

1. What is the Purpose of the Teacher's Manual?

To educate is to accompany and bring out the best in every student, so as to introduce them to their reality, to the world surrounding them. The subjects of this educational proposal are youth from 12 to 16 years of age, who find themselves in a phase of evolutionary change, in the “wonderful” stage of adolescence that represents the passage from childhood to maturity.

These young people have a malleable personality that is susceptible to manipulation, and they are easy prey for the reality in which they live.

To educate well is to be capable of demonstrating the truth about existence to young people, so that they may develop a good personality that corresponds to their personal dignity.

This educational task is no small feat, and that is why these guides aim to accompany the teacher along the path of leading young adolescents to come to know and value their own sexuality, and of educating and guiding every heart.

This manual provides the teacher with a working foundation and in-depth look at the topics that will be presented to the youth.



1. THE UNITS

- The content is broken up into six units.
- Each unit represents one part of the tent. Eventually, the youth will be able to be able to connect different parts together, and set up their own tent.
- A series of LESSONS are provided for each unit, presented with the designated objective for each lesson. The title of each lesson corresponds to a biblical quotation.

2. SCENES AND MOVIES

- There is a series of movie scenes suggested for each unit to help the teacher captivate the youth's attention and further develop the concepts presented in each lesson.
- There is also a suggested movie list, containing films which are useful to reinforce the content contained throughout either one or several units. There is an explanatory guide for each film.

3. LET'S GO CAMPING!

- This section shows the teacher how to help the youth prepare a STORY with suggested characters, so that they may develop the content of each unit in an in-depth way by constructing different situations that could derive from each scenario.