the clip might be slightly different than the passage but it doesn't necessarily mean the filmmakers 'did it wrong'. Rather, each gospel records different details about the same events—just like fans seeing different angles of the same goal in a football match—and *The King of Kings* wanted to incorporate many of these details.

SESSION OVERVIEW

Each session includes a teacher guide, a reflection sheet for learners and a quiz. The sessions could be delivered as whole-class lessons, with a group of pupils, or as an independent task.

Session 1 — Jesus Heals a Blind Man

Session 2 — Jesus Heals a Paralysed Man

Session 3 — Jesus Feeds the 5,000

Session 4 — Jesus Walks on Water

Session 5 — Jesus Raises Lazarus



LEARNING AIMS

By engaging with *The King of Kings* resource, learners will have the opportunity to:

- **Understand key biblical stories**—exploring the life and miracles of Jesus and considering their significance. *For example, learners might discuss the meaning of a particular miracle, or recount a story in their own words.*
- **Develop knowledge of Christian beliefs and values**—considering how these have influenced Christian practice and morality. *For example, learners could reflect on compassion, fairness, or generosity, and discuss how these values are relevant today.*
- **Reflect on personal beliefs and values**—exploring similarities and differences between their own developing worldview and Christian teachings. *For example, learners could journal about how a story or value relates to their own experiences.*
- **Connect learning across subjects**—making links between religious education and wider curriculum areas such as literacy, history, science, or art. *For example, learners might create a timeline of key events, map locations from the stories, or explore scientific concepts connected to the miracles.*

CROSS-CIRCULAR SKILLS DEVELOPED

The King of Kings resource provides opportunities for learners to develop a wide range of skills across different subjects. Teachers can adapt these activities to suit their learners and curriculum context.

Literacy: Exploring and communicating ideas through writing

For example:

- Learners could imagine they are a character in one of the stories and write a diary entry from that perspective.
- Learners could create a play script based on one of the video clips.
- Learners could write a newspaper report about one of the miracles.

Expressive Arts: Exploring stories through visual and dramatic expression

For example:

- Learners could create artwork inspired by scenes such as Jesus walking on water.
- Learners could write their own script for a favourite scene and perform it with classmates.
- Learners could explore different drama conventions, such as freeze frame, thought tracking, mime, hot seating, soundscaping, monologues, and tableau, to enhance understanding of the story.

Social Studies / History: Investigating life in the past and making connections to today

For example:

- Learners could access primary and secondary sources to research what society was like during Jesus' life and compare it to their own.
- Learners could research more about the life of Jesus and other key historical figures of the time.
- Learners could create a timeline of key events in Jesus' life.
- Learners could identify key locations of Jesus' life and work on a map.



Science: Exploring practical investigation and problem-solving

For example:

- Learners could investigate floating and sinking of objects in water to apply understanding of buoyancy.
- Learners could design and test boats to see which materials float best and can carry small 'cargo,' such as pencils or rubbers.

Technologies / Design: Creating and constructing models

For example:

- Learners could make models of key scenes from the film, such as the paralysed man being lowered through the roof.
- Learners could use design and problem-solving skills to plan and build models using a range of materials.

Digital Literacy: Researching, evaluating, and presenting information

For example:

- Learners could use digital tools to research historical context or the life of Jesus.
- Learners could evaluate the reliability of different online sources and present their findings digitally.