

# Business of Friendship

TOPIC: *Friendship*

SCRIPTURE: *1 Samuel 18:1-4*

SUPPLIES: *small pieces of heavy card stock (the size of business cards), pencils or pens, basket, 1 piece of notebook paper*

**G**ive each person a blank piece of card stock and a pencil or pen. Instruct teenagers to create business cards for their own imaginary companies. They should not put their own names on the cards. Tell them their company names should define what kinds of friends they are. For example, a good listener might create a card for a business called "Listening Ear Café."

After everyone has created a card, collect all the cards. As you do so, write on a piece of notebook paper each person's name and the company name that person chose. Put all the cards in a basket.

To play the game, give one person the basket of cards. Have everyone else stand in a line. Give the person with the basket one minute to distribute the cards to the people he or she thinks they belong to. Tell youth not to reveal whether they've been given the correct cards.

When all the cards have been handed out, have everyone read aloud the cards they've been given. Check your list to see how many people received the correct cards. Give the person with the basket a score based on the number of right answers.

Have players put the cards back in the basket, and give the basket to another person. Have that person distribute the cards. Keep playing until someone gets them all right or everyone has had a chance to match people with company names.

## DISCUSSION

- Which company names best described what a good friend is? Why?
- What characteristics are important for good friends?
- How can each of us work to be a better friend?
- If we actually got paid by a company to be good friends, what things would cause us to get fired?