

SERMON ON THE MOUNT

Craft & Game Ideas



Activity ideas

1. Make a Tickle/friendly sword.

- Start by designing your own sword.
- If you need some suggestions there are plenty online, eg:
<https://www.pinterest.com.au/pin/145381894199827728/?lp=true>
- Add these words to sword blade: "loving Jesus means loving and forgiving others"
- Decorate your sword in a way that shows it is friendly or can be used to tickle, adding feathers if you have them.

2. Make a giant squeeze/stress ball

The idea of this ball is when you are feeling angry you can squeeze this ball and be reminded to pray. You can then think about how you can love and forgive those who you are angry with.

You will Need:

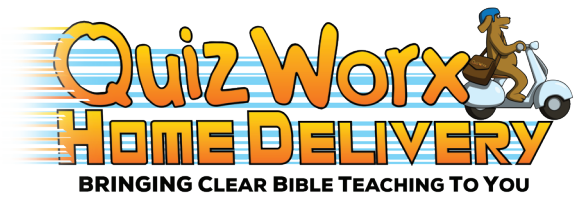
- 3 Balloons
- Rice or flour
- Scissors

Instructions:

- Stretch out your balloon. (Pro tip: Simply blow it up for some extra stretch).
- Choose your filling: rice or flour.
- Stick a funnel into the neck of the balloon.
- Slowly fill the balloon. Pour slowly to avoid clogging the neck of the balloon! If it does clog, use a pen or pencil to clear the opening.
- Remove the funnel from the balloon and let out as much air as you can. (Pro tip: To release the air, pinch near the neck and separate your finger and thumb slightly. Too wide an opening can blow flour everywhere).
- Tie the neck of the balloon closed tightly.
- Snip off the excess rubber.
- Grab your second balloon, and snip off the end.
- Grab your last balloon, and snip the end, leaving enough to tie.
- Tie the end, and voila! You've made yourself a squishy stress ball.

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Game Ideas

1. Wink Murder & Forgive (not ideal for video calls)

All of the players sit in a circle and close their eyes. The selector walks around the outside of the circle and chooses the murderer by tapping someone on the head one time. The detective is chosen by tapping someone on the head twice.

After the murderer and the detective are selected (which can be done in any order), the selector tells everyone to open their eyes.

The detective watches all the players. That player's goal is to determine who the murderer is as quickly as possible.

The murderer kills people by winking at them. When a player is killed, that player should lie down or leave the circle. When that person 'dies', they say loudly 'I forgive you'.

The detective has three chances to guess who the murderer is. If the detective does not guess correctly, he remains the detective for the next round. If the detective does guess right, the murderer becomes the detective for the next round.

2. Serving Charades (suitable for video calls)

In this game people mime different ways of serving and loving each other. Take turns doing an action silently, and the others see if they can guess what they are doing. At the end of each activity talk about how you could do that activity to show God's love to others.

If your children are old enough to read, have the family brainstorm and write down on bits of paper ways that people could serve others.

Here are some ideas, but we encourage you to write some that would really work for the people you live with:

- pray for a friend
- vacuum the floor
- cook dinner for your family
- write a letter to a neighbour
- give money to the poor
- hug someone
- read the Bible to someone
- clean up your room