

Splinks for January 22nd - January 28th

1

No Rules = No Fun

Items Needed: two pieces of fruit (or small balls) and two spoons

Announce to the family that you are going to play a game. Then say, "Start." (When they don't do anything, ask, "What's wrong?")

Tell them it's time to play the game, so start!

If they do come up with a plan and start playing a game, change the rules. (You have to hold the balloon between your legs and put the spoon on your head; You have to run around the couch, etc.)

Ask:

Why was it difficult to play this game? (We didn't know what to do; there were no rules, etc.)

Why are rules good? (They help us know what to do; they help us get along; they can protect us, etc.)

God gave Moses and His people the Ten Commandments (ten rules), which would help them know the best way to live.

tags: [Holiness](#)

2

Obedience Makes Our Lives Better

At the STOP sign, ask:

Why is a STOP sign a good thing? Why should we obey the sign?

(We could get in a crash if we don't obey it; it helps keep us safe; it makes the traffic go more smoothly, etc.)

God's rules (commandments) actually protect us from getting hurt and can make our lives go much better.

Pick one of the commandments and talk about how it protects us and makes our lives better. For example: the eighth commandment—Do not steal.

How can keeping this rule protect us? (It protects us from getting in trouble; it can protect us from going to jail; it protects us from a guilty conscience, etc.)

How can keeping these rules make our lives better? (We will get along with others; we will have a good reputation; others will trust us, etc.)

tags: [Holiness](#)

3

Learning the Ten Commandments

Here's an address for you to use hand signals to learn the Ten Commandments:

<http://www.youtube.com/watch?v=N8KDbIUACf4&feature=related>

Watch the video and practice using the hand signals - or make up your own to help you learn the commandments.

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