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## PRESS RELEASE - 2 JULY 2009

# Forgotten? Outdated? Irrelevant? Re-written! New research on the Ten Commandments...

A new survey commissioned by Electronic Arts, makers of 'God game' Sims 3, reveals that over a quarter of 11-16 year olds can't recite a single one of the Ten Commandments from memory! Only six percent of British adults can remember all ten.\*

The Electronic Arts press release goes on to suggest that they are now seen as *'outdated and irrelevant to modern life in the UK'* - so the survey asked people to rewrite them to reflect the world we live in today!

*"This is a startling example of the change in society which has come about through the lack of Biblical knowledge of today's young people,"* said David Dorricott, Executive Producer of Friends and Heroes. *"Our aim in creating Friends and Heroes was to ensure that this generation of young people could see and hear Bible stories in a way that's relevant for today - through TV! After all, the 10 Commandments formed the very basis of our legal system - and that of most Judeo-Christian societies."*



The final DVD in the Friends and Heroes series is released on Friday 3 July and features the story of Moses and the Ten Commandments alongside many others including The Crucifixion and Resurrection of Jesus.

There is much evidence that telling Bible stories in a real-life context is very effective in communicating both their meaning and application for life today. *"(The Bible Society) found story to be not only a time-honoured teaching device, but one suited to all ages and abilities. But it is no good simply to tell the story (or worse, read it) and expect it to be understood. The child has to be provided with sufficient "culture clues" to enable them to see the story in its original context."*\*\*

Friends and Heroes does just that. Bible stories are told as part of an on-going adventure featuring Macky and Portia, two teenagers in the first-century AD. As they go through a life filled with challenge and intrigue, they are told stories of Macky's people (oral stories about Jesus and the Jews) and we see how these caused them to modify their behaviour, giving today's young people the opportunity to learn the same lessons.



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*"There was a time when the Ten Commandments were written on schoolroom walls. Those days are long gone but Friends and Heroes is bringing the same material to today's children in a modern, creative way through our DVDs and our highly-praised School Lesson Plans," said David. "This DVD release completes the Friends and Heroes project and means that we have also presented the entire Easter story -the most significant event in the history of the world."*



By making this material so easy to understand and remember, Friends and Heroes hopes to prevent gaffes like these from a faith-based primary school (uncorrected from the children's answers to test questions):

*"The Egyptians were all drowned in the **dessert**. Afterwards, Moses went up to **Mount Cyanide** to get the ten commandments."*

*"The first commandments was when **Eve** told **Adam** to eat the **apple**."*

*"The seventh commandment is thou shalt not **admit adultery**."*

ends

Background information:

\*<http://ea.gamespress.com/release.asp?i=1120>

\*\*[www.biblesociety.org.uk/exploratory/articles/copsav98.doc](http://www.biblesociety.org.uk/exploratory/articles/copsav98.doc)

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[www.friendsandheroes.com](http://www.friendsandheroes.com)

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