

Hatch Patch Creations

Family Home Evening Made Easy

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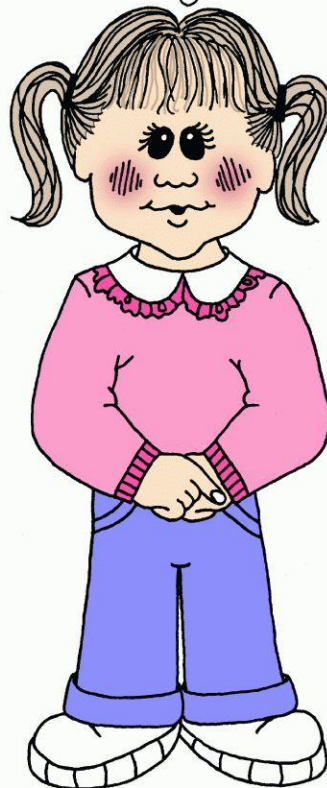
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Keeping The Sabbath Day Holy Family Home Evening Packet

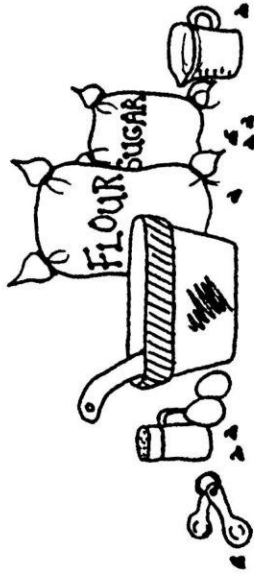
Contents:

Story
Picture Sheets
Game
Scripture
Treat Recipe



\$7.00

Holy Jell-o Cake



Bake any cake mix according to the directions using an oblong cake tin. We suggest using a white, yellow, lemon or a sour cream cake mix. When cool, poke holes over the entire cake with a chop stick or the handle of a wooden spoon. Mix one package of any flavor Jell-o according to directions and pour over cooled cake, getting as much of the liquid into the poked holes as possible. Chill for one hour and serve with whipped topping or a dallop of whipping cream. Possible combinations: White cake with strawberry, raspberry, lime, orange, peach or watermelon, or a lemon cake with lime, orange or lemon Jell-o.

Keeping The Sabbath Day Holy Family Home Evening Packet

Home Evening Outline

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

Suggested Songs: "Sweet Is The Work" pg. 147 (Hymn)

"Remember The Sabbath Day" pg. 155 (Childrens) "Saturday" pg. 196 (Childrens)

"The Chapel Doors" pg. 156 (Childrens)

Scriptures: Exodus 20:8 and D&C 68:29

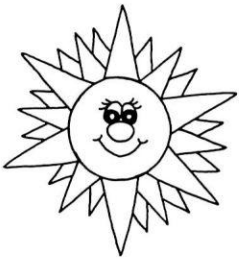
Story: Color graphics with markers, colored pencils, chalks, etc. Remember to color the boat blue. Use flannel, or laminate and cut out and place magnets on back of graphics, etc.

Game: **ITEMS NEEDED:** Two dice, playing pieces for each member of the family.

GAME PREPARATION: Cut out "Choice & Consequence" cards and "Merry Money". Color the spaces on the "Familopoly" game board. Laminate the two sheets of the game board together so they become one piece.

RULES: Each player begins the game with \$150. The playing pieces are put on **GO**. Each player rolls the dice. The highest roll goes first. Move around the board, following the instructions on each space. Any time doubles are rolled, the player is allowed to take another turn. When a player lands on a "Choice & Consequence" space, a card is drawn, and the player follows the instruction on the card. If a player is sent to "Outer Darkness", they must remain in "Outer Darkness" for three turns, unless they roll doubles. Tithing is paid on all money that the player has on hand at the time of landing on the tithing space. The amount for fast offerings and missionary donations are to be determined by each individual player. All fast offerings and payments are placed in the middle of the game board. When a player lands on "Blessing Avenue", they are able to collect all monies that are in the center. Missionary donations and tithing are placed back into the bank.

Explain to the children as you are playing, what tithing is used for, where the missionary donations go and how fast offerings are used to help others, as well as the blessings that we will receive by paying them. You determine when the game ends. You can also hold a tithing settlement at the end of the game with your children. (Missionary graphic belongs to Corel Draw)



Samantha's Day In The Sun



Samantha had always wanted to ride on a boat. She had dreamed of gliding over the waves of Bear Lake, with the wind blowing her hair and the sun shining on her nose. "Some day," she thought, "I'll get my chance."

Cassie lived just three houses down the street from Samantha, and every weekend, Samantha would watch as Cassie's family loaded their life jackets and balls and food into their car and pull out of their driveway with their sleek, blue boat riding behind. "Oh, if they would just ask me to go with them," Samantha wished. And then it happened.

"Mom, Mom," Samantha shouted. "You'll never guess what happened today," Samantha blurted out the news that the Wilson's had finally asked her to go on their boat. She was so excited that her mother could barely understand what she was saying. "That's just wonderful, Sammy." (Samantha's mother always called her Sammy) "And when is this marvelous day going to be?" "Sunday," Samantha replied.

A cold chill went through the room. Samantha had been expecting it. She knew how her mother felt about keeping the Sabbath day holy and boating was not one of the acceptable things on her mother's list.

"Please, Mom, I know it's on a Sunday, but please, oh, please let me go just this once." Samantha's mom got a strange look on her face. Samantha wasn't sure about this look. It was different than the looks she had seen on her mother's face before. "Sammy," her mother said, "You are eight years old and have been baptized. You are old enough to make your own decision regarding this day at the lake. You may decide for yourself. Just be sure to think it over very carefully and make sure that this is a proper way to worship the Savior."

"Yippee," Samantha shouted, flinging her arms up into the air and running up the stairs to her room. "Wow!" she thought. "It's great to be old enough to do what I want, when I want." She began to scour the room for the things she would take on her trip to the lake. She packed a small bag carefully, zipped it shut and set it up on her dresser where she could look at it and dream about riding on Cassie's boat in just three short days.

The time dragged until Sunday finally came. Samantha's mother had not said much about the trip except to make sure that the little bag contained all the important items for a day at the lake.

Samantha kissed her mom and dad and waved to her brothers and sisters as she headed out the front door and down the sidewalk to Cassie's. What a beautiful day it was. The sun was so warm and a light breeze was blowing as she turned into the Wilson's driveway.

There it was, the boat!! She stood for a moment, admiring its shiny, smooth surface. She could almost feel the waves crashing on its sides. But then, something strange happened.

She thought of her family, all sitting at the breakfast table, discussing their different activities for today. They would soon be getting ready for church. She could see them all in their Sunday clothes, carrying their scriptures and heading for the meeting house.

Suddenly, she didn't feel as happy about the trip to the lake as she had the last three days. "What is wrong with me?" she wondered. She tried to shrug it off, but the bad feeling came back again and again. "Come on, Samantha," Cassie called. "Isn't this going to be fun?"

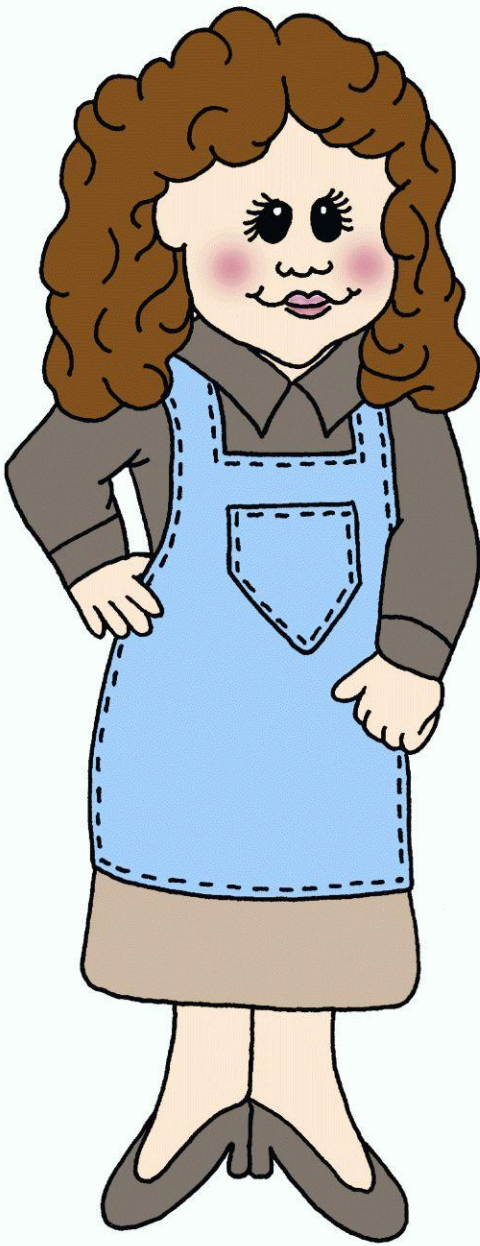
Samantha began remembering all the things she had been taught by her Sunday school and primary teachers and her mother and father. She realized how disappointed her mother must be in her decision to ride on the boat. This wasn't a very good way of worshipping the Savior. "But it can't hurt just this once," she thought and she rushed toward Cassie, who was holding the car door open for her.

Then another strange thing happened. Samantha heard herself say to Cassie, "I can't go. I'm sorry, but I really need to stay home today. Thank you for asking me. I'll never forget it, but I want to go to church with my family."

Samantha didn't stay around long enough to see the expressions on the faces of the Wilson family. She skipped and ran down the block to her own house. The sun was still shining and a soft breeze blowing, and there was a warm, fuzzy feeling in her heart. "What a beautiful day it is," she thought as she flung open the front door of her house. "Mom, wait for me," she shouted as she ran up the stairs to put on her best Sunday dress.

DISCUSSION

- Do you think you could make the right decision like Samantha did?
- What kinds of things have you been asked to do on Sunday that weren't a proper way of worshipping the Savior?
- How do you feel when you know you have made a wrong choice?
- How do you feel when you know you have made a right choice?
- What are some proper activities for the Sabbath day?



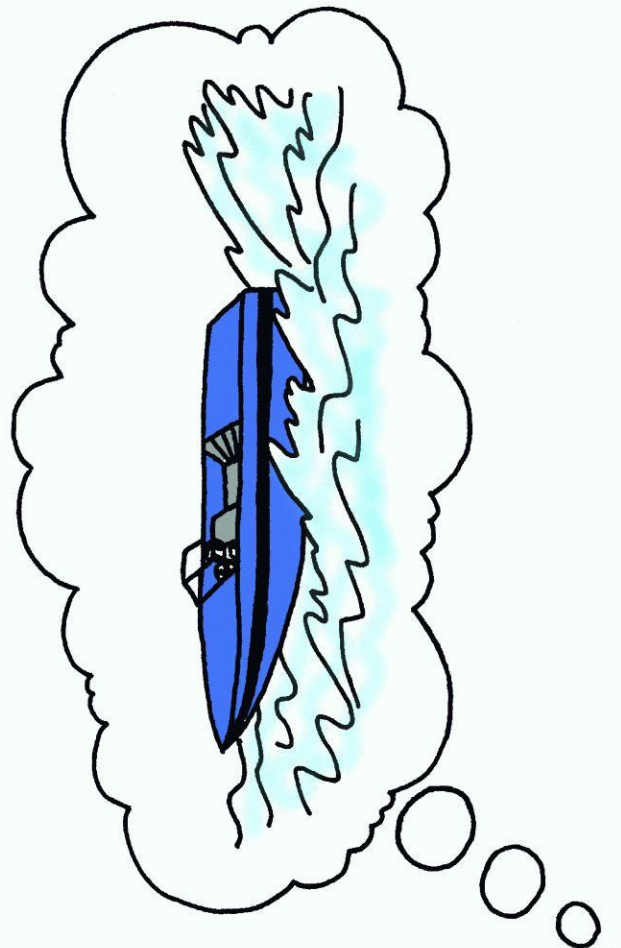
Sammy's Mother

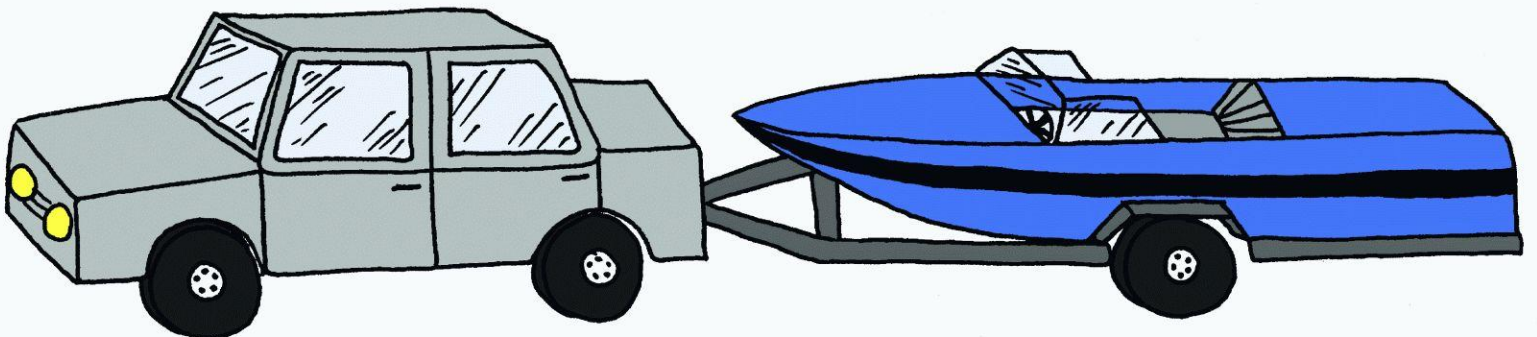
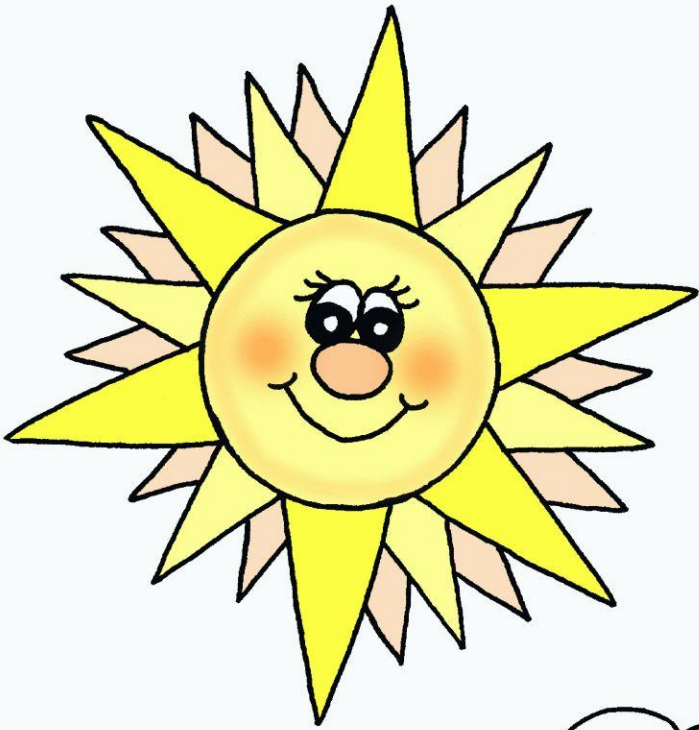


Sammy

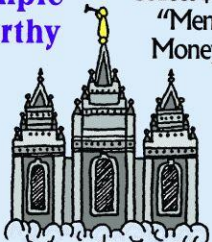


Cassie






**Temple
Worthy** Collect \$100
"Merry Money"




SACRAMENT
Use Your Right
Hand When
Partaking
Of
The
Sacrament.



**DRAW A
CHOICE
&
CONSEQUENCE
CARD**

HONESTY
Be Honest In
Every
Thought,
Word &
Deed!
Go To **GO** & Collect \$200



**TITHES &
OFFERINGS**
Pay Your
Tithing!



10%

DRAW


MUSIC
Sing Praises
To Our Lord
Through
Good Music!
Collect \$20



FAMIL

**DRAW A
CHOICE
&
CONSEQUENCE
CARD**

LAW OF THE FAST



Fast For Two Meals.
Sit out a turn while fasting.

GO
Collect \$200
"Merry Money"
as you pass **GO** →

**ATTEND YOUR SUNDAY
MEETINGS!**
Take An
Extra Turn!

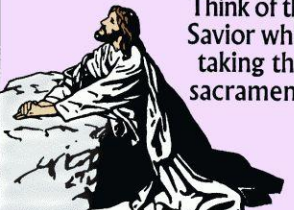


**PRAY
OFTEN**
Collect
\$50

Heavenly
Father ..



SACRAMENT
Think of the
Savior while
taking the
sacrament.




TITHES & OFFERINGS

Contribute To The Missionary Fund!



Go To Outer Darkness!!

AVOID IMMORAL ENTERTAINMENT!



SACRAMENT


We Renew Our Baptismal Covenants When We Partake Of The Sacrament.

Take An Extra Turn!



BLESSING AVENUE

Collect Financial Blessings!



DRAW A CHOICE & CONSEQUENCE CARD

OPOLY

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PEACE & HARMONY

There Is Beauty All Around

When There's Love At Home!



Collect \$200

TITHES & OFFERINGS

Give A Generous Fast Offering. Blessings Will Come!




DISCARD

Book Of Mormon Bible

Collect \$100


SCRIPTURE STUDY



TITHES & OFFERINGS


Pay Your Tithing!

10%



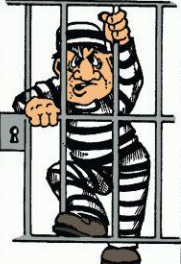
DRAW A CHOICE & CONSEQUENCE CARD

AVOID UNWORTHY SPEECH!



Collect \$10

OUTER DARKNESS



You woke up early Sunday morning to study your scriptures.
COLLECT \$50

You spent the afternoon playing board games with your family.
COLLECT \$20

You baked chocolate chip cookies with your family.
COLLECT \$20

You went to the store for ice cream after church.
Pay \$100

You stayed out too late Saturday night, and were too tired to get up for church Sunday.
GO TO OUTER DARKNESS

You forgot to buy gas for your car on Saturday, so you figured it would be ok to buy just a few gallons on Sunday.
Pay \$75

You remembered to think about the Savior during the sacrament.
COLLECT \$30

A friend asked you to go and play basketball with him after church. You didn't go.
COLLECT \$40

You sat reverently during class and listened to the teacher's lesson.
COLLECT \$20

You forgot to fast on Fast Sunday.
Pay \$50

You didn't pay your tithing.
Pay \$200

You snuck out of Sunday School class to go and get a doughnut with some of your class mates.
Pay \$100

COLLECT \$10 from every player who has not donated to the missionary fund.

You invited a less-active young woman to attend church with you.
COLLECT \$50

You remembered to take your scriptures with you to church.
COLLECT \$20

GO TO OUTER DARKNESS!

GO TO GO!

You made fun of a boy who couldn't read the scripture very well during class.
Pay \$70

You set out your Sunday clothes Saturday night so you could be sure and be on time to church.
COLLECT \$10

You read the scriptures with your family Sunday evening.
COLLECT \$75

You had family prayer
COLLECT \$20

You went swimming on the Sabbath.
Pay \$100

You took the sacrament unworthily.
GO TO OUTER DARKNESS

You fell asleep during sacrament meeting.
Pay \$50

You volunteered to give the prayer in class.
COLLECT \$10

You remembered to say your morning and night prayers.
COLLECT \$100

You befriended a less popular boy in class and made him feel important.
COLLECT \$40

You didn't pay your fast offering.
Pay \$40

You went fishing on Sunday.
Pay \$80

You were talking to your brother while the Sacrament was being administered.
Pay \$50

COLLECT \$10 from every player who has not donated a fast offering.

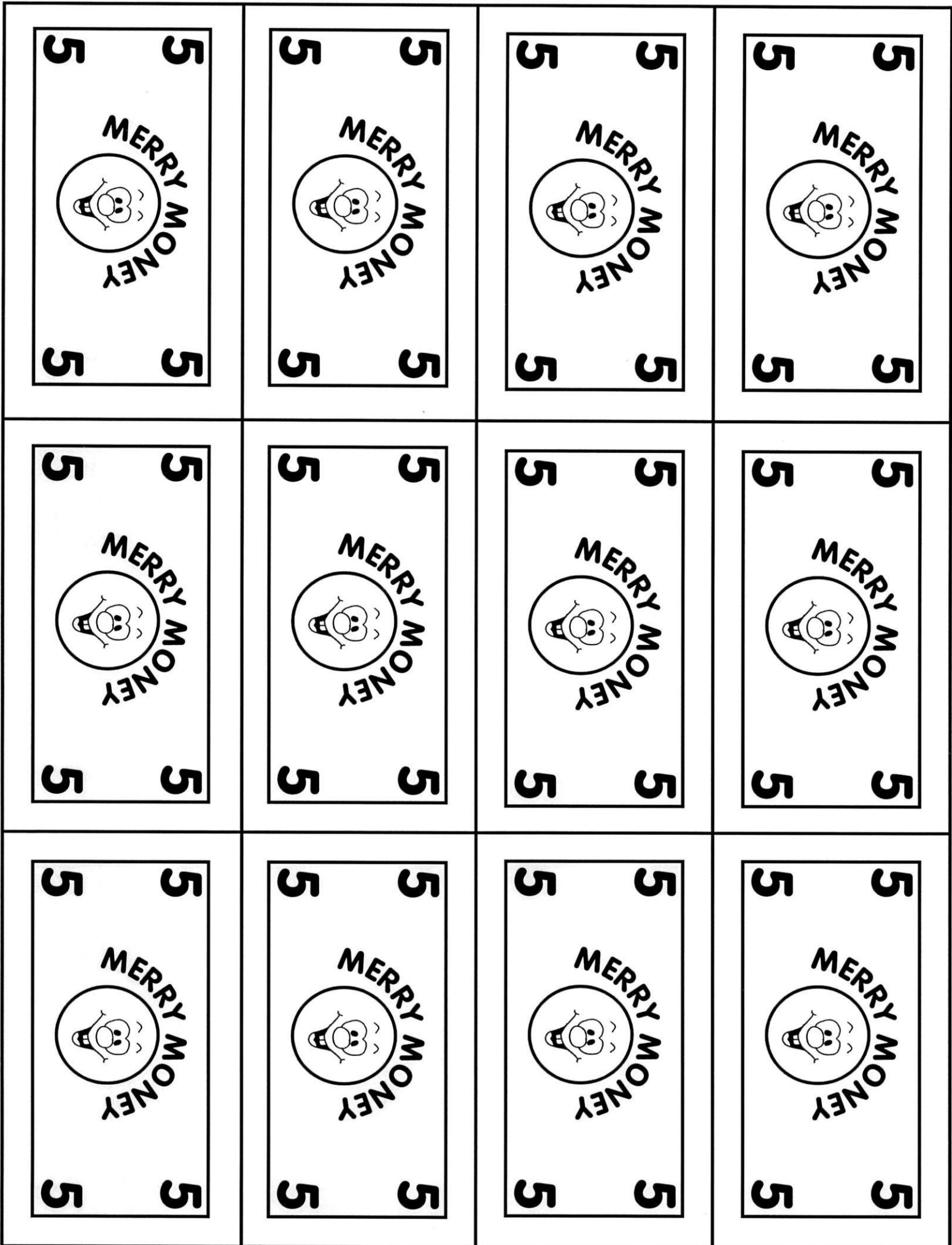
You read stories of Jesus to your younger brothers and sisters on Sunday afternoon.
COLLECT \$50

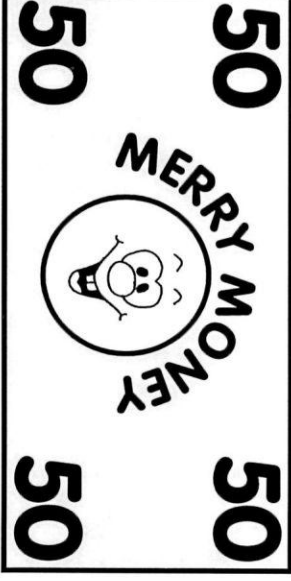
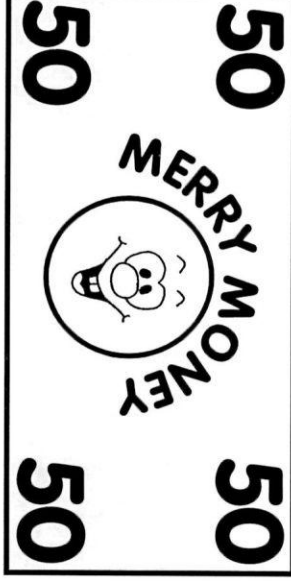
You participated in singing the hymns during Sacrament meeting
COLLECT \$20

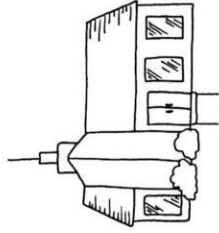
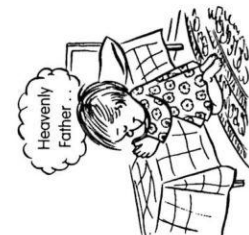
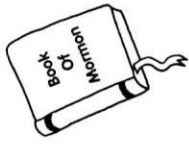
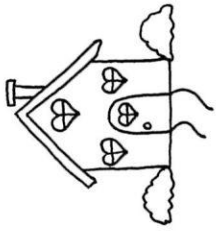
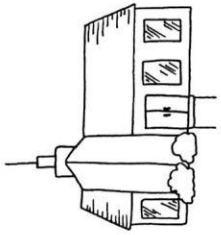
GO TO OUTER DARKNESS!

GO TO GO!

You picked a fight with your brother.
Pay \$50







“Remember the
sabbath day,
to keep it holy.”
Exodus 20:8

