

Lesson Plans for Lesson Five: God Chooses a Family

As they come in make sure as they come in they have their family diagram with them. If not have them make it then.

There are three games today that need the class split into four groups. You can get into these groups quickly by having everyone grab a stick (or paper) with pre-assigned groups.

For example: I got a popsicle stick for each person and wrote 1, 2, 3, or 4 on each one. Under that I wrote A, B, C, or D, and under that I wrote W, X, Y, Z. I tried to mix the groups as much as possible so that they would be with different people for each different group. I passed out the sticks before the first game.

Opening Games

Human Machine (groups 1234)

Form four groups. Challenge each group to create a machine out of their members by imitating the appearance and action of the machine with as many parts (gears, levers, etc.) as they can devise. The machine should have motion and sound, and include all team members.

(If a group is having trouble coming up with ideas some quietly shared examples might include becoming a bike, toaster, lawn mower, copy machine, lamp, or washing machine.)

Give the teams five minutes to prepare their machine. Once the time is up, the teams take turns presenting and guessing each other's machine.

Puzzle Barter (Groups abcd)

(The dollar tree has 24 piece puzzles in small tins that work really well. I put 12 pieces of the actual puzzle in each tin and four pieces from each of the other puzzles)

Divide into 4 groups. Make sure that each group has the same number of members. Give each group a puzzle with mixed pieces. Explain that other teams may have the pieces they need.

Electric Fence

In this activity, you create a hypothetical electric fence. Teams must cross over without touching it. The fence can be created by tying a rope or shoe string to two chairs or other objects, as long as it is elevated waist-height or higher.

Members can't go under the fence and must be touching another member of the group with at least one hand at all times. This motivates people to brainstorm ideas, problem solve and put their proposed plans into action.

Lesson

Get out your family diagram

Take a Marker and highlight the circle where you make a distinction between family and people who are not close enough to be family. Turn to the people around you and discuss why you chose that circle.

Why did God choose Abraham? (could be confusing because God chooses because he believes in Abraham, not because he was already perfect)

What are some requirements of God's family? (committed to relationship with God, help each other, be a blessing to the world)

*What did you think it meant to be a blessing to other people?

What did you learn a covenant is? How would you describe it to a friend?
Any remaining questions from the covenant video? Or things you liked?

Demo Game Break (groups wxyz)

Split the group into teams of 8ish

Pick a dealer

each player is dealt 5 cards, and the dealer decides on a rule on how a card can correctly be played (such as "alternate red then black cards" or "alternate cards with a closed loop (e.g. 4, 6, 8, 9, Q, A) and those without"). The object of the game is to empty the player's hand.

An incorrect card goes back into player's hand. Players making an incorrect play draw another card.

If a player thinks he cannot play a legitimate card, he may declare a no play, and show his hand to everyone. If incorrect the dealer points out the correct card but does not play it and gives the player another card. If the player is right they can discard any card.

The round ends with a player running out of cards or a player correctly guessing the rule. At the end of the round each player scores the number of points/cards they have in their hand. You want to have the lowest points.

Repeat with a new dealer until the leader calls time

Lesson Cont.

Remain in the groups

What was it like to not know the rule?

Take some time to talk about the rules you saw in the different circles you have.

After a few minutes call everyone back to the lesson area.

What call story did you read? Give a summary.

Did anyone find one they related to? How?

What do you think your call is?

What kinds of things did you include in your Prayer for the People?

Antsy Game

Off Balance

Two people stand facing each other with about a shoulder's span between them and their feet tight together. They must try to make the other player move their feet by pushing their opponent's hands only. (touching anywhere else, moving feet, falling, interfering means disqualification)

Good tactics are to push their hands and then pull yours back so that they can't push you. Also you can pull hands back suddenly when they attack so they fall forward. You can make a bracket of elimination before class to make it a tournament.