

ACTIVITY TIME!!!

Activity

Tabitha, also known as Dorcas, was an important figure in her community. She did many acts of charity and helped many people. Her deeds left an impact. When she died, many were sad to lose her, but the impact of her good deeds remained. Peter came and resurrected her, or brought her back to life. This brought joy to many, but Tabitha would die again someday. While that day would be sad, her legacy would live on through the memory of what she had done for her community and the people she impacted.

Even when people are gone, their legacy lives on in the people who remember them.

One way we can share those people with others is by presenting an Acting Biography. Have each person in the group name a deceased person whose legacy they'd like to share with the group. It can be a Biblical figure, a historical figure, or even a friend or family member.

On their own, have them write down the answers to as many of the following questions as they can:

- What's something you like about this person?
- What was a job/hobby this person had?
- What was one thing this person really cared about?
- Where did this person live?
- What's something about this person you find interesting?

Have each person present their figure to the group based on the answers to the questions.

By sharing their stories, these people's memories live on in our hearts and communities and inspire us to live into their legacies

Alternate Activity

Our story this week focuses on Tabitha, also known as Dorcas. She's an important person in her community, often helping people in need. When she dies, it's hard for her community, and they are sad. When Peter resurrects her, or brings her back to life, it is a hopeful sign not just for her but for her whole community. Sometimes, things that happen to one person can impact a whole community.

One way we can remember this connection we have to each other is by playing the Mirror Game. Have everyone face each other with space to move.

The goal is for everyone to mirror everyone else. If one person lifts their hand, everyone should lift their hands. If someone bends over, everyone should bend over. If someone laughs, everyone can laugh. The goal is to be connected and allow actions, even actions that feel small or silly, to be a part of the group because that's what it means to be in community. When you're done, the leader can end the game by leading the group in a round of applause.