



Lesson Intention

The intention of this lesson is to explore what happens when we have too many conflicting ideas.

Welcome

- As the children enter the classroom ask, "How would you like to be greeted? (*Instructions on CD*)"
- Next, invite them to choose a Responsibility Card. (*Instructions on CD*)

Sacred Circle

Uniting Affirmation

- Invite the "Affirmation Leader" to create an affirmation that affirms the lesson of the day, for example: **My name is** _____. **I am** _____.
- The rest of the circle then affirms the first child by saying "(Name), you are _____."
- The next child then repeats the affirmation and is affirmed by the circle. This continues until all of the children and teachers have been affirmed.

Blessing Board

- The "Blessing Angel" leads the blessing of all those present and all those not able to be with us today.

Sacred Breath

- The "Sacred Breath Leader" leads the group in one of the breathing exercises. (*Instructions on CD*)
- Share the prayer:
"I am alive with the power of God moving in and through me. With wisdom and zeal I move along the path of life allowing events to unfold as they should. With this Christ like energy I am able to stay on this path of Truth and follow it to my heart's desire. I feel the energy of God powering my life and I am grateful. Amen."

Brain Games

- The "Song Angel" makes sure the CD, *Brain Boogie Boosters*, is in the CD player. Choose one of the songs and follow the instructions.

Love Offering

- The "Love Offering Angel" leads the class in blessing the love offering by inviting the children to hold their offering in their hand (*their offering can be money or can be anything they would like to bless the world with, such as: love, joy, peace*) and pray the blessing of your choice. Then pass the basket and invite each child to add their offering.

Class Commitment:

- Create a class motto or chant to recite or review the Heart Agreements.

Celebrations

- Invite the children to share something they would like to celebrate.

Drama & Story Telling

Story Focus

Exploring how zeal can get out of control.

The Story

“The Tower of Babel,” Genesis II: 2-9

The Children’s Illustrated Bible, (Use the whole story this week)

This is the story of a group of people who had wandered in the desert for many years. They did not have a home so they decided to build a tower to heaven so they would always have a home. But as they were building the tower they began to feel more powerful than God. They were becoming willful. Soon their speech became confused and they were no longer able to understand one another. When they lost their zeal for the project, the people scattered themselves all around the world.

Discussion

- How does the story begin?
- What do the people want to build?
- How are they working together?
- What did they want to make themselves?
- What caused the people to become vain?
- They just kept working and talking more and more. How did this begin to cause them difficulty?
- How does the story end?
- What other choices could the people have made?
- What happens when we sometimes have too many ideas at once?
- What does it mean to babble?
- What would happen if we all wanted to talk at once?
- How is, everyone talking at once, an example of too much zeal?
- When we spend so much time talking that we don’t stop and listen, what can happen?
- How can we recognize that we are no longer listening?
- What can we do to help us regain our composure and begin to listen again.
- What is the most important thing that we need to be listening to?



Double Focus

Objective: The object of this activity is try to focus on two things at the same time.

Supplies

- Bucket of water, 1/group
- Whiffle balls, 10/group
- White socks, 10/group
- Plastic pitcher, 1/group
- 1/3 Funoodle, 1/group

Teacher Note:

Nerf balls and an empty bucket can be substituted for the wet sock balls and bucket of water if you are doing the game indoors.

Prepare Ahead

- Fold the white socks into balls.
- Cut a funoodle into 3 parts
- Put the socks into the bucket of water.
- Place the sock bucket and the whiffle balls on one end of the room.
- Place the empty pitcher and funoodle across from the bucket and balls, on the other side of the room. (About 10 to 15 feet separating the two ends.)

Action

- Divide the children into teams of even numbers, 6 children minimum
- Line the children up, single file, behind the bucket of sock balls and whiffle balls.
- Tell the first child in line (the catcher) to walk across the room and stand facing the line of children. Ask him/her to pick up the pitcher in one hand and the funoodle in the other hand.
- The next person in the single file line (the pitcher) begins by picking up a wet sock ball in one hand and a whiffle ball in the other hand and throwing them simultaneously at the person across the room.
- The person across the room must try to catch the sock ball in the pitcher and the hit the whiffle ball with the funoodle.
- As soon as all the balls are thrown, rotate children. The catcher goes to the end of the single file line, the pitcher walks across the room and becomes the catcher and the next child in line becomes the pitcher.
- Continue until all children have had a chance to experience both roles.

Discussion

- What was it like to try to do two things at once?
- How could this game be like having to many ideas coming at us at once?
- How do we know where to focus?
- What are some things that could help us to focus on just the most important things in the moment?



Objective: The object of this activity is to know that sometimes we have more zeal than can be contained.

Supplies

- Small plastic water bottles, empty, 1/child
- Construction paper
- Wiggle eyes
- Tacky glue
- Scissors
- Funnel
- Vinegar
- Dishwashing liquid
- Food coloring
- Aluminum pie pan, 1/child
- Baking soda
- Teaspoons
- 3" x 3" Tissue paper, 1/child

Action

- Invite the children to decide what kind of animal/character they want to create.
- Use the construction paper to create arms, legs and other features and glue them to your bottle. Add the eyes.
- The teachers, using the funnel, fill each bottle half full of vinegar.
- The children can then add a good squirt of dishwashing liquid and a few drops of the food coloring of their choice.
- Invite them to gently swirl the bottle to mix the ingredients. Then place their bottle in the middle of the pie pan.
- Give each child a square of tissue paper and pour 1 heaping teaspoon of baking soda on it.
- Tell the children to roll their squares up and twist the ends.
- Now, drop the twisted tissue paper into the bottle. Watch what happens. *(After a few moments, foam will spill out of and over the mouth of the bottle.)*

Discussion

- What happened after the teacher put the vinegar in your bottle?
- Then, a number of other things were added to the bottle. What finally caused the bottle to foam up and overflow?
- How is this overflowing like having just one thing too many going on in our lives?
- If we would like to remain full but not overflowing what are some things we can do?

Closing Celebration Circle

Lesson 10-2

Quick Tips...

- Each Youth Ministry program is unique as to how the morning is closed. Some programs end with the children joining the adults in the Sanctuary and some close on their own,
- No matter how your program is designed, offering a closing to the children helps them find completion with the lessons, helps them create a bridge to next week and gives them an opportunity to share what they have experienced.

Reconnecting Activity

- Create a ritual that invites the children back into the circle. You might use a song, ring a bell, and create a clap.

Closing Song

- Using, *Brain Boogie Boosters*, or a song of your choice, invite the Song Angel to lead the children in the closing song. The purpose is to assist them in bringing their attention back to the circle.

Random Acts of Kindness Tree

- Share all the kindness expressed today.

Sacred Sharing

- Invite the children to share what the day's experience meant to them.

Sacred Breath

- The "Sacred Breath Leader" leads the group in one of the breathing exercises.
(*Instructions on CD*)

Closing Commitment:

- Invite the class to close with the class motto or a "Yea, God!"