

LOVE

OVERVIEW

lesson 13



BIG IDEA

Love is the affectionate concern for the well-being of others. It means caring, kindness, sharing, compassion, and empathy. (Webster's Dictionary)

“Love is a force more formidable than any other. It is invisible yet it is powerful enough to transform you in a moment, and offer you more joy than any material possession could.” (Barbara De Angelis)

KEY VERSES

I Corinthians 13:7-8a

Love...does not delight in evil but rejoices with the truth. It always protects, always trusts, always hopes, always perseveres. Love never fails.”

MATERIALS LIST

- magnets (one per child) pieces of paper or cardboard
- marker
- copies of coloring page
- colored foam sheets
- tacky craft glue
- permanent markers
- wiggly eyes (optional)
- sequins (optional) rubber bands large enough to fit around a wrist
- string cut into 3 ft lengths
- duct tape
- 1-2 boxes of paper clips





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OBJECT LESSON & STORY



OBJECT LESSON

Needed: two magnets, sheets of paper or cardboard, a marker.

Ask the kids what can get in the way of friendship or feeling drawn to another person? What can get in the way of showing love to others? (e.g., anger, jealousy, bitterness, hurt, misunderstanding, judgment.) Write each of these things down on pieces of paper or cardboard.

Experiment with magnetism by putting two magnets together demonstrating how the magnetic attraction causes them to be drawn to one another and stick. One by one place the pieces of paper/cardboard between the magnets until the paper interferes with the magnets' ability to stick together.

A MEMORY IN THE SAND

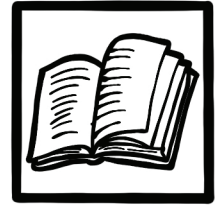
Once upon a time two friends were walking in a desert. During an argument one friend slapped the second. The second friend said nothing but knelt and wrote in the sand, "This day my friend slapped me."

The two went farther, found an oasis, and started to swim. The second friend started to drown. With a great effort, the first rescued him. Now the second friend found a large rock and chiseled, "Today my friend saved my life."

Later the first friend asked why he had written the first message in the sand and the second on a rock. His friend replied, "When a friend hurts us, we should write it down in the sand where the winds of forgiveness can erase it away. When something great happens, we should engrave it in the stone of the memory of the heart, where no wind can erase it."

SIMPLIFIED LESSON OPTIONS

- Focus on the Object Lesson and one story.
- Focus on the Object Lesson only and ask for volunteers to hold the magnets and papers.
- Tell "A Memory in the Sand" and have volunteers act it out.



TWO NICKELS AND FIVE PENNIES

In the days when an ice cream sundae cost much less, a young boy went into a cafe and sat at a table. When the waitress came by with a cup of water he asked, “Excuse me, how much is an ice cream sundae?”

“It’s fifty cents.” The waitress replied before moving on to help another customer.

The boy reached into his pocket and pulled out all of his coins. Laying them on the table he counted out three ten cent coins, three five cent coins, and five one cent coins. “Ten, twenty, thirty, thirty-five, forty, forty-five, forty-six, forty-seven, forty-eight, forty-nine, fifty!”

When the waitress came back to take his order the young boy asked, “Could you tell me how much a plain ice-cream would be?”

The waitress, feeling irritated that this little boy was asking too many questions and would be spending so little money answered gruffly, “It’s thirty-five cents.”

The boy looked at his coins again. “OK, I’ll take one plain ice cream, please.”

The waitress quickly brought is ice cream and set it down with the bill. The young boy ate his plain ice cream and thoroughly enjoyed it. He paid the cashier and left. A little later the waitress came to the table to wipe it down and prepare it for the next customer. What she saw there made her swallow and tear up a little. On the table was a neat pile of coins, two nickels and five pennies. The young boy had chosen the plain ice cream so he would have enough money left over to give her a 30% tip.

DISCUSSION QUESTIONS

- In our magnet experiment, what got in the way of the attraction the holds magnets together?
- How can things like anger, jealousy and hurt get in the way of loving friendships?
- In the story about the two friends in the desert, why did the friend write in the sand and the rock?
- How did the second friend show love?
- In the story about the ice cream, how did the young boy show love?
- The young boy thought beyond his own desire for ice cream and he changed his plan so he could bless the waitress. This story took place a long time ago, but how could it look today? How could it look in your life?





FOAM MAGNETS

Create foam designs and creatures with magnets on the back.



MATERIALS

- magnets
- colored foam sheets
- tacky craft glue
- permanent markers
- wiggly eyes (optional)
- sequins (optional)

DIRECTIONS

1. Draw designs or creatures on foam
2. Cut foam pieces out
3. Glue foam pieces together
4. Glue magnet to the back
5. Decorate with wiggly eyes, sequins, etc.



SIMPLIFIED CRAFT OPTIONS

- Pre-cut foam into smaller pieces
- Use self-adhering foam pieces
- Use self-adhering magnets
- Use self-adhering wiggly eyes
- Use pre-cut foam hearts in a variety of sizes and colors



FISHING RELAY

Teams race to collect “fish” with a magnet and line.

MATERIALS

- rubber bands large enough to fit around a wrist
- string cut into 3 ft lengths
- magnets
- duct tape
- 1-2 boxes of paper clips

DIRECTIONS

1. Tie a rubber band to the end of each piece of string.
2. Attach a magnet to the other end with duct tape.
3. Divide the group into teams of 4-8.
4. Give each team a prepared string.
5. Teams line up one end of the play area.
6. Scatter a box or two of paper clips at the other end of the play area.
7. On “go” the first person on each team slips the rubber band on their wrist and runs to gather as many paper clips as they can with the magnet. (Players may not hold the string!)
8. Players run back, take off the paper clips and pass the string to the next player.
9. Game ends when all the paper clips have been collected.
10. The team that collected the most paper clips wins!

