Learn by Doing

Choice Brand, Stand, Land



Almost as soon as the children of Israel left Egypt, they saw the Egyptians pursuing them and were terrified. They wanted to go back to Egypt. Being a prisoner in Egypt pictures a time when a person is captivated by worldly and selfish desires. When people make deliberate efforts to stop behaviors like this and follow a new spiritual path they may experience fears For example, "Will others make fun of me?" "Will people take advantage of me?" This activity explores both heavenly and selfish fears through role-play.

1. Why were the children of Israel afraid when they saw the Egyptians coming?
2. What kinds of things make people feel afraid?
3. What is fear? (Concern about a threat of losing something we love.)
4. The Word describes two sources of fear: heaven, and hell. What might "heavenly" fear be? (Fear of hurting the Lord or others; also called "holy" fear.) Can you think of an example of heavenly fear?
5. What would fear from hell be? (Fear of losing worldly possessions or selfish control over others, etc.)
6. Distribute *Brand, Stand, Land Scenarios* (p. 2). Read and discuss the chart at the top of the page. The name of the activity describes ways we can deal with fear: (1) *Brand*= name the fear, and identify whether it is good or bad. (2) *Stand*= be still and think about how to act. (3) *Land*=walk on the path of "dry land" ahead.
7. Divide students into pairs. Each pair of students will act out one of the 12 scenarios provided. Choose a time to stop the action and discuss the fear that is motivating each person's actions. If the situation remains unresolved, encourage students to suggest wise ways of moving forward in the situation.

Materials Needed

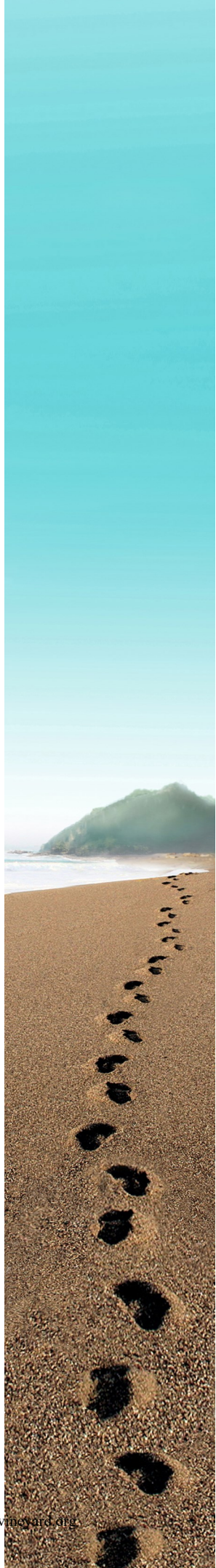
copy of *Brand, Stand, Land Scenarios* p. 2 every student, open space for acting

Prepare in Advance

Print copies of *Brand, Land, Stand* p. 2.

New Church Concept
Fear

There are two kinds of fear. Fear in which good people are is a fear of the spirit and conscience. It is called sacred fear. It is a fear of injuring the Lord, others, or what is good and true in any way. People who do not love what good and true are in external fear. It is a fear of a loss of honor, worldly possessions, reputation, and also of penalties and death. See *Arcana Coelestia* 2826.13, 3718.



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Brand, Stand, Land Scenarios

Thoughts from evil spirits inspire selfish fears that expresses themselves as	**Thoughts from good spirits inspire "holy" fears that express themselves as**
anger toward others	concern for the happiness of others
sadness for oneself	realization of the needs/wants of others
jealousy of others	fear of not being grateful for what you have
resentfulness of others	fear of not trusting that the Lord will give you what you need
blame (others, the Lord, or "fate")	protection (others, the Lord)
These thoughts may make you want to	**These thoughts may make you want to**
steal (take by force or sneakiness)	look for (right) ways to get what you want
murder (kill someone's reputation, seek revenge, say mean things)	"let go" of what you thought you wanted (decide what you *don't* want or need)
lie (twist the truth)	"stand still"—be patient

Scenarios for Role Playing

1. A valuable object is broken. Two people are discussing what happened.
2. A friend has won an opportunity or award that you were hoping to win.
3. A person sees someone collapse on a busy street.
4. Two people meet as they step out of their vehicles after a car accident.
5. A valuable (phone, wallet, electronic device, etc.) has gone missing. The owner of the missing item is talking to someone about it.
6. Two people want to watch a movie via home computer. One suspects that the only website which has it for free may be illegal.
7. A tall person sits down in front of a short person, blocking the shorter person's view.
8. Two people are admiring a beautiful object.
9. Someone just said something really stupid.
10. Two friends have tickets for a show. Just before they leave, one feels sick and wants to stay home.
11. A person is talking to a friend after hearing gossip being passed on about him or herself.
12. A person sees someone who is moving slowly, carrying a heavy package.