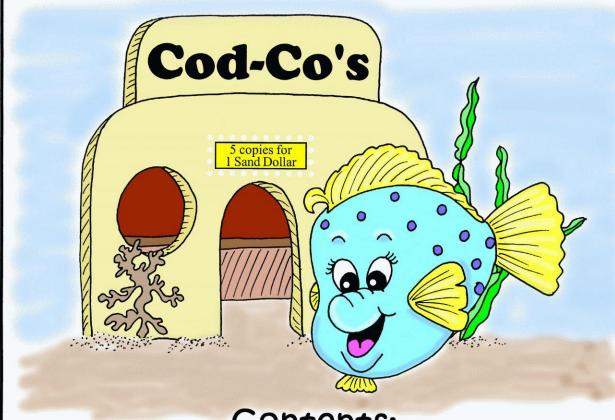


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### Being Respectful and Mannerly Family Home Evening Packet



#### Contents:

Story, Picture Sheets, Activity, Scripture, Treat Recipe

\$7.00

# Farley's Fantastic FIFIE

# Ingredients

- •1 vanilla or yellow cake mix Iarge box of vanilla instant pudding
- 2 to 3 cups whipped topping Toffee chips or
- Gummy fish or candy in ocean animal shapes



# Directions:

Bake cake according to directions on box and allow to on top of crumbled cake to resemble sand. Mix vanilla the ocean. Spoon pudding over the top of crumbled cake ping blue and spread over top of pudding. Spoon into individual bowls and allow children to garnish with gummy could also make an octopus out of a large marshmallow cool. In a large glass bowl, crumble cooled cake on bottom of bowl. Spread toffee chips or crumbled candy bar instant pudding according to directions on box. Using blue food coloring, tint vanilla pudding blue to represent and toffee chips or candy bar pieces. Tint whipped toplish, or other candies in the shapes of ocean animals. You for the body and licorice for the legs. HAVE FUN!!!!!!!!!!!!!!! Hatch Patch Creations (C) 2004

Family Home Evening Packet Home Evening Outline It's A Matter Of Manners

Opening Prayer Opening Song Closing Prayer Refreshments Closing Song Scripture Game Story

Suggested Songs: "I'm Trying To Be Like Jesus", pg. 78 (Childrens) "Kindness Begins With Me", pg. 145 (Childrens) "We Are Sowing", pg. 216 (Hymn)

Scripture: Matthew 7:12

Stary: Color graphics with markers, colored pencils, chalks, etc. Use flannel, or laminate and cut out and place magnets on back of graphics. etc.

Game - "Marvin The Mannerly Mantaray's Manners Game:

Same Setup - Laminate and cut out each of the thirty-two manner situation cards. Color, aminate and cut out each of the game tokens. Color both sides of each "Marvin The Mannerly Mantaray" cards. Laminate cards and cut them out.

Object - To be the first player to get rid of all of his tokens.

Play - Give each player a "Marvin The Mannerly Mantaray" card and five tokens. Place the remaining tokens in the center of the playing surface. Place the manner situation cards face down on the playing surface in a pile. Each "Marvin The Mannerly Mantaray" card has a "HAPPY" side or a "SAD" side. Play begins by a player drawing a manner card and reading the manner situation aloud. Each player then determines whether this is a good manner card or a bad manner card. If it is a good manner card, players race to put their cards down on the playing surface with the "HAPPY" side facing upwards. If it is a bad manner card, players race to put their cards down on the playing surface with the "SAD" side facing upwards. The first player to place his card on the playing surface with the correct side up, gets to place one of his tokens in the center. The last player to place his card on the playing surface with the correct side up, has to take a token from the center and add it to his existing tokens. Any player that places his card on the playing surface with the wrong side up, must take two tokens from the center and add them to his existing tokens. Remember, the object is to get rid of your tokens and the only way to do that is to be the first player to lay your card down with the correct side up. If you run out of manner situation cards before the game is over, simply shuffle the cards in the discard pile, and place face down in the center of the playing surface again.

## It's A Matter Of Manners

Farley, the Flounder Fish had just about had it with his brothers and sisters. He'd had it with his friends at school and he was fed up with all of the fish who worked in the local supermarket. No one knew how to treat anyone with good manners and Farley was upset! He was ready to give up on the whole fish race.

It didn't seem to matter where he went these days, whether it was the Coral Reef Book Store or the "Fish Are Our Business" grocery store, he was continually bombarded with bad manners.

The lunch room at Sea and Surf grade school was the very worst of all. The Mackerel were continually chewing their food with their mouths open. Several of the shrimp would shove their way down the hall-ways of the school on their way to the lunch room, not caring who they bumped or pushed. The swordfish would always race to beat everyone to the front of the lunch line and Elmo, the eel would let all of his brothers and sisters cut in line ahead of all the other fish. No, lunch time was not fun for Farley.

Farley had also noticed that very few fish ever told Miss Tuna thank you for anything. Most of the fish would reach across someone else to grab supplies or books. The salmon twins would constantly pull Sadie Sea Bass's fins and Camille Crab would sneeze repeatedly and never cover her mouth. Germs would fly everywhere through the waters of the ocean, spreading to all the other fish. It was definitely disgusting.

Things were not much better at the Flounder home. Rarely did any of the Flounder children say "Please" or "Thank you" and they had been taught better by their mother and father. If one of the children was playing with a toy, no one thought anything of snatching it right out of their little fins. How rude! If Mother or Father Flounder were speaking to someone, several of the little flounders would constantly try to interrupt their parents by yelling at them or pulling on their tails. Several times in the evening the little fish could be heard calling each other names and sometimes the smallest little girl flounder would flee to her bedroom, wiping tears from her eyes because her feelings were hurt. It didn't matter how many times Mother fish told the children to clean up after themselves, they would leave their messes right in the middle of the coral bed that they lived upon.

Farley was beside himself. "What is this ocean coming to?" He quizzed himself. "No wonder things are in such a bad state down here. No one has any respect for themselves or for others." It made Farley very sad.

All night long Farley lay on his white coral bed, thinking and analyzing. There just had to be a way that he could make a difference in the hectic world of the ocean. Fish just didn't treat each other very well anymore. What could he possibly do?

After tossing and turning all night long, Farley finally had it. He COULD make a difference! He could do something right now, today! He could show others by his example how to treat each other. He would have good manners, always, and perhaps it would cause other fish in his area to behave better. Yes, he would treat others as he wanted to be treated himself. He would live the Golden Rule. It was a noble quest.

Farley also vowed that he would make a list of the ten best rules for being mannerly. He would call it, "Farley's Ten Commandments of Good Manners."

All day long, Farley thought and wrote. He didn't pay much attention to Miss Tuna. His mind was so preoccupied with his manners quest. When the final school bell rang, Farley had his list. He would go to Cod-Co's Copy Shop and make copies to hand out for all of the other fish to use.

DO NOT COPY

On his way down Guppy Avenue, Farley made it a point to say good afternoon to all of the fish he saw. He would even nod his little head as he passed each fish. He would swim aside to let others pass or get around him and he excused himself if he accidentally bumped into someone.

When Mrs. Mahi-Mahi asked if she could help him, he asked her to make twenty copies of his rules, "PLEASE." Then, when she was finished and she handed the papers to him, he was sure to say, "THANK-YOU." He felt a twinge of pride as he left Cod-Co's and drifted down the street to home.

It was Monday night and it was Farley's turn to present the Family Home Evening lesson. He would use his "Ten Commandments of Good Manners." He was a little nervous thinking about telling his brothers and sisters all of the things they were doing wrong but he knew that he must. It was part of his quest.

Farley passed a copy of his Ten Commandments to all of his brothers and sisters. They began to moan and groan, but Farley kept up his resolve. He began to read them all.

- #1. Thou shalt treat others as you would like to be treated. Thou shalt think of others first. We have no right to wound the feelings of another in any way. If we think of others first, we will consciously act in a way to never hurt them. (Discussion)
- #2. Thou shalt say please when you want someone to do something for you and thank-you when someone does something for you. Thou shalt also say "Excuse me" when leaving the dinner table or leaving the room. You should also say "Excuse me" when stepping in front of someone.

  (Discussion)
- #3. Thou shalt not interrupt others. Wait until they are through speaking to talk. (Discussion Parents can help here too by telling the child nicely not to interrupt and then putting their arm around the child to let them know you remember they need to say something.)
  - #4. Thou shalt not call others names. Be courteous and respectful of other's feelings. Name calling wounds other's souls. (Discussion)
- #5. Thou shalt not ignore others. It is rude to come into the presence of someone and not speak to them. Remember, treat others as you would want them to treat you. (Discussion)
  - #6. Thou shalt not chew with your mouth open. No one wants to see what is being blended in your mouth. (Discussion)
  - #7. Thou shalt not reach over someone else to get something for yourself whether it's food, an object, etc. (Discussion)
  - #8. Thou shalt not burp, belch or release gas audibly in the company of others. (Discussion)
- #9. Thou shalt clean up thy messes. These are your messes, not anyone else's and it's not fair that anyone else should pick up after you. (Discussion)
- #10. Thou shalt respect the rights of others. Everyone is different, in appearance, thought and action, and we have no right to belittle someone else for their differences. (Discussion)

Farley then taught his family a little song. It can be sung to the tune of "Row, Row, Row Your Boat."

Do, do, do be kind Each and every day. Please and thank-you are a must To get you on your way.

Do, do, do be smart Please, your manners use. Think of others all day long So no one you abuse.

Something very surprising happened in the Flounder home that night. All of the children could see that what Farley was teaching them was important. They vowed that they would all try to be more mannerly, even Mother and Father.

School was a different story though. Some of the fish thought that Farley's ideas were wonderful while others thought they were awful. Farley learned a valuable lesson. You will never convince everyone that what you believe is right. You can only do your best and be an example to everyone. Then you can change things for the best. Johnny Jellyfish was determined to be mean no matter what and Kelly, the Killer Whale simply would have nothing to do with manners.

From that day forward, though, Farley tried to be a good example in everything he did and soon many others were following his lead. School became a better place and home became a better place and the fish were happier. One little flounder fish made a huge difference in his fish world just as we can make a difference in our world. All bad behavior in the world can be traced back to one thing: Disrespect for others. Whether it's chewing with your mouth full or road rage, whether it's bullying someone on the playground or never saying "Please." The world is in such trouble because of people's lack of respect for each other. We can make a difference, a HUGE difference by being mannerly and thinking of others first. It is what the Savior would want us to do.

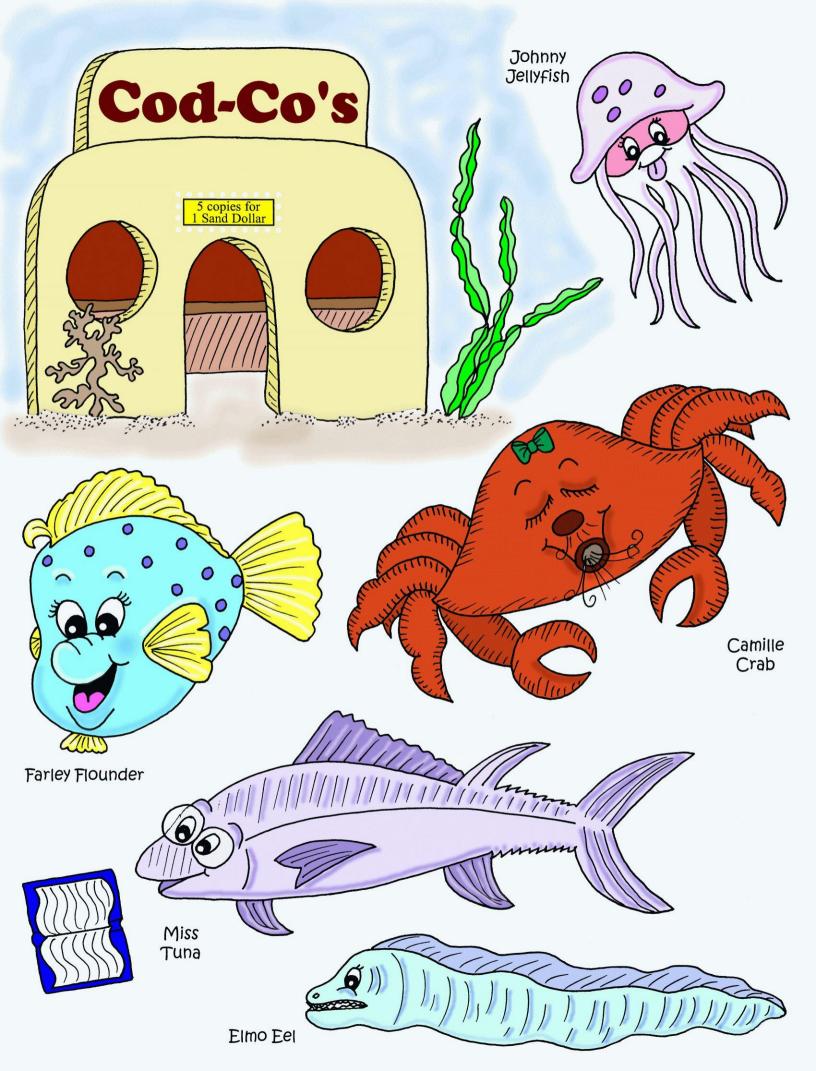
#### DISCUSSION

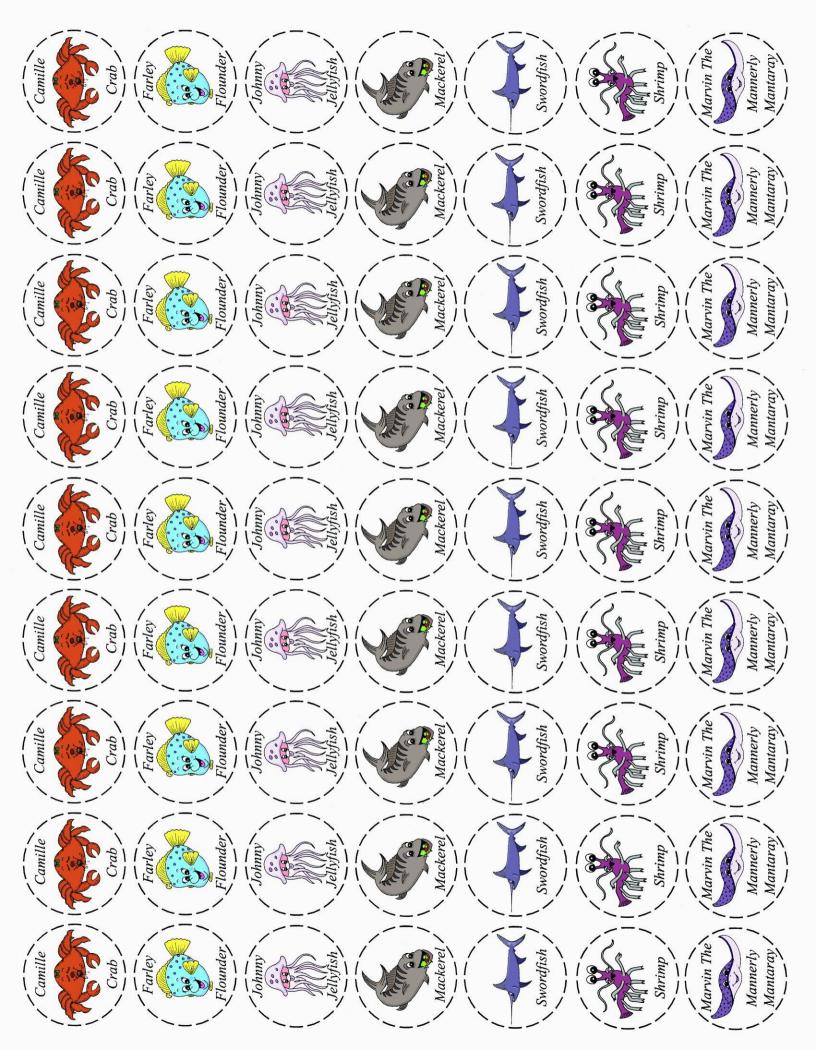
#### The following is a list of unmannerly things people do that you may wish to discuss with your family:

- Bullying others
- •Eating with your elbows on the table
- •Teasing someone to make them feel bad
- ·Shoving or pushing others
- Not sharing
- ·Staying in the bathroom too long when someone else is waiting
- •Cutting someone off on the highway
- •Trying to beat someone to a parking spot
- •Being impatient with others while grocery shopping, filling your gas tank or eating out
- •Not standing up when being greeted by another person
- ·Not opening the door for others
- •Blowing your nose while at the dinner table
- •Eating with your fingers and not your eating utensils

These are just a few bad behaviors. Please add any of those that you feel are offensive to this list for discussion.







Marty Mackerel said "Excuse me" before he swam in front of someone.	Orlando Octopus took something from Jason Jellyfish without asking.	Stan the Swordfish opened a door for Tina Tuna.	Corbin Clownfish said "It's nice to meet you," when introduced to Harry Halibut.
Larry Lobster did not say "Please" when asking for something.	Flint Flounder told Larry Lobster to "Move out of my way!"	Farley Flounder started talking while someone else was already talking.	Shawn the Seahorse did not ask Farley Flounder before playing with one of Farley's toys.
Tommy Sea Turtle was teasing other little sea turtles at recess.	Tina Tuna did not play with her food while at the dinner table.	Sally Salmon chomped on her food loudly with her mouth open.	Ramone the Red Snapper, said "Thank you," when given a treat.
Marvin Mantaray ate his food with his eating utensils instead of his fins.	Harry Halibut pushed someone out of line at Cod-Co's copy center.	Charlotte Cod had a lot of groceries. She allowed someone who had less groceries to go in line in front of her.	Johnny Jellyfish did not put his fins on the table while eating.

Sady Sea Bass is chewing her food with her mouth wide open.	Clarence Clam said "Excuse me" when he had to move in front of someone.	When given a treat, Sammy Shrimp said "Thank you."	Marty Mackerel bumped his brother off the reef.
Harry Halibut waited his turn in line.	Tina Tuna talked with her mouth full.	Flint Flounder crunched his food quietly.	Orlando Octopus played with his food.
Charlotte Cod left her toys all over the floor for her mother to clean up.	Sally Salmon called her brother a bad name.	Farley Flounder waited until his mother was finished speaking before he spoke to her.	Stan the Swordfish reached over another's plate at dinner.
Johnny Jellyfish hit someone on the playground.	Ramone the Red Snapper, cut in line at the grocery store instead of waiting his turn.	Shawn the Seahorse shared his toys with his little sister.	Corbin Clownfish blew his nose while eating at the dinner table.

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# TEN COMMANDMENTS OF HAVING GOOD MANNERS

- #1. Thou shalt treat others as you would like to be treated.
- #2. Thou shalt say please, thank-you and excuse me.
  - #3. Thou shalt not interrupt others.
  - #4. Thou shalt not call others names.
    - #5. Thou shalt not ignore others.
  - #6. Thou shalt not chew with your mouth open.
    - #7. Thou shalt not reach over someone else to get something for yourself.
- #8. Thou shalt not burp, belch or release gas audibly in the company of others.
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