

Phil & Debbie Smith

Wee Can Know

PO Box 131

Arabi, LA 70032



***Pilgrim's Progress* Condensed Glossary and Reading/Viewing Guide**

Author: John Bunyan was born in 1628 in England almost 400 years ago at a time when freedom of religion was illegal. John was an evangelist and he preached the truth of God's Word to anyone. He strongly felt that he must obey the law of God over the laws of England (Acts 5:29). He was arrested and put in jail in Bedford, England. He was imprisoned for 12 years.

While in prison Bunyan had two books, the Bible and one on Christian Martyrs (Christians who died for their faith). During that time, he completed 60 books on the Christian faith. The most enduring classic is *Pilgrim's Progress* (at one time, second in popularity next to the Bible).

How to use this guide: Depending on the age of your child and his/her attention span, first, read this viewing guide first for your own understanding. As you view the movie (read the book or listen to an audio version) pause from time to time to explain the meaning behind a certain character/thing/ or place. Avoid trying to teach every moment and losing the enjoyment of the book or movie. If you purchased the movie, you can enjoy with your child more than once and explain new concepts with each viewing. If reading the book, you can ask questions as you read each chapter.

Apollyon: (Wicked Prince, Monster) Represents satan and his demons in the Christian warfare. It is the battle against evil and our selfish heart in the Christian life. Once we ask Jesus to be our Savior from the punishment of sin, satan wants to trick us into not allowing God to guide us to what is our best desires.

Armory: The place a Christian goes to for prayer and meditating on God's Word. This prepares one for the day's journey and is how one puts on the armor for the battle against evil for that day. (This is a daily practice that builds joy and peace for a believer in Christ.)

Armor of God: Symbolic protective armor provided through the Holy Spirit that Paul describes in Ephesians 6: 1-10. 1) **helmet** - accepting Jesus as Savior and Lord. 2) **breastplate** – avoiding guilt by doing what is biblically right. 3) **belt** – Seeking and following God's truth. 4) **shield** – trusting who God is and His promises. 5) **shoes** – knowing how to sharing the gospel with others. 6) **sword** – understanding the Bible correctly and hearing God's leading in your spirit. Download a free guide for teaching the armor of God @ <https://WeeCanKnow.com/Armor>

Telling His Story

WeeCanKnow.com/Pilgrim

Teaching Little Ones

WeeCanKnow@gmail.com

Training Leaders

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Believe: Described in Acts 16:31, this describes not just “knowing” about God but trusting (acting upon) that knowledge with your faith that God is who he says he is and He keeps His promises. For example, we only sit in chairs that we believe (or trust) will hold us up.

Burden on Back: A picture of recognizing the sin (punishment, guilt, and consequences) in one's life. The burden (guilt, worry, and hopelessness) grows when one's conscience becomes more aware of God's Word and feels shame for sinful behavior. How do you get rid of the burden of sin? Believing Jesus died to take the punishment of your sins and letting Him be the boss of your life.

Bypath Meadow: One of satan's tricks is to entice the believer to take short-cuts on the Christian journey. One may think he/she has so much work to do that he/she has no time to pray or fellowship with other believers. This leads to neglect of reading the Bible to remind oneself of God's wonderful promises. When we try to take short-cuts in the Christian journey we can lose the Christian armor needed to defeat the *Giant of Despair* (see definition below).

Celestial City: Celestial (supremely good, in the heavens), another name for God's home, heaven.

City of Destruction: Where people live before receiving Christ as their Savior from the punishment of sin.

Christian Pilgrim: A pilgrim (someone on a journey or trip) seeking to follow God's leading for his/her life.

Doubting Castle: When Christians make decisions with their own heart (or will) and they start to doubt God's leading and promises that can take them toward their best desires.

Fiery Darts: These represent satan's lies to keep someone carrying some or all of the burden of their sins.

Gate of Decision: The moment one surrenders to God's Holy Spirit and trust Jesus to be the Savior from the punishment of sin. Then God's takes away all of the punishment of your sins and past guilt.

Giant of Despair: The result of following *Bypath Meadow* (taking short-cuts in the Christian journey). When we neglect our Christian practices of prayer, scripture reading, singing hymns, fellowship with other believers, and talking with God, we can suddenly feel overwhelmed or in *despair*.

Good King: Jesus

Hopeful: A Christian friend that gives another believer encouragement and hope. A believer that reminds *Christian Pilgrim* that God is who he says he is and He keeps His promises.

Humiliation: This happens with a *Christian Pilgrim* falls for one of satan's *fiery darts*, tricks or lies.

Ignorance: Someone who believes they are saved from the punishment of sin but they do not know the true way of salvation. They believe their good actions or something else will save them from the punishment of sin. An example is the story of Cain and Abel, Cain brought an offering of his vegetables and felt it should be accepted by God. He was angry when God did not accept it. Cain was trying to worship God his own way and not God's way.

Key: The *key* represents the holding to the promises of God. The *key* to staying on God's path and staying out of the *Doubting Castle* or *Giant of Despair* (without hope) is to remember and trust God's promises. As one grows in their Christian pilgrimage, one learns more and more how to use *the key* (rely on God's promises).

Light: Jesus is the *light*. *Light* (understanding) scatters the darkness (ignorance). When we know Jesus as our Savior from the punishment of sin, He gives us His Holy Spirit inside us to help us understand God's good way on our Christian journey.

Mr. Goodwill: The believer that helps another come to come through the *Gate of Decision* (see above). Sometimes it's the church pastor, Sunday School teacher, a family member, or a friend. This is also the person who prepares (counsels) pilgrim for the start of his Christian journey.

Palace Beautiful: This represents the gathering of Christians together. This is sometimes church, Sunday School, or a neighborhood Bible study or meeting.

People in Destruction: People who live in the *City of Destruction*. Those who still need to trust Christ as their Savior from sin. They may try to hinder one in the Christian journey because of their unbelief.

Pilgrim: Someone on a journey in life.

River: This describes the time in the Christian's journey when they will cross over (pass away) from this earthly life and enter the *Celestial City* (Heaven). For some people their passing away may be slow through a long illness while other people leave earth suddenly (in an accident or sudden death). Each person's journey is different and special. God knows when the time is right for each life. If we follow His leading, it will occur when it is best for us and in His timing.

Stony Way: The Christian journey is not always a smooth path. Sometimes the path may seem hard, one may feel a desire to run from the difficulties which only leads to sorrow and regret. By

trusting God's plan and knowing His way is best, one can experience great joy and peace along the way through the whether the path is hard or smooth.

Two Paths: The Bible talks about two paths in life. The Christian journey is on the "narrow" (more challenging) path. The Bible says few people are on this path. The Bible says "broad" (or wide) is the path that leads to destruction (separation from God). On earth, more people are on the path that leads to destruction. The *narrow path* (allowing God to be the boss of your life) is the one that leads to eternal life.

Final Notes for Parents: *Pilgrim's Progress* is an allegory, metaphor, story, or picture of the process of how the journey from an unbeliever to believer to when we die and go to heaven one day. This is hard for children to fully understand at first. However, children, by reading, listening, or watching the story; can remember the story until the day the Holy Spirit gives them the understanding for applying it to their daily walk with Him. As a parent, we can plant the seeds of faith in the child's mind so the Holy Spirit brings the lessons to remembrance in God's perfect timing (2 Timothy 3:15).

This is why God stresses the importance of teaching children about Him (made as concrete as possible for children) in formative years (see Deuteronomy 6:4-9). Whether by rote memory, storytelling, or active play, we want to help children store vital information that the Holy Spirit can use to guide them to spiritual maturity sooner. Children instinctly want to hold, the things learned before the age of six, as truth for the rest of their lives. This is what Proverbs 22:6 teaches. So, it is imperative that what we, as teachers and parents, teach a young child absolute principals of truth. We must avoid Christian clichés that the world can twist to get the child to assume that God's truths are false.

Source: *Bible Visuals International*, Akron, PA, Children's Visualized *Pilgrim's Progress*, John Bunyan, adapted by Rose-Mae Carvin, used by permission of publishers, The John C. Winston Company.

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@<https://biblevisuals.org/product/5440-the-pilgrims-progress/>