

Learn by Doing

**Choice**

Seed to Fruit to Seed

Students will act out scenes to show how one good action (corresponding to fruit) contains seeds that can lead to future good actions (more fruit).

Players are given a starter scenario. Once it has been acted out, audience members decide how the deed of kindness could be passed along to another person.

For example, a person helps by picking up something someone drops; the person who was helped smiles at someone who looks sad; the person who felt sad opens a door for someone else, etc. Each deed has the potential to produce further acts of useful service (fruit).

1. Ask for two volunteers to act out a scene. One player will act the part of someone with a problem. The second player will do something to help the first player. Players decide who plays which part.
2. Choose a starter scenario from the *Seed to Fruit to Seed* list on p. 2. Once students are engaged in the activity they may have skit ideas of their own.
3. Students should continue a skit until a person has been helped. Audience members may then shout "Freeze!" at any time. Both players must then freeze in whatever position they are in at the time.
4. The audience member who shouted freeze 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.
5. The person to whom the good deed was done takes the lead in thinking up a way to pass the deed forward to someone else.
6. Players may be replaced repeatedly until the teacher decides it is time to stop or re-start with a fresh scenario.
7. When the skit ends, discuss what happened and how it relates to the students' real-life experiences. Discussion questions are on p. 2.

Prepare in Advance

Clear enough space for students to act out scenarios. Print *Seed to Fruit to Seed* p. 2.

New Church Concept Action Is Important

Nothing becomes a person's own if he just thinks it, or even thinks about willing it to happen, unless at the same time he wills it to such a degree as to do it when opportunity offers (*Divine Providence* 80).

All religion is of life and the life of religion is to do that which is good. Every person who has religion knows and acknowledges that a person who leads a good life is saved...for he knows and acknowledges that the person who lives rightly thinks rightly, not only about God but also about his neighbor.... The life of a person is what he loves, and that which he loves he not only likes to be doing, but also likes to be thinking (*Doctrine of Life* 1).

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Scenarios

Choose one of the following scenarios as a skit starter.

1. You see a person fall on a busy street.
2. You are feeling overwhelmed and on the verge of tears. A friend sees you.
3. An elderly person is trying to reach an item on the top shelf in a store.
4. You and a friend have tickets to a show. Just before you leave your friend feels sick and wants to stay home.
5. A friend says something unkind about another person to you.
6. You have lost your cell phone. Your parents have asked you to call and you know they will be worried.
7. A person has lost a pet.
8. You are feeling happy and smile at a stranger you pass.
9. You feel exhausted. Your parents ask you to help.
10. You are very busy. A needy friend calls you and asks if you have time to talk.

Discussion Questions

Choose questions that encourage reflection and response to the situations in your skits.

1. Have you ever been in a similar situation? How did you respond?
2. How does your conscience affect your choice to help someone?
3. Is an action genuinely good if a person is secretly hoping for praise?
4. The Lord does wonderful things for us at each moment. How can we do something nice for Him?
5. How would you respond if you were in this situation?
6. What makes an action “good”?
7. What does “pay it forward” mean?