

DECISIVENESS

OVERVIEW

lesson 5



BIG IDEA

Decisiveness is sticking to right and just decisions. If you can accept that a bad decision carries the seed of its own punishment, why not accept the fact that a good decision yields desirable fruit? Life is a sum of choices. Good character is a victory, not a gift.

KEY VERSES

Romans 12:2

Do not conform to the pattern of this world, but be transformed by the renewing of your mind. Then you will be able to test and approve what God's will is—his good, pleasing and perfect will.

MATERIALS LIST

- clear bowl or cup
- water
- pepper
- liquid dish soap
- paper, chairs and pencils if playing game indoors





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LESSON STORY



PREPARATION

1. Use a large piece of paper and bold markers (or white board) for the Tree of Decisions activity
2. Fill a clear bowl or glass 3/4 full of water
3. Have pepper shaker handy
4. Have liquid dish soap handy

LESSON SCRIPT

Tree of Decisions

On a large sheet of paper or white board create a tree of decisions. The trunk is the initial choice with consequences branching out. Each branch then bears good or bad fruit.

Example: The center trunk = A brother and sister are home alone while their parents are at a meeting.

Branch 1 = They do their chores and homework.
Fruit = Parents are happy. Teachers are happy. Kids learn stuff.

Branch 2 = They do not do their chores and homework. Fruit = Parents give them extra chores. They flunk a test at school.

Branch 3 = They eat only snacks and junkfood.
Fruit = There are no snacks left for school.

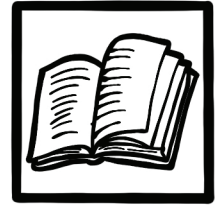
Branch 4 = They stay up late watching movies.
Fruit = They sleep through their alarm, miss the school bus and get a tardy slip.

Branch 5 = They go to bed at a decent time.
Fruit = They are well rested and have a good day at school.

Pepper Repulsion Object Lesson

Sprinkle pepper over a bowl of water. (Because of the water's surface tension, most of the pepper will float.) The bowl of water represents our individual lives. The pepper represents the people in our lives.

Now place a drop of dish soap on the water. Watch what happens to the pepper. The drop of soap represents a single decision.



The Example of the Badger

When threatened, a badger instantly sizes up the situation and determines whether to stand its ground or retreat. Many times it will back down rather than fight. Occasionally, it will bluff its adversary until it gains an opportunity to retreat before an actual conflict.

If a badger decides to fight, however, it does not turn back. A badger is not afraid to take on an animal several times larger than itself. A foolish hunter who reaches into a burrow after a retreating badger may suddenly find a set of teeth clamped onto his arm and a relentless

badger attempting to pull him into the hole.

A badger's loose-fitting hide becomes a particular advantage in battle. Opponents cannot get a good grip on the badger because its skin and fur stretch away from its muscular body, preventing an assailant from grabbing anything vital and giving the badger additional flexibility to defend itself. With this physical advantage and relentless persistence, badgers have been known to make short work of dogs four times their own weight.

DISCUSSION QUESTIONS

- Just as the pepper moved when the soap touched the water, so do some choices cause reactions from people.
- How do classmates react to a boisterous student?
- Does the choice of manners influence others?
- What choices may repel others from us?
- If a badger feels threatened what choices does it have?
- What might happen to an indecisive badger?





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CRAFT

DECISIONS COLLAGE

Think about the decisions you have made in your life and the fruit they have borne.



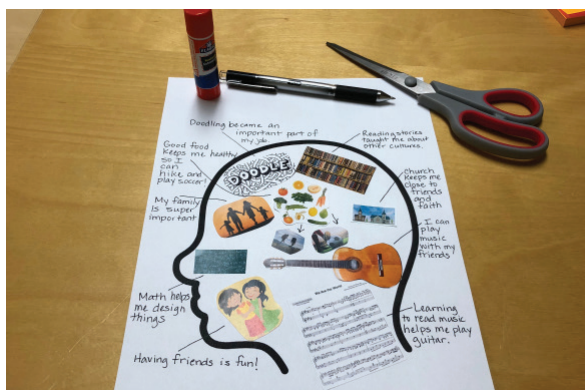
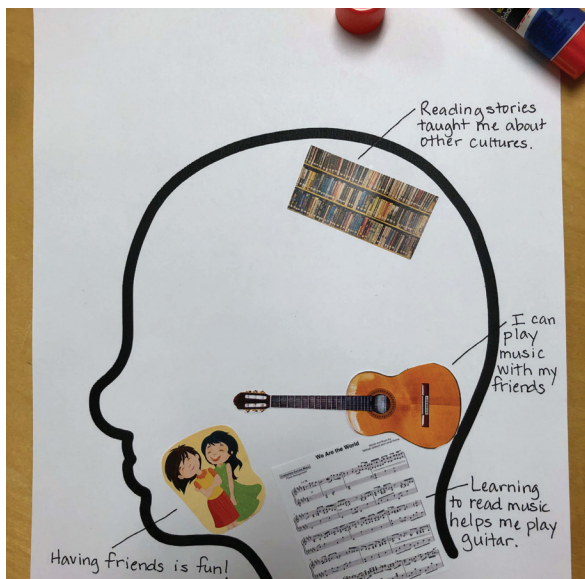
MATERIALS

- Cut out pictures from old magazines
- Prepare photo copies of empty head
- Have glue and scissors handy

DIRECTIONS

Fill the head with a collage of magazine pictures depicting the decisions and choices that make up you: activities, books, foods, friends. . .

On the outside of the circle write some fruit of the choices you have made. For instance, choosing to be friendly and to smile may lead to friends and favorable circumstances. Choosing to play the violin may lead to a position in an orchestra. Choosing to collect insects may lead into a science career.





ROCKS, TREES, STICKS!

A relay race game for teams of two involving rocks, trees and sticks!

PREPARATION

- Find an outdoor space in which rocks, trees and sticks can be easily found.
- If an outdoor space is not available use a large indoor space and substitute a crumpled paper for the rocks, chairs for the trees and pencils for the sticks.

DIRECTIONS

First you have everyone count the number of letters in their first name. Now ask them to find someone who has the same number of letters. Those two are now partners. If a person can't find someone let him/her use another name s/he is called by (i.e., a student named Matthew may use the name Matt and then look for someone with 4 letters instead of 7.) If they still can't find someone pair up with a person who has the closest number of letters.

Then the partners do a number of activities all as fast as they can.

1: They stand up and pass a stick or a rock 15 times without dropping it. If they drop the stick then they have to start over again.

2: Then they run around a tree or two hand in hand. Then come back to their start.

3: The oldest person runs (by themselves) and finds 2 leaves. Then He/She brings it their start place. Then they both stick a leaf in their hair(or behind ear) and count backward from 20 to 0. Then they run to the end line. And finally sit down till the other team(s) are done.

