

THE INVITATION

"Children's spirituality is not just about religious beliefs; it is also about their innate sense of wonder and connection to the world around them." — Marcia Bunge

In Godly Play, the spirituality of all ages is nurtured through wonder, narrative, rhythm, and play. We invite you individually or in community to experience a story, reflect, and respond, engaging in some of the rhythms in this guide.

FACES OF EASTER

"God chose Mary to be the mother of God, and the Word was born a wordless child. When the baby looked up into the face of the Mother Mary, he already saw the cross. When he looked into the face of the Father Joseph, the cross was there, too."



WE WONDER

Wondering is an open-ended practice where each person makes meaning for themselves. Engaging in active listening and being present with one another, there are no right answers but rather opportunities to say, "I wonder that too."

At the end of this story, we wonder together: I wonder what part of this story you liked best? I wonder what you see when you look into the eyes of people you love? I wonder what it means that the Word was born a wordless child?



WE RESPOND

When we respond to the story or to anything that may be present in our lives, the focus for this time is on process and not product. Whether it's coloring, drawing, sculpting with clay, reading, meditating, the gift of this time and space should support each person to express themselves in the way they see fit.

MEDITATIVE MOMENT

Find a comfortable and safe place to sit. As you sit, settle in and consider closing your eyes. While your eyes are closed, think about what item from your house you might add to the picture of the baby, the Mother Mary, and the Father Joseph. When you're ready, find this item and place it in a special spot for the week. Take time throughout the week to stop, pause, and wonder about the Word who was born a wordless child.

ADDITIONAL RESOURCES

Tune in to our podcast, Mess Makes Meaning or visit our Everyday Godly Play page HERE.

