

Exploration Station
Palm Sunday 2011 – Mark 11

I. Icebreaker/Game (Gym)

A. Colors

II. Angry Jesus

A. Characteristics of Jesus

1. kind, loving, caring, etc.
2. Mark shows Jesus can get angry

B. Jesus gets angrier through the chapter

1. Cheered on his entrance
2. Goes to Temple and looks around (v. 11)
 - a. can't do anything so he leaves
3. On way back to Temple, curses fig tree that gives him nothing (v. 12-14)
 - a. not serving the Lord, no matter the time
 - b. Lord wants us to be ready
4. Temple, REALLY upset
 - a. turns over tables and benches
 - b. won't let anyone take merchandise out (v. 16)
 - c. "house of prayer...den of robbers"
5. Fig tree completely dead
6. Jesus and the Pharisees
 - a. complete attitude (v. 29-30; 33)
 - b. Jesus tired of being kind, going to die, Pharisees not getting it

C. Jesus is fully human, has all the emotions

1. Crying in Gethsemane, crying out for this Father

III. Palm Sunday

A. Start of the week that ends in Jesus' crucifixion and resurrection

1. Triumphal Entry
2. Clearing the Temple
3. Last Supper/Garden
4. Crucifixion
5. Resurrection

B. Jesus spends the week preparing for His death

1. Enters as a "king"
2. Acts like God
3. Socializes and agonizes like a human
4. Dies like a criminal
5. Returns as the Messiah

C. Memory Device for Holy Week

1. Hand motions to remember the 5(6) events of the week

IV. Offertory

V. Memory Verse

- A. 1 Peter 2: 15