



MACHINE GAME



Materials:

People

The object of this game is to create a machine out of a group of people (i.e., ceiling fan, hot air balloon, watch, etc.). You might want to split your group into two or three smaller groups. Each person is required to be accountable for one noise and one motion of the machine. The group members should then put their motions and sounds together to create a machine. Give each group time about 5 minutes to work together and prepare, and then have the groups present to everyone. Ask the other groups to guess what machine the group is.

Types of Machines: TV, radio, watch, ceiling fan, hot air balloon, bull dozer – whatever they want to come up

Discussion:

- How did everyone contribute to this activity?
- Why might individual talents and contributions important?
- What made it difficult to figure out what each machine was?
- How might understanding others and their ideas, perspectives, or views be important?
- What things do we try to interpret in our lives?
- How does this relate to church callings?

Gospel Topics & Scriptures:

Teamwork/Unity = Romans 12:5; 2 Ne 3:12; D&C 42:1

Understanding = Alma 32:28, 34; D&C 88:78

Gifts/Talents = Moroni 10:8-18; D&C 6:10-11; D&C 46:10-26

