

EFFICIENCY

OVERVIEW

lesson 7



BIG IDEA

Efficiency is being well organized, competent, and resourceful so we can make the most of every situation. It is doing our best and even finding new ways to use the time , energy and abilities God has gifted us with.

KEY VERSES

Psalm 90:12

Teach us to number our days, that we may gain a heart of wisdom.

MATERIALS LIST

- clear container with lid
- pingpong balls or smooth rocks of similar size
- rice or sand
- permanent marker
- paper plates or printed clock template
- crayons or markers
- scissors (provided)
- number stickers (optional)
- feathers, balloons, paper, pencils, play dough (depending on games chosen)





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OBJECT LESSON & STORY



PREPARATION

You will need a large, clear container with a lid, 3 pingpong balls or smooth rocks of similar size, and rice or sand. Prior to giving the lesson be sure you have exactly the right amount of rice or sand. Do this by placing the balls/rocks at the bottom of the cup. Pour rice/ sand on top and give it a little shake so all the empty spaces are filled. Make sure the rice/sand level reaches the very top of the cup. Empty the rice/sand into a zip bag.

OBJECT LESSON SCRIPT

Show the cup. *Here In my hand I have a clear container and with a lid. This cup represents a life time.*

Show the rice/sand. *In this bag I have rice/ sand. This represents all the minutes and hours in a lifetime.*

Show the pingpong balls/rocks. *And here I have pingpong balls/rocks. These represent time that is well spent.*

Help me think of excellent ways we can spend our time and I will write them on the balls/ rocks. (Family, church, education, sports, friendship, creativity, reading, exploring, etc.)

Call up a volunteer. *Can you please put these balls/rocks into the container? We want them to go in first because they are important ways to spend time in this one life.*

Ask another volunteer to come up. *Can you please carefully pour this rice/sand that represents time into the container and put the lid on?*

This is great! Everything fits!

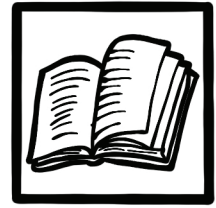
Pour the rice/sand back into the bag. Remove the balls/rocks.

Ask another volunteer to come up. *Could you please carefully pour the rice/sand into the container?*

Ask another volunteer to come up. *Now could you please put the balls/rocks on top and put the lid on?*

The lid won't fit on without spilling rice/sand.

(See Discussion Questions)



 STORY SCRIPT

Louis was the kind of kid whose favorite activity was lying around staring at the ceiling, or sitting quietly in front of the TV. He rarely joined his friends to play or his family on outings. He liked being lazy.

One day, on a school field trip, Louis sat down to rest a while and the next thing he knew, he had lost the rest of the group. But right at that moment, while getting to his feet, he was stunned to see a little dwarf walking quickly through the trees. The dwarf seemed so distracted, that he didn't realise that a huge boulder was rolling down the hill towards him. Louis jumped in and pushed the dwarf out of the way, saving his life.

After recovering from the shock, the dwarf was so grateful that he insisted he take Louis to show him one of the dwarves' secret places. So off they went through the mountains and arrived at a small clearing. In the middle of the clearing there appeared to be a well.

"This is a magic well," explained the dwarf. "Wonderful gifts come out of it, and whoever is here at the time can use them and enjoy them."

At that same moment a really cool bicycle appeared from out of the well.

"Can I can keep it?" Louis asked. "Sure, it's all yours! Enjoy it!"

Louis went over and spent a long time looking at the bike, really excited by it. Finally, he got on to try it out. And then without any warning, the bike disappeared, and Louis landed in the dirt. He would have been really angry with the dwarf, had it not been for the fact that the costume of his favourite superhero had just come out of the well, complete with all the accessories.

Again, Louis spent a long time inspecting

everything about the costume. And again, just after he had dressed himself in it and started playing, the gift disappeared.

And so it continued. Before his eyes came a procession of all the things Louis liked, but not a single one of them stuck around for very long.

The dwarf explained that the well had always worked this way, constantly making wonderful gifts, and those gifts always disappeared shortly afterwards.

Suddenly Louis and the dwarf heard the shouts of the teacher and students. The dwarf ran away shouting, "I can't let them see me, and I can't allow you to remember where this place is. But I'll present you with a gift so that you won't forget me."

He handed Louis a small parcel, "It's a miniature copy of the well, but it's just as magical. Learn to look at it in the right way, and it will provide you with great joy. Goodbye, and thanks for saving me!"

When Louis got home he opened the parcel only to discover that the gift was a simple clock with a picture of Louis playing near the well.

"The dwarf was kidding me," he thought. "I knew it would have been too much to get a real copy of that well."

So Louis sat back on the bed to practice his speciality of whiling away the time. However, when the hand of the clock had advanced five minutes, a small glow came out of the clock, and the picture of Louis happily playing burst into a thousand pieces, which came back together to form the image of a child looking lonely and bored. The same happened five minutes later, and five minutes after that, again and again without Louis having done anything.



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OBJECT LESSON & STORY

Louis began to understand. What if the gifts from the well were the minutes themselves? Was that what the dwarf had been talking about when he said Louis needed to learn how to look at the gift properly?

Time cannot stop, and therefore you have to really make sure you enjoy the gifts you're given when they come, because once they go they're gone for good and will never return.

Then he thought about the minutes he had been given in life, so many of them spent watching television or lying in his room, and those minutes would never return! He realised that, as with gifts from the well, you had to start enjoying them right away.

And ever since that day it was as though there were two or three Louis' in the house. Wherever he was, he learned to open his eyes and to discover in every moment what a fantastic gift he had been given by the well of time. And in this way he learned to read books he would never have read, play games he never would have played, make friends he never would have made, and learning lessons he never would have learned ... He learned to see time as a gift to be used thoughtfully, efficiently and wisely.

~ adapted from a story by Pedro Sacristan

DISCUSSION QUESTIONS

- What does the word efficient mean?
- What are priorities?
- What happened when we put the important things into the container first and then poured the grains of time on top? Everything fit.
- What happened when we poured the rice/sand in first and tried to put the important things on top? They didn't fit.
- Did the size of the container, the size of the balls/rocks or the amount of rice/sand change?
- How does this apply to life?
- How did the dwarf in the story teach Louis about efficiency, priority and time?
- Who ultimately is in charge of length of our lifetimes?
- Think about when God created the world. How did he use time?
- Think about when Jesus was on earth. How did he use time?



SIMPLIFIED LESSON OPTIONS

- Do the object lesson without volunteers.
- Write the important priorities onto the balls/rocks prior to club.
- Do the object lesson or the story only.



PAPER PLATE CLOCKS

Clocks help us keep track of the minutes and hours in our day. They are a physical reminder of the flow of time. Kids will make paper plate clocks with moving hands. There are a variety of methods to make these paper clocks. Choose the one that works best for your community. Clock hands are attached with brads.



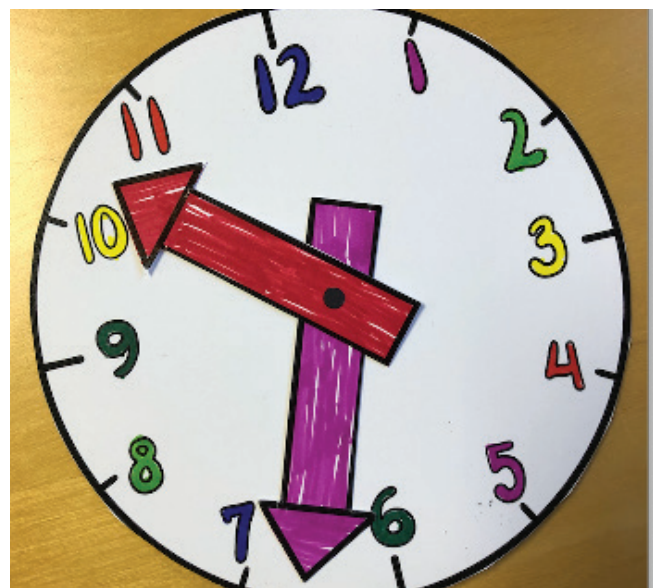
White paper plate decorated with crayons and construction paper hands



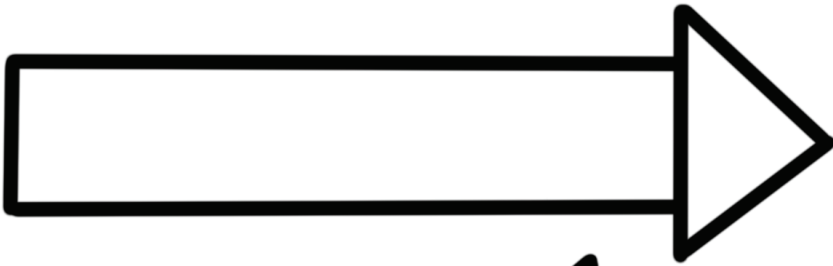
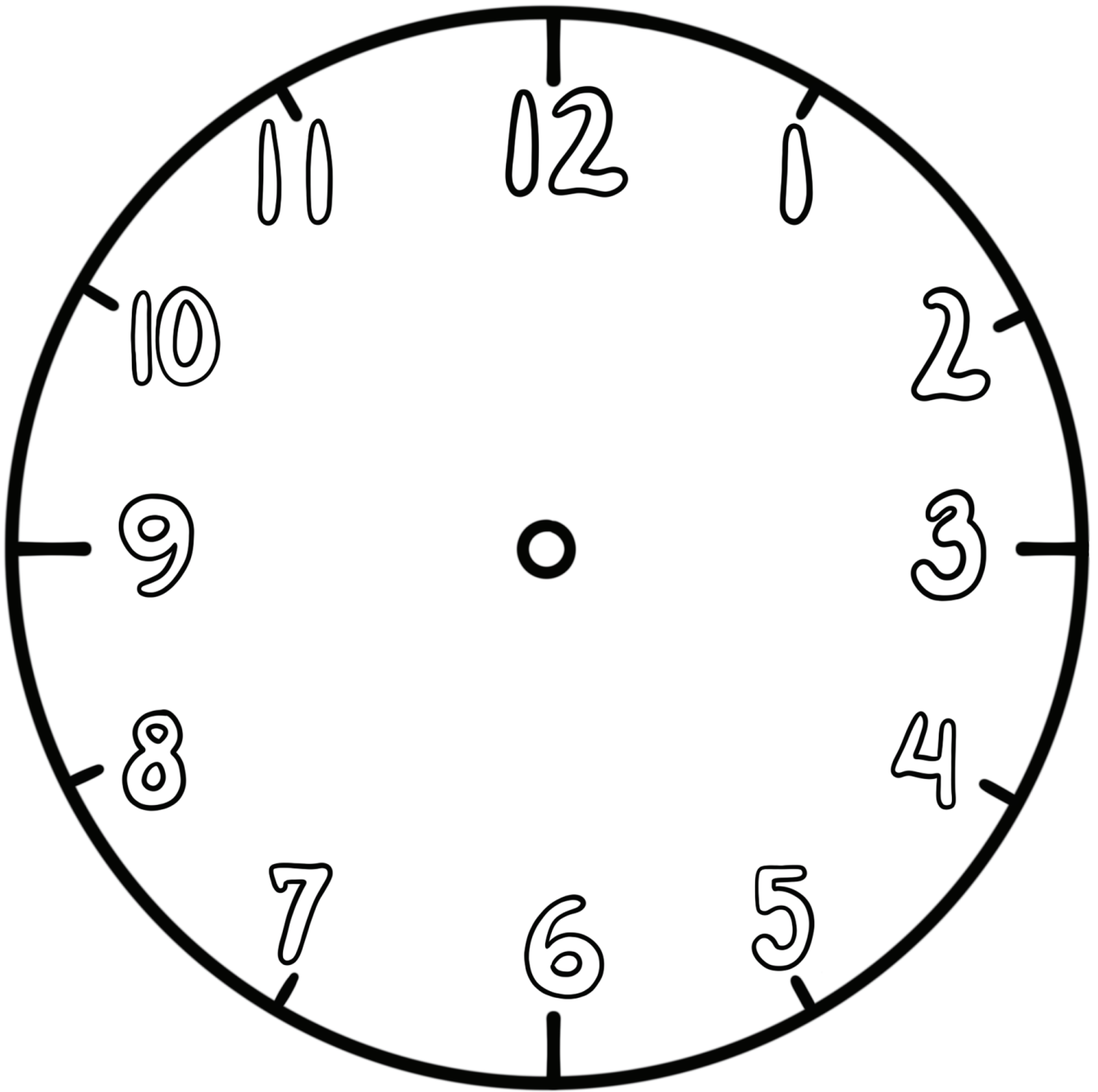
Colored paper plate with foam stickers and sequins



Painted paper plate with sticker numbers and construction paper hands



Template printed on cardstock and colored





GAMES BASED ON TIME

Have fun with this variety of games that race with or against the clock.

DIRECTIONS

- 1. Feathers** - The teams huddle together in a group. The leader throws a feather in the air above the team and each member has to blow hard to keep it in the air and stop the feather touching them. Time how long each team keeps their feather in the air.
- 2. Keep-Ups** - You can time children to see how long they can keep a balloon up in the air using any part of their body apart from their hands.
- 3. Pictionary** - All you need for this game are some sheets of paper, and some colored pens. Cards are made up with suggestions of what to draw written on them. People from each team take it in turn to pick a card, and then draw what it says. They are given a minute to do this, and during this time, their team are allowed as many guesses as they want. If their team cannot guess what it is, then the other team are allowed one guess.
- 4. Guess a Minute** - Children sit in a circle, when the leader says NOW, start timing one minute. Children sit in silence until they think that one minute has passed, then they stand up. The winner is the child who guesses closest to a minute. Make sure children with watches do not see their watches.
- 5. Sneak a Peek** - In this game, divide into multiple groups. Each group has a ball of play dough. One person from each group is selected to view a hidden sculpture made of play dough. They only have 10 seconds at a time to peek at the sculpture and must verbally relay the information that they see to the rest of their group. The group must try to recreate the sculpture based on the peek person's description.

