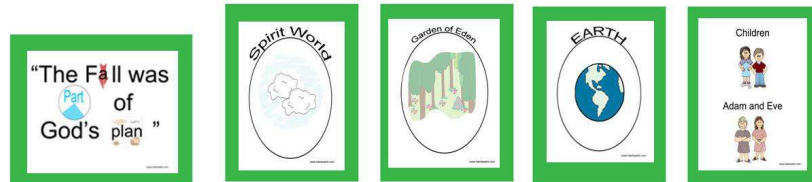


Sharing Time February 2013

Week 2: "The Fall was part of God's plan"

Identify the doctrine: Ask the children, "How many of you were scared the first time your parents left you at school/church, etc?" Talk about how scary that was, but how it was part of a bigger plan in helping you grow, develop, and learn. Tell them that Adam and Eve also had to leave their Father in Heaven's presence in order to grow and develop. Read sign, "The Fall was part of God's plan."

Encourage Understanding:



- Place all three circles on the board; Spirit World, Garden of Eden, and Earth. (see attached)
- Place the picture of Adam and Eve in the Garden, place the children in Spirit World.
- Follow the official Sharing Time outline, except first take Adam and Eve out of the garden then move the children from the Spirit world to Earth. Follow the rest of the outline under, "Encourage Understanding."

Encourage Application:



- Place the "Blessings from Mortality" sign on the board.
- Tape the memory game pieces face down (memory would be difficult if they could see the pictures.) 😊
- For senior primary play memory with the kids having to match the word strip to the graphic. For example, if they find the words "health and sickness" they have to find the graphic that matches it. The junior primary can either play the same way, or print two of each graphic and have them play with just the pictures.
- Remember to discuss the blessings we have been given after each match is made.

Sharing Time Sale for February at www.hatchpatch.com

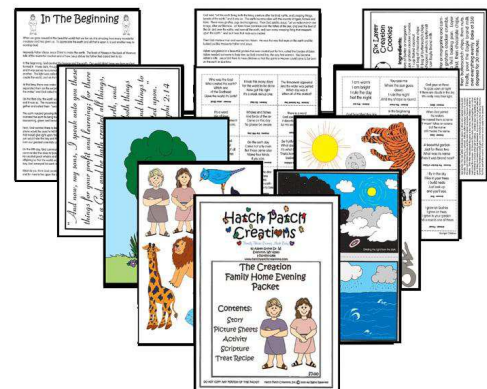
"The Creation"

"Plan of Salvation"

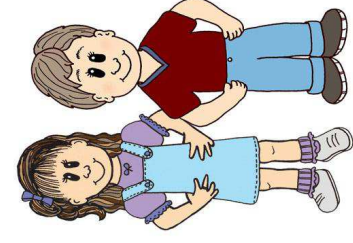
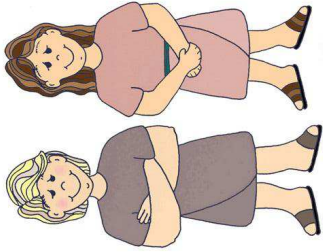
"My Body is a Temple"

"The Ten Commandments"

only
\$2.25 Each
only in February



“Blessings



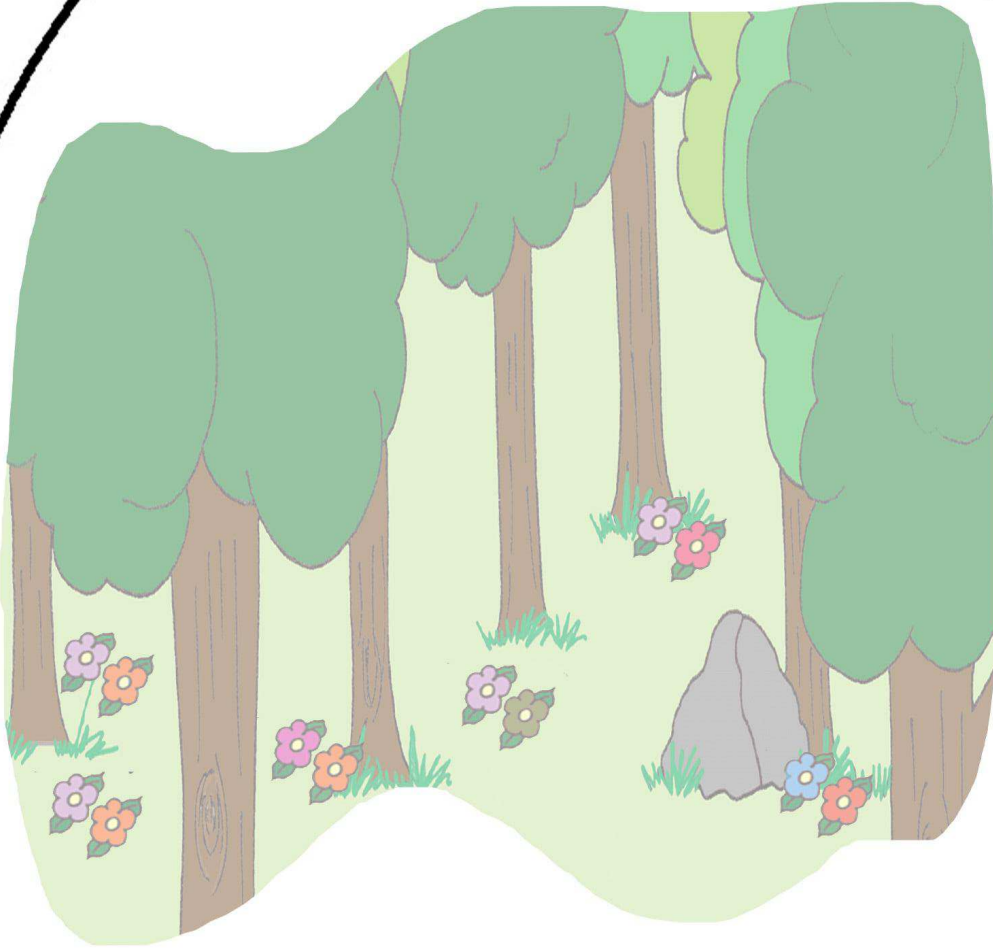
From

Mortality”

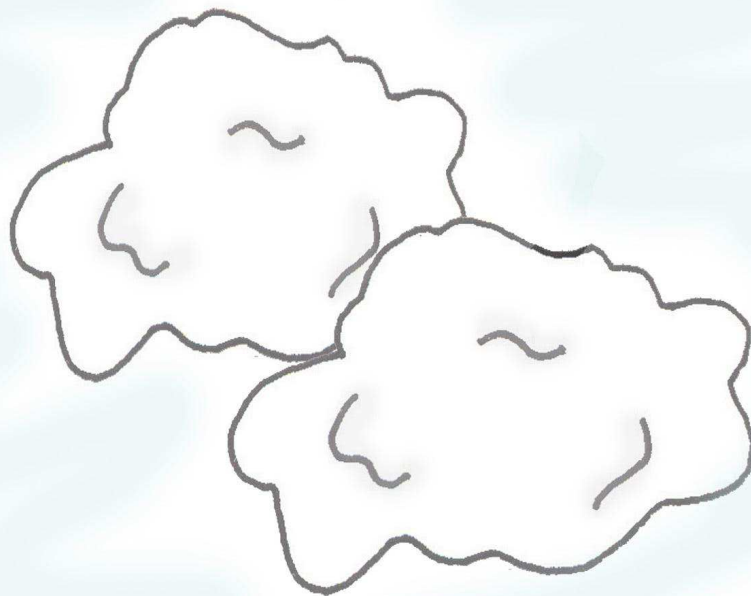
EARTH



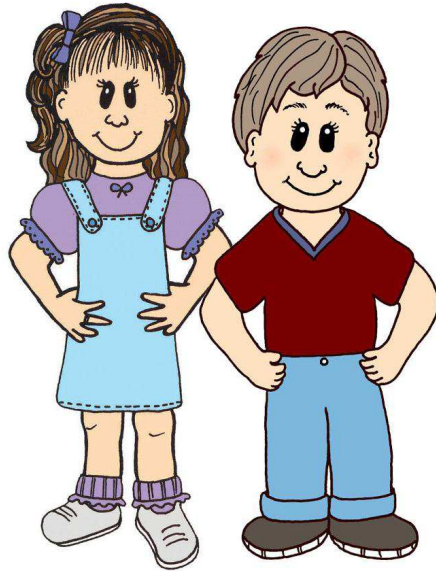
Garden of Eden



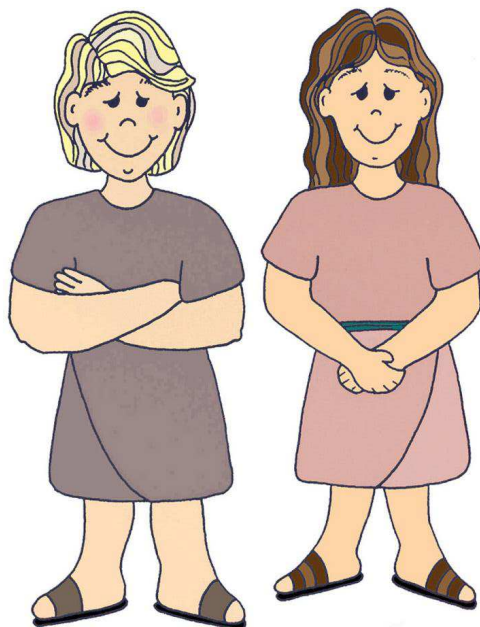
Spirit World



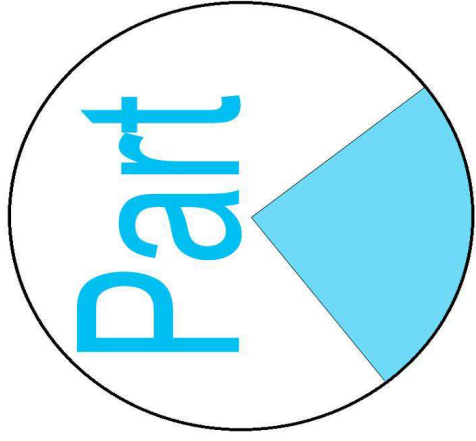
Children



Adam and Eve

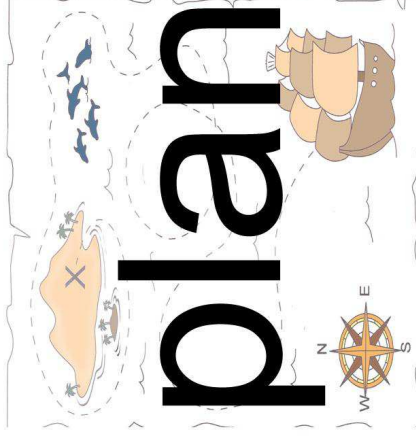


“The Fall was



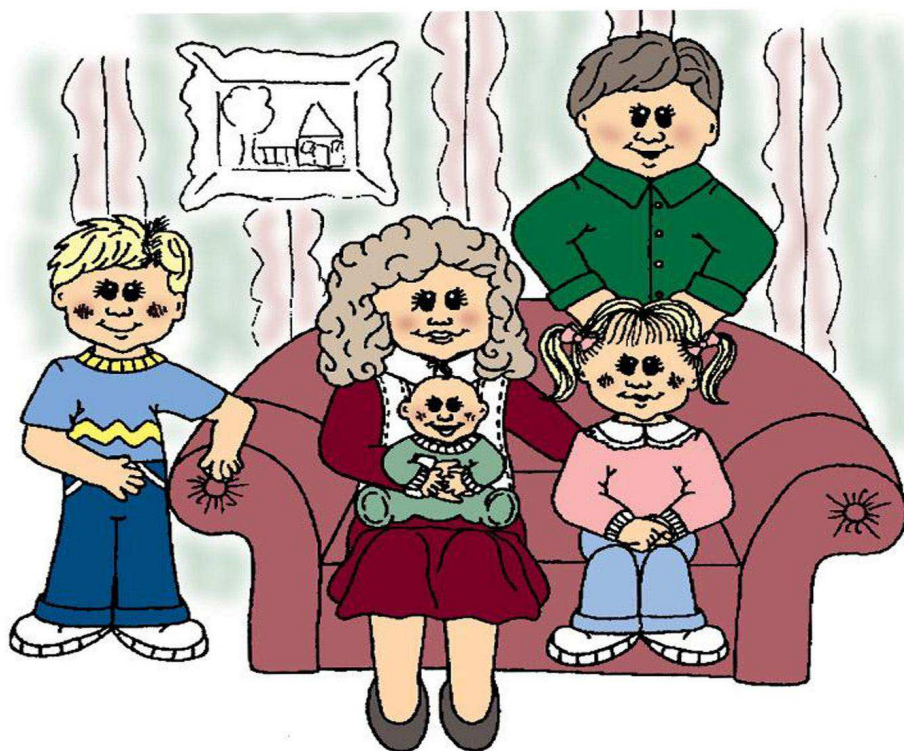
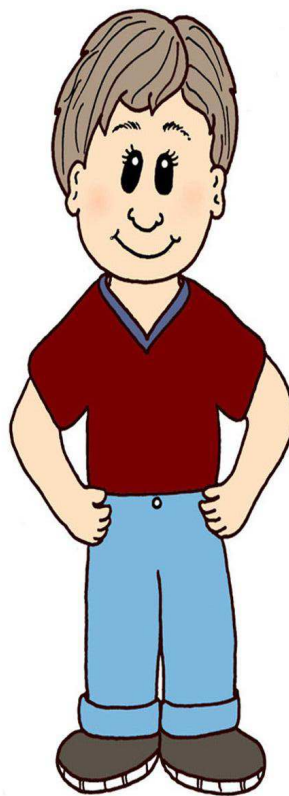
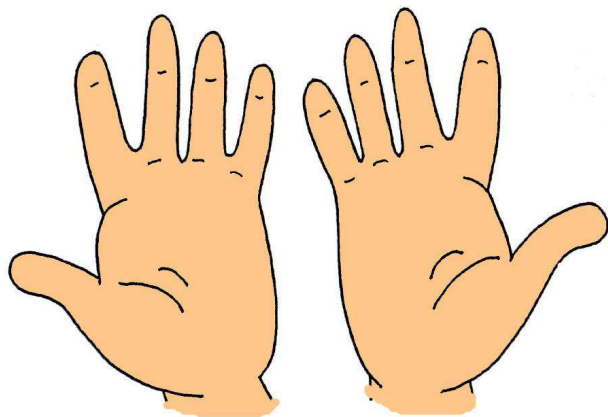
God's

of ”



A Body

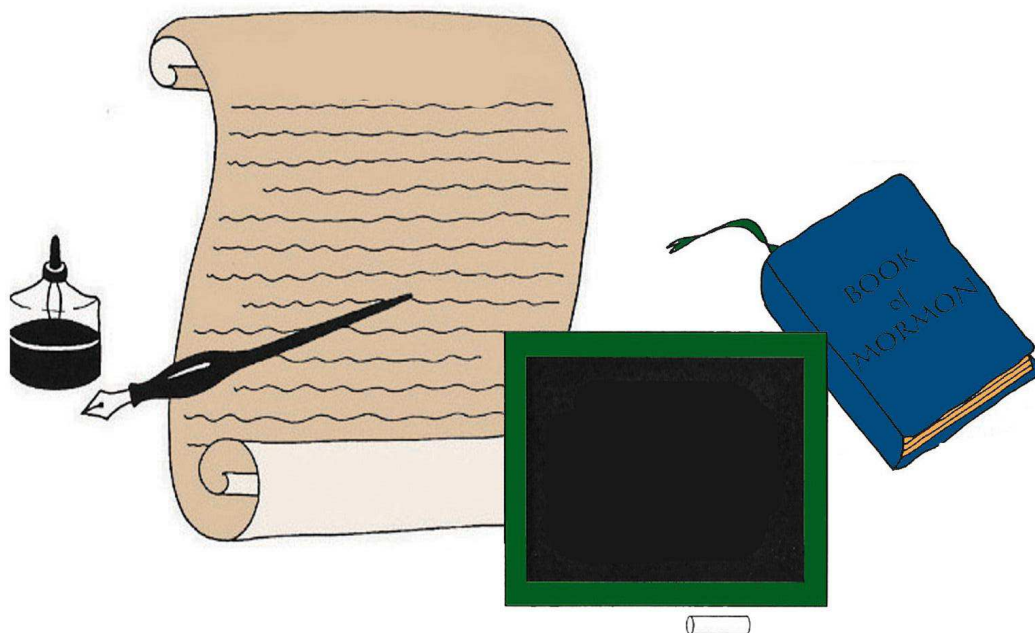
Families



Choices

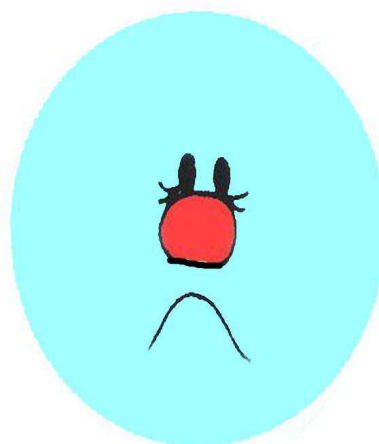
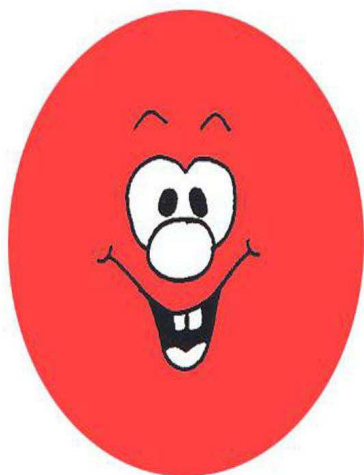
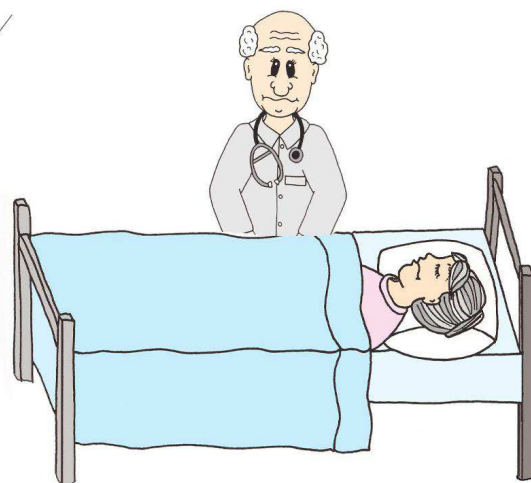
between good and evil

Being able
to Learn



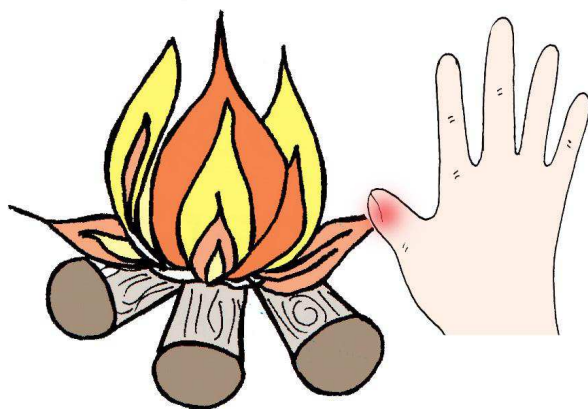
Health/
Sickness

Happiness/
Sadness



Joy/Pain

Create your own



Create your own