

Primary Quarterly Activity day

Always Remember Jesus Christ

(Ann Jamison, "Sharing Time: Always Remember Jesus Christ," *Friend*, Apr 2000, 37)

Theme Scripture: They are willing to take upon them the name of thy Son, and always remember him (*D&C 20:77*).

Welcome and Opening Song: "I Know That My Savoir Loves Me" (Anna Jenkins)

We will begin in the primary room. Ask the children to sit on the floor. Begin by practicing our new song. Have a copy of the words for teachers and any parents present.

(As the children arrive, divide them into groups of no more than 10 using colour coded name tags. We will have five groups.)

Opening Prayer: By Invitation

Discussion: What is your name? Everyone has at least one name, but can you imagine having two hundred names? In the scriptures, we can find two hundred different names for Jesus Christ. Each of them can help us to remember Him in special ways. Jesus Christ's many names can help us to understand what He has done for us, and they will help us to *always remember Him*.

Today, we will visit different classrooms and do some fun activities that teach us about our Savior and Redeemer, Jesus Christ.

(Divide into groups and dismiss.)

Group run as follows:

10-10:10 opening

10:15- 10:30 1st groups

10:30-10:45 2nd groups

10:45- 11:00 3rd groups

11:00-11:15 4th groups

11:15-11:30 5th groups

11:30-11:45 Refreshments in the primary room.

1. Jesus is the Creator: (15 minutes) Room 3 and 4

Under the direction of Heavenly Father, Jesus created our beautiful earth and all of the things in it. We can think of Him when we see a golden sunset, beautiful flowers, wide rivers, and tiny streams. We can think of Him when we hear birds singing or the wind whispering through the trees, when we touch a fuzzy caterpillar or pet our favorite kitten. We can *remember* that Jesus Christ created all of them for us to enjoy. (See [Mosiah 3:8](#).)

Testify of our Savior and express your gratitude for His creations.
Choose one of the following activities to do with the children...

My Creation Book

<http://www.lds.org/churchmagazines/2002/Mar2002Friend.pdf>

My Creation Book

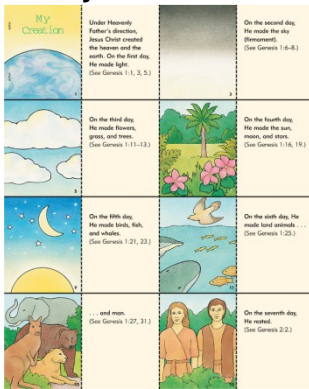
By Joyce Grisham and Angie Collier

Joyce Grisham and Angie Collier, "My Creation Book," *Friend*, Mar. 2002, 38–39

1. Carefully remove page 39 from the magazine and mount it on heavy white paper.
2. Cut out each strip along the solid black horizontal lines.
3. Accordion-fold each strip on the broken lines, with the beginning page on the top (see illustration).
4. With the title on the top, stack the strips in numbered order. Staple the pages of the book where indicated.



Or: My Creation Book



Click to View Larger Format
Illustrated by Beth Whittaker

Under Heavenly Father's direction, Jesus Christ created the heaven and the earth. On the first day, He made light. (See [Gen. 1:1, 3, 5](#).)

On the second day, He made the sky (firmament). (See [Gen. 1:6–8](#).)

On the third day, He made flowers, grass, and trees. (See [Gen. 1:11–13](#).)

On the fourth day, He made the sun, moon, and stars. (See [Gen. 1:16, 19](#).)

On the fifth day, He made birds, fish, and whales. (See [Gen. 1:21, 23](#).)

On the sixth day, He made land animals ... (See [Gen. 1:25](#).)

... and man. (See [Gen. 1:27, 31](#).)

On the seventh day, He rested. (See [Gen. 2:2](#).)

2. Jesus the Carpenter: (15 minutes) --Carpenter's workshop (room 7 and 8)

This would be a woodworking presentation on life as a carpenter's son. The carpenter could bring a large tarp and set up a chair and table along one wall. The children could gather around and watch as the carpenter whittles a spoon (or some other wooden object) as he talks to them about what life might have been like as a carpenter's son. The carpenter could bring other tools to pass around, or carvings that might interest the children. The children will then make a simple wood craft to take home.

3. Jesus the Good Shepherd: (15 minutes)--Physical fun (YW rooms) Invite the children come in and sit on the floor in the circle. Ahead of time, tape two large circles on the center of the floor for the stray sheep game. Bring a blind fold.

A shepherd watches over his sheep. He keeps them safe in a place where nothing can harm them. He takes them to pastures where there is good food and water. The sheep know their shepherd's voice and follow him. A good shepherd would give his life to protect his sheep from danger; he leads them to safety. Jesus is the Good Shepherd because He watches over us and shows us the way to go. We hear His voice as we study His words in the scriptures and as we follow His chosen leaders. Jesus, the Good Shepherd, has given His life for us, and He will lead us safely back to Heavenly Father. We are like His sheep when we listen to His voice, follow Him, and *remember Him*.

Play Stray Sheep Game

This tag game is sort of a classroom version of the backyard pool game, Marco Polo. The child playing the stranger is blindfolded and stands in the center of the circle. The others are the sheep and wander around the inside of the circle. The blindfolded stranger tries to tag the sheep. When calling "Sheep!" the others must reply with "Baa-baa." The first sheep tagged takes the place of the stranger. This game reinforces the lesson that just like the sheep we should only answer to our Good Shepherd.

4. Jesus is the Light of the World: (15 minutes)--Primary room

Scripture: Let your light so shine before men, that they may see your good works, and glorify your Father which is in heaven (*Matt. 5:16*).

Story: Eleven-year-old Mitchell won an international art contest about saving the rain forest. His prize was a trip to the rain forest in Brazil for himself and his mother. During his visit to Brazil, he saw many interesting insects and animals, unusual plants, and giant trees. While there, he climbed a very high tower and heard the echo of his voice as he sang out over the tall trees.

When he returned from the trip, Mitchell and his mother attended a dinner for those who had participated in the contest. Someone who had heard him sing in the rain forest invited him to sing for those gathered at the dinner. "Oh no!" he said. He felt shy in front of all those people.

During the dinner, when the people learned that he and his family were "Mormons," they began to ask questions about The Church of Jesus Christ of Latter-day Saints. "Mormons aren't Christians, are they?" someone asked. Mitchell's mother quickly assured their new friends that Mormons are *indeed* Christians. But some people did not seem to believe her. When Mitchell heard their questions, he whispered to his mother that he had changed his mind—he would like to sing for them. He stood and sang,

"I feel my Savior's love In all the world around me.
His spirit warms my soul Through ev'rything I see.
He knows I will follow him, Give all my life to him.
I feel my Savior's love, The love he freely gives me."^{1*}

When the beautiful song ended, no one in the room doubted that Mitchell loved the Savior, Jesus Christ, and that Mormons are, indeed, Christians. Mitchell had sung his testimony. He had let his light shine.

Even while you are young, you can let your light shine. You can have faith in Jesus Christ. You can pray to Heavenly Father. You can help your family. You can share the gospel by being a friend to others. You might even sing your testimony, as Mitchell did! As you let your light shine, you are keeping your baptismal covenant.

Activity: "Let Your Light Shine Game" (make 3 games so the children can play in small groups)

Mount the game board and cards on heavy paper or poster board. Cut out the cards and place them facedown beside the game board. Use old buttons, large seeds, or pebbles as markers. The object of the game is to "bring a friend to the light." As you play it, you will discover many important ways in which you can let your light shine, be a friend, and share the gospel with others.

To play: Each player puts a marker for himself, and a second one for a "pretend friend," on the **Start** square. (You could even choose a name for your pretend friend.) Mix the cards well and place them facedown in a pile next to the game board. The first player draws a card, reads it aloud, then moves both his and his friend's markers the number of spaces indicated on the card. If a player lands on a small Light, he moves both markers ahead one more space. Continue, taking turns. The first player to reach the large Light continues to take his turn, helping the other players until all players and their pretend friends reach the large Light.

When you are not playing the game, practice actually *doing* the good things you learn in the game, and let your light shine wherever you go. Make new cards for your game as you think of other ways to let your light shine.

You do not gossip or talk about others. Move AHEAD 3 spaces.

You invite some new children to play with you. Move AHEAD 2 spaces.

You take a gift to your new neighbors. Move AHEAD 2 spaces.

You see someone being left out and invite her or him to eat lunch with you. Move AHEAD 3 spaces.

You don't speak up when someone else is blamed for something you did. Move BACK 4 spaces.

You say you will be at a friend's at 4:00. You are there promptly. Move AHEAD 3 spaces.

You cut in line at the playground. Move BACK 3 spaces.

You say something good about someone when others are being unkind. Move AHEAD 3 spaces.

You help an elderly neighbor. Move AHEAD 4 spaces.

You invite a friend to a Primary activity. Move AHEAD 2 spaces.

When someone does well at school, you compliment him or her. Move AHEAD 3 spaces.

You borrow a toy from your friend and don't return it. Move BACK 3 spaces.

You leave your toys where people can stumble over them. Move BACK 2 spaces.

You are team captain and include someone who is seldom chosen. Move AHEAD 3 spaces.

You play loud music and disturb the neighbors. Move BACK 4 spaces.

You join your family in inviting another family for a family home evening on Saturday night. Move AHEAD 2 spaces.

You tell your friend about a ward or branch activity and invite her or him to attend. Move AHEAD 2 spaces.

You and your family help with a neighborhood cleanup project. Move AHEAD 3 spaces.

You help your family keep your home and yard clean. Move AHEAD 2 spaces.

You remember to say please and thank you. Move AHEAD 2 spaces.

You throw candy wrappers out the bus window. Move BACK 3

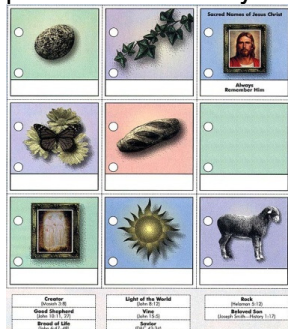
You make plans to play with a friend. Another friend

was I cut the large marshmallow in half. Then instead of baking them on a cookie sheet I put them into cupcake papers and baked them in the muffin tin. They worked MUCH better and they were hollow inside. When I did it the first way with the whole marshmallow and on a cookie sheet, they oozed marshmallow everywhere and were not hollow).

Or another Idea (we didn't do this one):

Art activity Instructions:

Cut out the sacred names of Jesus Christ on page 36. Mount the remainder of the page on heavy paper. Cut out each picture. Glue the correct name beneath each picture. Punch out the holes where indicated. Using string or yarn, assemble the pictures to make a book to help you remember Him. Read and discuss the scripture references about each name. As you learn more of Jesus Christ's names, you can make more pictures to add to your book.



Ann Jamison, "Sharing Time: Always Remember Jesus Christ," *Friend*, Apr 2000, 37

6. Refreshments: (15 minutes) Primary room

Bread of Life. After He had fed five thousand people with just five loaves of bread and two fishes, the people followed Him for a while—for the wrong reason. They wanted Him to provide food for them again and again. Jesus told them that they should seek for spiritual food that would give them *eternal* life. He said that they should believe in Him and follow Him. "He that believeth on me hath everlasting life. I am that bread of life." (See [John 6:45-48](#).) When we partake of the sacrament, we can *remember* that Jesus Christ is the Bread of Life.

Serve resurrection rolls here...

Or another Idea (we didn't do this one):

Begin class with a sandwich party. Let your children choose what they would like on their bread. While your kids are enjoying this yummy treat, discuss how often we eat bread. Ask them what kind of things they like to put on their bread. Show them different kinds of bread: Brown bread, flat bread, long bread, etc. Tell your children that their is another kind of bread, but we don't eat it. Let them guess what it could be. When everyone gives up guessing announce that Jesus is bread too. Explain how the Bible is food for our souls and we need it daily. Just as we need to have bread to fill our tummy's, we have to have Jesus too so our hearts don't get hungry. After clean up have your children color a picture of a Bible and a picture of bread. Memory verse should appear on their picture of the Bible "I am that bread of life." John 6:48

Allow kids to reenact what they just learned with their colored pictures. Holding up the Bible picture say "this bread is for my belly" holding up the picture of the colored bread say "this bread is for my heart" Sent in by Kelly Hamilton

Supplies:

- Name tags of different colors
- Copies of "I Know That My Savoir Loves Me"
- My Creation Book

<http://www.lds.org/churchmagazines/2002/Mar2002Friend.pdf>

- Large quilt
- Wood crafts
- Water based markers
- Table coverings x 2
- Floor tape (maybe colored duct tape?)
- Blind fold
- 2 copies of the "Let Your Light Shine Game"
- Buttons for game pieces
- Flash lights
- CD player and a copy of "Shine On" (CS, p. 144).
- Resurrection Rolls (for 50??)
 - Crescent rolls
 - melted butter
 - large marshmallows
 - cinnamon
 - sugar
 - Muffin pans??
- Breads to taste in Resurrection class?

Room Prep:

- **Jesus is the Creator: Room 3 and 4**
 - Display Table for teachers
 - Craft table for kids (Small table?) with plastic covering
- **Carpenter's workshop (room 7 and 8)**
 - Quilt to protect floor and for children to sit on.
 - Display Table for teachers
 - Craft table for kids (Small table?) with plastic covering
- **Jesus the Good Shepherd: YW rooms**
 - Tape two large circles in the center of the floor for the stray sheep game.
- **Jesus is the Light of the World: Primary room**
 - 2 Tables for game
- **Jesus is our Savior YW room**
 - 2 tables for cooking project.