

## **Create your own Invention!**

### **Plus! A Bonus Game: "Simon Simon Says Says"**

*Our lesson today is about how God gives us a purpose. Above all, that purpose is to love God and love people. Use this fun activity (and a bonus game) to help your children think about and understand what purpose is.*

#### **Supplies**

- Bibles\*
- Various craft supplies! Some ideas could include construction paper, pipe cleaners, pom poms, paper plates, tape, etc.

#### **Instructions**

- Say: Today we're doing craft a little differently. I don't have an example to show you, because we're all going to make whatever we want. Here's the only catch: **It has to have a purpose. You're making your own invention!**
- Lead kids in brainstorming things they could make that have a purpose, such as a pencil holder, a picture frame, or a silverware holder. Kids can even look at the supplies you've laid out for inspiration.
- Say: **Okay, we've shared a few ideas. Maybe that has gotten your creative juices flowing! Now it's your turn to make whatever you want.**
- Allow time for kids to work.
- Ask: **Tell about what you made. What's the purpose? What's one purpose you think God has for you right now?**
- Say: **We each have a purpose.** That purpose might change throughout your life, but God has a purpose for you today and tomorrow and when you're 30 and when you're 60! Just like you designed your craft with a specific purpose, God lovingly made you and has a purpose for you.

## ***Bonus Game: "Simon Simon Says Says"***

### **Supplies**

- upbeat music (optional)
- music player (optional)

### **Instructions**

- **Say: Today we're focusing on how we each have a purpose. Let's talk about that after a quick game of Simon Simon Says Says**
- Explain that the game is played exactly like Simon Says except there will be two Simons: you and whoever you designate. You'll both be calling out orders, and everyone has to obey *both* Simons. If a player messes up, that player keeps playing but only after doing three jumping jacks.
- Both Simons will shout out orders, and if the orders begin with "Simon says" ("Simon says raise your right hand!" or "Simon says hop on your left foot!"), the players do what they're told. If the order doesn't begin with "Simon says" ("Touch your toes!") players are to ignore the order.
- Pick a family member to join you up front. Rotate family members as your co-Simons by saying, "Manuel, Simon says go back and join the pack. Simon Says Ari will come up and be a Simon."
- Tell your Simons not to wait until kids finish doing one action before calling out another. You'll keep the game moving fast if both Simons are barking out orders.
- Finish by saying, "Simon says take a deep breath and relax. Good job! Everyone sit down, please." When they sit, point out that you hadn't ended the game. Jumping jacks for everyone!
- Announce the game is over and everyone can sit (Simon will say so this time).
- **Say: Nicely played! Thank you! A couple of questions for all of us as a group:**
  - **What do you think the purpose of this game was?**
  - **Why do you think we played it?**

As kids weigh in, affirm their answers.

- Say: Maybe your purpose was to have fun or to see how good a Simon Says player you are. And that's fine—but *my* purpose was to see how well we listen. You don't last long in Simon Says if you don't listen!
- Ask: Who's someone you're quick to listen to? Why that person?
- Some people say they listen to God. If that's something you'd say, how do you go about it? How do you actually hear from God? How does listening to God show you your purpose?
- Say: Thanks for sharing! Today we're hearing about Esther, who was quick to listen to her cousin Mordecai. God spoke to Esther through Mordecai's trusted voice—and that's how she found her purpose in a moment when God's people were in danger. The best way we can listen to God is to read His Word- the Bible! We each have a purpose, and listening to God and God's people helps us see what God wants us to do!