

Praiseworthy Living

Date: 12th October, 2008

Reading: Philippians 4:1–9

4:8 ... Whatever is true, whatever is honourable, whatever is just, whatever is pure, whatever is pleasing, whatever is commendable ... think about these things.

Living Messages

Date: 19th October, 2008

Reading: 1 Thessalonians 1:1–10

1:6 ...in spite of persecution you received the word with joy inspired by the Holy Spirit,
1:7 so that you became an example to all the believers ...
1:9...to serve a living and true God

Making Choices: Concentration Card Game

Children can help make this game.

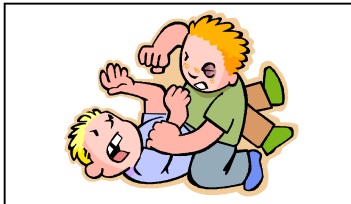
You will need sets of up to 20 cards with 2 copies of each card.

You will need:

- Cards approx the size of ordinary playing cards
- Pictures of people doing things
- glue, scissors

What to do:

- Download from the internet or from Clip Art pictures of people – including children – doing things that are kind, helpful, loving, responsible etc. You can include different workplace pictures: doctors, nurses, teachers, office workers, bus drivers, garbage collectors, pilots ... make it representative of the jobs that members of your community are involved in. This gives the message that what we do in our daily lives honours God. Also include some pictures of children worshipping God or learning in church or in school, playing games, caring, being friendly, etc.
- Glue the pictures onto the cards, one picture per card, two copies of each card in the pack.
- Make a couple of **wild cards** –

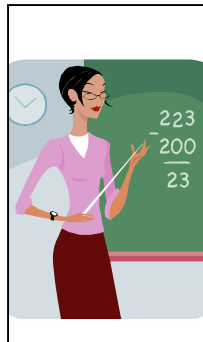


e.g. pictures of people doing the wrong thing; three or four per pack but only one copy of each wild card.

To play:

- ♦ Place all the cards face down on the table or floor.
- ♦ Each player takes it in turn to turn over two cards to see if s/he can find a matching pair. If a pair is found, the player keeps the pair and has another turn. If no pair is found, cards are turned back over for the next player to have a turn.
- ♦ Tell players that there are 2/3 wild cards that show pictures of activities that Jesus would not approve of. Players are not told what the pictures are, just that they are something that is not a good choice of behaviour.
- ♦ If a player recognises a wild card when s/he turns over the cards, s/he says "Wild card!" and if correct, the player removes the card and earns an extra point. The player continues to play, turning over an extra card to replace the wild card s/he removed.
- ♦ If the wild card isn't recognised the other players keep quiet as they will have a chance to pick it when their turn comes!

Suggestion: have different wild cards that can be substituted each time the game is played, so the players won't recognise the wild cards so easily.



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