



Activity

Materials:

Index cards/paper (four per participant) Coloring utensils

Jesus teaches that people who are poor, hungry, sad, and hated are blessed, while those who are rich, full, laughing, and well-liked have woe, or distress, coming to them.

What do you notice about the consolations, or gifts, to those who are blessed? People who are lacking what they need to thrive will receive in the kingdom of heaven. What do you notice about the woes Jesus says?

We need all these things—food, money, joy, community. The problem, Jesus points out, is the imbalance of those things in his community. It hurts people when those who have resources do not share them properly.

Distribute four blank cards to participants. Instruct them to draw each resource on the front of one card: money, food, joy, and community, then write the name of the resource at the bottom front. Leave the back blank.

If leading virtually, have participants play with one person in their household or make two sets of cards.

Collect and shuffle the cards. Give four to each participant. Participants have four minutes to trade. They win the game if everyone has all four resources at the end. If even one person has too much or too little, they all lose. Play until they all win, increasing the time if necessary. If playing solo with two sets, draw and exchange cards with the deck of four. Try playing with these variations: shorter time, no showing or discussing cards before a trade, no talking at all, or some start with no cards while others start with eight.

After the game, talk about what was easy or hard.

- How is this game an example of Jesus' teaching?
- What is hard or easy about redistributing our own gifts to others?

Activity Adaptation

Materials:

Pennies/rocks/small objects (four per participant)

Jesus says those who are poor, hungry, sad, or don't have friends will receive gifts in the kingdom of heaven. Those who are rich, full, happy, and have friends, will not receive those things. People who have resources, or useful things, but don't help others, are not helping build the kingdom of heaven.

Show the objects. These "gifts" represent money, food, happiness, and community. We want all those things, right? But sometimes someone doesn't have enough of one or has too much of another. Have them close their eyes. Pass out the gifts, giving some seven or eight, some one or two, and some none at all.

Tell participants they have to share them until everyone has exactly four. Then they will win the game! Play more rounds with a time limit, where they can only talk in a whisper, or where they can't show how many they have to their friends.

This game teaches us about the kingdom of God because we share what we have until everyone has enough. God promises in the kingdom, everyone will have plenty, but only when we work together.



Micropractice

Jesus promises, "later you will laugh." When you feel sad, take a look at a clock. Watch three minutes go by. Breathe slowly, remembering you will not feel this way forever. Later, you will be joyful again.



Download a graphic to share with your community and on social media. You can download it here: illstrtdm.in/minirevCAE6



Prayer

Dear God, help us be a blessing to those we encounter. Strengthen us to comfort those who weep and feed anyone who is hungry. When we ourselves are weeping or hungry, help us remember your promises. Amen.

2/13 Sunday - Luke 6:20-21 Mini Rev, Beatitudes, "Give to Love. Love to give" –
Wooden coin activity

Packet Materials: Mini-Rev Activity page/Activity instructions, Storybook, 12(?)
wooden discs

Activity Instructions:

Tomorrow is Valentine's Day. Jesus' sermon on the Mount is all about love too – God's love, which is not just for one special person at a time. It is for all people and creation, especially those who are hungry, hurting, and overlooked. For a long time, most people thought that God favored the rich and powerful; and the poor and hurting people must have born to deserve it. Jesus tried to turn those ideas upside down. Loving God means loving each other, and vice versa.

Activity: Draw symbols on the wooden discs in your packet or write out the gifts on some index cards to make the sets to play one of the games on MiniRevolutions Activity page.