Take Action: Living Like Pigs

Students will act out scenes in pairs to bring the message of the parable of the prodigal son home.

One of the parts will be acted in the manner of a person "living like a pig" (behaving like an animal by self-indulgently wasting his or her God-given talents). Remember pigs in the Word represent our selfish desires.

The other part will be acted in the manner of a person who has



"come to himself" and is able to reflect on his or her actions from a higher perspective. Audience members can shout "Freeze!" and replace players as described below. The teacher stops the scene when its purpose has been fulfilled. Choose several of the scenarios listed below to use with your group, or come up with your own scenarios. Follow with a discussion.

Materials Needed for the Game

• *Optional:* Students may feel freer to play the part of a "pig" if they have a costume piece that distances them from their daily persona. Create a pig "tail" for the person portraying the pig by cutting a spiral from a piece of paper. Tape to the back of the "pig". Alternatively, you might use a headband with ears.

Playing the Game

- 1. Ask for two volunteers to act out a scene. One player will act in the manner of someone who is "living like a pig". The other player will act in the manner of someone who is leading an unselfish life. Players decide who plays which character part.
- 2. Select a scene from the list that follows. Once students are engaged in the activity, they may have many of their own ideas for skits.
- 3. Once a skit has started, audience members may shout "Freeze!" at any time. Both players must then freeze in whatever position they are in at the time.
- 4. The person who shouted freeze then goes and taps one of the players on the back. The player who is tapped withdraws and sits down while the new player assumes the frozen pose. Unfreeze and continue the scene.

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- 5. Players may be replaced repeatedly until a scene has been resolved.
- 6. After each skit, discuss what happened and how it relates to the players' lives. Possible discussion questions are listed below.

Starter Scenarios

- A group of friends is planning to do something fun together. One person has deliberately been excluded.
- Your friend is wearing clothing that you do not like.
- A friend has received an item you want as a gift.
- A person with a resource (food, game, etc.) refuses to share it.
- Two people need the same resource (book, computer, alarm clock, bike, etc.). They need to figure out how to share.
- Two people are asked to complete a task (dishes, cleaning, mowing the lawn, etc.). They need to decide how to divide up the work.
- There is one ticket to an exciting event. Two people both want to go. They have to work out who will get the ticket.
- An object is broken or missing. Two friends are called in for questioning. They are waiting to be questioned and discussing what they will say.

Follow-up Discussion Questions (choose one or two to use after each skit)

- 1. What impact did the piggish attitudes have on problem resolution?
- 2. What clues can help people recognize piggish attitudes in themselves?
- 3. How might different choices have changed the interactions?
- 4. Children are taught that if they are caught in a fire, they should "stop, drop and roll". What steps might you suggest someone take to stop the path of an inner "piggish" fire?
- 5. What tactics do the hells use to fuel selfish states?
- 6. If you have been in a situation like this, what steps might you take afterwards to heal damaged relationships?
- 7. The father in the story represents the Lord. He welcomes his lost son back. How might our heavenly Father "run to meet" us after we have made a mistake?
- 8. Are there any sins that the Lord cannot forgive?
- 9. How many second chances does the Lord give people?
- 10. If a friend has behaved badly towards us, what steps might we take to restore the relationship?
- 11. If we have behaved badly, what steps might we take to restore the relationship?