Learn by Doing

Choice In You I Put My Trust

The Lord asked Moses to lead His people out of Egypt. The Lord did not promise it would be easy—in fact He predicted it would be difficult. Moses worried that people would not believe him or listen to him and so the Lord gave him three signs. His rod could become a serpent, his hand could become leprous, and water could turn into blood.



Finally Moses said he was not good at speaking and so the Lord gave him Aaron to speak for him. Moses had to trust both the Lord, and Aaron, his brother.

Choose one of the *Trust Games* (p. 2) to do with your group and follow up with a discussion on trust (below).

Discussion

1. How did it feel to put your trust in your friends?
2. What did it feel like to be responsible for the safety of your friend(s)?
3. Describe how it felt to lead a friend to safety.
4. Why is trust in friends important?
5. What does it mean to put your trust in the Lord?
6. In what ways can people be "blind" to spiritual dangers that are around them?
7. How might we experience the Lord's leading?
8. Have you ever looked back on something in your life and realized that the Lord was leading you even though you didn't know it at the time? (Perhaps give an example from your own life.)
9. When is it hard to put your trust in the Lord?
10. When does it feel easy to trust in the Lord?

Materials Needed

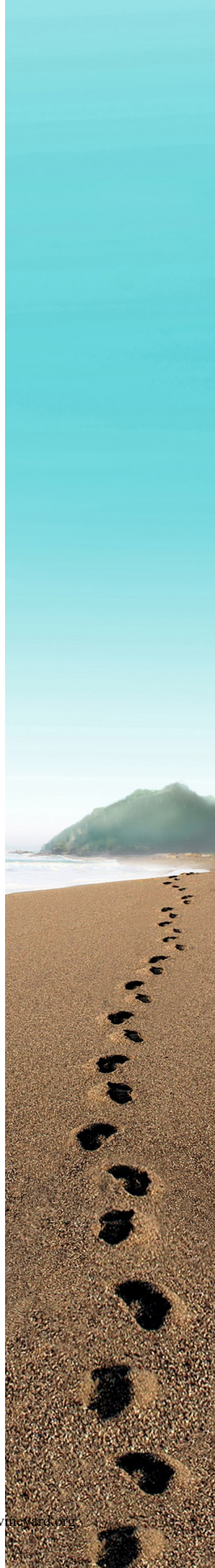
Materials vary depending on the activity you choose. See *Trust Games* p. 2.

Prepare in Advance

Choose one of the Trust Games p. 2. Read the Discussion Questions through. No other advance preparation is needed. Students will enjoy doing any set-up during class.

Fire in the Bush

It is that life-giving fire which fills a person's interiors with warmth, as one may recognize from what happens with love. To the extent that love increases in a person the person warms up; but to the extent that it diminishes the person cools off. This explains why...the Lord appeared...as fire and flame. *Arcana Coelestia* 6832.3



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Trust Games

Choose a game that will work for your group. Divide students into smaller groups as indicated. After doing the activity talk about it, using the discussion questions on p. 1.

Mine Field

pairs of players
Supplies needed: blindfolds for half of the students, an obstacle course

1. Choose a location for the game with some obstacles, but nothing dangerous. If you are outside, a location with trees and bushes might work well. If you are inside, create obstacles using chairs, sofas, pillows, cushions, etc.
2. Students will work in pairs. One person is the navigator, the other person is blindfolded. Once the blindfold is put on the navigator turns the blindfolded person around several times so he or she does not know which way they are facing. From then on the navigator cannot touch his or her partner.
3. The navigator gives verbal directions to cross the room, such as, "About 3 steps in front of you there is a chair/branch. Step around it/over it slowly."

Blind Millipede

any number of players
Supplies needed: blindfolds for all but one member of the group, obstacle course

1. This activity may be played indoors or outdoors. If you are indoors, create an obstacle course by scattering objects on the floor. If you are outdoors, choose a walk that involves navigating around objects.
2. Blindfold all but one member of your group. Players should form a line, each holding the shoulders or elbows of the person in front of them. Place the sighted person at the front of the line. The sighted person leads the group through the obstacle course. There is no talking during the game, but players may agree beforehand on directional signals.

Leading the Blind

groups of 4-5
Supplies needed: one blindfold, ropes or long scarves, obstacle course

Scatter a variety of objects on the floor to create an obstacle field. Blindfold one member of the group. Tie 2-4 (depending on group size) ropes to the arms and legs of the blindfolded person. Three or four people will take the ends of the ropes and lead him or her through the obstacle course by tugging gently on the ropes or scarves No talking is allowed.

Thumbs Game

3-6 players
No supplies

Players stand in a circle with their hands made into clenched fists in front of them. Players take turns predicting aloud how many thumbs will be up on a count of 3. Each person can put up 0, 1 or 2. Multiply the number thumbs by the number of players and make a guess. Trust your fellow players to help your prediction come true.

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