



The Holy Ghost Helps Me

Game 1: Your Stop, Listen, Choose

Move around while music plays. Stop the music. Leader gives two simple choices: "Help pick up—or throw the toys?" Children point/do the good choice. "The Holy Ghost can help us remember what is right."

Game 2: Which Way?

Two sides of the room represent two choices. "Keep the toy / Share the toy." "Yell / Speak kindly." "Walk away / Help someone who fell." Children move toward the good choice. No winners. No losers. Just practice recognizing good choices.