

God for his love and care and asking him to lead and guide each of the participants in utilizing the gifts they have received.

If time allows, play The Game of Life or Monopoly.

HELPFUL RESOURCES

Fun 'n Games, by Rice,

Rydberg and Yaconelli, Zondervan, 1420 Robinson Rd., Grand Rapids, MI 49506.

"Take My Life and Let It Be,"

The Lutheran Book of Worship, Augsburg, 426 S. 5th St., Minneapolis, MN 55415. (Or borrow one from a Lutheran church near you.)

MATERIALISM—OUR GAIN OR LOSS?

by Peggy Frey

PURPOSE

To get young people to see that wanting and striving to accumulate items or riches can be a gain or loss in one's life. To look at some of the benefits as well as the consequences of seeking after a materialistic lifestyle.

PREPARATION

Attach each of the following to separate sheets of construction paper:

- A check for \$10,000 and labeled "Savings account from parents." On this sheet write Luke 15:11-18.
- A mock deed labeled "'Deed for 260,000 acres of very rich, fertile land." Write Genesis 13:5-11.
- A savings account register book labeled "Large estate, valued at \$900,000." List it in the register book as: "Estate, three houses, farm equipment, stables and animals, vineyards, barns, garages and storage buildings, woodlands, fields and crops." Write Luke 12:16-21 and Matthew 19:16-24.
- A picture of a sports car. You also can attach an old set of keys. Label this "Fast, shiny, new, racy sports car." Write Luke 12:31-34.
- Several travel brochures labeled "Traveling anywhere with all the money you need." Write Ecclesiastes 5:10.
- Several play money bills labeled "Job security, prestige, suc-

cess and wealth." Write Luke 16:19-28.

You also will need Bibles, paper and pencils. Obtain 20 small items as prizes for the opening game.

OPENING

Explain the rules and play of the game Easy Come, Easy Go. Distribute pencils and papers.

Easy Come, Easy Go

Ask the participants to write 10 numbers between one and 75. The leader then rapidly calls out three numbers between one and 75. People who have written one of the numbers run to the table, grab a prize and return to their seats. This is repeated until all prizes have been claimed. When numbers are called, people with winning numbers may run to a person who already has a prize and claim it for themselves. Each time a new set of numbers is called, the prizes change hands. Those holding prizes at the last call get to keep them. Before the game begins, set a limit on numbers to be called.¹

THE "MEAT" OF THE MEETING

After the game, explain the purpose of the meeting. Then have six of the participants each choose