

n:gage

7-11s discover the adventure!

GB@home



It's a Buzz to belong

Introduce the theme of these activities. As Christians it's great to know that we belong to God – He loves us and is always with us. We can explore this theme by looking at the story of Moses in the Bible.

Value/characteristic:
Belonging to God

Character:
Moses and the Israelites

Plug in

Read Exodus Ch.2:1-10 in the Bible or on www.biblegateway.com. God used Moses to set His people free. God kept His promise to the Israelites and they were His people – they 'belonged' to Him. What groups does your child belong to? Talk about the groups they belong to such as school, clubs, families, Girls' Brigade etc. What do they think the word 'belong' means? How do they show that they belong to these different groups?

Power up

Play a version of pictionary by taking it in turns to draw a symbol, badge or uniform item of something you belong to for other players to guess. Examples include the GB badge, a school logo, football club, dance group, church logo etc.



Download

In Disney's *Toy Story*, Woody (a toy cowboy) shouts at Buzz Lightyear (a toy astronaut) and upsets him by saying he's only an action figure and not really a space hero. After failing to fly Buzz realises this statement is true and gets upset.

Later on Woody tries to comfort him by saying 'You must not be thinking clearly. Look, over in that house, there's a kid who thinks you're the greatest, and it's not because you're a space ranger; it's because you're his.'

As Buzz lifts his foot, he sees a label on the bottom of his shoe – the name of the little boy to whom he belongs. Seeing the image of his owner, Buzz breaks into a smile and takes on a new determination. *Toy Story*: 00:56:54 - 00:59:31.

Get connected

Does your child know that we belong to God, just like how Buzz belongs to the little boy in the film. Rather than writing God on the sole of their foot, draw around their foot on a piece of paper and write 'I belong to God' on it. This can then be decorated or coloured in.

