









## Sharing Time March 2013

### Week 4: "Jesus Christ is our Savior"

#### Identify the Doctrine:

- Play a matching game. On the top of the board place the sign that is labeled, "Who's the Saver."
- On one side of the board place all the pictures that represent danger (fire, injury, sickness, etc).
- See attached.        
- On the other side of the board place the symbols of things that might save us. For example, the fire truck, ambulance, doctor, etc.
- On the danger side, also place the graphic that says, "Death and Sin." This graphic has no match as explained later.
- Call on one child at a time to pick a match. After each child picks a successful match give them one Life Saver candy. At the end of the game they will realize that the "Death and Sin" card has no match. Ask the primary children, "Who can save us from death and sin?" Once they answer "The Savior" or "Jesus", hold up a picture of the Savior. Explain how Jesus Christ is the only one who can save us from death and sin. Hang up the sign that says, "Jesus Christ is our Savior." Have all the children repeat it together (see attached).

#### Encourage Understanding and Application:



- Make a "Life Saver" by taking yarn or string and tying it to either a hula-hoop or large ring. You can also cut out the middle of a paper plate to make a ring.
- Cut out the images of people who were saved by the Savior (see attached).
- Attach the images to paper cups so they can stand up by themselves. (This works best if the cup is placed upside-down.)
- Call one child up at a time. Hand them the "Life Saver" and have them try to toss it and capture one of the scripture people. Once they have captured one, hand them a Life Saver candy. Teach the scripture story associated with the person they captured. We will offer our "Alma the Younger" and "Enos" packets for ½ price in March. That makes each full packet only \$1.75 each.
- Continue playing until all the scripture stories have been taught.
- If time permits, place several paper cups on a table up-side-down. Underneath each cup put a Life Saver. If a child succeeds in ringing one of the cups, have them share why the atonement is important to them then they can eat the Life Saver. You could also tweak this activity by asking them a question about one of the scripture stories you just told. If they answer it correctly the child gets to try throwing the "Life Saver" to earn a candy.

Monthly Sale at [www.hatchpatch.com](http://www.hatchpatch.com)

"The True Meaning of Easter" (This would take up the entire 5<sup>th</sup> Sunday Sharing time) \$2.50



"Miracles of Jesus" \$2.00

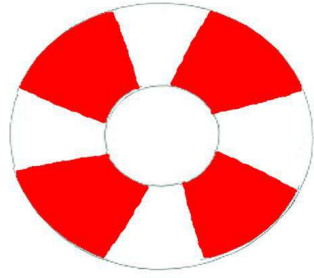
"Plan of Salvation" \$2.25

"Repentance" \$2.25

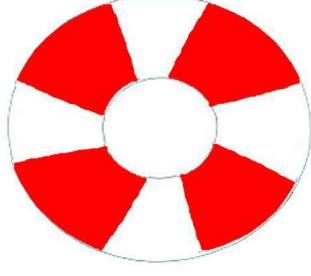
"Alma the Younger" \$2.50



# Who's

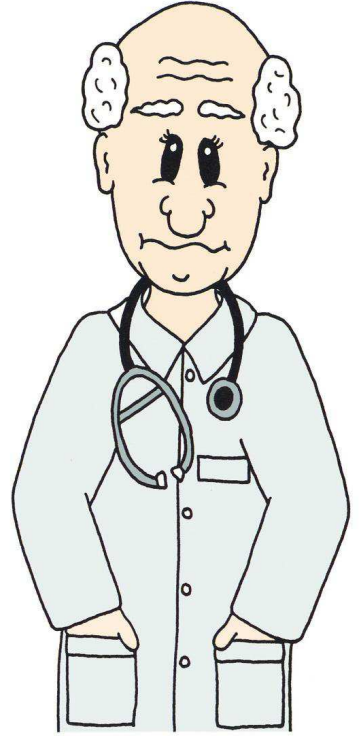


# the



# “SAVER?”

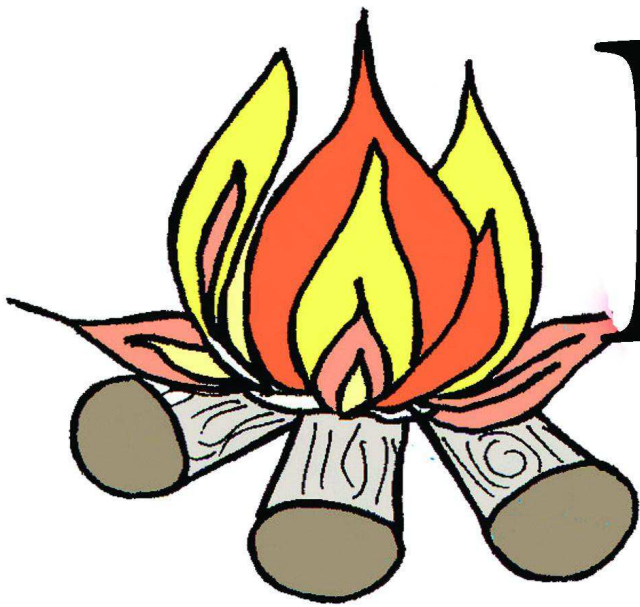
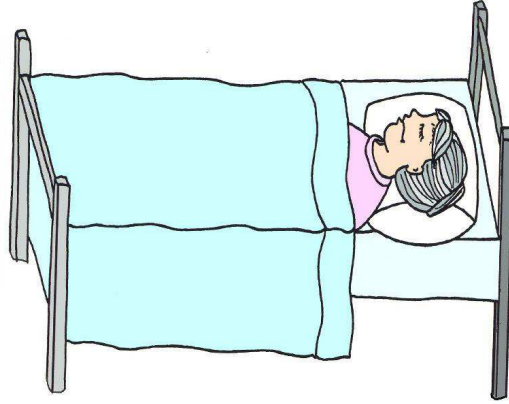
# Doctor



# Fireman



# Sickness



# Fires



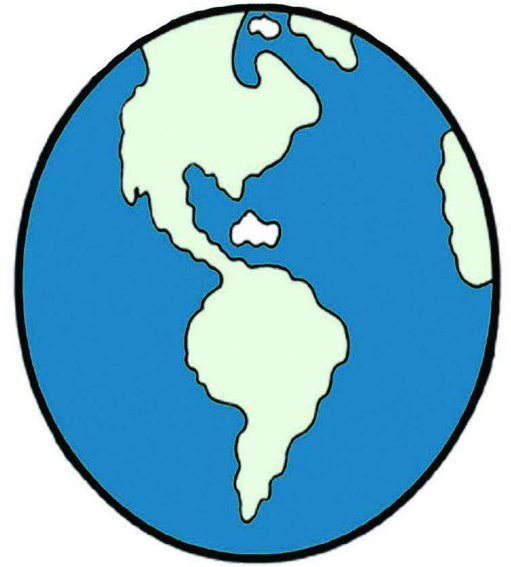


# Armed Forces



# Police Officer

# National Threats



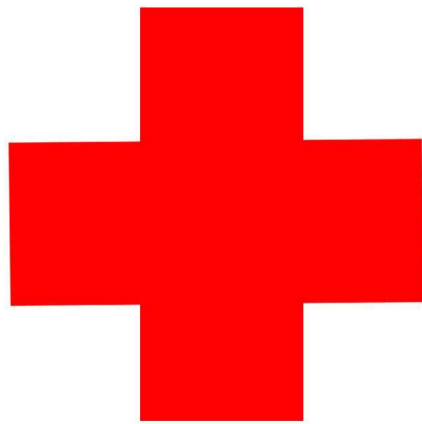
# Dangerous Drivers





# E.M.T

# Life Guard



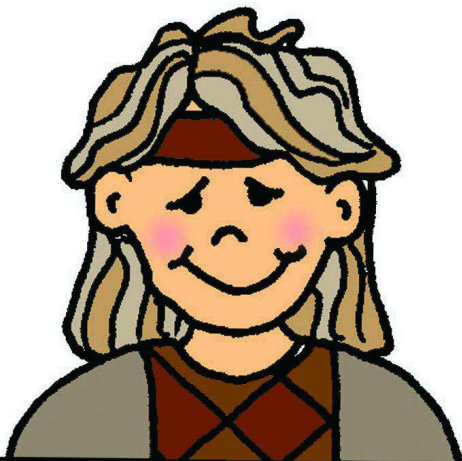
# Emergency/Accidents

Water  
Danger





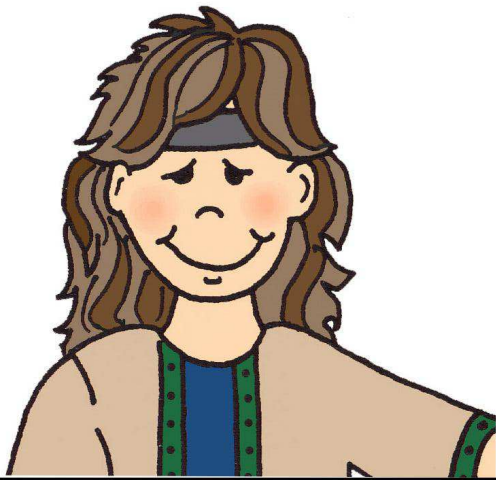
# Death and Sin



Zeezrom

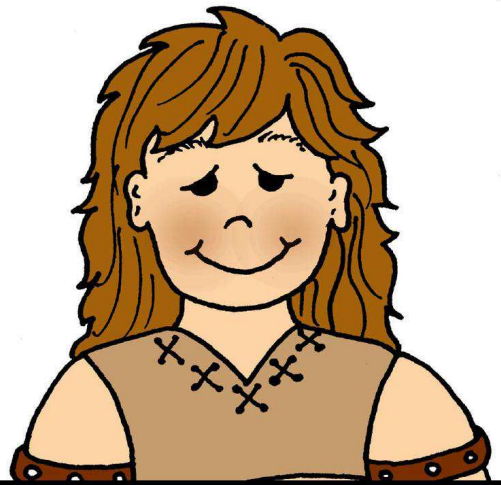
Alma 15:3-12

Here is the  
last image to  
attach to the  
paper cups



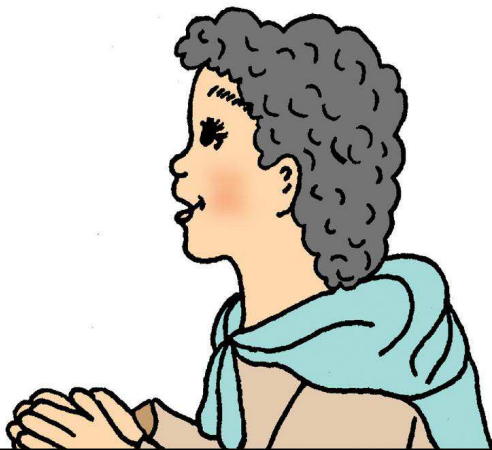
Alma the Younger

Alma 36:6-24



Enos

Enos 1:1-8



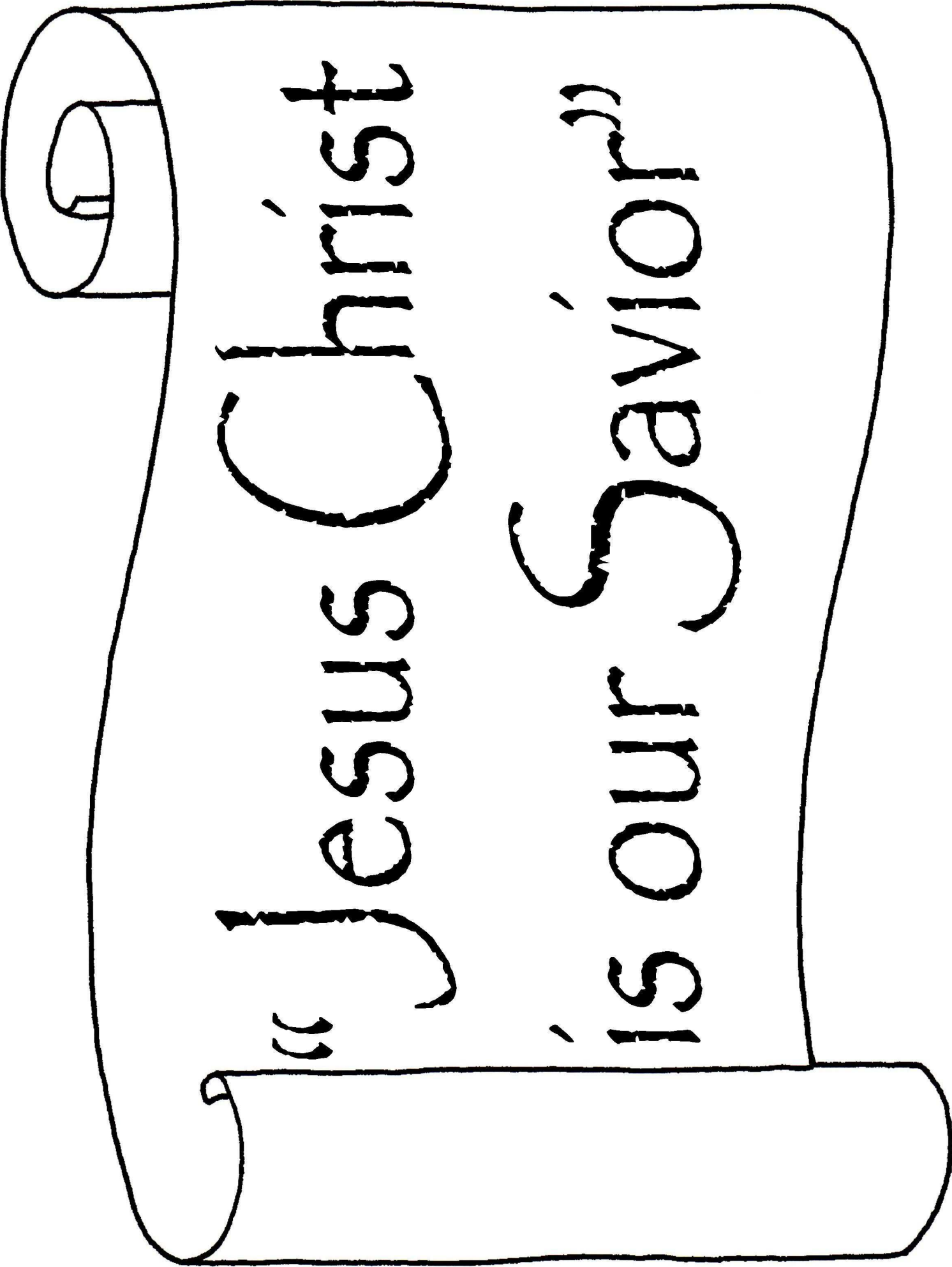
"Man brought to Jesus"

Luke 5:17-26



Lamoni's Father

Alma 22:1-26



"Jesus Christ  
is our Savior"