

Doubting Thomas Family Faith Time

Sunday, April 19

Read the Story together:

Read the story on pages 492-495 in the Spark Story Bible or John 20:19-31

Discussion Questions: (Choose which questions will work best for your family)

What does Thomas want to do to believe Jesus is alive again?

What are some things you believe?

What would you say to Thomas if you were one of the disciples?

What have you ever doubted and how did you figure out if it was true or not?

What does it feel like to be at peace?

How can you share peace with others during this time of being at home?

Activities: (Choose which options will work best for your family)

Art Options:

- Do "Jesus in Our Hearts" art (see instructions below)
- Make a collage showing the different symbols of peace (samples attached) and add your own pictures of peaceful scenes.

Game Options:

- Play "I Doubt It" card game (see instructions below)
- Play "Can You Guess what the Answer is?" game (see instructions below)

Other Options:

- Research how to say "peace" in different languages. Learn how to say it in sign language by going to www.signingsavvy.com for a video demo. Share a word of peace with each other in the new languages you learned.
- Do coloring or activity pages (attached to email)

Family Prayer Time:

Dear God,

Be with our family as we grow in faith together and share the peace of Jesus. Help us know that there is room for our doubts and that we can always turn to you. Thank you for Jesus who helps us believe, even what we can't see. Help us pass your love and share peace with others. Amen.

ART: Jesus in Our Hearts

Geared for younger kids

Supplies:

- White cardstock or paper
- White crayon
- Watercolors
- Paintbrushes

Set up:

- Draw a large heart on a white piece of paper.
- Using a white crayon, write "Jesus" in large letters on the heart.

In today's story, Thomas doubted that Jesus was alive because he hadn't seen Jesus for himself. I wonder what it's like to wonder about something that we can't see. Paint over this heart and see if you can figure out what I drew inside it with the crayon.

Have the kids gently brush watercolor paint back and forth on the heart to reveal the writing.

Invite the kids to draw something of their own (using a white crayon) for you to reveal with watercolor paint.

CARD GAME: "I Doubt It"

(Geared for elementary or older kids, however, younger kids could be paired with adult)

The game uses one standard pack of 52 cards, **(or UNO cards 0-9)**. All the cards are dealt out to the players; some may have more than others, but not by much.

The object is to get rid of all your cards by playing them on the discard stack. Decide who should go first and continue clockwise. **(Directions for UNO cards are in bold parentheses.)**

- In the middle of the table is a discard pile, which starts empty. A turn consists of discarding one or more cards face down on the pile. The first player must discard any Aces they may hold in their hand. The second player discards Twos, the next player Threes, and so on. After Tens come Jacks, then Queens, then Kings, then back to Aces, etc. **(0's can be used after 9 with UNO cards or you may start with 0's instead of 1's).**
- Since the cards are discarded face down, you do not in fact have to play the rank you are calling! For example, if it is your turn to discard Sevens, you may actually discard any card or mixture of cards; in particular, if you don't have any Sevens you will be forced to play some other card or cards.
- As you discard your card(s), you announce how many of that card you are playing. For example: "4 Ones."
- Any player who suspects that the card(s) discarded by a player do not match the rank called can challenge the play by calling "I doubt it." Then the cards played by the challenged player are exposed and one of two things happens:
 - If they are all of the rank that was called, the challenge is false, and the challenger must pick up the entire discard pile.
 - If any of the played cards is different from the called rank, the challenge is correct, and the person who played the cards must pick up the entire discard pile. **NOTE:** With the youngest children you may have them pick up only the card they played rather than the whole pile as it might upset them. You know your children and can decide how to do this.
- After the challenge is resolved, play continues in normal rotation, i.e., the player to the left of the one who was challenged plays and calls the next rank in sequence.
- The first player to get rid of all their cards and survive any challenge resulting from their final play wins the game. If you play your last remaining card(s), but someone challenges you and the cards you played are not what you called, you pick up the pile and play continues.

How does this card game apply to the Doubting Thomas story?

GAME: "Can you guess what the answer is?"

(Any age can do this, although younger ones will need help with writing answers)

Set up:

Divide your family into partner groups of two assigning a 3rd person to be the interviewer (plus the recorder for younger kids who aren't able to read/write on their own).

Try to predict your partner's answers to a series of questions. Take one of each pair into a quiet place, or outside of the room, to ask them three of the questions below while their partners wait. Then take the second member of each pair into a quiet place, and ask them three different questions. Record answers on a piece of paper and fold it so no one can see.

- If you were a flavor of ice cream, what flavor would you be?
- If you could travel anywhere in the world, where would you go?
- What is your best subject in school?
- If you could be any animal, what would you be?
- If you colored your hair a different color, what color would you choose?
- What is your most favorite food ever?
- If you could meet someone famous, who would you want to meet?
- If you could be a character in a TV show, who would you want to be?
- What's one thing you would hate to lose more than anything?
- If your partner had a car, would he or she hang fuzzy dice on the mirror, or put a bobblehead on the dashboard?

Once each partner has recorded their official answers, bring them back in to sit next to their partners, keeping their answers covered. Starting with those who answered the first set of questions, ask the partner who hasn't written down an answer to guess his or her partner's response. Remember to rephrase the question so it's about the partner who wrote an answer down: **We asked your partner, [state the question]. What do you think he or she said?**

Follow the same format for those who answered the second set of questions.

Finish up by asking,

- **How well did you think you knew your partner before this game? Afterward?**
- **Were these important things to know about your partner? Why or why not?**
- **Having faith in Jesus is related to trusting God's answers to really important questions, even when we can't see God. Will we always know God's answer? (no) What can we do to learn how God would respond? (read the Bible, pray)**